STARSHIPS & SPACEMEN

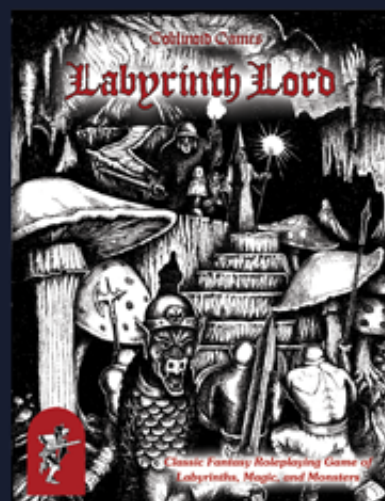## CARRY OUT MISSIONS IN THE FINAL FRONTIER

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Eight player races
Three main classes, with several subclasses
Rules for spaceships and exploration
Many alien creatures
...and more!

Fully compatible with
Labyrinth Lord!

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STARSHIPS & SPACEMEN

CARRY OUT MISSIONS IN THE FINAL FRONTIER

Second Edition by Daniel Proctor

Additional material by Colin Chapman, Robert Saint John, James Maliszewski, and Mario Ries
Based on the first edition by Leonard H. Kanterman

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FOREWORD

Like a lot of people of my generation, I grew up watching reruns of *STAR TREK* (original series). When I look back to my early childhood it is definitely one for those television shows that had a big influence on my creativity. Before I was a teenager I had seen all of the original series episodes probably more than a dozen times each, as a conservative estimate. For me, the original series stands out because it relied so much more on story and creative backdrops than some of the later series. I didn't discover the Next Generation until the early 90s, but I became just about as fond of that series as the original.

A few years ago I was inspired by Steve Zieser (one of the artists featured in this book) to create an RPG influenced by this style of science fiction. At first I sketched out a rough outline for something that would be compatible with *Labyrinth Lord*, but then I discovered *Starships & Spacemen*. I think one of the traditional difficulties people have had in trying to create a class-based system like *Labyrinth Lord* for sci-fi is that there is the perception that sci-fi should have a more complete skill system. It's a kind of thinking wrapped up in a paradigm of thought that influences how games are designed. I was as guilty of it as anyone. When I discovered the first edition of *Starships & Spacemen*, first published by Fantasy Games Unlimited in 1978, I realized right away that I'd discovered what (for me) is the best way to handle this genre in a class-based system. I inquired with FGU about the game, and was able to buy all of the rights from them and the original author.

It was written by Leonard Kanterman in the late 70s, so at that time he had only a few sources of inspiration for the game system and I think it shows in the way it was implemented. It is innovative in a number of ways. If you take a step back and think about it, in *Labyrinth Lord* each class has its own niche (a topic which has been much discussed elsewhere). Classes take advantage of these niches not because of different skill lists, but because the core mechanics of the game itself are designed to create different spheres of play that certain classes excel at. So in other words, to borrow something used to discuss video games, the "physics" of the game support classes with different niches. The game itself defines what can be done in the context of classes, not in the context of skills. This is something that is less true in skill-based games.

So what made *Starships & Spacemen* unique is that the classes interact with the rules in a streamlined way that makes a long list of skills unnecessary. Each class has its own niche with abilities and ways to interact with the game in play, just like *Labyrinth Lord*. Something else that I loved right away about the game was the rules for starships. Here we have a resource-management system for exploring the galaxy, with random encounters and hazards, written before the terms "hex crawl" or "sandbox" became part of common parlance in the gaming world.

So if the original *Starships & Spacemen* was so great, why a second edition?

The primary reason for the second edition is to flesh out the rules surrounding characters in a way that makes the game compatible with *Labyrinth Lord*. In the original game, there were very few rules for handling characters except in combat. Now the game is attached to the system in *Labyrinth Lord*, which provides additional information about adventuring. The alien creatures have also been converted, with a large number of new creatures. The excellent rules for starships and space exploration have come across virtually unchanged, though some areas have been expanded. The book has been organized differently to account for all of the new information, and now includes more referee advice. But, for fans of the original version of the game, the first edition will always remain in print.

This game is fully compatible with *Labyrinth Lord*, which is important to a lot of people so that creatures and other materials can be used across genres. You can easily add wizards to your *Starships & Spacemen* game, or make dwarves and halflings an alien race. Bring mutants into the fray with *Mutant Future!*

It is my hope that you take this book and recapture some of the classic adventures that stimulated our imaginations. Boldly go forth and explore new parts of your own fictional galaxy!

October 2012

Dan Proctor

Dedicated to Leonard H. Kanterman for being the first explorer in *Starships & Spacemen*.

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SECTION 1: INTRODUCTION

PRELUDE

In the 22nd century Humankind had begun to recover from the strife of the earlier century. The wounds of the Genome War had finally begun to close. Humans had just begun to colonize Luna and Mars when hyperdrive was discovered, opening the entire galaxy to exploration. In the first years of voyaging to the worlds in this new frontier, humans needed to relearn the lessons of the European colonists from centuries before, who devastated entire civilizations in their efforts to tame the "New World."

Humans soon discovered that not all alien races were more primitive than themselves. The first ship commanders were of military minds, and combined with xenophobic fears of what alien life lurked in the galaxy, the first contact with space-faring sapient life turned bloody.

The First Interstellar War began in 2247, soon after the Humans encountered the Zangid. The Zangid are a humanoid race that closely resembles humans. Not unlike the Mongols of human history, the Zangid Empire has a philosophy of conquest. Human inexperience and Zangid aggression led to

a clash of war and death that the Humans had not seen since their Third World War.

The Humans fought a losing war for three years before Earth itself was in danger. Earth would have fallen to Zangid rule had the Humans not fortuitously met the Taurans.

Having learned a hard lesson in diplomacy, first contact with the Taurans went much more smoothly than with the Zangids. The Taurans are a race of humanoids in which evolution has produced an incredible machine-like logic. Perhaps as a consequence, they have difficulty grasping and expressing emotion. The Humans and Taurans became allies, founding the Galactic Confederation (or the Confederation). Since the Taurans had an uneasy truce with the Zangids, the Zangids were reluctantly forced to extend that truce to the Humans, at the cost of several Human colony worlds at the fringes of Zangid Space.

The Confederation was soon joined by the Andromedans, a race of highly psionic and emotional humanoids. Humans and Andromedans became friends immediately, sharing a kind of bond that to this day confuses Taurans. The Andromedans did not have hyperspace capability, but their world was facing

imminent destruction from unstable geologic forces. The Humans provided a new colony world. The Andromedans petitioned to join the Confederation, and did so after skepticism from the Taurans was overcome.

Soon another unlikely race joined the confederation, the Gorrans. The Gorrans first encountered the Confederacy in 2250, when they attacked a Space Fleet outpost on a planet in Gorran space. Initially mistaken it to be a Zangid incursion, the area was destroyed. The Gorran ship later encountered a Confederate vessel, resulting in an unconventional act of diplomacy–the captains faced off in personal combat in a Gorran Justice Arena. The Confederacy captain won the contest, but spared the Gorran. This act of honor led the Gorrans to negotiate a peace agreement. They petitioned to join the Confederation in 2252.

In 2260 the Humans discovered they were being spied upon by an unknown alien force. After much intrigue, spies were discovered in Earth's government, and the Daelans made themselves known. After much discussion and diplomacy on the part of the Daelans, it was realized that they meant no military threat, but were intrigued by the Humans and sought to learn their ways before contact. Five years later the Daelans joined the Confederation.

By 2265 the Confederation began to stage a series of military-backed diplomatic missions to free a sentient species enslaved by the Zangids. The Dreipeds—misunderstood, but highly valued for their skills and submissive nature—had been removed from their homeworld decades earlier and split up across Zangid colonies. They were engaged primarily in building and maintaining the Zangid war machine along its frontier. After much negotiation, and conceding a few uninhabited but resource-rich worlds to Zangid control, the Dreipeds were freed. Though they are not officially members of the Confederation (as they have no central government of their own yet) several individuals are members of Space Fleet.

The Confederation encountered the Hykhot in 2272. This race of short humanoid amphibians particularly intrigued the Taurans because of their shared interests and unusual maturation cycle. The Hykhot joined the Confederation three years later.

The last race to join the Confederation was the Rigel, in 2281. In the early 21st century, Earth faced the real possibility of destruction during World War III, a war which led to the Genome War of the mid 21st century. In a joint effort by European countries and counties in North and South America, a colony ship of Earth's finest minds and people with superior genetically engineered makeup was launched into deep space. Because of their sublight speed, the crew was in suspended animation.

Unknown to the people of Earth, the would-be colony planet was near Zangid Space. The colony arrived safely, but they had been there only five seasons when the Zangids attacked. After many years of guerilla warfare, the human colony survived, but not in great numbers. The Zangid were distracted by a great battle on the opposite side of their space border, and left a regiment on the planet before vacating.

It was almost 100 years before the Zangid returned to find their colony had not survived. The Zangids and Humans had interbred, forming a strong new race. The Zangids began their effort of subjugation anew, but the Confederation discovered the conflict and managed to put an end to it, claiming that since the original colony was Human, the planet fell under their peace treaty. The Humans thought the Rigel would greet them as lost brothers, but instead they were met coolly. The Rigel had believed themselves to be the last of Earth's descendents. When brought face-to-face with their lost lineage they discovered they had lost much in common from time and new ways that had emerged from their dual background in the Zangid. Nonetheless, the Rigel joined the Confederation since they had a relatively small population and desired the protection the Confederation offered.

Just when a period of stability looked hopeful, a new threat emerged from deep space. A series of brutal raids destroyed an Confederation space station and two colony worlds. A new race was responsible—the Videni. These mysterious aggressors knew much about Confederation movements, and it was soon discovered that they had spies among the Taurans. It turned out that the Videni are biologically very similar to the Taurans, and can pass among them unnoticed. However, where the Taurans evolved almost pure logic, the Videni are aggressive, emotional, and scheming. They believe in conquest at any cost, and engage in suicidal attacks when it is necessary to achieve that end.

Impressed by Videni tactics and recognizing a chance to turn the balance of power, the Zangid formed an alliance with them and waged a new war against the Confederation. However, after a major double-cross on the part of the Videni, the Zangids have again formed an uneasy truce with the Confederation. Although the Zangids are not trust-worthy, the Taurans were able to argue the case for the treaty with the Confederation because of the singularly deadly threat of the Videni.

It is at this point in the game setting that play begins.

Starships & Spacemen

Starships & Spacemen is a **role-playing game** of adventuring in space, seeking new worlds and alien civilizations. Players usually take on the roles of officers or enlisted men in the Confederation, but other campaigns are possible, from games of piracy to taking on the role of one of the Confederation's enemies.

Most readers are already familiar with role-playing games, but for those of you who are newly discovering this hobby a brief explanation follows. A role-playing game is something of a mixture of play-acting and a board game. As a **player**, your "play pieces" are your characters (called **player characters**, or PCs), alter-egos you will create and take the role of during

play. The acting component comes in when you play your new persona. This primarily takes place in conversation, and sometimes a map and small figures are used to represent where your character is when he takes actions. This is a game of the mind. The new worlds you explore are created by another type of player, the **Space Master** (SM), and given life by your combined imaginations.

The SM designs the universe you play in. He or she also plays the roles of all of the other people and aliens in the game that you encounter. These types of beings are called **Non-player Characters** (NPCs).
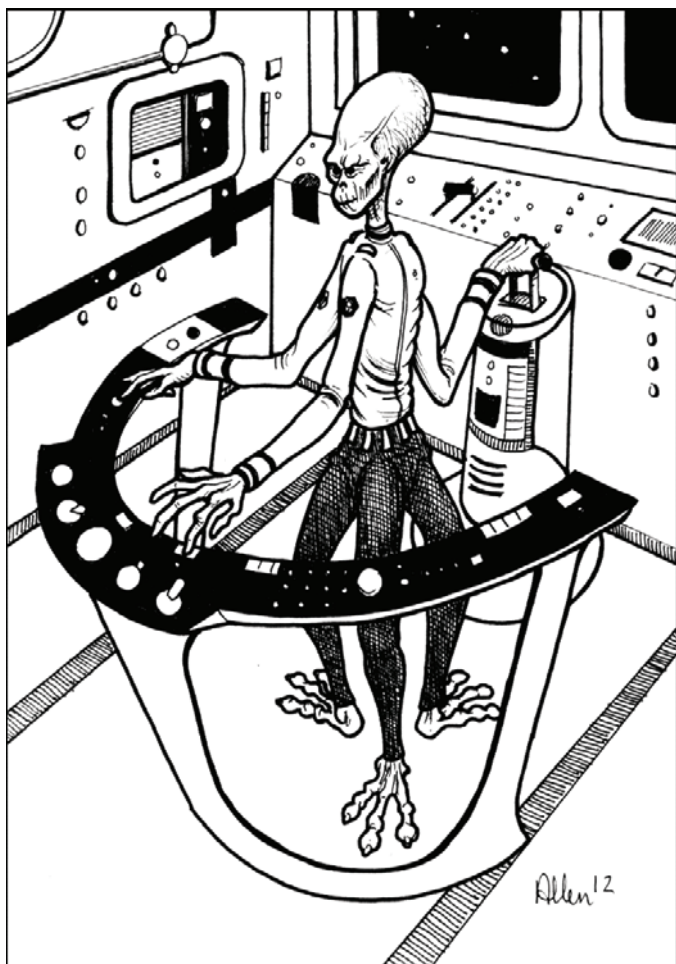
Dice

Many actions in the game are resolved using random mechanics, with several different kinds of dice. Dice abbreviations are presented below.

Die	Abbreviation
Roll 6-sided die; 1-3=1, 4-6=2	d2
Roll 6-sided die; 1-2=1, 3-4=2, 5-6=3	d3
Four-sided die	d4
Six-sided die	d6
Eight-sided die	d8
Ten-sided die	d10
Twelve-sided die	d12
Twenty-sided die	d20
Percentile roll	d% or d00

Many different results will be obtained from die rolls, depending on the situation. When a die roll is required it will be expressed in a manner such as 2d4. The number in front of the "d" indicates how many of the die type are rolled, with the implication that the results will be added together. These results may be further modified, such as 2d6+2. Meaning roll two six-sided dice, add them together, then add two for a total sum.

Rolling High, Rolling Low

Depending on the roll, a high result may be good or bad. Conversely, a low roll may be good or bad. For skill checks, a low roll is better on a d20 because you want to roll equal to or lower than your skill to succeed. For save checks, which are used to avoid hazardous effects, you want to roll equal to or higher than your save check number to succeed. There are other rolls in the game using different dice, and sometimes a high or low roll is better.

Terms

In addition to the previous ideas, there are other terms to understand as you read further into this game book. The foundation of what defines character capabilities is their **abilities**. Abilities define the strength, intelligence, attractiveness, and other characteristics of a PC. As characters go on adventures, they will acquire **experience points** (XP). The number of XP a character has determines his **level**. Each character gains certain abilities as his or her level increases.

When characters go on adventures they often fight alien beings. Damage to characters is represented by **hit points** (hp). In addition, when characters attempt to avoid certain kinds of effects or damage, they may make a **save check**. Refer to the table below for a summary of some commonly used terms and their abbreviations.

Term	Abbreviation
Experience points	XP
Hit points	hp
Non-player character	NPC
Player character	PC
Space Master	SM
Strength	STR
Constitution	CON
Dexterity	DEX
Intelligence	INT
Charisma	CHA
Psionic Potential	PSI
Hit Points	hp
Movement	MV
Psionic Potential	PP
Hits	HT
Armor	AR
Combat skill	CS
Save	SV
Attacks (number of)	#AT
Damage	DG
Morale	ML

SECTION 2: CHARACTERS

Welcome to the Galactic Confederation! Begin creating a character by copying the character record sheet from the back of this book, or printing the sheet provided on the Starships & Spacemen website.

Next, roll 3d6 for each of the abilities that are described below. Record these numbers on the character sheet, along with any modifiers they provide. At the SM's discretion, a player may roll six sets of numbers and assign a set to desired abilities to match requirements for particular classes or races. The unused sets may be used for additional PCs operated by the same player, at the referee's discretion.

After rolling abilities you will choose the race of your character, which could be human or any of several alien races that are members of the Galactic Confederation. Then, you will choose a class based on the type of character you want to play, accounting for your character's strengths and weaknesses.

Abilities

Abilities and how they affect the game are described below. They are randomly rolled, as detailed above. Race and age adjustments may be applied to the rolls for these abilities, so ability modifiers should be noted on the character sheet after all adjustments. Each ability will have modifiers that refer to a column on the table below.

Ability Modifiers Table				
Ability	Column 1	Column 2	Column 3	Column 4
3	-3	-3	-3	+3
4-5	-2	-2	-2	+2
6-8	-1	-1	-1	+1
9-12	0	0	0	0
13-15	+1	-1	+1	-1
16-17	+2	-2	+1	-1
18	+3	-3	+2	-2
19	+3 (+4)	-3 (-4)	+2	-2
20	+4	-4	+3	-3

Strength: This ability represents the muscle of the character. It provides bonuses to Combat skill and damage rolls in melee combat.

Attacks and Damage: Characters use column 1 for modifiers to the Combat Skill for attacks and damage in melee combat. Note that for STR 19 the number in parentheses applies to damage rolls, and the number outside parenthesis applies to attack rolls.

Muscle Check: When a character must force open a door, strain to lift something, or some similar action, modifiers from column 1 are used, ignoring any numbers in parentheses. This roll is successful on a roll of 1-2 on 1d6, before considering modifiers.

Constitution: The character's overall health and physical resilience is represented by this ability. Constitution is the major determining factor for a character's hit points, and helps determine survivability of poison, radiation, and trauma.

Radiation or Poison Adjustment: When a character must succeed in a save check vs. poison or radiation, use column 3 for an adjustment to this roll.

Resist Trauma: In some situations characters will need to roll this percentage to survive extreme circumstances. One such occasion is when a character has recently died and is cryogenically preserved. Facilities at a starbase may be able to revive the character. This is the base probability a character will survive.

CON	Resist Trauma
3	40%
4-5	50%
6-8	65%
9-12	85%
13-15	90%
16-17	95%
18	96%
19	97%
20	98%

Hit Point Modifier: Having a high or low CON can result in modifiers to hit points. Use column 1 for CON hp modifiers. The modifier is applied for each character level. The number in parenthesis for column 1 applies only to Security Officers.

Dexterity: This is a measure of a character's quickness and reaction time. It provides bonuses to a character's ability to hit with missile weapons. A high DEX score also makes a character more difficult to strike in combat.

Defense Modifier: This modifier uses column 2 and applies to enemy attack rolls. The character must be conscious and able to move for this modifier to apply. Note that a DEX of 19 uses the number in parentheses.

Missile Attack Bonus: This modifier uses column 1 and applies to all missile attack rolls using the Combat Skill, but not damage rolls. Note that a DEX of 19 uses the number outside the parentheses.

Initiative Adjustment: This adjustment uses column 3 and applies to individual initiative rolls if the SM is using that rule.

Intelligence: This is a measure of a character's intellect, learning ability, and reasoning power.

Languages: In addition to the Confederation common tongue, characters with high INT use column 1 to determine how many additional languages a character knows. Ignore numbers inside parentheses.

Science Skill: Use column 1 to apply adjustments to the Science Skill. Ignore numbers inside parentheses.

Technical Skill: Use column 1 to apply adjustments to the Technical Skill. Ignore numbers inside parentheses.

Charisma: This ability reflects a character's leadership ability, magnetism, and physical attractiveness.

Contact Skill: Use column 1 to apply adjustments to the Contact Skill.

Reaction Adjustment: Use column 4 to apply adjustments to alien or NPC reaction rolls.

Subordinate Morale	
CHA	Morale
3	4
4-5	5
6-8	6
9-12	7
13-15	8
16-17	9
18	10
19	10
20	11

Subordinate Morale: When a character is in a command position, subordinate morale is applied to NPC Space Fleet personnel when a morale check is necessary.

Psionic Potential: This is a measure of a character's psionic ability, and is used in psionic combat as Psionic Combat Skill. It also represents mental strength and willpower. PSI is used as the maximum benchmark for PSI Points that are spent when using psionic abilities.

PSI	PSI Point Recovery
3	1 per 3 hours
4-5	1 per 2 hours
6-8	1 per hour
9-12	3 per 2 hours
13-15	2 per hour
16-17	5 per 2 hours
18	3 per hour
19	7 per 2 hours
20	4 per hour

Recovery Rate: This is the rate at which PSI Points are recovered. This rate assumes complete rest or sleep. No PSI Points are recovered for the time period if the character engages in *any* activity.

Point Pools

Hit Points: These points are a measure of a character's ability to take physical damage. When this total reaches zero or below, the character will die without medical intervention. Maximum hp is determined by class and level, with adjustments from CON.

PSI Points: This pool of points is spent when using psionic powers. Maximum PSI Points is equal to PSI. Characters who reach zero PSI Points suffer mental trauma.

Skills

Unlike abilities, skills are determined by class and level. There are four skills: combat, contact, technical, and science. These are detailed later after classes are described.

Races

After determining a character's abilities, a player may choose his character's race. Some races have ability adjustments, but no ability may go above 20. Each race has several characteristics, described below:

Requirements: The character must have this score or higher in the ability indicated in order to choose this race. This is determined before any ability adjustments due to race are applied.

Ability Adjustments: Many races have inherent strengths and weaknesses, and have bonuses or penalties to abilities to reflect this.

Skill Adjustments: Much like ability adjustments, some races have a natural ability or disadvantage with some skills, reflected in these adjustments.

Metabolism: This is the primary chemical metabolism that the race is based upon. For example, humans have iron-based metabolisms, so iron is an important component of their blood and general metabolic process. Similarly, cobalt-based metabolisms will have cobalt as an important component to blood. These details have a significant impact on what kinds of diseases may be more virulent for a species, and some creatures have a preference for one metabolism when they seek prey.

All PC races speak their own language and the Galactic Confederation common tongue, plus any additional languages granted from INT.

Andromedans
Requirements: CHA 9
Ability Adjustments: CON -1, CHA +2, INT +1
Skill Adjustments: Combat -2, Contact +2, Technical -2
Metabolism: Cobalt Based

Andromedans are blue-skinned humanoids with hair ranging from dark blue to stark white. They come from a low-gravity planet, and are thus more comfortable in low gravity environments. They average 5' 6" tall, and are slender. Their body temperature is somewhat lower than humans so they are more comfortable in cooler environments. They are blue because their metabolism is cobalt-based and as such, they are subject to different diseases than humans or Taurans.
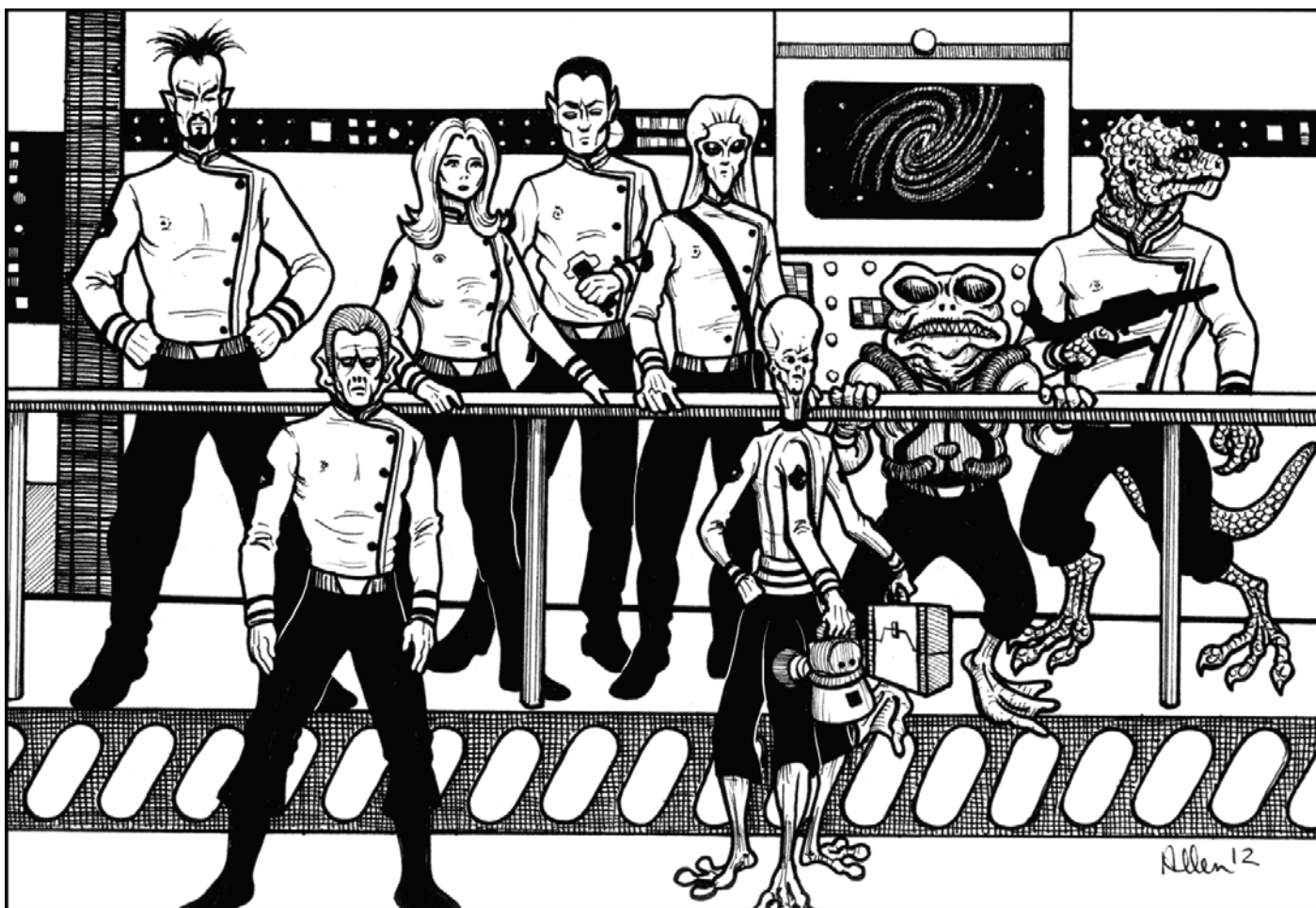
There are three sexes of Andromedans, all three being necessary for reproduction. The 3 sexes are called by humans, very inaccurately, male, female and intersex. All three sexes contribute genetic information to the offspring. The males contribute 50% of the genetic makeup, the intersex 20%, and the females 30%. The females carry the young until birth, at which time the intersex (which have a marsupial-like pouch) carry the young and rear them. There are always triplets, one of each sex.

Andromedans are relatively weak from being accustomed to low gravity, and have not advanced very far on their own technologically. As such, they have never gotten used to machines and weapons, which is reflected by their low combat and technical skill. However, the Andromedans have finely developed psionic powers. They are adept at negotiation and are highly social.

Andromedans and humans share an unusual interspecies bond, having taken to one another immediately at first contact. Both Videni and Zangids hate Andromedans. Andromedans are fascinated by multiple birth phenomenon, and are greatly attracted to twins, triplets, etc. of any species.

Psionic Powers: Andromedans are psionically active beings. All Andromedans have the psi power *empathy*. In addition, at character creation three more powers may be selected.

Daelans

Requirements: INT 9, CHA 9
Ability Adjustments: DEX +1
Skill Adjustments: Technical +1
Metabolism: Iron Based

Daelans come from a low-light planet. They have ivory skin, large black eyes, and stark white hair. They are lean, almost lanky, and average between 5' 6" and 6' tall. These aliens have low-light vision to 60', but there must be some light source (stars, moon, etc.) as they cannot see in complete darkness (i.e. underground). Daelans are an extremely suspicious (but not malicious) people. In their home government they have developed elaborate spy networks and protocols. It is rumored that the Daelans have spies in many alien governments, and have infiltrated distant regions of space. They are hated enemies of the Zangids; The Zangids view them as cowards who prefer stealth rather than honorable battle.

Several hundred years ago, due to paranoia and xenophobia, the Daelan people waged a Psi War to rid their population of all psionically active people. They were viewed as a security threat. As a result, there are virtually no psionically active Daelans today. There is a 1% chance that any PC Daelan will be psionically active and will have one PSI power.

Dreipeds

Requirements: DEX 12
Ability Adjustments: DEX +2, STR -1, CON -1
Skill Adjustments: Combat -1, Technical +2
Metabolism: Cobalt Based

Dreipeds are a humanoid race with three arms and three legs. They originate from a primarily arboreal planet, where they adapted a light, lean body type. What they lack in physical strength they make up for in speed (+50%) and dexterity. They are hairless and have leathery skin in one of three colors: violet, orange or green. These three clans rarely associate with each other, though there are no distinctive physical or mental differences between them. Dreipeds are devoid of any psionic ability.

Dreipeds were conquered and enslaved by the Zangids generations ago. Though the majority of them are now free, the Zangids left their homeworld a wasteland. As a result, the Dreipeds are a race without a world and are scattered across many regions of space. Although technically proficient with the tools of other races—to an almost savant-like degree—they have no advanced technology of their own. With the aid of the Confederation, they are attempting to reunite on a colony world and hope to eventually join the Galactic Confederation. In the meantime, a few exemplary Dreipeds serve in Space Fleet, highly valued for their technical affinity.

Gorrans

Requirements: CON 12
Ability Adjustments: STR +1, CON +1, DEX -1, INT -1
Skill Adjustments: Combat +1, Military +1
Metabolism: Iron Based

Gorrans are a reptilian race from the second planet in the Gor system. They are generally 6' in height, have yellow eyes, and are covered in scales with color ranging from light to dark green. Gorrans have tails that vary from 12" to 18" in length. Each hand has a thumb accompanied with three fingers, and short claws. They are carnivores that delight in eating live prey. Their thick scaly hide gives them a -1 to armor.

Gorrans are a competitive race; they host arena combat tournaments as a form of sport and justice. They were once a race consumed by war, but have since put aside their instincts for conquest, if not combat. Their nature often inspires them to seek out duties of security or military services in Space Fleet. Gorrans speak to each other in the hissing sounds of their language, but can speak other languages with some difficulty. Their home is a rainy jungle planet with many swamps, and is unusual in having freshwater oceans.

Humans

Requirements: None
Ability Adjustments: None
Skill Adjustments: None
Metabolism: Iron Based

Humans are the "backbone" of the Space Fleet Service, and fill most positions. Most ships will be primarily occupied by a human crew. Humans have a wide range of variation in culture and appearance. They are incredibly resourceful, and their ingenuity earns them +10% to all XP gained. The majority of Humans are not psionically active. At character creation there is a 5% chance that a human is psionically active. If he is, consult the table in Section 2: PSI Powers to determine one power for the character. Note that if the PSI cost is higher than the character's PSI ability score the character may not have that power. Psionically active humans do not receive the racial bonus to XP.

Hykhot

Requirements: STR 9, AGL 9
Ability Adjustments: AGL +1, INT +1, CHA -2
Skill Adjustments: None
Metabolism: Iron Based

Hykhot are short (average 3' 6" to 4' tall), green-skinned, amphibious humanoids with large black eyes located near the tops of their heads and large mouths filled with sharp teeth. Despite their short stature, they are powerfully built; their arms and legs are both well muscled. In addition, Hykhot are deceptively agile and quick, whether on land or in the water. Because of their amphibious nature, they must keep their skin moist at all times, necessitating the use of attire specially made for this purpose. Unfortunately, when at the appropriate level of moistness, Hykhot skin exudes an aroma that some races, including the Rigel and Terrans, find mildly unpleasant. This fact, combined with their strictly carnivorous diet, does little to improve their public image in the Confederation, even though they have made significant contributions to it since they joined a generation ago.

Hykhot consist of two sexes, male and female, and hatch from eggs laid in the water. Consequently, the race's young begin their lives as wholly aquatic larvae. In this form, they possesses only animal intelligence and are left to fend for themselves until such time as they can leave the water and find their way back to a Hykkot settlement. The process of leaving the water is a dramatic–some might say *traumatic*–experience. As the juvenile Hykhot breathes air for the first time, its brain chemistry changes rapidly. These changes induce not only sentience but in 50% of the race psionic activity. Such Hykhot characters may select three psionic powers.

Hykhot are known as thoughtful, imaginative beings and are adept in scientific and technical fields. Though they make some races uncomfortable, they get along well with others, especially the Taurans, with whom they share many interests. Hykhot also make excellent soldiers and often serve as Security officers.

Rigel

Requirements: CON 12
Ability Adjustments: CON +2
Skill Adjustments: Combat +1, Contact -1, Technical -1,
Metabolism: Iron Based

Rigel average 6' to 6' 2" in height, and are trimly built with intense steel-blue eyes and a shock of black hair. They are galactic mercenaries, offspring of Humans selected to propagate the human race (when it was feared the Earth would be destroyed in WW III) and Zangids. They are tough, aggressive fighters. As mercenaries, their loyalty is somewhat less than perfect. Should they see an opportunity to advance themselves or their race at the expense of the Confederation, they will take it. However, they are not actively in league with the Zangids or Videni against the Confederation and, in most cases, their own interests will coincide with the Confederation's interests.

Rigel can always pick 1 unit of equipment over that allowed by their rank level. Rigel are not psionically active, possibly due to their Zangid heritage.

Taurans

Requirements: INT 12, CON 9
Ability Adjustments: STR +1, CON +1, INT +1, CHA -2
Skill Adjustments: Technical +1
Metabolism: Copper Based

Taurans are green-tinged humanoids from a high gravity planet. They are more comfortable in high gravity environments, and somewhat clumsy in low gravity (they do not benefit from movement adjustments). Their gravity also accounts for their greater strength. They are highly intelligent and technologically developed. They average 6' 6" and have pointed ears. Their greenish hue is caused by their copper-based metabolism, making them subject to different diseases than humans. They have high constitution and strength, making them less vulnerable to radiation as well as being able to neglect physical needs (like hunger and sleep) for long periods of time.

The Taurans evolved to have a machine-like logical mind. They act according to the principles of logic, not emotion, and have difficulty expressing and understanding emotion.

Taurans have the following additional abilities:

Meditative Trance: Taurans can voluntarily enter a meditative trance that slows their metabolism much like suspended animation. They can return from this state voluntarily at any time.

Nerve Strike: This ability acts as an automatic stun against any humanoid in any close combat situation. The Tauran must succeed in a Combat skill check by 4 higher than necessary to hit. The victim is stunned for 3d4 rounds, but may make a save check vs. stun attacks at -2 to avoid the effects..

Psionic Powers: All Taurans are psionically active. At character creation the player may select two psionic powers.

Perhaps as a compensation for their suppression of emotion, the Taurans experience a *blood fever* once every 3 years that lasts for 2d4 days. During this period all of their ancestral aggressive impulses rise to the surface, and their minds are too disjointed to use psionic powers, though they may defend against psionic attack. In a combat situation the Tauran must make an INT check or leap into battle with no care for the consequences.

Classes

There are three major branches of the Space Fleet Service: Military, Scientific, and Technical. Each of these branches has several subclasses which are specialty areas within the branch. Each branch and subclass has its own special responsibilities, abilities, and limitations. In addition, a character's promotion depends on accomplishments within his own field. Characters are not required to choose a subclass. Characters with no subclass receive a +10% bonus to experience points earned.

Once chosen at the start of the game, a branch and subclass may never be changed. Players are never obligated to choose a subclass, but there are special bonuses (and limitations) for doing so.

Prime requisites are the attributes required for joining one of the three major branches (attributes after any race or age adjustments). The score in the prime requisite must be at least 9 or better to join the branch.

The minimum score required in the secondary requisites for any subclass is always 12 or better. In some cases, a secondary requisite for a subclass is the same as the branch's primary requisite—the score needed is 12.

Military Branch

Prime Requisite: STR 9
Primary Skill: Combat
Uniform: Yellow
Hit Points: 1d10/level to level 9, then +2 per level

The main responsibility of military officers is engaging in combat with aliens; they are soldiers. They can employ a wide variety of weapons. Military officers earn experience primarily through defeating enemy aliens in combat.

Military Subclasses

Command

Secondary Requisite: INT 12, CHA 12
Secondary Skill: None

Command officers are responsible for all major command decisions, such as which planet to explore, whether to fight or talk, etc., although they are encouraged to obtain advice from the other services in making such decisions. A major source of experience points from command officers is the successful accomplishment of missions as set out by the SM. The Command officers are also responsible for the safety of the ship and the members of the crew, and are subject to demotion for failure to act in accordance with these interests. Command officers influence the morale of all those under their command, providing a +2 bonus to morale.

Security

Secondary Requisite: STR 12
Secondary Skill: None

Security officers are responsible for ship security and the security of those on planet-side missions. They are the main soldiers in a combat situation, and are trained to use some heavy weaponry and equipment that is inaccessible to other classes. Security officers receive a +1 to Combat skill and +3 (instead of +2) to hp per level beyond level 9.

Fire Control

Secondary Requisites: INT 12, CHA 12
Secondary Skill: Technical

Fire Control officers are responsible for the firing of offensive weapons during ship-to-ship combat. Although the command officer decides if the ship is to fire, it is the fire control officer who decides the sequence of firing, and of which weapons at what range. When a Fire Control Officer is attacking in ship-to-ship combat, they attack with +2 skill to the base ship skill. Fire Control Officers get bonus experience points for successful ship-to-ship combats.

Scientific Branch

Prime Requisite: INT 9
Primary Skill: Science
Uniform: Blue
Hit Points: 1d8/level to level 9, then +2 per level

Science Officers are responsible for obtaining friendly contact with enemy aliens and to gather data on new alien races and new scientific phenomena. Science officers are quite limited in their choice of weaponry. In addition, because of their interest in alien life, they may never "shoot to kill" an alien, known or unknown, friendly or enemy, except in a life-or-death situation. Even then, such activity is subject to review by Space Fleet HQ (i.e., the SM) for justification; if not justified, the officer is subject to demotion. The science officers are also responsible for following the directives of Space Fleet HQ in matters of contact with alien races (i.e., the doctrine of non-interference).

Scientific Subclasses

Biology

Secondary Requisite: INT 12
Secondary Skill: Contact

Biology officers are responsible for identifying and documenting alien plant and animal life. They are also skilled in animal behavior, and with a successful use of Contact skill they can shift the disposition of animal life in an encounter by two categories.

Medical

Secondary Requisite: INT 12
Secondary Skill: Technical

The main responsibility of medical officers is for the health of the crew. They must characterize and find a cure for all diseases and epidemics, with the help of the ship's computer,

and gain bonus XP for this. Medical officers also are able to remove points of damage from characters, whether in the ship's sick bay (2d6 per day), or, to a lesser extent, with a portable *wound healer* (1d6+1). Medical officers are also responsible for the mental health of the crew and are able to withdraw any character from active duty (including the ship's Command staff) for medical reasons. Note that because a doctor is exposed to most strains of bacteria and viruses by patient contact, he makes save checks against the effects of most diseases with +2 to the roll.

Sentient Life

Secondary Requisite: CHA 12
Secondary Skill: Contact

On ships with mostly Human crews, this position will usually be held by an alien. Sentient Life officers are responsible for contacting new intelligent alien races, and bonus experience points are earned in this way. They are also responsible for gathering data on scientific phenomena. With a successful use of Contact skill Sentient Life officers can shift the disposition of intelligent life in an encounter by two categories.

Technical Branch

Prime Requisite: INT 9
Primary Skill: Technical
Uniform: Red
Hit Points: 1d8/level to level 9, then +2 per level

Technical officers are responsible for operating the ship, plotting a course (according to the directives of the Command staff), steering clear of hazards of space, keeping track of energy expenditure and authorizing its use, operating the teleporter, and repairing damage done to the ship. A second responsibility is the identification of new machines and technological devices encountered. Technical officers are able to operate a wide variety of equipment useful in a combat situation that other officers cannot operate. Like Military officers, they can engage in combat. They gain bonus experience points for engaging in ship combat as well as operating the ship successfully and identifying and using new technical devices.

Technical officers also have a special bonus ability in that they have a chance of detecting that lifelike creatures are really androids. This is of great use to scientific officers; for, while they are restricted in harming living aliens, they have no such limitations in dealing with robots or androids who are not alive, but only intelligent machines.

Technical Subclasses

Communications

Secondary Requisite: CHA 12
Secondary Skill: Contact

It is the duty of Communications officers to communicate with friendly and enemy ships, planets, and bases. They also help to pinpoint a location for "blind" teleportation. Communications

officers using the teleporter also reduce the amount of lag time for teleporter recharge by 3 turns.

Navigation
Secondary Requisite: INT 12
Secondary Skill: Contact

Navigation officers plot the ship's course and avoid hazards. A main source for bonus experience points is in completing trips within the time limit given by the SM, and they are penalized for trips over the time limit. Navigation officers get a bonus of +1 for detecting space hazards before they are contacted and also get a +2 bonus for breaking off combat situations (evasion and/or pursuit).

Engineering
Secondary Requisite: INT 12
Secondary Skill: None

Engineering officers monitor the expenditure of ship energy. They must authorize the expenditure of energy, and try to keep this to within the prescribed daily limits. They can veto the Command staff's general course of action on the basis of energy limitations. The engineering staff also has the ability to repair a limited amount of damage to the ship. Engineering officers can repair permanent PPB damage equal to their level x3, one time in between starbase visits.

OFFICER RANKS
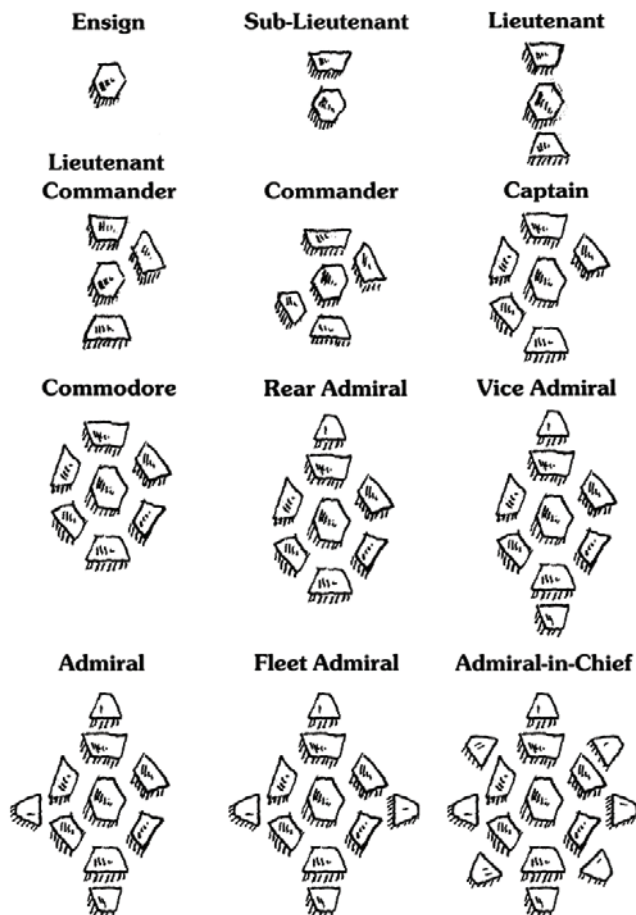
Officer Advancement

All player characters start out at the lowest level of experience. Note that officers progress in rank and title differently than enlisted men, discussed later. As players participate in encounters and use the abilities of their characters to solve problems and engage adversaries successfully, they will accumulate experience points, as awarded by the SM. As the character gains a set amount of points, he will be promoted and obtain higher rank.

As Command officers obtain promotions, they may requisition better ships of higher class.

Promotion and Subclasses: Although all officers may advance to 12th level, only characters of the Command subclass can advance in *rank title* beyond the rank of Vice Admiral. Sentient Life, Medical, and Engineering officers can advance to the rank of Vice Admiral but not beyond. All other subclasses may advance only to the rank of Commodore.

Military Officer Experience Progression			
Level	Rank Title	XP	Command Ship
1	Ensign	0	Frigate
2	Sub-Lieutenant	2,001	Frigate
3	Lieutenant	4,001	Destroyer
4	Lieutenant Commander	8,001	Destroyer
5	Commander	16,001	Cruiser
6	Captain	32,501	Cruiser
7	Commodore	65,001	Battle Cruiser
8	Rear Admiral	120,001	Battle Cruiser
9	Vice Admiral	240,001	Battle Cruiser
10	Admiral	360,001	Dreadnaught
11	Fleet Admiral	480,001	Dreadnaught
12	Admiral-in-Chief	600,001	Dreadnaught

Scientific/Technical Officer Experience Progression		
Level	Rank Title	XP
1	Ensign	0
2	Sub-Lieutenant	1,565
3	Lieutenant	3,125
4	Lieutenant Commander	6,251
5	Commander	12,501
6	Captain	25,001
7	Commodore	50,001
8	Rear Admiral	100,001
9	Vice Admiral	200,001
10	Vice Admiral	300,001
11	Vice Admiral	400,001
12	Vice Admiral	500,001

Enlisted Crew

Prime Requisite: None
Primary Skill: As branch
Uniform: Red
Hit Points: 1d8 per level

Although officers make up the bulk of a ship's crew, enlisted crew also make valuable members, and help fill in when an officer is not available. They follow a different career advancement than officers. They have many of the same abilities, but to a lesser degree, and primarily serve as technicians and extra muscle in planet-side missions. Since they are much more focused on a particular area of service, they advance in rank faster than officers. No matter the rank of an enlisted crew member, he or she is always subordinate to even the lowest ranking officer. Enlisted characters must select one of the three main branches as their area of training. Unlike officers, enlisted men do not receive a bonus to XP due to having only one class.

Military

Prime Requisite: STR 9
Primary Skill: Combat

Enlisted military crew have the same access to weapons as Military officers. They are very focused in their roles as soldiers and security crew of ships. They may use their Technical skill to fire ship's weapons in ship-to-ship combat as if the skill were (enlisted) Primary. When they reach the rank of Junior Sergeant, they gain the ability to influence the morale of enlisted crew below them in rank, providing a bonus of +2 to morale. Military enlisted men receive +1 hp per level.

Scientific

Prime Requisite: INT 9
Primary Skill: Science

Scientific enlisted crew act as medical and scientific technicians. They are bound by the same limitations as Science officers. They can attempt to identify alien life like a Biology officer. They can use a portable *wound healer* as a Medical officer (1d6+1) and can address injuries in the sick bay with half of the effectiveness of a Medical officer (2d3). Because of their experience working in the medical field, they are exposed to many illnesses and receive a +1 bonus when rolling a save check vs. disease.

Technical

Prime Requisite: INT 9
Primary Skill: Technical

Technical enlisted men have access to the same equipment as Technology officers. They are able to operate the ship like a Technical officer, and receive the +1 bonus of a Navigation officers for avoiding space hazards, and +1 for breaking off combat situations. When using the teleporter they receive +2 to the Communication skill roll for blind teleportation and reduce lag time between transport by 1 turn from the die roll. Technical enlisted men also can perform as limited Engineers,

and can reduce ship damage during repairs by level x2 PPB with a successful Technical skill roll.

Enlisted Advancement

Enlisted characters advance in level using different progression than officers. The highest rank available to Enlisted characters is Master Chief Petty Officer. Many Enlisted men, upon achieving this rank, choose to transition to teaching in the Space Fleet Academy. However, this is not mandatory.

Enlisted Experience Progression		
Level	Rank Title	XP
1	Spaceman Recruit	0
2	Spaceman Apprentice	1,251
3	Spaceman	2,501
4	Petty Officer 1st Class	5,001
5	Petty Officer 2nd Class	10,001
6	Petty Officer 3rd Class	20,001
7	Chief Petty Officer	40,001
8	Senior Petty Officer	80,001
9	Master Chief Petty Officer	160,001

ENLISTED RANKS

Spaceman Recruit

Spaceman Apprentice

Spaceman

Petty Officer 1st Class

Petty Officer 2nd Class

Petty Officer 3rd Class

Chief Petty Officer

Senior Petty Officer

Master Chief Petty Officer
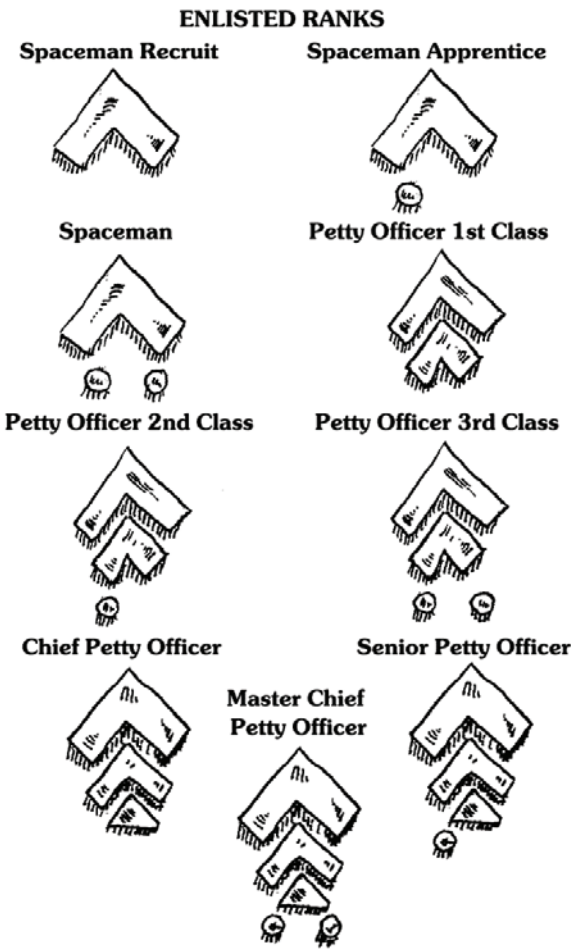
Space Fleet Crew Requirements

Every ship should have, as player characters, at least one member of each of the three branches. Every ship must have a minimum of one command officer and one alien life officer.

Note that the absence of a specialty officer does not absolutely prevent in any way a ship from engaging in a certain activity, although the ship will not have the bonuses associated with a specialist. For example, any Military officer can order the firing of ship weapons if there is no Fire Control officer. Likewise, any Technical officer can plot a course or operate the teleporter.

Class Skills

All officers and enlisted men receive training in all skills that are essential to being in Space Fleet. Skills have special uses for some Space Fleet branches and subclasses, but they are usable in some capacity by all characters.

Skill Checks

A skill check is rolled to determine if a character has successfully used a skill. A roll of the *skill number or lower* on 1d20 means the skill has been used successfully.

Combat Skill

Combat skill is used to attack opponents in melee or missile combat. The attacker must roll his Combat skill or lower on 1d20 to successfully strike an opponent. Modifiers from STR and DEX apply to melee and missile attacks, respectively. An opponent wearing armor may provide penalties to attack.

Contact Skill

This skill is used primarily in two ways. One way is to aid in making contact with alien life. The skill is used to avoid doing or saying anything that would be considered offensive or threatening. When used successfully, the disposition of an alien creature in an encounter may be shifted by one category. Sentient Life and Biology officers may shift the category by two places when dealing with their respective specialties.

Contact skill also reflects the ability to intuit surroundings and recognize patterns. It is used for operating the teleporter in blind teleportation.

Science Skill

This skill represents scientific knowledge. In addition, it is used for interacting with the ship's computer and interpreting sensor and analyzer readings

Technical Skill

This skill represents knowledge, construction, and repair of technical devices. This skill is used to operate equipment, repair ship damage, and understanding the mechanisms of alien technology and artifacts.

Officer Skill Progression

Consult the table below for beginning skill levels for officers. As characters go up in level and rank, skills increase. Note that

skills have a different rate of progression depending on whether they are Primary or Secondary to a Space Fleet branch or subclass. Skills that do not fall into either of these categories increase much more slowly, as "Other".

Officer Skill Progression			
Level	Primary	Secondary	Other
1	12	9	6
2	13	10	7
3	14	11	8
4	15	12	9
5	16	13	10
6	17	14	11
7	18	15	12
8	19	16	13
9	20	17	14
10	21	18	15
11	22	19	16
12	23	20	17

Enlisted Skill Progression

Enlisted characters have a different skill progression than officers for Primary skills. This reflects the fact that they are not as well trained, but for their area they have slightly more breadth. Enlisted characters do not have secondary skills, so all other skills increase in the "other" category.

Enlisted Skill Progression		
Rank	Primary	Other
1	11	6
2	12	7
3	13	8
4	14	9
5	15	10
6	16	11
7	17	12
8	18	13
9	19	14

CHARACTER AGE

Character age is an issue that comes up sometimes in play since some diseases or other effects can alter age. Character ages for races are rolled based on the table below. Note that the referee rolls for maximum age and keeps this secret from the player.

Starting Ages		
Race*	Officer	Enlisted Man
Andromedan	24+1d6	22+1d4
Daelan	22+1d4	20+1d4
Dreiped	24+1d4	22+1d4
Gorran	20+1d4	18+1d4
Human	22+1d4	20+1d4
Hykhot	18+1d4	16+1d4
Rigel	20+1d4	19+1d4
Tauran	38+2d6	38+2d4

The age stage of a character may influence his ability scores, reflecting the vigor of youth or the degeneration of decrepitude. Note that ability adjustments may not take an ability above or below racial or class maximums or minimums. However, age may bring PSI above racial maximums to a maximum of 19.

Age Stages*	
Andromedan	(A) 15-20; (Ad) 21-55; (M) 56-75; (E) 76-100; (V) 101-125
Daelan	(A) 14-19; (Ad) 20-50; (M) 51-70; (E) 71-95; (V) 96-120
Dreiped	(A) 14-19; (Ad) 20-60; (M) 61-80; (E) 81-100; (V) 101-110
Gorran	(A) 14-17; (Ad) 18-30; (M) 31-50; (E) 51-75; (V) 76-90
Human	(A) 14-19; (Ad) 20-50; (M) 51-70; (E) 71-95; (V) 96-120
Hykhot	(A) 13-16; (Ad) 17-30; (M) 31-50; (E) 51-75; (V) 76-90
Rigel	(A) 14-19; (Ad) 20-40; (M) 41-60; (E) 61-85; (V) 86-100
Tauran	(A) 16-39; (Ad) 40-120; (M) 121-190; (E) 191-230; (V) 231-240

*(A)Adolescent; (Ad) Adult; (M) Middle Age; (E) Elderly, (V) Venerable

Ability Adjustments Due to Age

The ability adjustments due to age listed below are cumulative. Thus, if a character were middle aged, one would apply adjustments beginning with adolescent.

Adolescent: WIS -1, CON +1

Adult: STR +1, WIS +1

Middle Age: STR -1, CON -1, INT +1, WIS +1

Elderly: STR -2, DEX -1, CON -1, WIS +1

Venerable: STR -1, DEX -1, CON -1, INT +1, WIS +1

The referee rolls secretly for each character to determine their age at death. This reflects maximum age due to general constitution, genetic disease, or other health problem. Maximum age accounts for technological advances in health care, so the referee should consider carefully whether to extend maximum age.

Age at Death*		
Roll 3d6	Age Category	Modifier (years)
3-4	(M) Lowest Range	+1d8
5-6	(M) Highest Range	-1d6
7-9	(E) Lowest Range	+1d8
10-12	(E) Highest Range	-1d6
13-15	(V) Lowest Range	+1d6
16-17	(V) Highest Range	-1d10
18	(V) Highest Range	+1d10

*This should be determined by the referee and kept secret. The age indicated is when the character will die of natural causes, i.e. heart attack, stroke, etc.

Save Checks

Sometimes characters need to succeed in a save check to avoid or mitigate certain kinds of damage or other effects. In such instances players must roll *equal to or greater* than the saving roll indicated on 1d20. Note that this differs from skill checks, where low roll is desirable. For example, if a 3rd level character is resisting radiation he must roll 11 or higher. These numbers are also used for creature save checks.

Character Save Checks				
Level	Energy Attacks	Poison or Death	Stun Attacks	Radiation
0	17	14	16	15
1-2	15	12	14	13
3-5	13	10	12	11
6-7	11	8	10	9
8-9	9	6	8	7
10-11	7	4	6	5
12	5	4	4	4

Equipment

In *Starships & Spacemen*, Space Fleet issues equipment to characters based on their branch, subclass, and rank. A player may choose a number of units of equipment equal to his rank level plus 1. Rigel get an additional bonus of 1 unit. Thus, a level 1 human Ensign is entitled to only 2 units, while a level 6 Rigel Captain can take 7 units. Note that the "cost" in units varies; some pieces of equipment cost only one-half unit, while others count as two, three, or more units. In any case, it is the number of *units*, not the actual number of pieces, which is considered. For example, 2 units can be taken as 4 half-unit items, 2 one-unit items, or 1 two-unit item. The rationale behind this allotment system is that the more complex and expensive items are entrusted only to proven officers and enlisted men.

Players should note that certain units of equipment are limited in their use to different branches and subclasses.

Since equipment allotted is the character's personal responsibility, loaning of equipment is not permitted. If a character is killed in action, his equipment may be used by anyone who salvages it but it must be returned to Space Fleet as soon as possible or disciplinary action may be taken.

Half Unit

All half unit equipment items are usable by all branches and subclasses.

Communicator

This equipment is necessary for communication between players on a planet's surface and to the ship. A communicator is necessary to contact the ship for teleportation and for the teleporter operator to achieve a "lock" to avoid "blind" teleportation. *Weight: negligible*
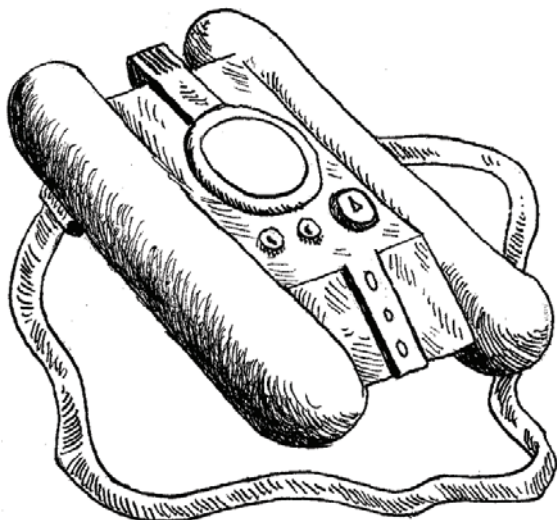
Data Recorder

This is a sensor device used to scan the immediate physical area and record its dimensions. It is effectively a mapper. In addition, it may be used to record the visual and auditory happenings as they occur. This can be used as an effective record in case some details of a situation were overlooked, or actions need to be scrutinized later. *Weight: 3 lbs.*

Electrostun Gun

This ranged weapon can be concealed like a hand beam. This weapon has a range of 300'. If a hit is scored, roll 1d6 for the results: 1-2, no damage; 3-5, 1d6 hp damage; 6, 2d6 hp damage. Anytime an opponent is struck, he must roll a save check vs. stun or be knocked unconscious for 2d4 turns. *Weight: 2 lbs.*

Jetpack

Jetpacks can be used with or without a radiation suit. It enables a character to fly for short distances, up to 300' high on a high gravity planet, 1,500' on medium or low gravity planet). The jetpack hinders fine movements, and a penalty of -2 is applied to DEX checks and Combat or Technical skill use. If using a radiation suit and a jetpack, these penalties are combined, for a total of -4 subtracted from the scores. *Weight: 50 lbs.*

Maximum Speed: 900' (300') per round
Time Limit: 2 hrs/day in low and medium gravity; 1 hr/day in high gravity.

Maximum Altitude: 300' in high gravity: 1,500' in medium and low gravity.

Radiation Suit with Oxygen Tank

This provides protection from heat, cold, radiation, and poisonous gases. The oxygen tank can be detached and used separately. The suit is not armor, and provides no protection against weaponry of any type. However, the suit is self-sealing. If penetrated, the wearer suffers any damage incurred by weapons, but is still considered protected from radiation and temperature. Any checks against radiation are lowered in severity by one category (i.e. high to moderate or moderate to low) and save checks against radiation are made with a +2 bonus.

The suit is very tiresome to use without a jetpack. Movement is halved and there is a penalty of -2 to the Combat and Technical skill. There is also a penalty of -2 to any DEX checks. A player using a suit must roll every 1d6 turns for exhaustion. If he rolls less than or equal to his score for CON on 1d20, he may continue. If his roll is greater than his score, he is exhausted, and must wait for 1d6 turns to rest before continuing. These rules do not apply if the oxygen tank is used alone without the suit. *Weight: 40 lbs.*

Universal Translator

This technology is necessary for communication with aliens. Aliens will not be able to detect that the device is in use. If properly disguised, the officer will be indistinguishable from a native. In order to have meaningful communication with an alien, the operator must roll equal to or less than his Contact skill on 1d20. Once contact has been established, it can be maintained or re-established freely. If communication fails, no further attempt is possible and the aliens may be hostile to the party, shifting their encounter disposition one category worse at the SM's discretion. *Weight: negligible*

One Unit

Auto-analyzer (Scientific only)

This equipment is used to analyze alien life forms and natural phenomenon. The user must succeed in a Science skill check to obtain the information he desires. See Section 4, Computers, for types of questions and information that can be obtained. The analyzer can also be set to act as a sensor and motion alarm, with a range of 300'. The auto-analyzer works via a computer link-up, and will not be capable of analysis if it is out of contact with the ship. *Weight: 5 lbs.*
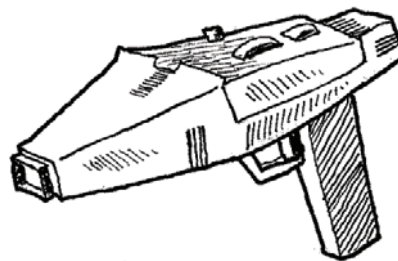
Beam Pistol (Any)

This is a small, concealable beam weapon. It may be attached with a pistol mount (which increases range), in which case it is no longer easily concealed. It has four settings. It can *illuminate*, dealing no damage but providing light to an adjustable distance of 300' or fewer. It can *heat* to a range of 20', dealing 1d3 hp damage. It can be set to *kill* as a missile weapon for 2d6 hp damage with a range of 300'. Finally, it can be set to *overload*, blowing up like a time bomb after 5 minutes, with a range of 20'. *Weight: 2 lbs.*

Laser Sword (Security or Rigel only)

This weapon is a metal handle when deactivated, and is concealable. When activated, it is used in melee combat. It has a 3' long "blade" of laser light, and it is a devastating weapon. It deals 2d6 hp damage, and on a natural attack roll of 1 it severs a limb from the opponent. Roll on the table below to determine which limb.

Roll d%	Body Part
01-14	Right hand
15-24	Right arm
25-39	Left hand
40-49	Left arm
50-64	Right foot
65-74	Right leg
75-89	Left foot
90-99	Left leg
00	Head; or abdomen severed in half

Note that if the head is severed the target is automatically killed unless it has two heads or some other mechanism of survival. Wounds are cauterized. *Weight: 10 lbs.*

Field Jacket (Any)

This jacket is made from advanced materials to protect the wearer from damage. It provides cover and has reflective qualities that help avoid damage from energy weapons. Attackers suffer -2 to hit. *Weight: 15 lbs.*

Spring Rifle (Security and Rigel only)

This is an anachronistic ranged weapon that fires a needle-like sliver rather than being an energy weapon. It can only be used by characters with a Combat skill of 15 or better (or any Rigel). The spring rifle requires no "recharging" like energy weapons and can be fired three times (at up to three different targets) during 1 round of combat, to a range of 3,000'. Each hit deals 1d6 hp damage. *Weight: 10 lbs.*

Medikit (Scientific only)

This medical kit consists of the following items:

Diagnostic Scanner: This requires a Technical skill check, and allows diagnosis of injuries. It also provides an analysis of a creature's basic biology.

Wound Healer: This item heals 1d3 hp damage immediately. It can be used as often as desired, but only once per character per day. A character cannot be healed by both this and the sick bay on the same day. Use of a wound healer by a Medical officer or Scientific enlisted man heals 1d6+1 hp.

Air hypodermic with charges: Six doses of a universal sedative, which acts as an automatic stun for 1d4 turns. Six doses of a stimulant that counteracts exhaustion from gravity for 2d4 turns. It can also waken a Tauran from his meditative state. Six doses of universal antibiotic, which cures most known bacterial and viral ailments. Six doses of universal antidote, which cures most known poisons. Six doses of anti-radiation vaccine, protecting a character from radiation by shifting its severity one category lower during exposure for 1d4 turns. Six doses of anticancer vaccine.

Each of the charges is mutually incompatible; use of more than one charge on a character in one day cancels effects of all charges. *Weight: 3 lbs.*

Planetary Radar Tracking Unit (Technical only)

This item can be used to track objects on a planet's surface, by homing in on signals beamed from a transmitter that can be attached to any object. The range is 30 miles. *Weight: 2 lbs.*

Two Units

Beam Rifle (Military and Rigel only)

This weapon has the same settings as a beam pistol, but with longer range and greater damage. Range for *kill* or *illuminate* is 3,000'; for *heat* range is 100', and *overload* range is 150'. *Kill* deals 3d6 hp damage per hit. *Weight: 7 lbs.*
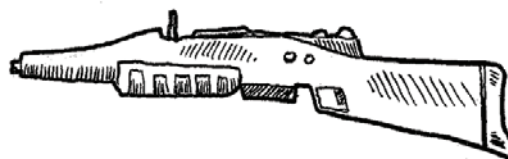
Energy Screen (Technical only)

This device forms a screen with a 30' radius that offers protection from energy weapon damage. It acts against energy weapons only, such as beam weapons or an electrostun gun, but has no effect against physical weapons (like a spring rifle). The character operating the device must roll against his Technical skill for each 5-round period. The energy screen absorbs some damage from energy weapons, according to 1d6 rolled individually for each hit: 1-2, 25%; 3-4, 50%; 5-6, 75%. *Weight: 5 lbs.*

Force Field Generator (Technical only)

This item has the same characteristics for range, damage absorbed, etc., as the *Energy Screen*, but works only against physical weapons (like the spring rifle) and not at all against energy weapons. *Weight: 5 lbs.*

Skirmish Suit (Security only)

This full-body suit is made from the same materials as a *field jacket* but provides wider coverage. It may be worn with or without a protective helmet. Attackers suffer -4 to combat skill. *Weight: 35 lbs.*

Sonar Generator (Technical only)

This device sends out ultrasonic waves, which has no effect on most humanoids but can affect other species. Like the energy screen, the character operating it must succeed in a Technical skill check in order to operate it. The device has a range of 300'. It will turn away any attackers with ultra-sensitive hearing, but has no effect on insects or plants. It is upsetting to Andromedans, who must succeed in a save check vs. stun attacks or be stunned for 2d4 rounds. It is also useful against certain exotic types (like ice creatures and crystal creatures) which are shattered by the sound waves. Generally, it causes

1d6 hp damage against any affected target within range. *Weight: 30 lbs.*

Stasis Generator (Technical only)
The character must roll less than his Technology skill each round he wishes to use the stasis generator. The stasis generator projects a stasis beam that extends in a cone-like fashion from the point of origin to a maximum range of 300'. Any beings caught in the area of effect must roll a save check vs. stun attacks each round or suffer the beam's effects. At 30', the beam is 3' wide, at 60', it is 6' wide, and so on up to 30' wide at maximum range of 300'. While the beam spread increases arithmetically, the beam's power disperses in a geometric progression. Thus, at maximum range, a character caught in the beam is stunned for 1 turn; at half max (150'), a character is stunned for 2 turns, at half of that (75'), a character is stunned for 4 turns, and at 30' or less, a character is stunned for 10 turns. A character caught in a stasis beam at less than 30' range also suffers damage: 1D6 if from 15'-30'; 2D6 if under 15'. All characters caught by the expanding cone of the beam are affected. Characters caught by a stasis beam are immobilized, and incapable of any action except thought or psionics. *Weight: 30 lbs.*

Metabolism Stabilizer (Scientific only)
This item places a character in a state of reduced metabolism, similar to the Tauran meditative state. It may be useful if a character needs to be returned to sick bay pending additional treatment. *Weight: 3 lbs.*

Three Units

ABC (Any *officer* except Medical)
This is a rifle-like device that has three devastating modes:

Atomic Flame: This is an intense flame-thrower-like effect with a 300' range and deals 3d6 hp damage.

Epidemic Spray: This is a spray that can be used to spread a contagion, and must be pre-loaded with the agent.

Poison Gas: This effect must be pre-loaded like an Epidemic Spray.

When using the *Atomic Flame* mode, the user must be wearing a *radiation suit* to avoid the effects of atomic flame. With the *Epidemic Spray* and *Poison Gas* modes the user need not wear a suit if he is of a race immune to the effects of the spray. This weapon can only be used in war or extremely dire circumstances. The *radiation suit* does not affect Combat skill with this weapon. This weapon is only used in extreme circumstances, often loaded with poison or a disease epidemic designed in conjunction with Computer consultation. The use of this devastating weapon upon innocents can result in a sentence of death after a Space Fleet court marshal. *Weight: 15 lbs.*

Landspeeder (Military and Technical)
This item can only be transported to a planet's surface by shuttle ship. The landspeeder can carry six passengers and their equipment, and travels at a rate up to 900' (300')

regardless of gravity (like a jetpack). Travel by landspeeder avoids exhaustion by characters in high gravity. The landspeeder is not a combat vehicle, and has no weapons or armament. A landspeeder can be affected by natural cataclysms (earthquake, landslide, etc.) It is considered to have 10 hit points, and loses 90' (30') speed for every point lost.

Electronic Interference Device (Technical only)
This device can jam, and thus prevent use of, *radar units*, *field generators*, *energy screens*, *communicators*, and *robots*. It has no effect on other weapons or equipment, like beams, jetpacks, etc. To use this device, a Technical officer or enlisted man must roll against Technical skill. The weapon's effects can be directed to affect only certain types of equipment, to affect only enemy equipment, etc., to a range of 300'. *Weight: 5 lbs.*

Nerve Disrupter (Rigel only)
This is a field weapon, which affects all within a 300' diameter except the user and those within 5' of the machine. It is a horrible weapon, causing great pain and incapacitating convulsions. Victims must succeed in a save check vs. energy attacks or be affected, and are unable to take any other actions while convulsing. Any character so affected will suffer 1d3 hp damage every round of combat until he is sedated or (if Tauran) goes into a meditative coma. The damage stops when the machine is turned off, but convulsions continue for 1d4 rounds. *Weight: 3 lbs.*

Robot Dog (Technical only)
These dogs look and act like normal dogs, but are actually robots. They may appear mechanical or natural, depending on the model and mission. They will attack for their "master" (Technical Officer or enlisted) on a successful use of the Technical skill. The dog's eyes are beam weapons that are treated as two separate attacks, and the dog may bite for 2d4 hp damage. Robot dogs have an effective Combat skill of 12.

Telepathic Dog (characters with telepathy only)
These intelligent creatures are under telepathic command from their master, and will come to their master's aid in distress. Their obedience is automatic.

Four Units

Field Armor (Security and Rigel only)

These units are a combination of three items, and provide protection for the wearer against the dangers of heat, cold, and radiation (like a radiation suit), energy weapons (like an energy screen), and physical weapons (like a force-field generator). The suit absorbs a proportion of damage from physical or energy weapons, by a die roll like the generators, but such armor always works. Considerations of exhaustion apply to use of this suit, like a radiation suit, unless a jetpack is also used. Subtract 3 when using Combat skill or Technical skill when using the suit. *Weight: 70 lbs.*

Matter-antimatter Generator (Technical only)

This takes any handy object and converts it into antimatter. It takes 1 round to convert the object, and after that it can be directed at any object within 300'. The conversion to antimatter and the direction each require a successful use of Technical skill. Each use creates 3d6 hp damage worth of antimatter. When antimatter strikes matter, the matter and the antimatter dissipate each other in equal proportions. If any antimatter is left after a hit, it will seek matter to finish dissipation. If the character creates the antimatter successfully but on his second roll fails to control it, he suffers the antimatter attack. *Weight: 20 lbs.*

Skycycle (Military or Rigel)

This is an individual transport/combat vehicle. It can be transferred to a planet's surface only by shuttle ship. The cycle has the same air speed as a jetpack (up to 900' (300'), but double the ceiling (600' on a high gravity planet, 3,000' on medium or low gravity planet). The skycycle is considered to be concealed under moderate cover (-2 to Combat skill) for ranged fire. The cycle itself is considered to have 20 hit points; for every 2 points damage taken, the vehicle loses 300' of altitude ceiling and 90' (30') speed. The cycle can also operate on a planetary surface as a landspeeder would.

Five Units

Robot Tank (Military or Rigel only)

This is an unmanned heavy combat vehicle, possessed by Zangids and the Confederation; it is available for use only in a "hot war" situation. Robot tanks can only be transported to a planet's surface by shuttle, and use half of a shuttle's entire transport capacity. The tank is controlled by, and in communication with, the ship's computers. There are two models.

Mk I "light": Anti-personnel weapon, armed with 2 beam rifles.

Mk II "heavy": Anti-position weapon, armed with a beam cannon.

A beam cannon, like a beam rifle, has a 3,000' range. It scores 5D6 damage with each hit, and is effective against buildings and vehicles.

Both models have a ground speed of 480' (160'), and 50 damage points. For each damage point taken, 60' (30') speed is lost. Weapons function normally until the last 5 damage points are reached, when they fail to function at all.

The computer-controlled weapons are considered to fire with a Combat skill of 20, modified as usual for range and concealment.
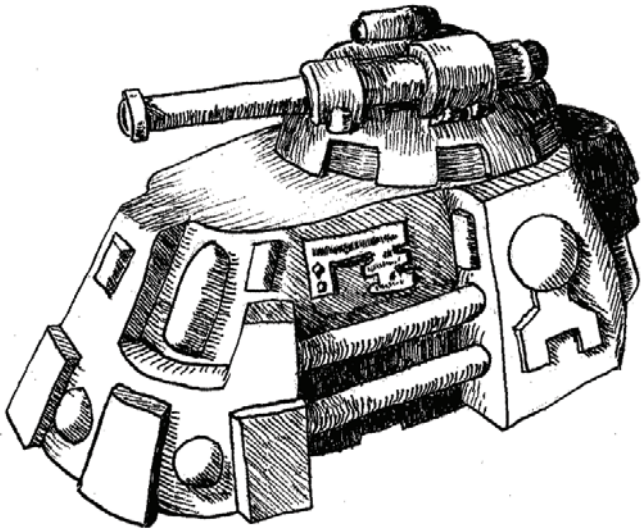
Ship Locker (Optional Rule)

It is assumed that the characters have access to a starbase between adventures, and that they receive mission briefings ahead of time so that the players may select the equipment they will be issued as appropriate for anticipated needs.

However, if the SM is running a more open-ended campaign in which the players may not return to a star base for several adventures at a time, it will be convenient to make use of a ship locker for additional equipment. The players can exchange equipment in the locker as they would otherwise at a starbase. The equipment should be selected by the players prior to leaving a starbase, and the contents of the locker can be exchanged upon returning to a starbase.

The available units for stocking the locker are determined by ship type. See the table below.

Ship Type	Total Units	Maximum Unit
Frigate	6	3
Destroyer	10	4
Cruiser	14	-
Battle Cruiser	20	-
Dreadnaught	26	-

The total units are the total available units for stocking the ship locker. Ships that have a maximum unit may only be issued equipment with a cost up to and including that number of units. For example, a frigate could stock a robot dog that is 3 units as part of its allotment, but a *matter-anti-matter generator* is unavailable because it is a 4 unit item. Exceptions can be made at the SM's discretion, or for special missions.

SECTION 3: PSI POWERS

Use of Psionic Powers

A player character may use his psionic abilities as often as desired, if he has enough PSI points. Use of a psionic power is considered to be that player's action during any given round of combat. A character may only use one psionic power at a time. A character may make only one psionic attempt on any given adversary during a single encounter. For example, a character cannot try to hypnotize an adversary and, failing that, try to cast an emotion by *empathic projection* on that same adversary during the same encounter. The use of any psionic power except *empathy* requires the player character to succeed in psionic combat against an enemy.

Psionic Combat: Whenever a psionic attack is carried out against an opponent, the attacker must roll his PSI ability score or lower on 1d20. PSI is PSI combat skill. This roll is modified based on the opponent's score. For every ability point that the opponent's PSI score is lower than the attacker, there is a +1 to the attacker's PSI combat skill. If the opponent has a higher PSI, then there is a penalty to the attacker's skill for ever point difference. For example, if an attacker has PSI 15 and an opponent has PSI 17, then the attacker suffers -2 to his skill (has to roll 13 or lower instead of 15). If the opponent had a PSI of 13, the attacker would receive a bonus of +2 to the PSI combat skill so that he has to roll 17 or lower to succeed.

When PC races are psionically active, the table below may be consulted to determine which power is obtained. Note that in all cases, no character can have a psionic power with a PSI cost that is higher than his PSI ability score. Any such result should be rerolled.

Roll 1d6	PSI Power
1	Empathy
2	ESP
3	Empathic Projection
4	Telekinesis
5	Illusory Projection
6	Hypnosis

PSI Powers

The following psionic powers are presented in the order of easiest to most difficult, as measured by PSI point cost for their use.

Empathy

> PSI cost: 3
> Duration: 1 round
> Range: Line of sight

Empathy is the ability to determine a character's basic emotional state. This is limited to very basic emotions like love, hate, fear, anger, etc., and does not provide information about specific thoughts. This power is unique in that it does not require a psionic attack roll to be successful against another being. Beings must be within the line of sight of the empath. Information is gathered on a round-by-round basis, and if the subject leaves line-of-sight the connection is lost.

ESP

> PSI cost: 5
> Duration: 1 round
> Range: 300' radius, or touch

This psionic power provides the ability to determine the content of a character's thoughts. If operating from a distance, this only includes surface thoughts. If the subject is in physical contact, and likely retrained if unwilling, then the psionic character can attempt to dig deeper for thoughts and memories below the surface. One factor memory may be obtained for each round of psionic combat.

Telepathy

> PSI cost: 13
> Duration: 1 round
> Range: 300' radius, or touch

This is the ability to project thoughts and ideas into another character's mind. Thoughts can be used for pure communication, to send actual words or mental images. Telepathy may also be used for suggestion, but they do not carry the commanding force of a hypnotic impulse, nor do they present an illusion, nor can they be used to create a certain emotional state. Telepathic ideas are limited to such areas as fostering doubts about loyalty, enticing certain actions, etc. This is interpreted at the SM's discretion, but some possibilities include providing bonuses or penalties to an alien's disposition roll. Generally, the subject is likely to take a suggested action so long as it is not obviously self-destructive or it does not completely contradict his feelings. Such impossible suggestions would be getting the subject to attack a friend or steal something if the being is not inclined to do so normally.

Empathic Projection

> PSI cost: 7
> Duration: 1 round
> Range: 300' radius

This ability allows the psionic character the ability to project an emotional state into another character's mind. Such emotions may be positive (such as friendliness) or negative (fear, rage). The character will act in accordance with the emotional state projected. Direct commands, such as in hypnosis, cannot be given. This may affect an alien's disposition roll by +2 or -2.

Telekinesis

> PSI cost: 8
> Duration: 1 turn
> Range: 300' radius

Telekinesis is the ability to move physical objects through limited distance by the means of mental powers. Weight is limited to a maximum of 30 pounds per point of PSI. Telekinetic force can be applied defensively in melee combat to any being in range. The telekinetic character pushes his mind against the movements of his attacker, causing a penalty to combat skill of -1 per 5 points of the defender's PSI ability. For example, a character with PSI 12 can impose -2 to combat skill. When used in this way no psionic combat roll is required, but telekinetic defense is the only action allowed that round.

Illusory Projection

PSI cost: 10
Duration: 1d4+2 rounds
Range: 300' radius

This is the ability to transmit vivid sensory illusions into another character's mind. All senses may be engaged in the illusion. The character will act as though he believes the illusion to be actually present, until it is disproven by a successful INT ability check, or if the circumstances become too incongruent to be true. The psionic character must maintain complete concentration while projecting the illusion, though he may walk. Any damage the character sustains from an illusion is perceived as real. If a character is reduced to 0 hit points from illusory attacks, he must succeed in a roll to resist trauma or die. Otherwise, the opponent is rendered unconscious for 1d4 turns.

Hypnosis

PSI cost: 13
Duration: See below
Range: 300' radius

This psionic ability allows the character to project commands into another character's mind. These commands carry a considerable degree of authority, and the character will almost always act in accordance with the commands. The psionic attacker places the command after one round of successful psionic combat. The implanted action must then be carried out within a number of turns equal to the attacker's PSI ability score or the hypnotic implant is lost. However, it is impossible to command something which is obviously self-destructive. For this reason, it is impossible to order suicide through a hypnotic command. However, it would be possible to order a character to fight against impossible odds, or even attack friends.

Molecular Control

PSI cost: 20
Duration: 1 round
Range: 300' radius

This is an extremely powerful ability and is not usually available to PCs due to its high PSI cost. It provides the ability to alter the molecular nature of a substance by thought. The mass affected may be up to 30 pounds per PSI ability point. By altering the speed of the molecules, it is possible to make a substance hot or cold. By altering the atomic nature of the molecules, it is possible to transmute the composition of an object (from, say, valueless rock to atomic fuel; or, conversely, from a weapon to sand or water.) When used offensively by heating, cooling, or some other harmful manipulation, the ability may inflict 3d6 hp damage each round. It may also transform the physical body into another kind of living being. Alternatively, the ability can be used to transform a living being into an inanimate material, like a statue. If the process is reversed the character must succeed in a roll to resist trauma or he does not survive the transformation back.

Energy Leech

PSI cost: 20
Duration: 1 round
Range: 300' radius

This is the ability to alter energetic states by thought. The energy leech can remove or impart energy from any object, from an individual, or a starship's engines. It is possible to kill (or resurrect) a character and totally drain (or re-energize) a ship with this power. A total of 3d10 PBP may be drained from a ship per round. A character may be drained of life energy as represented by 3d10 PSI ability points. Note that if a character's PSI ability is reduced to 0 or fewer he dies. This must be reversed within 1d4 turns or he cannot be revived. Cryogenic suspension can extend this duration indefinitely. If reversed, a character must succeed in a roll to resist trauma or he does not survive.

Brain Drain

PSI cost: 20
Duration: 1 round
Range: 300' radius

Resolved as any other psionic attack, if the brain drain succeeds the affected character rolls 1D6 and subtracts this from INT. When a character's INT reaches 3, he is essentially functioning at the level of a trained pet; 0, a living vegetable incapable of action. When intelligence is reduced to -5 or below, the character forgets how to breathe and dies. If the attacking psionic is killed or incapacitated before the affected character dies, intelligence returns to normal if the character was not reduced below 0. If reduced below zero, but not killed, the amount of reduction below 0 is applied permanently to the character's INT. For example, a character with INT of 12 that was reduced to -3 would, upon restoration, be restored only to intelligence of 9. A psionic employing brain drain may attack up to six opponents each round of combat.

Tentacles of the Mind

PSI cost: 20
Duration: 1 round
Range: 300' radius

Resolved as any other psionic attack, mind tentacles reach out and grab a character, immobilizing him and preventing any action except thought or psionics. It drains 3d6 hp per round. The tentacles can immobilize up to six human-sized beings per round, without inflicting any damage, or can be concentrated against one being to inflict damage.

SECTION 4: PLANETARY ADVENTURES

To Boldly Explore

Many adventures in *Starships & Spacemen* take place on a planet's surface, underground, in alien complexes, or on alien ships or other space constructs. Characters often *teleport* to a planet's surface, investigating an occurrence or following some task set forth by Space Fleet Command. This section presents rules for adventuring.

Planet-Side Teams

Planet-side teams are teams of characters who leave the ship, often to investigate a planet's surface. The team is generally composed of the PCs and possibly NPC officers or enlisted men. Different Space Fleet team members contribute different skills to a situation. There will usually be at least one member from each major Space Fleet branch, with specialists that match current or forecasted needs.

The commanding officer acts as the spokesperson for the group when telling the SM what the actions of the PCs will be. The commanding officer is the highest ranking officer from the Command subclass. If there is more than one member of the same Command rank, they will work out between themselves who is in the Command position for the particular planet-side mission.

Note that the commanding officer does not dictate to all of those he commands what their actions will be. He may order NPCs freely, but PCs get to choose their actions.

It may also be useful to map an area using a *data recorder*, to keep track of direction and effectively map an area.

Whenever a planet-side team ventures out, they must declare a formation order. The formation order shows how characters move about. For example, single file, or in pairs, and which team members are in the front or back. This order needs to be documented so that the SM knows where everyone is when an encounter or some other event occurs. This is especially necessary if miniatures are being used.

Mapping

Particularly if the characters are exploring an indoor area, such as an alien complex or underground passages, some player should be designated the mapper. The character will probably be using a *data recorder*, but the player must map the area with graph paper. At the referee's discretion, if the player fails to map the area the referee may rule that the character failed to remember to use the *data recorder* to map the area.

Time

Time is measured in rounds and turns. One round is equal to 10 seconds, and one turn is equal to 10 minutes (60 rounds). Rounds are kept track of during encounters, when the PCs meet aliens, engage in conversion or combat, and other situations where keeping track of short time increments is useful. In many situations, time will be kept in terms of turns. When planet-side teams are exploring an area turns are used. Carefully inspecting a 10' x 10' area takes one turn, which usually involves looking for secret passages, doors, or other concealed elements.

Measure	Time
Round	10 seconds
Turn	10 minutes (60 rounds)
Hour	6 turns

Vision

Creatures and humanoids may have different forms of vision. In addition, some technological devices may grant the ability to see in these ways.

Infrared Vision

Infrared vision is the capability to see in the infrared spectrum of light. Creatures have varying ranges for this ability. Most creatures have the ability to 60', and this means their eyes are collecting light much as any eyes do. These creatures can only distinguish differences in heat levels, and it is not in fine detail. However, warm footprints may be detected within 4 rounds of a creature's passage. Further ranges indicate that the eyes actually emit infrared light (and glow red) indicating the eyes are seeing infrared light as it bounces back. This form of vision allows the viewer much greater resolution. Note that if a heat-emitting light source is present, infrared vision cannot function.

Low-light Vision

Creatures with this form of vision have eyes that are so sensitive to low levels of light that they can effectively see in the dark. There must be some small amount of ambient light, such as starlight, moonlight, etc.; even if this light is virtually undetectable by other creatures. As a consequence, this form of vision is useless in environments that are totally devoid of light, such as underground.

Ultraviolet Vision

Creatures with this ability can see the UV spectrum and will be able to see objects that emit this type of energy. This spectrum includes high intensity radiation. At night, this vision allows a character or creature to see to a distance of 300'. Since this vision relies on heavy background radiation, it is not useful

underground unless there is a source of radiation for illumination. If a creature has ordinary vision and *ultraviolet vision*, the *ultraviolet vision* is only usable in darkness, and it takes 1 round to transition between each form. Note that radioactive devices or other objects that shed similar energy interferes with *ultraviolet vision*, much like a heat source interferes with infrared vision.

Invisibility

The following guidelines can be used for ruling in situations where invisibility is a factor. Some alien beings have the ability to be invisible, or devices may grant that ability. As a general rule, an invisible character or creature may be struck with a -4 penalty to combat skill. In addition, invisible creatures receive a +4 to save checks in regard to effects in which knowing the victim's location is a factor.

It must be noted that invisible creatures are not rendered silent, unless that is achieved by other means. In addition, an invisible creature may betray his presence through other senses, such as smell. To account for various means of perception and alertness, the following chart can be used to check the probability that a creature or higher level character detects that an invisible creature is present. Note that this only gives knowledge of the creature's presence, and all normal penalties to hit apply. The roll should be made every round. If successful, the creature is aware of the invisible being from that point on. In the case of alien creatures, level refers to the number of 1d8 hits (also generally the save level).

INT	Level or Hits (1d8)							
	8	9	10	11	12	13	14	15+
0-3	-	-	-	-	-	5%	10%	15%
4-5	-	-	-	-	5%	10%	15%	20%
6-8	-	-	-	5%	10%	15%	20%	25%
9-12	-	-	5%	10%	15%	20%	25%	30%
13-15	-	5%	15%	25%	35%	45%	55%	65%
16-17	5%	10%	20%	30%	40%	50%	60%	70%
18	5%	15%	25%	35%	45%	55%	65%	75%
19	10%	20%	30%	40%	50%	60%	70%	80%
20	15%	25%	35%	45%	55%	65%	75%	85%
21+	20%	30%	40%	50%	60%	70%	80%	90%

Movement

The distance a character may move on foot without the aid of the teleporter or a vehicle depends on the situation and timescale currently in use. **Exploring movement** is used when characters are moving about in alien ruins or structures, underground, or anywhere else indoors when they are moving slowly and carefully to watch out for hazards and map the area. In these cases, characters move 120' per turn. **Encounter movement** is applied when rounds are used for situations like combat. In this case characters move at 1/3 of their exploring movement, generally 40', per round. This is the distance a character can move and still engage in an action in the round, such as combat, picking something up, activating equipment,

and so on. Characters may also engage in a full-out run in a round, to move their full 120' movement distance. This movement forgoes any other action in the round. In addition to these movements, characters may swim at 50% of their current movement rate.

Characters must rest for 1 turn after 5 turns of movement when exploring. If they do not, they suffer -1 to skill rolls and damage rolls in melee combat until they rest.

When characters are traveling overland or in an alien wilderness they move faster since they are not watching their footing so carefully. In this case characters move 120 yards (360') per turn. This also translates to 24 miles per day on foot. Characters must rest for 1 day out of every six when traveling overland. Refer to the tables below for a summary of movement types and modifiers to overland movement.

Movement Summary		
Movement Type	Distance	Time
Exploring	120'	1 turn
Encounter	40'	1 round
Running	120'	1 round
Overland	360'	1 turn
Overland Modifiers:		
Rough, hilly, woods		-1/3
Swamp, thick woods/jungle, mountains		-1/2
Roads, clear terrain		+1/2
Forced March*		+1/2
Low gravity**		+1/2
Medium gravity		—
High gravity		-1/2

*Characters must rest for one day after every day of a forced march. **Races from high gravity worlds do not have this benefit.

Carrying Capacity and Encumbrance

This is an optional rule, and is used if the referee wants to make sure characters carry more realistic weights. If characters are heavily weighed down they cannot move as fast. Encumbrance is measured in pounds, and is calculated based on adding the weights of all significant items carried, including weapons, armor, and other equipment. The maximum any character can carry is 160 pounds. Character speed will be affected based on encumbrance. Refer to the table below.

Movement and Encumbrance Table			
Encumbrance*	Turn Movement	Encounter Movement	Running Movement
Up to 40 lbs.	120'	40' per round	120' per round
41 to 60 lbs.	90'	30' per round	90' per round
61 to 80 lbs.	60'	20' per round	60' per round
81 to 160 lbs.	30'	10' per round	30' per round

*At the referee's discretion, a character wearing field armor in addition to carrying weight of a given category will move at the speed listed for the next slowest category.

Actions and Conditions

Muscle Check

Sometimes a door is stuck, or an object needs to be lifted and it is unclear whether a character can manage it. In such cases roll 1d6, and a roll of 1-2 indicates success in the activity. High or low STR may modify this roll.

Search and Detect Checks

When exploring alien structures, characters may want to look for hidden doors or secret passages, find traps, or listen carefully at doors. For all such actions, the base chance of success is a roll of 1 on 1d6.

Foraging

Most of the time characters will pack food if they anticipate a long planet-side journey. However, due to unforeseen circumstance the characters may be out of touch with the ship or stranded on a planet. Characters can scavenge as part of ordinary travel, and the group can find enough food during a day for 1d6 people on a roll of 1 on 1d6. If they stop to focus their attention on scavenging and hunting, the odds go up to 1-2 on a roll of 1d6.

Note that in an alien environment there may be poisonous plants or animals that are not suited to eat. To be safe, characters should use an *auto-analyzer* to scan material before consuming it. When consuming alien wildlife, there is a base 15% chance that an animal is poisonous to eat, and a base 30% chance that any alien plants or fruit are poisonous. Characters exposed to poisonous alien life must make a save check against poison. Use the table below to determine the poison severity.

Roll 2d6	Poison Save Adjustment
2-4	None
5-9	-1
10-12	-3

Encounters and Combat

The following section discusses how encounters occur and how combat plays out.

Random Encounters

When characters are exploring alien structures or ruins, there may be alien creatures lurking about. Typically, the SM will check for random encounters every 2 turns that a planet-side team is exploring a structure, ruins, or other similar areas. This assumes there are creatures wandering about to be encountered. When characters are traveling overland or in an alien wilderness, this check will be rolled up to three times per day. In all cases, an encounter occurs on a roll of 1 on 1d6.

When a random encounter occurs in a structure or in ruins, the creatures will appear 2d6x10' from the characters, or in a logical area at the discretion of the SM. In the wilderness creatures will appear at a distance of 4d6x10 yards away.

Surprise

When an encounter occurs, the SM may check to see if either party is surprised. Sometimes surprise is not possible, such as if one party is carrying a light source in a dark environment, or making lots of noise, etc. Each player must roll 1d6, and the SM rolls a d6 for each creature. A roll of 1-2 indicates the character or creature is surprised, and cannot act the next round.

Rolling Initiative

When an encounter occurs, and characters or creatures not surprised may roll for initiative to determine who attacks first in the next round. The SM rolls 1d6 for the creatures, and one player, usually the one whose character is in the most danger if applicable, rolls for the side of the characters. The highest roll wins initiative. If the rolls are the same, actions for both sides occur at the same time.

Individual Initiative (Optional Rule)

The SM may elect to determine initiative on an individual basis rather than per group. In this case, every character and creature in the encounter will have a separate roll. Characters adjust their roll by applying their DEX initiative adjustment, and the SM may apply a bonus to monsters' rolls if they have a high movement rate.

Alien Disposition

When alien creatures are encountered, the SM rolls to determine the general disposition of the creature or humanoid. Note that this roll may not always be appropriate, depending on the situation. Sometimes aliens will be hostile no matter what, or even predisposed to be friendly. If the encounter is with humanoids, a character may apply CHA adjustments to this reaction roll. In addition, Sentient Life officers may use the Contact skill to modify the results of the roll by 2 if the creatures are intelligent. Biology officers may use Contact skill to shift the results for alien animals similarly.

Alien Disposition Table	
Roll 2d6	Result
2	Friendly, helpful
3-5	Indifferent, uninterested
6-8	Neutral, uncertain
9-11	Unfriendly, may attack
12	Hostile, attacks

Encounter Movement

As discussed above, encounter movement is generally 40' per round, or 120' running if the character takes no other action. Note that if running, characters can only maintain full speed for 30 rounds, and must rest for 3 turns or suffer -2 to skill rolls and damage rolls in melee combat until they do rest.

Combat

In most cases, there will be two opposing sides in a combat sequence. Refer to the sequence below for running combat.

1. Movement Declaration: Players declare character movement or actions. The SM secretly decides alien and NPC movement and action intentions.
2. Initiative: 1d6 is rolled by each opposing side.
3. Initiative winner acts first. The SM may check morale for aliens or NPCs.
4. Movement is made..
5. Missile attack rolls are made, accounting for DEX adjustments.
6. PSI powers are used.
7. Melee combat occurs; attack and damage rolls are made, accounting for STR adjustments.
8. Other sides act through steps 4-7, in order of initiative
9. When all sides of a conflict have acted and the combat will continue into the next round, the sequence begins again at step 1.

Combat Movement

In addition to movements as described above, characters have the following movement options in combat:

Fighting retreat: This allows a character to move backwards at 1/2 normal encounter movement (20'). However, there must be a clear path for this movement.

Full retreat: A character may move backwards at a faster rate than 1/2 of encounter movement. The character making the movement forfeits his attack this round, and his opponent attacks with a +2 to hit.

Physical Attacks

An attack strikes an opponent with the successful use of the Combat skill. Both characters and alien beings have Combat skill. Melee combat is defined as hand-to-hand combat or combat using hand-held (non-range) weapons. Missile combat is defined as combat using any ranged weapons, from a primitive bow to beam weapons. Modifiers may apply to melee attacks from STR, or missile attacks from DEX. In addition, characters may wear armor or alien beings may have armor or tough hides, and this will apply modifiers to the Combat skill roll.

An unmodified attack roll of 20 on 1d20 is always a miss.

Characters and creatures must be within 5' of each other to engage in melee combat. In complete darkness or attacking against invisible creatures, there is a penalty of -4 to the Combat skill roll.

The SM may apply skill penalties to missile attacks if the target is under cover. These penalties are applied to the skill before the skill check is rolled. Refer to the table below.

Light cover (25% or less of the target is under cover)	-1
Moderate cover (50% or less of the target is under cover)	-2
Substantial cover (75% or less of the target is under cover)	-3
Heavy cover (More than 75% of the target is under cover)	-4

Generally, characters only have one attack per round unless a weapon indicates otherwise. Some creatures may attack multiple times, sometimes because they are hyper-fast, or they have several attack forms like a claw and a bite.

Unarmed Combat: Unarmed combat is a form of melee combat. Damage is 1-2 plus any modifiers from STR.

Psionic Combat

Psionic combat occurs when a character or alien creature uses a psionic power offensively. The base PSI combat skill is equal to the attacker's PSI ability. Subtract the PSI of the victim from that of the attacker. If the result is positive, this is the skill bonus for the attacker. If the result is negative, this is the attack penalty

For example: An alien creature with a PSI of 16 attacks a character with a PSI of 13. Since 16 - 13 = 3, the attacker needs to roll 13 or higher on 1d20 to succeed. If the character had a PSI score of 17, the attacker would need 17 or better to succeed (16 - 17 = -1).

Damage and Healing

Damage dealt is subtracted from the opponent's hit points. Generally, when a character or alien creature reaches 0 hp he dies. All beings recover hit points through rest. For each full day of complete rest, a character or alien will recover 1d3 hp. Healing is increased through technology and the sick bay. Characters receiving care in a sickbay by a Medical officer heal 2d6 hp per day, or 2d3 if attended only by a Medical enlisted man. These amounts assume complete rest. No healing occurs if the injured party engages in any activity but bed rest.

Cryo-Revival: The only hope for the survival of dead characters is cryo-revival. When a character reaches 0 hp he dies; his trauma is too severe for the sick bay to handle. If damage has not reduced the character to a negative hp total that is greater than his CON score there is still a chance for survival. The character's body must be placed in cryogenic freeze and taken to a starbase where the sick bay facilities are more elaborate.

However, speed is crucial. For every round it takes to get a character into cryogenic freeze, the odds of cryo-revival are reduced by 5% from the base odds to resist trauma determined by CON. In addition, for each round until the body is frozen, 1 hp is deducted and if the negative total equals CON the body is too damaged. If cryo-revival is successful, the character is confined to bed for 2d4 days and CON is permanently reduced by 1 point.

For example: Ensign Riggs has been shot by a Zangid beam rifle, bringing his hp total to -8. His CON is 15, so there is still a chance for cryo-revival. The commanding officer calls the ship, requesting teleportation. This takes one round. It takes another round for a teleportation lock and another for the body to materialize on the ship. So far three rounds have passed. It takes another round to get Ensign Riggs' body to sick bay and another round after that to initiate the freeze sequence. A total of 5 rounds have passed since Riggs was killed, bringing him to -13 hp and incurring a penalty of -25% to his odds of revival. The ship is able to go to Starbase Omega a few weeks later due to diplomatic delays. Since Riggs has a CON of 15 his base chance of cryo-revival is 90%, or 65% after the penalty. The Medical officers at the starbase use the more advanced

technology there to attempt to revive and heal him. Riggs rolls 55 on d%. He survives, and is brought to 1 hp. He is in for several days of bed rest, and his CON is now 14.
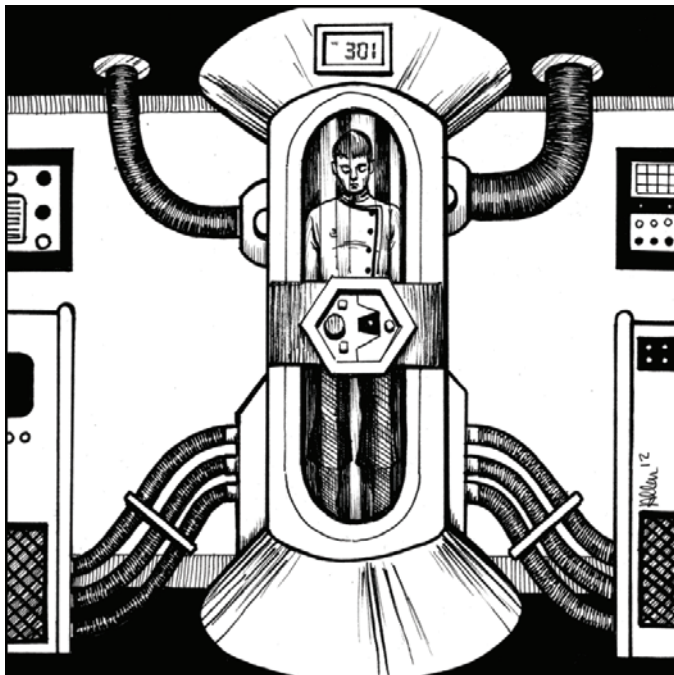
Morale Checks

Morale checks apply to NPCs or creatures the SM controls. Players are never required to check morale for their characters; they choose what their characters do and how they react to danger.

The SM may check the morale of a creature or NPC in extremely dangerous circumstances. For example, if a group of creatures is attacking the PCs the SM may check morale if the PCs kill one of the creatures, and again if more than half of their number has been either killed or incapacitated.

Morale is rated between 2 and 12, with 2 being the most cowardly, a creature that will never fight, and 12 being the most aggressive beings who always fight to the death. The SM rolls 2d6 and compares the result to the morale score. a roll equal to or below indicates the creature has succeeded. The SM may apply penalties or bonuses in extreme situations, but they should never be applied to the most extreme morale ratings. Adjustments should never be by more than +2 or -2.

In addition, NPC officers or enlisted men may also check against morale in similar conditions or when severely hurt (25% of hp remain). Space Fleet officers and enlisted men base their morale on their command officer's CHA.

When a creature or NPC fails a morale check, it will either initiate a fighting retreat or a full retreat, at the SM's discretion, but may also surrender if there is no alternative.

Random Encounter Checks

When the SM plans an adventure, he will determine what sorts of threats and alien creatures are present. Some of the alien creatures will be placed in specific locations. Other creatures may be encountered in unplanned locations by using random encounters.

The referee decides if random encounters are possible. For example, in an alien wilderness there are likely to be creatures wandering about. There may even be a random chance that the players will stumble upon guards in an alien complex, or creatures that have taken over the ruins of an alien civilization. Consult the table below for encounter probabilities and time intervals for rolling a random encounter check.

Location	Chance	Interval
Ruins/Abandoned Structures	1 on 1d6	2 turns
Wilderness	1 or 2 on 1d6	3 per day
Dense jungle, swamp	1 to 3 on 1d6	4 per day
Settled areas	1 on 1d6	3 per day
Ice or Desert Worlds	1 on 1d6	2 per day
Water Worlds	1 or 2 on 1d6	3 per day
Radioactive areas	1 on 1d6	2 per day
Occupied Ship or Space Station	1 in 1d6	1 turn

The referee should adjust these probabilities and intervals in any way that seems appropriate. When an encounter occurs in an indoor setting (building, ruins, underground structure, ships, etc.) the creatures will be 2d6 x10 feet away from the characters, and when in the wilderness or other outdoor settings creatures will be encountered at 4d6 x 10 yards away. When an encounter is indicated, roll on the appropriate table provide at the end of the Alien Encounters section, or the referee can create a table customized for the location.

Archaic Weapons

Many societies the PCs encounter have primitive technology. They use weapons that humans and other races of the Confederation left behind long ago. However, some primitive weapons may be used by advanced races. For example, Zangids are known to carry barbed short swords into personal combat. Atlanteans will often employ tridents even if they have other more advanced weapons. The following list provides a great many options for the SM to equip people from primitive societies. For a more extensive list of weapons and equipment, consult the *Advanced Edition Companion* for the *Labyrinth Lord* fantasy role-playing game.

Archaic Weapons		
Weapon	Damage	Weight
Axe, battle*	1d8	6 lb.
Axe, hand	1d6	3 lb.
Club	1d4	3 lb.
Crossbow, heavy	1d8	8 lb.
Crossbow, light	1d6	4 lb.
Dagger	1d4	1 lb.
Dart	1d4	1/2 lb.
Flail	1d6	5 lb.
Flail, heavy*	1d8	10 lb.
Weapon	Damage	Weight
Hammer, light	1d4	2 lb.
Hammer, war*	1d6	5 lb.
Javelin	1d6	2 lb.
Lance	1d6	10 lb.
Longbow	1d8	3 lb.
Mace	1d6	3 lb.
Morningstar*	1d6	6 lb.
Pole Arm*	1d10	15 lb.
Quarterstaff*	1d6	4 lb.
Scimitar	1d8	4 lb.
Shortbow	1d6	2 lb.
Sling	1d4	0 lb.
Spear	1d6	6 lb.
Sword, long	1d8	4 lb.
Sword, bastard**	1d8/2d4	6 lb.
Sword, short	1d6	2 lb.
Sword, two-handed*	1d10	15 lb.
Trident*	1d6	4 lb.

*These are classified as two-handed weapons.
**A bastard sword can be used one-handed or two-handed

Primitive Firearms

The following firearms are found in modern or earl modern societies. If the referee wants additional weapons, see *Mutant Future* for a more extensive list and discussion.

Primitive Firearms		
Weapon	Damage	Weight
Pistol	1d10	5 lbs.
Pistol, black powder	1d10	3 lbs.
Rifle	1d10	12 lbs.
Rifle, black powder	1d12	10 lbs.
Shotgun*	3d6/1d6	10 lbs.
Sub machinegun**	1d10	8 lbs.

*Shotguns deal 3d6 hp damage in short range, then 1d6 in medium and long range.** This weapon may be fired twice each round.

Missile Range Adjustments

Use the table below to employ combat skill adjustments based on range. This table includes both advanced and primitive missile weapons.

	Skill Adjustment For Range		
	+1	0	-1
Weapon	Short Range	Medium Range	Long Range
Advanced Weapons			
ABC Sprayer	Up to 150'	...to 210'	...to 300'
Beam Pistol (with pistol mount)	Up to 150'	...to 210'	...to 300'
Beam Pistol (without pistol mount)	Up to 30'	...to 80'	...to 300'
Beam Rifle or Cannon	Up to 300'	...to 900'	...to 3000'
Electrostun Gun	Up to 30'	...to 80'	...to 300'
Spring Rifle	Up to 300'	...to 900'	...to 3000'
Primitive Missile Weapons			
Axe (thrown)	Up to 10'	...to 20'	...to 30'
Bow, long	Up to 70'	...to 140'	...to 210'
Bow, short	Up to 50'	...to 100'	...to 150'
Crossbow*	Up to 80'	...to 160'	...to 240'
Dagger (thrown)	Up to 10'	...to 20'	...to 30'
Dart	Up to 15'	...to 30'	...to 45'
Javelin	Up to 20'	...to 40'	...to 60'
Sling	Up to 40'	...to 80'	...to 160'
Spear	Up to 20'	...to 40'	...to 60'
Primitive Firearms			
Pistol	Up to 400'	...to 800'	...to 1200'
Pistol, black powder	Up to 150'	...to 300'	...to 450'
Rifle	Up to 450'	...to 900'	...to 1350'
Rifle, black powder	Up to 400'	...to 800'	...to 1200'
Shotgun	Up to 50'	...to 100'	...to 150'
Sub machinegun	Up to 400'	...to 800'	...to 1200'

*Note that crossbows attack once every other round due to reload time.

Armor

Armor provides a measure of protection to those wearing it in combat. Armor has a skill modifier that will be applied to the attacker's combat skill each time a skill check is rolled to attack.

Armor	Skill Modifier*	Weight
Field Armor	0**	70 lbs.
Field Jacket	-2	15 lbs.
Skirmish Suit	-4	35 lbs.
Primitive		
Chain	-4	30 lbs.
Leather/Furs	-1	15 lbs.
Plate	-6	50 lbs.
Scale	-3	40 lbs.
Shield	-1	10 lbs.

*This modifier is applied to the attacker's combat skill prior to rolling the combat skill check. **This suit provides protection with energy screens, but not physical protect like typical armor.

Poison

A number of alien creatures are poisonous, and other environmental factors may lead to poisoning. The effects of poison will be described in adventures or creature descriptions anytime characters can be exposed to it. Generally, poison is injected through bites or applied directly to wounds by a creature's attack. However, other forms of poison are possible, such as ingested, contact (applied to skin), or inhaled poisons. Usually characters will need to make a successful save check vs. poison to avoid or mitigate the effects of poisons. There are many poisons possible.

Note that in the event characters attempt to use poison as a weapon, there is a 5% chance that they accidently expose themselves to it. In addition, if a character has applied poison to a weapon, on a natural combat skill roll of 20 the character has managed to expose himself to the toxin. Below are some unique poisons for the SM's reference.

Blue Fire: Fermented from a moss on the Videni home world, this blue liquid is a deadly poison. It is typically applied to cutting or piercing weapons. A victim must make a save check vs. poison or his brain is chemically cooked, resulting in instant death. A victim who saves is nauseous for 1d4 turns, and suffers -2 to all skill checks. Victims killed by this poison cannot be revived because of severe brain trauma.

Ingriot Sap: This runny sap comes from an orchid-like plant. It is injected or applied to weapons, and is a deadly poison to copper-based metabolisms. It causes instant oxidation of copper blood, and a successful save vs. poison is required or the victim dies. Even on a successful save the victim must succeed in a roll to resist trauma or STR and CON are reduced to 3 for 2d4 days.

Kaglian Bat Venom: This valuable liquid poison is sometimes employed by Zangid assassins. It must be applied to a cutting or piercing weapon, and victims must save vs. poison or die. Even if the save succeeds, victims must succeed in a roll to resist trauma or a limb, determined at random, suffers permanent nerve damage and is useless.

Orculus Blood Dust: This powder is made from the dried blood of a rare orb-like flying creature. It is blown from a tube at a victim, and victims inhaling the material must make a save check vs. poison. If failed, the victim falls into a death-like coma that is indistinguishable from death by all medical scans. The coma lasts for 3d4 turns.

Quignaar Oil: This thick oil is derived from the scent glands of a small vicious badger-like beast. It may be applied to surfaces, and when touched it is instantly absorbed by the skin. Victims must save vs. poison or begin to bleed profusely from the mouth, ears, nose, and eyes, suffering 3d6 hp damage per round until death. Cobalt-based metabolisms are immune to this poison.

Stun and Paralysis

Various attacks or effects that result in characters being stunned or paralyzed. Effects that *stun* render a character or creature unable to act. Sometimes this may be described as "dazed" or "mesmerized." However, characters in this state are not entirely helpless. Attacks against them are carried out without the benefit of attack penalties due to DEX or the use of a shield, but otherwise attacks are handled normally. Attackers gain a +4 to hit stunned opponents.

In contrast, characters that are paralyzed or unconscious are completely vulnerable. Attacks against them automatically succeed. In fact, paralyzed or unconscious creatures may be killed instantly just by declaring the intention.

Ability Checks

The SM might require checks against abilities to determine if a character succeeds in a task or escapes a danger. For example, DEX might be used to jump over a fissure or STR might be used to push an object. The player rolls 1d20, and if the result is greater than the ability, the roll fails. If the roll is less than or equal to the ability, the roll succeeds. Ability bonuses or penalties can be applied, with a bonus of 4 being a relatively easy ability check, and a penalty of 4 being very difficult. Of course, any modifier between these extremes can be applied. A result of 1 is always a success, and 20 is always a failure.

Item Damage Checks

Sometimes characters are exposed to extreme damage, or items by themselves are exposed to harsh conditions. Although a lot of Space Fleet equipment is rugged, there is a chance it will be damaged in certain conditions. Extreme heat such as that from *atomic flame*, or acid from an alien attack, etc., may destroy equipment. When a character is successfully attacked by such effects, the SM might make an item damage check for each technological item the character is carrying. Generally, a roll of 1 on 1d6 indicates the item is destroyed. These odds can be adjusted to make them greater or lesser by using a different die, such as 1 on 1d10 or 1d4, to account for different conditions or intensity of the attack.

SECTION 5: GALACTIC ADVENTURES

Galactic adventures take place in space, usually aboard a space ship. Time and movement happen on different scales compared to planetary adventures, except if characters disembark to a starbase, in which case adventures may use the planetary time and movement rates. This section discusses how to set up your galaxy. See Section 6: Spaceships for more information about space vessels.

Setting Up the Galaxy

It is the function of the SM to prepare, before the play of the game, the galaxy which his players are going to explore. It is suggested that the SM determine a "scenario" or reason for the players' actions and devise the galaxy with at least a few features conforming to that scenario. The scenario may be of any nature the SM chooses: from something as specific as "eliminate all Zangid activity in the Sigma VII system" to something as general as "explore the quadrant for the possibility of planets suitable for colonization".

The SM should pre-plan, on hex paper, the location of the major features of his galaxy. In most cases, this will include a starbase (the player's "home base") an ultimate destination, perhaps one or two intermediate destinations, and several hazards of space. Hazards may also be determined randomly. Each hex on the *Starships & Spacemen* galactic map equals 1 light year.

The SM will place known planets and star bases that the characters will be aware of for the player version of the

galactic map. Starbases are usually numbered in the order that they were created by Space Fleet. For example, Star Base Alpha is the first star base created by Space Fleet. Since they are named in order of creation, their numbering does not necessarily reflect their proximity to Earth or any other location in the galaxy.

The galactic map in *Starships & Spacemen* is a two-dimensional affair. The SM's map is the "master" map, and has the locations of all pre-planned hazards and other features that are not known to the players, such as new star systems. The SM gives the players a "preliminary" map, containing only the starbase and other widely known features, without any hazards mapped since the area will not have been recently explored. The players can plot their moves on this map and fill in hazards and other features as they encounter them. Another device to employ is the "last known location" of space phenomenon or enemy ships.

It is important to point out that the galaxy can be designed to conform as much or as little to actual known real-life details of space. Just as planetary adventures may involve exploration, so too do galactic adventures. The nature of the game calls for unexplored and unknown territories, and we should not let the discoveries of modern astronomers change that. The SM should not agonize over which real planets and star systems, and their real-life names, are located where. Having said that, real-life star system names can be very useful in creating your fictional galaxy. They can be placed where appropriate as new planet systems are discovered.

Time Scale & Play Sequence

The play of the game commences with several day-long turns of interstellar travel, as the players leave their home starbase and travel to their destination as given by the SM. Interstellar travel is performed at hyperdrive. Hyperdrive warp speed is in terms of light-years per day; since each hex is a light year, it is also the speed in hexes per day. Each "interstellar turn" during this phase is equal to one day. The players must pre-plot their ship's movement at hyperdrive for each day *before* executing it, and calculate all energy costs for movement. The actual movement of the ship is then executed hex-by-hex. The ship's hyperdrive speed cannot be adjusted once set for the day's turn. However, the ship is allowed to make turns and other course corrections as hazards are encountered. Of some hazards, the players will have no advance warning and will have to resolve the encounter without any chance at evasion. At other times, the players will have some advance warning and will be able to attempt evasion.

Once the players have reached their target star system, the time and space scales of the game are altered. Ship movement within a system is done at nuclear drive; any movement at nuclear drive has the same energy cost, and uses a much simpler system than hyperdrive movement. Basically, the players merely say that they desire to go from one planet to
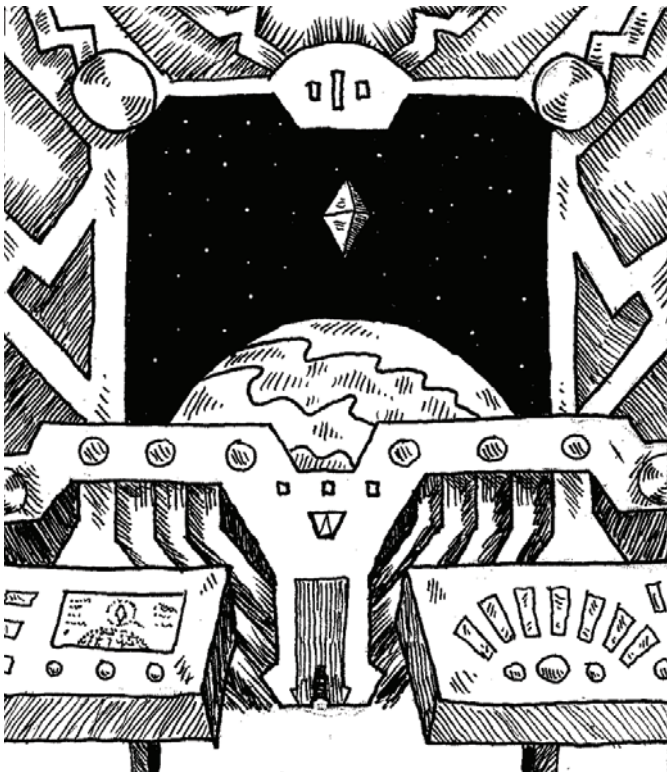
another, they pay the energy cost, and the SM informs them of how long it will take to do so, in "game time". Within a star system, "solar turns" are now considered to be in hours; there are 24 hours per game day. Energy cost and regeneration remains the same, and is considered per day.

After the players have decided to explore a given planet, they will probably decide to send down a planet-side team. There are two methods to do this: by teleporter, which is instantaneous but energy-expensive, or by shuttle ship, which is slower and more exposed but entails no energy cost. Once down on a planet, the players will proceed to explore its surface. If the players encounter an adversary and wish to engage in combat, the time scale is again diminished further, following the guidelines in Section 4: Planetary Adventures.

The sequence of play can be considered as follows:

A.   Interstellar Travel (1 interstellar turn/1 day)

1. Plot movement
2. Calculate energy cost for movement planned
3. Execute movement hex-by-hex on galactic map
4. Resolve any encounters as they occur, then completing movement
5. Calculate energy cost actually expended, and determine regeneration

B.   Travel within a Star System (1 solar turn/1 hour)

1. Announce and execute movement between planets
2. Calculate energy costs and regeneration

C.   Planetary exploration (see Section 4)

1. Decide on landing party size and composition
2. Execute travel of landing party by teleporter or shuttle ship
3. Resolve any encounters on the planetary surface: attempt communication or combat.
4. Combat: if combat occurs, resolve in rounds of 10 seconds each
5. Discover alien artifacts (if any)

Within this sequence, the players may attempt to ascertain information from the ship's computer at any point.

Time Limit: The SM should place a time limit, in game days, on the player's mission objectives to avoid excessive caution (like travelling 1 hex a day with full screens up constantly). Such a time limit should include time for interstellar travel at moderate speed (warp 3-5), time to spend exploring a system and its planets, and a "safety allowance" of 1-2 days for the unexpected (varied by the number of pre-plotted hazards that could possibly interfere with the player's progress. For each day spent over this time limit to accomplish a mission, the SM should dock *each* player 10-30% experience points earned (depending on their responsibility for the delay).

Hazards of Space

The following hazards of space are placed on the galactic map as the SM sees fit. Not all hazards are permanent, so that the SM may add and remove hazards after certain time intervals. Each hazard has a "persistence" rating typically measured in

days or weeks, which will be interpreted as time after discovery. For example, if a gas cloud's persistence is rolled with a result of four days, the cloud will persist for four days after it is first discovered.

Clouds

Persistence: *Gas, 2d4 weeks; Dust, 2d6 weeks; Crystal, hexes occupied +1d6 days; Foamy, 2d4 days*

There are 4 known types of clouds: gas; dust; crystal (psionic); and foamy. Any type of cloud can be detected by a ship's sensor from one hex away as a result of the peripheral debris associated with clouds. Detection occurs on a roll of 1-5 on 1d10, or 1-6 if a Technical enlisted man is at the sensors, or 1-7 if a Navigation officer is watching the sensors. Once a cloud has been detected, the ship can continue to detect its presence as it travels in any direction and can thus avoid entering the cloud if it so desires. If a ship fails to detect a cloud, it plunges into the cloud if its course is so plotted, and suffers any adverse effects immediately.

Gas Clouds: These clouds foul up a ship's navigational instruments. The slower a ship is going, the greater chance it has of being fouled up. Roll 1d12 and compare the result to the table below to see if a ship is affected. The roll must be higher than the number indicated. If the ship is affected, the ship's facing is repositioned randomly. From this point on, the ship can only give orders for travel like "straight ahead", "right", or "left", without knowing where they are headed until they emerge from the cloud. Thus, a ship can fumble around inside a cloud for quite some time, unaware of where the edge is. Once a ship emerges from the cloud, the players are informed of their exact position in space and the area of cloud traversed (as their instruments now function fully).

Dust Clouds: These clouds consist of minute microscopic and atomic particles, and can inflict quite a bit of damage on a ship's structure unless the ship's shields are up. The faster a ship is going, the more likely a dust cloud is to affect it (the particles collide with greater velocity). Roll 1d12 on the table below to see if a ship is affected. If affected, the ship suffers from 10% to 60% of PPB in damage (1d6x10). If the ship has half-screens, this is reduced to 5% to 30% (1d6x5); full screens, and the ship is unaffected by dust clouds.

Note: Screens do not provide any protection against the other 3 kinds of clouds (gas, crystal, or foamy).

Avoiding Cloud Effects		
Gas Cloud	Die Roll (1d12)	Dust Cloud
Warp 1	10 or less	Warp 8
Warp 2	9 or less	Warp 7
Warp 3	8 or less	Warp 6
Warp 4	7 or less	Warp 5
Warp 5	6 or less	Warp 4
Warp 6	5 or less	Warp 3
Warp 7	4 or less	Warp 2
Warp 8	3 or less	Warp 1

Crystal Clouds: These clouds, consisting of twinkling crystals, are psionic accelerators. They act to accelerate the latent psionic powers of a being that is normally non-psionic. They thus have no effect on Taurans or Andromedans, who are

naturally psionic. One individual is affected, randomly chosen, for each hex of the cloud traversed. The cloud effectively engages in mental combat with chosen characters. A cloud with have the equivalent PSI Combat skill of 2d6+10. If the "attack" is successful, psionic powers develop slowly after exposure at the rate of 1 power per day. The total number of powers attained equals the number of hexes traversed by the "transformed" character. For example, a ship passing through 4 hexes of crystal cloud will (after 4 days) have 1 character with 4 powers, one with 3 powers, one with 2, and one with 1 (the first character was transformed at the first hex. and thus traversed 4 hexes since entrance; the second, transformed at the second hex and traversed 3 hexes, etc.).

Psionic powers develop in the following order (easiest to hardest)

1. Empathy
2. ESP
3. Telepathy
4. Empathic Projection
5. Telekinesis
6. Illusory Projection
7. Hypnosis

Psionically accelerated characters are physically and mentally enhanced, given STR 18 and CHA 18.

The SM should secretly roll a PSI attribute check for affected characters each game day. When the roll fails, a character will begin to actively try to take over the ship. All other psionically transformed characters will aid him in this, regardless of whether they have succeeded in these attribute checks. Characters remain psionic until killed. They can be rendered harmless by brainwashing (by means of a neuronal neutralizer, known to exist somewhere in the galaxy) or by being placed in suspended animation. Affected characters who traverse a crystal cloud again must succeed in a save check vs. high radiation (as from radiation storms) or die. Their minds are destroyed and no known medicine can revive them.

Psionic acceleration should be kept secret until the character attempts mutiny.

Note: Crystal clouds are very dangerous, and often result in ship-wide mutiny. The SM should use them with discretion, or limit their size to one or two hexes. In addition, it is recommended that crystal clouds not be permanent fixtures once encountered. They dissipate after a number of days equal to the number of hexes they occupy +1d6 days.

Foamy Clouds: These resemble a cloud of giant bubbles, and are antilogical in nature. They have an alien intelligence and can detect ships passing in an adjacent hex on a roll of 1-3 on 1d6. If detected, the cloud will follow the ship in any direction at any speed, blocking the ship's forward progress. A ship cannot "go around" such a cloud. The cloud has no apparent effects until the ship has left the cloud. At this point, Taurans (the most logical species) must succeed in a save check vs. radiation (roll 1d6; 1-2, low; 3-4, moderate; 5-6, high) or begin

to go haywire, singing, reciting poetry, and becoming oblivious to any ship matters. In addition, the ship's computers will invariably lie, regardless of what question they are asked. The only cure for this state of affairs is to pass back into the cloud; on re-emergence from the cloud, all will be back to normal.

Note: the SM should keep rolling dice randomly for cloud detection—even if there is no cloud present—or the players will learn to associate die rolling with the presence of a cloud.

Radiation Storms
Persistence: *2d6 days*

Like clouds, radiation storms can be detected from 1 hex away by a roll of 1-5 on 1d10, or 1-6 if a Technical enlisted man is at the sensors, or 1-7 if a Navigation officer is watching the sensors. If a ship passes through a storm, *every* character on the ship runs a chance of radiation sickness or death. A successful save check against radiation must be rolled. The level of radiation depends on whether the screens were active at the time of exposure.

Screen level	Radiation Dose	Save Adjustment	Trauma Penalty
None	High	-3	-30%
Half Screens	Moderate	-1	-15%
Full screens	Low	0	0

If a character succeeds in his save check, he is unaffected. If he fails the save he must succeed in a roll to resist trauma, with the penalty noted above. If successful, he has radiation sickness. Roll 1d6 for the number of days the character must spend out of action, in sick bay, for recovery. If he fails the roll to resist trauma, he dies. Due to the level of cellular damage, cryo-revival is not possible.

Space Mirrors
Persistence: *1d8 days*

Unlike clouds, the players get no warning until they run into a space mirror. Space mirrors are relatively small folds in space, not unlike a space warp but much smaller in scope. The mirror is aligned parallel to one of the hexsides, at a sixty-degree angle. When a ship runs into the mirror, it is immediately displaced to a position 60 degrees away; it is placed at a distance in hexes equal to its warp speed from the mirror. Any clouds, storms, or other obstacles passed through by this reflection take effect on the ship and its crew, without any warning and without the ship being able to correct or try to avoid these hazards. This is because, at warp speeds, the ship is instantaneously reflected through the obstacles, and suffers the damage before even being aware of the reflection! For this reason, the SM may or may not wish to locate mirrors in the proximity of other hazards.

Example: A ship strikes a mirror at warp 2, and is reflected 2 hexes at 60 degrees. The ship immediately suffers effects of an obstacle (whatever its nature).

Space Warp
Persistence: *1d10 days*

A space warp is an area where space is "folded" upon itself. A ship entering a space warp experiences the sensation of entering a "black hole" momentarily, and then potentially emerging from the other side in a totally new area of the galaxy, which may be unknown to the players. The players will be totally disoriented, and will have to give directions for ship movement as though in a gas cloud, until they contact a hex previously known or explored. Unlike clouds, there is no warning. When a space warp collapses there is a 50% probability that it becomes a space mirror. If the SM finds it convenient, the table below may be consulted to determine the distance and direction that a space warp traverses. Roll for each column separately

Roll 1d6	Direction from heading	Distance
1-2	Straight (same course)	2d4 light years
3	60 degrees right	2d6 light years
4	60 degrees left	3d10 light years
5	120 degree right	4d10 light years
6	120 degree left	5d10 light years

Time Warp
Persistence: *1d6 days*

Similar to a space warp, a time warp is an area where time is "folded" upon itself. The players have the same sensation of entering a black hole, but emerge at the same spot (apparently), and will not know of the time change until they find a new planet. The amount of time passed depends on the SM's wishes. Considerations of time travel are more explicitly outlined further later in the section. If a time warp is passed through from the opposite direction it will generally take a ship back to its own time, but once a time warp collapses characters are stranded until they can find another way back. The referee may use the table below to randomly determine whether the ship is sent to the past or future, and by how long.

| Roll 1d8	Direction	Time
1	Past	1d6x10 years
2	Past	2d6x10 years
3	Past	1d6x100 years
4	Past	1d4x1000 years
5	Future	1d6x10 years
6	Future	2d6x10 years
7	Future	1d6x100 years
8	Future	1d4x1000 years

Space Amoeba
Persistence: *2d4 days*

This is a gigantic, space-faring creature that looks like an enormous blob of jelly. It is a one-celled creature, and is not intelligent. It exists only to consume, and then to divide into two.

The creature is capable of tremendous speed, at hyperdrive level. It will not do anything until its curiosity is aroused, such as when a ship enters its hex. From then on, it will do everything it can to devour the intruder (including following it at hyperdrive speed).

The amoeba's cell membrane is a semi-permeable one; it will take ships and other objects in, but will not let them out while alive. The membrane is so strong that a hole cannot be blasted into it by beam weapons or ion torpedoes. The only way out, once swallowed, is to kill the creature. The amoeba has 500 EUs of damage if fired on from the outside.
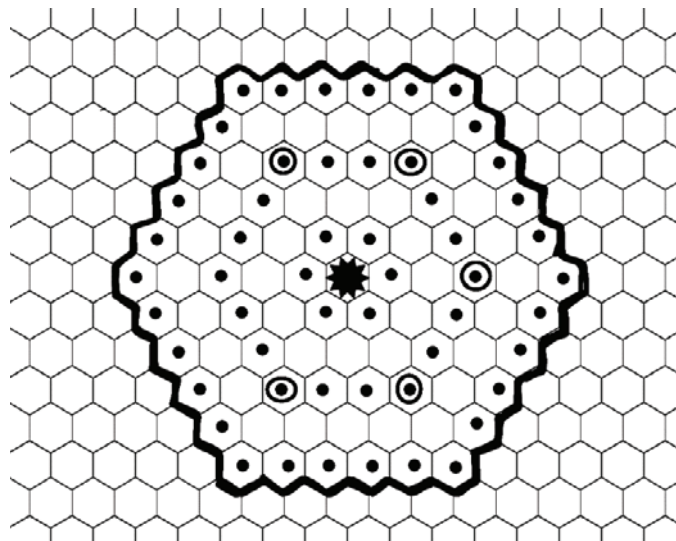
When the characters contact an amoeba, the SM should lay out the amoeba on a blank hex grid, 6 hexes wide in all directions. The central hex is the nucleus and can absorb 50 EUs of damage from ship weapons before being destroyed, killing the creature.

Each hex is considered to be one mile. The outermost ring of hexes is filled with lysozomes. These are little "bags" of digestive enzymes that will attack the ship in an attempt to digest it. The lysozomes are confined to their ring, but will move towards any intruder at the rate of 1 hex per round (of 10 seconds). Each lysozome that hits a ship inflicts 5 EUs of damage (regardless of screens).

The next ring of hexes is empty. A ship can find safety from the lysozomes in this ring, as lysozomes are confined to one ring of hexes. The middle ring of hexes contains lysozomes, as well as mitochondria. Mitochondria appear as flashing bodies and they are the cell's "power plant". Each mitochondria can absorb 10 EUs of damage, but supplies 100 towards the total. The lysozomes in this ring behave in the same manner as the outer ring.

After the mitochondrial ring, there is another empty ring, which consists of 6 more lysozomes surrounding the nucleus.

A ship has only two ways of killing an amoeba from the inside. One is to destroy its energy supply by killing all its mitochondria, the other is to destroy the nucleus.

Space Buoy

Persistence: *As encountered*

This device helps to test the humanity and morality of the players, and is really a type of alien encounter. Aliens will sometimes seek contact with other alien beings, but must first test whether they are worthy of contact. The buoy will place characters in a difficult moral situation where their impulses will contradict their humanitarian motives. After a few of these have been encountered, the SM may want to change the nature of the buoys, such as making them small space vessels or other types of space phenomenon. The nature and motives of the aliens may be changed as well. Perhaps not all contact is benevolent.

When the players first contact the space buoy, it appears to be a small, whirling metallic buoy. Unprovoked, the buoy will begin to issue unreasonable demands and challenges upon a ship. Should the ship fail to respond in even the slightest detail, the buoy will fire one round of beam fire.

Following this, whether the players do anything in retaliation or not, the buoy will fall silent and then begin to issue a distress call. Psionic abilities may confirm this as a real distress signal.

Should the players respond humanely (by sending the ship's doctor or other medical help), they will pass the test. Should they continue firing at the ship, or not respond humanely, the SM will unleash the *real* power of the buoy. This may be:

- Master of Molecular Control—the alien is able to change the nature of matter through thought control. Such a psionic is capable of destroying an individual or indeed the entire ship.
- Energy Leech—the alien is able to change the nature of energy through thought control. He can drain the entire ship's PPB of energy, or drain an individual.
- Space puppeteer—The alien is a mad old man; he desires humanoid puppets. He will try to lure characters aboard the buoy, only to place them in a *mind-exchanger* (see Artifacts). He will then exchange minds between a wax mannequin and the real body, so that the person's mind is trapped in the doll (and vulnerable to being melted at anytime) while the real body is mindless and controllable.

The SM may use his discretion as to how much power to use against the wayward players. These encounters should be used sparingly. If the players succeed, and pass the test, the occupant of the space buoy will provide them with some help. For example, an *energy leech* may choose to show his gratitude by restoring a ship's PPB to full capacity. The space puppeteer, however, will not show any gratitude (because he's just a crazy old man).

Gravity Well

Persistence: *Varies*

A gravity well is a "black hole" in space that exerts a tremendous gravitational force, such that it can pull a ship, even moving at maximum warp speed, into it. As such, gravity wells are favorite devices of SM's to force certain predictable encounters, as they are impossible to escape. A gravity well will have a range of between 1 and 6 hexes (light years) on the galactic map, and once a ship enters its range it will be pulled into the center of the well. The SM may choose to put just about anything at the center of a gravity well. Sometimes the center will be a time or space warp, while, at other times, the well will be a man-made phenomenon that can be overcome (such as a black hole machine). Because wells are interstellar traps, they will commonly contain a variety of creatures and/or starships: a "Davy Jones' Locker" of the galaxy. Some gravity wells are essentially permanent to a locations, while others may only exist for days, weeks, or months.

The only other way out of a black hole is to attempt to achieve a cometoid orbit, which will catapult the ship out of the well's gravitational range. Achieving this requires a roll against the Navigation officer's or Technical enlisted man's contact skill and a roll against the Engineering officer's Technical skill (or a Technical enlisted man filling that role). Both rolls must be successful (i.e., less than the scores of those characters), or the ship is instantly destroyed.

Galactic Random Encounters

It is suggested that the SM plan out his galaxy with the main features plotted before play. To add an element of randomness, the following system may be employed.

Before the player's ship enters each hex on the galactic map, the SM rolls the die. If he rolls a 1 on 1d6, there is an encounter. The SM then rolls on the Encounter Type Table. When he determines what type of encounter will occur, he then rolls one more time, to see specifically what that encounter will be on the appropriate table.

Encounter Type	
Roll d8	**Encounter**
1-2	Star system
3	Rogue (Class N) Planet
4-6	Cloud
7	Starship
8	Miscellaneous hazard

If a star system is encountered, consult the section about Random Star Systems below to generate the star system.

Cloud Encounters	
Roll d6	**Encounter**
1	Gas
2	Gas
3	Dust
4	Dust
5	Crystal
6	Foamy

When rolling ship encounters, first roll the encounter type, and then the ship type as indicated. Note that there is a separate table for determining pirate ship types.

Starship Encounters			
Roll d8	Encounter	Starship	Freighter
1	Freighter	Frigate	Light
2	Starship (friendly)	Destroyer	Light
3	Freighter	Destroyer	Light
4	Zangid Starship	Cruiser	Medium
5	Zangid Starship	Cruiser	Medium
6	Videni Starship	Battle Cruiser	Medium
7	Pirate Vessel*	Battle Cruiser	Heavy
8	Special Starship**	Dreadnaught	Heavy

*Roll on the table below to determine the pirate vessel type.
**A special starship may be a new, undiscovered race that is (60%) hostile or (40%) potentially friendly if first contact is made skillfully. Alternatively, this encounter type might be Silotron, Oiretophid, or some other race of the SM's creation.

Pirates may be of any race, and crews are often composed of various races, all individuals who are outcasts from their societies. However, freighters have a similar demographic, so players should not always be suspicious of mixed race crews. The SM may also devise some surprises for pirate vessels. Some may have been retro-fitted with unexpected weapons, escape pods, or other devices.

Pirate Encounters	
Roll 2d6	Ship Type
1-2	Light Freighter
3-5	Medium Freighter
6-7	Heavy Freighter
8-9	Frigate
10	Destroyer
11	Cruiser
12	Battle Cruiser

The following hazards can be randomly rolled in play, or rolled in advance to place on the SM's galactic map, waiting for PCs to stumble into in their voyages.

Miscellaneous Hazards	
Roll d6	Ship Type
1	Radiation Storm
2	Space Mirror
3	Time Warp
4	Space Warp
5	Gravity Well
6	Space Buoy or Space Amoeba

Setting Up a Star System

Once the players have successfully negotiated their passage through space, they will arrive at their target destination. A star system consists of a star and one or more planets. Hypothetically, there is no limit to the number of planets in a system, but about 2d4 is a practical upper limit. In addition, a system may have such features as an asteroid belt or moons.

The SM must design his system of planets, deciding how many planets are in the system, how far apart they are, what type of environment exists on them, and, in accordance with the environment, what type of life might exist thereon.

Distance between planets is expressed in terms of nuclear travel time (1 hour = 1 solar turn). Nuclear drive achieves speeds just short of the speed of light (approx. 650 million miles/hr); hyperdrive is necessary for travel in the light-year range. Using our own solar system as an example, the following figures, which are only rough estimates, are given as a guide for distance between planets. Using Earth as a starting point:

Earth to...	Distance (Approx. avg.)	Time (Approx.)
Luna	240 thousand miles	1 round
Sun	93 million miles	10 minutes
Mercury	93 million miles	10 minutes
Venus	150 million miles	15 minutes
Mars	140 million miles	15 minutes
Jupiter	480 million miles	45 minutes
Saturn	870 million miles	1.5 hours
Uranus	1.8 billion miles	3 hours
Neptune	2.8 billion miles	4 hours
Pluto	3.6 billion miles	6 hours

Once the players have traveled to a given planet, their ship must enter orbit. Spaceships never land on planets; their size is too great, and too much energy would be expended for take-off. In order to reconnoiter a planet, the players must form a planet-side team and send people down to the planet's surface by means of one of the two modes of planetary transport the ship has: the teleporter and/or the shuttle ships. Details of these are given in Section 6: Starships.

The SM should keep track of which players are down on a planet's surface and which remain in the ship. These concerns come into play if the ship is attacked while orbiting, as well as which players remain to be sent down as "reserves" if needed. Both the SM and the players will have to keep track of energy expenditure per day, keeping in mind the altered time sequence.

When determining the environment of a planet, the SM must consider the following four factors: gravity, temperature, radiation, and atmosphere.

Gravity

This depends solely on the size of a planet. A large planet like Jupiter has high gravity, a small one like Mercury, low gravity. Moons have either minimal or no gravity; asteroids, no gravity. Gravity is generally considered in three categories: high, medium, or low.

On low-gravity planets, races from high-gravity worlds have difficulty coping. Due to clumsiness, they must subtract 2 from Combat and Technical skill and do not receive a bonus to movement. On medium gravity planets, all races function normally. On high-gravity planets, only high-gravity aliens

function normally. All other races must employ jetpacks or suffer exhaustion. Characters must roll a CON ability check every hour. If it fails the character is exhausted and must rest 1 hour.

Native life: Low-gravity planets will have a lot of flying-types, as less muscle mass is needed to overcome gravitational force. High-gravity planets will have very strong creatures, as strength is needed to function in such an environment.

Temperature

Temperature is mainly influenced by the distance of the planet from its star. Planets close to a sun, like Mercury, are hot, while ones far away, like Pluto, are cold. The SM may choose to have planets which, like Mercury, have one side always facing the sun (hot side) while one side faces away (cold side) with an intermediate "twilight zone" between them.

Radiation suits are necessary for all races for protection from extremes of heat and cold. There are six ranges of temperature: extremely hot (over 200 F), hot desert (95 to 200 F), tropical swamp (75 to 95 F), temperate (50 to 75 F), cold arctic (5 to 50 F), and extremely cold (less than 5 F). Suits are necessary only for extremely hot or cold.

Native life: Extremely hot—misc. weird fire creatures or single-celled organisms; no known life; Hot desert—burrowing animals and animals that store water; cacti-like fleshy plants that store water; Tropical swamp—large and small reptile-like creatures, palms, flowering foliage; Temperate: humanoids, mammals, trees, grasses; Cold arctic: large furred animals, or animals with thick skin and fat reserves; Extremely cold: misc. weird ice creatures or single-celled organisms; no known life.

Atmosphere

The atmosphere may be either breathable or poisonous. The amount of oxygen in the air relates to its breathability. If the air contains poisonous gases, the SM must decide if the gas is poisonous to all three types of metabolism (iron, copper, and cobalt), or only one or two. For example, cyanide is poisonous only to iron-based races (Human, Rigel, Zangid), while harmless to others. Methane, on the other hand, would be poisonous for all three types. Poisons specific to other races also exist. Vitamin B-12, for example, is necessary for Human metabolism but, since it binds to cobalt, is poisonous to Andromedans. The SM will decide whether the concentration of poisonous elements would be considered low, medium, or high and require save checks vs. poison as appropriate.

Oxygen tanks must be employed by any race for whom the air is not breathable. These tanks are self-charging, and can last indefinitely.

Native life: Indigenous species will have biology compatible with local conditions. For example, cyanide in the air might limit life to cobalt-based organisms.

Radiation

Radiation may be natural, from a planet with a lot of radioactive ore, man-made, as the aftermath of a nuclear holocaust or power plant disaster, or it may come from a star that emits a high amount of radiation. Note that the ship's computer will always inform the players of these four environmental conditions for any planet.

All characters must employ radiation suits to survive on a radiation-contaminated planet. If a player does not have a suit, he must make a save check vs. radiation to see if he comes down with radiation sickness, as outlined under the mechanism for radiation storms. This die roll often employs the "no screens" (high) modifier, but the referee may rule for other modifiers depending on radiation severity in the environment. Players using suits must roll once per day to see if they get radiation sickness, but a roll to resist trauma is not required.

Native life: Life may be highly resistance to radiation effects, or it may be highly mutable and able to survive severe genetic alteration. This could paradoxically result in flora and fauna that is either very stable and homogenous or transient and varied.

Random Star Systems

The SM may choose to add a random element to designing star systems. The following guidelines can be consulted, but the referee should feel free to alter any random results to fit current needs.

Star Type

Roll d%	Class	Color	Light	Heat	Size
01-10	O	blue	Bright	Hot	Large
11-20	B	blue	Bright	Hot	Large
21-30	A	blue	Bright	Hot	Small
31-40	F	blue to white	Bright	Medium	Small
41-55	G	white to yellow	Medium	Medium	Small
56-70	K	orange to red	Dim	Medium	Small
71-90	M	red	Faint	Low	Small
91-00	Other				

The most inhospitable stars for sustaining life-bearing planets are classes O, B, A, M, red supergiants, neutron, and pulsars. These types emit high levels of radiation, and when life (rarely) occurs on planets circling these stars it will have great resistance to radiation and/or will be exotic types.

Other Types			
Roll d% Type	Light	Heat	Size
01-30 White Dwarf	Faint	Low	Small
31-60 Brown Dwarf	Faint	Low	Small
61-65 Black Hole	None	None	Small
66-75 Neutron Star	Faint	Low	Small
76-80 Pulsar	Faint	Low	Small
81-00 Red Supergiant	Medium	Medium	Giant

Planet Types

The referee should roll 2d4 to determine the number of planets present in a system. If he desires, there is a 20% chance a star is alone with no bodies of significant size orbiting it. The Galactic Confederation divides planets into several classifications. Roll on the table below for each planet in a star system.

Planet Classes			
d00	Class		Class
01-02	A	-	N*
03-04	B	60-61	O
05-06	C	62-63	P
07-14	D	64-65	Q
15-20	E	66-67	R**
21-25	F	68	S
26-30	G	69-73	T
31-35	H	74-77	U
36-39	I	78-79	V
40-44	J	80-98	W
45-49	K	99-00	X
50-54	L	-	Y
55-59	M	-	Z

*This is a rogue planet that has no system. **There should only be one Class R planet in any given system. (Y, Z) These designations are left open for the referee to customize.

Planet Class Descriptions

A, B, C: These classes of planets are very young planets. Type A is the youngest true planet, with a very unstable core. These planets are not dense relative to volume. Type B planets are moderately unstable planets, medium in size, and slightly more dense than Type A. Type C planets are relatively stable, fully-formed young planets with a nearly stable core. These planets are very unlikely to bear life, unless it has been seeded from another source.

D: These planets are lifeless. They may have atmospheres, but conditions were never right to develop life. Depending on location from their sun, these planets are sometimes candidates for terraforming.

E: Class E planets are at a very primitive stage of development, with single-celled organisms or possibly invertebrate life. These planets are typically balmy, with thin atmospheres.

F: These are desert worlds, bearing some life, but water is extremely scarce. What water does exist is either underground or in very trace amounts in the atmosphere.

G: These are water worlds, with over 98% of the surface covered in water.

H: Class H planets are those with conditions very similar to Earth's. Specific conditions can vary a great deal, but they are right for an abundance of life.

I: These super worlds are from 3-30 times as large as the Earth. They may bear life (70%) that is adapted to very high gravity.

J, K, L, M: These planets are gaseous, ranging in size from J (gas dwarfs), to the largest M, a super gas giant.

N: This is a planet that has no system–it floats alone in the universe. Generally these planets will be very, very cold. If it bore life at one time in its history, it is frozen solid today.

O, P, Q: This category of planets is considered "wild planets." Due to orbit or geological processes these planets have environments that change rapidly or wildly. Class O planets have seasons and temperatures that change quickly or to extremes in seasons. Class P planets have geological instability, such as over-active volcanoes and a (relatively) fast moving crust. Class Q planets have super-mutant life, which is evolving faster than life on other worlds. A single-celled organism may evolve into a vertebrate in weeks. Hundreds or thousands of intelligent species may have evolved on such a planet, only to go extinct. Note that such life has accelerated lifespans.

R: Restricted! This is an artificial Confederation designation. When these planets are found they have a warning buoy transmitting a message that they should not be approached on penalty of court marshal and death. This designation is given to planets for classified reasons.

S: Class S planets are rocky, high-pressure atmosphere worlds with silicon-based life. They are very uncommon.

T: These planets are icy worlds with the majority of their surfaces covered in glaciers. Life lay exist in small oases of land, but there will be very little liquid water.

U: Class U planets are usually former Class H planets. These planets are inhospitable due to humanoid-caused environmental destruction. Such worlds may be irradiated, filled with dangerous biological pathogens, or saturated with

chemical pollutants. Most (or all) life had been destroyed on these worlds.

V: These planets are in an unusual state. The may be partly in the psionic plane, out of the normal time flow, or partly in a parallel dimension.

W: These bodies are planetoids, usually small and always have no native life. They may be rocky or a proportion of rock and ice.

X: Also called Hell Planets, these planets have unusual conditions usually incompatible with most humanoid life, and may have wildly exotic and dangerous native creatures.

Y, Z: These designations are left open for the referee to customize. They may be used for very special cases, or other unique situations.

Time Travel

The SM may find it interesting at times to send his players on missions that involve travel through time. It may be convenient to choose a period from a past era in Earth's history, although travel is allowed both forward and backward through time. On occasion, the SM may find it diverting to use the past or future of a planet other than Earth for a time travel adventure as well.

Travel through time may be accomplished by the use of several devices. Among these are some of the Alien Artifacts listed in Section 8 and the Time Warp listed under Hazards of Space. Time travel may either be accidental (as through a time warp) or purposeful. Purposeful time travel may involve SM-designed characters such as Time Guardians who control the portals of time, and may send the players on certain time missions.

The foremost consideration in all time-travel adventures is that history cannot be changed, or the world as the players know it will cease to exist (and them along with it!). Even minor alterations of history can have major ramifications when applied over long periods of time.

The SM should set up a historical puzzle for the players to solve during a time adventure. Such a puzzle will require either active or passive interference with history (as it appears to be occurring) to correctly achieve the "historical" outcome. It is for this reason that time travel adventures to Earth's past are the most interesting. Time travel adventures to the future are more limiting; the players, in all probability, will spend most of their energy trying to find out how their own efforts turned out and the SM might be forced to lead the game in certain inevitable directions if they do, so he should take all precautions to insure that they cannot.

The SM may set up historical puzzles so that the players must engage a force in combat to correct history. For example, having the crew of the starship fight Marshal Grouchy to delay his arrival at Waterloo, or having them hold off Rommel from Suez in North Africa. The SM may consider many of history's "inexplicable delays" and missed opportunities as combat historical puzzles.

Diseases

Like atmospheric and other poisons, diseases may be specific to one type of metabolism (iron, copper, or cobalt), or may affect two or all three types. Commonly, a disease will affect the different races in different manners. For example, the same disease may cause only illness in Taurans while being deadly to Humans.

It is the responsibility of the ship's Medical officer to characterize and cure disease, and medical officers gain bonus experience points in this manner. The SM should note that doctors, because they have been exposed to most bacteria and viruses through patient contact, have managed to build a degree of immunity to most diseases (+2 to save checks) so they are able to carry on their research. The research for cause and cure is done utilizing the procedure for computer questions.

Known Diseases of Space

Below are a few suggestions for diseases. These are meant as a starting point, to give the SM some ideas, and not an extensive list. The SM will assign a level of low, medium, or high for the potency of the illness and characters are allowed a save check vs. disease to avoid catching the illness.

Disease Severity	Save Modifier
Low	0
Medium	-1
High	-3

Aging Disease

Caused by a virus, this disease causes each character exposed to age 10 years every day. Ability modifiers due to age should be accounted for as characters pass into different age categories. When characters reach the elderly age category, they start developing multiple cancers (which can be cured by *anticancer vaccine*). Characters die if the reach their maximum age at death (as determined by the SM).

Reverse Aging Disease

Also caused by a virus, this disease causes each character to subtract 5 years every day after exposure. Like an aging disease, it is not contagious. Age adjustments to abilities should be accounted for if characters pass into new (younger) age categories.

Psionic Fever

This disease is caused by a bacterium that affects only characters that are psionically active. The disease is

contagious, and non-psionics act as "carriers". If exposed, they suffer no ill effects, but they can pass the disease on to others. This disease causes bizarre hallucinations whenever a psionic power is used. For Andromedans, this is almost all the time, as their empathic power is almost constantly in use. After a period of time, the hallucinations cause irreversible insanity. Characters can be protected from their hallucinations by sedation or by being placed in suspended animation.

Space Malaria

Caused by an amoebic parasite, space malaria is transmitted by inhaling invisible spores. This organism is present only in swamps. The disease is not contagious if there is no exposure. The disease causes a mild, flu-like illness in all races other than Taurans and Andromedans. The "flu" causes each character to subtract one from all his abilities for a period from 1 to 6 days (roll 1d6, subtract 1 for every 5 points of constitution). The roll is never reduced below 1 day. Space malaria has no effect on Andromedans, who are naturally immune. The effect on Taurans is as follows:

For 7 days after exposure, there is no effect. Taurans do not get sick, and appear to be immune.

After this incubation period, Taurans comes down with high fever and shaking chills, which incapacitate them for 3 days. Following this 3-day period, there is a period of apparent remission for 3 days, regardless of any treatment. If not cured,

however, after the 3-day remission the Tauran relapses, and dies after 1 further day of fever.

Lover's Lunacy

This disease is transmitted by contact with thought benders. These are extremely ugly creatures which have the ability to make themselves appear like beautiful members of a character's preferred sex. They generally have no effect on Taurans (+4 to save checks), who are resistant to such advances. Once touched by a thought bender, the character's mind is invaded by a parasite. The parasite makes the character concerned with only one thing: providing food (i.e., other characters) for the thought bender's consumption.

Curing Disease

It is at the SM's discretion what will be a cure for a given disease. The "universal antidote" in the medikit may be effective against some of the bacteria and viruses. Other devices or methods that can be considered cures (or at least delay effects) include:

- Being placed in suspended animation.
- Bombardment with sound waves.
- Being placed within an energy screen or force field.
- An electrostun hit.
- A rare element, which exists only in certain places.
- Inventing an antidote.

Parasites are usually harder to kill than bacteria or viruses, and require more exotic treatments.

The method for determining the nature and cure of a disease is by experimentation and the use of computer questions. During the course of an epidemic, the Medical officer is automatically able to get "on-line" with the computer, and is always allowed the maximum of six questions at each session.

Starbases

Starbases are often considered the characters' home base. They are the origin point and concluding point for many missions. The following actions can occur at a starbase:

Promotions: Any field promotions are made official.

Equipment: Equipment may be replenished and/or exchanged. Additional equipment allowances based on new ranks may be taken on. Note that a player may totally exchange his equipment at a starbase to obtain different or more valuable items, and is not obligated to keep any of the equipment he used previously. Equipment from fallen comrades must also be returned, at the responsibility of the Command officer.

Personal Damage: Any personal damage from combat or disease can be corrected by the advanced sick bay facilities. This includes loss of limb or other body parts, and cryo-revival.

Refueling of Spaceship: The ship's PPB is recharged up to the maximum PPB for that class of ship.

New Spaceships: If the ship's commander has advanced in rank so that he is eligible for command of a more powerful vessel, he may request one. Whether the request is granted is based on the wishes of the SM, who must take into account the general situation in the galaxy at that time and whether or not such a ship would be available.

Artifacts: Any artifacts picked up by the players may be requisitioned by Space Fleet HQ (i.e., the SM) for further study. The SM should use this provision at his discretion to prevent the players from accumulating excessively powerful devices.

Shore Leave: When it is not convenient to visit planets for shore leave, or the time between missions is too short, shore leave may be taken on a starbase. Most starbases have many facilities (see below) to entertain Space Fleet personnel.

Starbase Facilities

Bars, lounges, sports areas and events, parks, and other areas of leisure may be found on most starbases. The following special areas may be present on some starbases, at the SM's discretion. Each starbase may be personalized to give it a special atmosphere.

Alien Bazaar: This large market will have vendors and patrons from all over the galaxy. Alien mammals are roasted on spits, exotic fabrics or spices from alien worlds are available, and many other items beyond the imagination. Slavery is strictly forbidden by the Galactic Confederation, and any trading of sentient life is subject to strict punishment. In addition, the sale of certain restricted non-sentient lifeforms may be restricted, such as those that are invasive or potentially dangerous. Anyone caught selling pod pippits will be arrested and sentenced to hard labor.
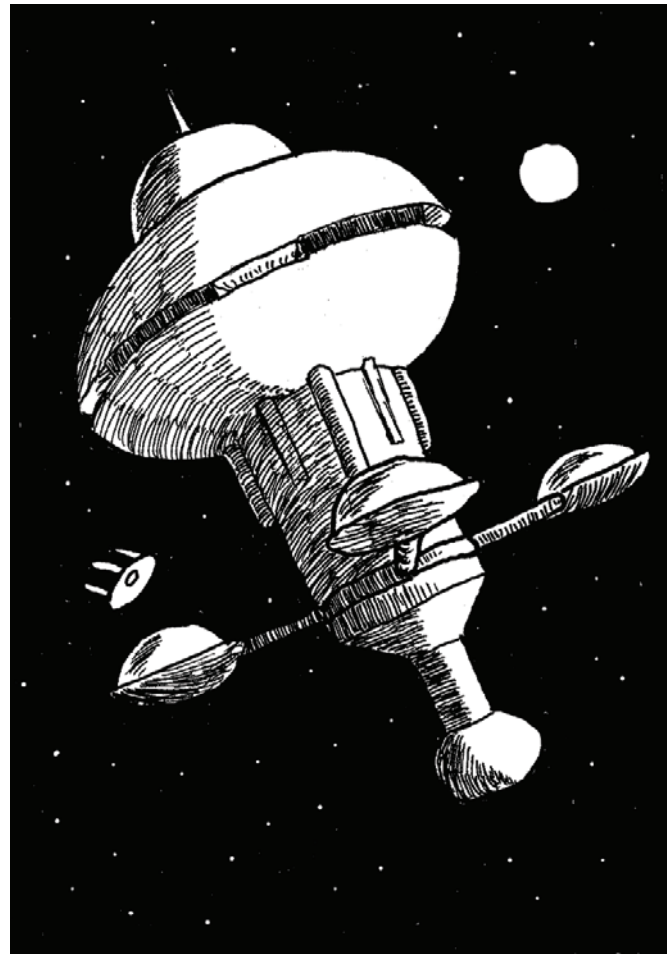
Combat Zone: Various scenarios may be concocted for leisure and training of Military and Medical personnel. Events take place on a holographic deck so that it does not appear to have artificial boundaries, and enemies are robots designed to look like humanoids.

Forest Zone: This habitat deck is wooded and used for camping. It is stalked with various alien and Human woodland flora and fauna. Some may be themed for Earth medieval living, or other time periods.

Ocean Zone: This large habitat has expansive beaches with a small artificial ocean. The ocean is stocked with a variety of alien wildlife for snorkeling and scuba diving. Bright sunlight is either provided artificially or from a nearby sun if the starbase orbits one.

Tauran Zone: This habitat will also make use of holograms to help construct an artificial environment. It is designed to replicate the Tauran homeworld, Taarus, with its high gravity, red-orange sun, lavender skies and dry, hot air. Taurans come to these habitats to meditate and, in the event of the blood fever, indulge their instincts upon robots designed for this purpose.

SECTION 6: STARSHIPS

Spaceship Capabilities

There are five types of combat vessels in use by the Galactic Confederation Space Fleet Service, in addition to non-combat freighters. The five types of ships (from weakest to most powerful) are the frigate, destroyer, cruiser, battle cruiser, and dreadnought.

The players in S&S form the crew of a spaceship, setting out from a friendly SFS Base to explore areas of the galaxy, with its star systems and their planets, as the SM has devised. The players always employ a combat-type ship, although they may encounter freighters. The ship employed depends on the considerations of the SM, within the framework that the class of ship is limited by the rank of the highest ranking officer in the command subclass (who is responsible for the ship).

Each ship is characterized by its equipment. A ship's equipment will be considered in the following categories: General Design; Energy System; Movement; Offensive Weapons; Defensive Screens; Planetary Transport;; Tractor/Pressor Beams; Sick Bay; and Computer.

General Design

The ship body is saucer-like in design, with a pod containing the energy drive of the ship extending from this saucer. The pod is detachable. The energy drive pod contains the hyperdrive elements necessary for interstellar travel. The saucer itself contains the nuclear drive, which is capable of sustaining life support systems if the pod is jettisoned and which also enables travel within a system. The nuclear drive is not capable of light-speeds (like the hyperdrive) and cannot be used for light-year movement between star systems. A ship without its hyperdrive pods is thus crippled and limited to the system it is within.

The saucer-like body can be considered to be a single or multi-level structure. Within the body are such areas as:

- The Bridge: This is where all command facilities are located.
- Living Quarters & Mess; Officer's Club - These are personal service areas.
- Sick Bay: The medical service area.
- The Brig: Where prisoners are kept.
- Research Labs
- Hydroponic Gardens: For growing the ship's food.
- The Teleporter: This is used for travel to a planet's surface.
- Storage areas; Armory: These areas are for storing weapons and other equipment.

The SM may design a ship's interior as he desires. A suggested plan is given below for a cruiser.

Energy System

The "heart" of ship operations is the energy system or Power Pile Base (PPB). This is contained within the hyperdrive pods. Any action the ship undertakes—hyperdrive interstellar travel, firing of offensive weapons, use of defensive screens, planetary transport by teleporter—requires energy. In addition, any damage taken by the ship in interstellar combat is reflected in terms of energy.

The ship's PPB is more extensively explained later in this section. In general the PPB is the amount of energy which can be regenerated totally during one day. The PPB is thus the ship's energy "allowance", and the players must be careful with their expenditure of energy or they will find the ship's regenerative capacity rapidly diminishing if they overspend. In addition, since ship damage is in terms of energy, a ship is destroyed when its total energy expenditure and damage exceeds and exhausts the ship's possible maximum regenerative capacity.

Movement

The ship has two types of movement: interstellar drive accomplished by hyperdrive, and travel within a system, by nuclear drive. The hyperdrive is located in the pod, the nuclear drive in the saucer.

Interstellar movement is performed on the SM's galactic map, which is at a scale of 1 hex equals 1 light-year and 1 "interstellar turn" equals 1 day. Hyperdrive speeds are in terms of warp factors. Each warp factor equals a drive of 1 light year per day. Thus, the hyperdrive speed of a ship, in warp factors,

is the number of hexes the ship may travel in one game turn. For example, a ship moving at warp 4 could move 4 hexes on the galactic map in one interstellar turn.

A ship's minimum hyperdrive speed is warp 1, its maximum is warp 8. Acceleration and deceleration may be done freely, at no cost, although once a ship's speed is set for a given day's travel it cannot be changed. A ship may start travel at any speed, and may change speed as much as desired on any one day. All ships have the same hyperdrive warp characteristics, regardless of type.

Interstellar movement must be pre-plotted on the galactic map before being executed. Course corrections can be made if an obstacle is encountered, although speed cannot be changed.

Hyperdrive travel expends energy depending upon the warp speed used. In addition, the direction of travel must be considered during hyperdrive. On the galactic map, a ship must always face one of the 6 hexsides, and may only move straight forward unless the ship is turned to face another hex-side. A ship may turn as many hexsides as desired, but an energy cost must be paid for each hexside turned (as the hyperdrive must be realigned). A ship may turn any number of hexsides within a given hex, and may make as many turns as desired within one game day, as long as the appropriate energy cost is paid.

Travel between planets within a system is accomplished by nuclear drive, which is in the coupler between the hyperdrive pod and the saucer. Travel within a system does not employ a map. The players merely state where within the system they would like to move. The energy cost for any movement at nuclear drive is the same. The time taken for a move at nuclear drive depends on the distance, and is given by the SM. Hyperdrive may not be used for travel within a system, and nuclear drive cannot be used for movement between stars. Since nuclear drive is at sublight speeds, it would take one year to travel a single hex at nuclear drive! Considerations of facing and turning do not apply at nuclear drive.

Offensive Weapons

SFS ships have two types of offensive weapons. These are the ship's beams—tremendously upgunned versions of the hand weapon, powered by hyperdrive; and ion torpedoes. Beams are the primary, long-range weapon of a ship. Each firing of the beams requires an expenditure of energy, but there is no limit as to how many times the beams can fire (and no delay between firings), as long as the appropriate energy cost is paid. Ion torpedoes require no energy to fire. They are shorter-ranged than beams, but more destructive. Each ship carries a limited number of ion torpedoes, and must keep track of how many have been fired. Once a torpedo has been fired, it is removed from the ship's total complement.

Ship beams have settings similar to the hand weapons: heat, illuminate, kill, and overload. Most firing at enemy ships is done on the "kill" setting. The heat and illuminate settings may have use in certain situations (such as melting an ice cloud).

The "overload" setting is the ship's doomsday weapon, for self-destruction.

Ship beams have no effect on a planet's surface or core, as the light energy is scattered so effectively by atmospheric particles that its impact on the surface is minimal. Atmospheric scattering does occur with the hand weapons as well, and is the reason for their range considerations. Ion torpedoes can be used against a planet. Roll 1d6 for such an attack. If a 1 is rolled, the torpedo penetrated the atmosphere successfully and hits the planet. If the result is 2-6, the torpedo explodes harmlessly in the upper atmosphere. If a torpedo hits a planet, the die is rolled again for its effect. If 1-5, the torpedo destroys the area of the planet where it hits, with no other adverse effects. All life within this area is immediately destroyed within a 100 mile diameter. If the result is 6, the impact sets up a chain reaction that destroys the planet and creates a radiation storm that immediately affects every character on the ship. Needless to say, the SFS frowns on the use of planet-busting by torpedo attack.

Defensive Screens

A ship's main defensive capability is reflected by its screens. Screens help absorb some of the damage taken in ship-to-ship combat, and also provide some degree of protection from some of the hazards of the galaxy (radiation storms and certain types of clouds). However, screens are quite a drain on a ship's energy system. Screens can be raised at either half-strength or full-strength.

When screens are up, the ship's teleporter may not be used, as the screen's field interferes with this method of transporting. Shuttle ships may be launched or landed through the screen.

Ship screens can be turned on or off at will, but each use of screens entails the energy cost for an entire day's use.

Spaceships are of such great size that they never land on a planet. Repair work is done by docking at a space station. To go from a ship in orbit around a planet to the planet's surface requires specialized transport.

Planetary Transport

Ships have two methods of transport between the ship and a planet's surface. These are the ship's teleporter and shuttle ships. Both methods can be employed to send men and/or material.

The Teleporter

The teleporter acts by means of molecular reorganization. It converts the molecules of an object into pure energy, sends the energy to the desired location, and then reconverts and reassembles the object into its previous form. Use of the teleporter is expensive in terms of energy. Each type of ship has a limit to the number of people or objects that can be sent via teleporter at the same time. The teleporter is a short-range device. It can be used only for transportation from ship to planet or vice versa, and not between planets within a system.

It is possible to teleport from one location to another on a given planet, or to the interior of a planet, or between two points within a ship, or between two ships which are relatively close to each other.

Any situation where the exact accuracy of teleportation is crucial is considered "blind" teleportation. For example, teleporting to a planet's surface is not "blind" or critical—if off by a meter or so, the object still would land safely. Teleporting to the inside of a specific building, or within or between ships, however, is critical. A slight error could result in re-materialization within a wall or in the vacuum of space! For this reason, the Contact skill of the operator is involved in all such "blind" teleportation. The operator must succeed in a Contact skill check to land the objects successfully. If he fails to do so, the objects (including people) are considered destroyed.
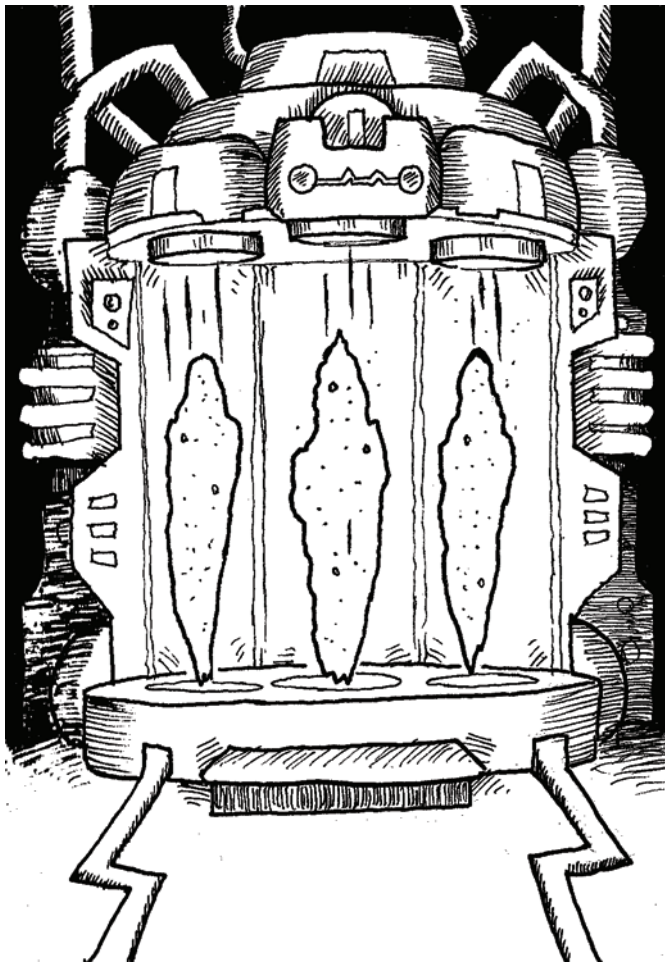
Teleportation is considered to be instantaneous. However, there is a lag period between uses of a teleporter to "recharge" the unit. This lag is 1d8x5 turns. Thus, the lag can vary between 5 and 40 minutes of game time before the teleporter can be used again. Having a Communication officer operate the teleporter allows -3 to the die roll, or -1 for a Technical enlisted man. The lag will always be at least 1 turn.

The teleporter can also be used as a device to contact the "psionic plane". The teleporter projects the converted energy representation of an object into the plane of pure thought energy. Transport to or from the psionic plane is considered to be "blind" teleportation, and requires a roll based on Contact skill to achieve transportation successfully in either direction.

The teleporter can be used as a means of recall to the ship, as well as transportation to a planet. If the object is in contact with the ship by means of a communicator, this recall can be done automatically. If, however, the object is not in contact, such teleportation is considered to be a variant of blind teleportation. A roll depending on the contact transported. If this roll fails, no adverse effects occur to the desired object. However, an undesired object (of the SM's choice) is beamed aboard instead. In general, this will be something dangerous or hostile, and will probably attack the teleporter crew immediately.

Teleporter Mishaps

If the teleporter is used during unusual circumstance, such as when the ship is in the middle of a radiation storm, gravity well, or some other interstellar phenomenon at the SM's discretion, there is a chance that the teleporter sends people or material to somewhere completely unexpected. The base chance is 5%, or 10% if it is blind teleportation. If such transport occurs, reversing it may be possible at the SM's discretion. This will probably require consultation with the ship's computer. Refer to the table below for determining where such mishaps lead. The SM may expand this table as he sees fit.

Roll 1d10	Mishap
1	Sent to a location 2d10 light years away.
2	Sent to the psionic plane.
3	Transported successfully, but "out of phase" with this universe. Cannot be seen or heard.
4	Sent successfully, but out of the normal time flow. Roll 1d6; 1-3, sped up to experience 1 hour for every minute; or 4-6, slowed down to experience 1 minute for every hour.
5	Sent to an alternate reality.
6	Object is duplicated. If a humanoid, personality traits will be split between them. One may be very aggressive, the other passive, etc.
7	Objects are joined. If people, they will combine features and memories to create a new person. If more that 3 people are involved, the result may be all combined into one, or some other combination.
8	Sent into the past or future. Consult the table for Time Warps.
9	Roll 1d6. People are molecularly enhanced (1-3) or weakened (4-6). Subtract or add 1 point to or from all abilities.
10	Roll 1d6. Living things molecularly expanded (1-3) or condensed (4-6). Expanded people are 1d10x10% larger, and condensed (shrunk) by 1d10x10%. A result of 100% reduces the being to a few hundredths of an inch high.

Shuttles

Shuttle ships are small, unarmed and unarmored vessels used for ship to planet transport. They can also be used for transportation between planets within a system. Shuttle ships have only nuclear drive. They can travel between planets using the same system of movement as spaceships. There are no energy costs for using shuttle ships, as they have their own self-contained nuclear drives.

Shuttle ships can be used to transport large parties or large amounts of equipment, which would be too expensive in terms of energy to teleport. Use of shuttle ship involves some time. It takes 6 turns to load and prime a shuttle ship. Travel between planets takes the same amount of time as for spaceships, and depends on distance. Travel to a planet's surface from a ship's orbit takes 6 turns. In an emergency situation, it is possible to "prime" a shuttle ship instantly; this requires an energy cost, however.

Each shuttle ship can carry up to 50 people or 2 robot tanks (which cannot be teleported). A skycycle takes up the room of 5 individuals, a landspeeder the room of 10.

As above, a shuttle ship has no weapons, no screens, no teleporter, and no sick bay. A shuttle ship is destroyed by a hit from any type of ship weapon. On the planetary surface, it is not damaged by fire from any type of weapon but can be damaged by natural cataclysms (earthquake, avalanche, volcano, etc.) Shuttles have a speed of 480' (160') when in atmosphere, and 100 damage points. Starships are equipped with, shuttles according to type of ship, and more may not be requested.

Tractor and Pressor Beams

The ship has a capability for attracting or repelling objects through space. This is limited by size and mass of the object (limited to spaceship size), as well as distance (120,000 miles not far enough for use between planets). The beams can only be used within a system under nuclear drive, and not while under hyperdrive. There is an energy cost for use depending on distance, but unrelated to mass. It costs the same to transport one man in a suit as it does for an entire ship, if the distance is the same.

The beams are capable of exerting force on an enemy ship only if that ship is using nuclear drive. Hyperdrive force exceeds the holding power of the beams, and the ship can break free.

Sick Bay

Each spaceship has a sick bay, with a limited bed capacity. Time spent by a wounded character in sick bay helps to remove damage inflicted. For each day spent in sick bay, two 2d6 hp worth of damage is removed. A sick bay has two cryogenic suspension tubes per size level of the ship. For example, a frigate has 2 cryo-tubes, and a dreadnaught has 10.

A player must also spend time in sick bay to recover from the effects of radiation poisoning or from a disease. There are quarantine facilities in sick bay to prevent spread of disease.

Adjacent to sick bay are medical research labs, which the ship's medical officers can use for research on new drugs, on cures for diseases, etc.

Note that there are times when it may be necessary to place characters in suspended animation. Suspended animation is not cryo-suspension. Suspended animation lowers the metabolism to near but not complete cessation, whereas with cryo-suspension the body is technically dead since it is frozen solid.

Computer

The ship's computer, and its sensors, are methods of obtaining information. Certain information is automatically given to the players. For example, when they orbit a planet, they are always informed of the four environmental characteristics of the planet (gravity, temperature, atmosphere, and radiation). Other information is obtained only if a certain die roll is obtained—for example, advance warning of a cloud or radiation storm.

In addition to these functions, the computer has an open-ended function of answering player's questions in an attempt to discover new information. When answering these types of questions, the SM plays the role of the ship's computer.

In order to ask questions, a player must first get "on-line" with the computer. To achieve this, he must succeed in a Technical skill roll. The player then rolls 1d6; this is the number of questions he may ask at that time. A player may try to get "on-line" only once a day. Any number of players may try each day.

When answering questions, the SM must keep the following in mind. Computers are very stupid. They are only able to answer yes-or-no questions. In addition, the SM must pay close attention to the exact phrasing of a question as stated literally, regardless of the player's intention. For example, a question like, "is it possible that this artifact is causing the weather disturbances" must be answered "yes", because it is of course possible. It may not be probable if that artifact was actually an ancient weapon, but it is possible.

There are four main opportunities for computer questions. One is when players encounter a hazard of space during interstellar travel. The second, while orbiting a planet before landing in an attempt to find something out about life on the planet (other than its environment). Thirdly, it is useful when medical officers are trying to characterize and cure a disease. Fourthly, the computer can be used (via the *auto-analyzer* link) to find out about creatures and phenomenon on a planet's surface, and to devise effective biological and chemical agents to use against any creatures (with an *ABC sprayer*).

Here are two examples of the use of computer questions:

Example 1: The players are circling a planet they know is medium gravity, temperate climate, breathable atmosphere, but radiation contaminated. A science officer gets "on-line" and gets four questions.

"Is there any life on the planet?" "Yes"

"Is there any humanoid life on the planet?" "Yes"

"Are there any Zangids or Videni?" "No"

"Is there non-humanoid, animal life as well?" "Yes"

Example 2: The Humans have come down with a strange disease. The doctor gets "online" and gets 6 questions.

"Is the disease caused by a bacteria?" "No"

"A virus?" "Yes"

"Will the universal antibiotic cure the disease?" "No"

"Is it contagious?" "Yes"

"Will putting the victim in suspended animation have any effect on the course of the disease?" "Yes"

"Will ultrasonic radiation kill the virus?" "No"

Note that placing a victim in suspended animation may be harmful, not helpful; because of phrasing, the doctor only knows that it will have some effect.

Ship Statistics

The following ship statistics detail the most typical Space Fleet Service vessels. The referee can either assign NPC crew to fill out a ship's complement, or the players can choose what sorts of NPC types they would like. The referee should require that at least 40% of a ship's crew consist of enlisted men. Command officers may also request transfers when at a starbase, to swap out NPCs for those of another class, if so desired.

Frigate (FG)

These ships are commonly named after planets and moons from the Sol system (e.g., Callisto, Jupiter, Io, Europa, Titan, Mars, etc.).

Crew complement:	10
Command Rank:	Ensign
Power Pile Base:	50 energy units (one-half pod)
Teleporter Capacity:	3 at a time
Beam Banks:	1
Ion Torpedoes:	6
Shuttle Ships:	1
Sick Bay Capacity:	2

Frigate

Destroyer (DD)

These ships are usually named after famous battles, especially great military disasters, (e.g., Bunker Hill, Fredericksburg, Sedan, Little Big Horn, etc.).

Crew complement:	20
Command Rank:	Lieutenant
Power Pile Base:	100 energy units (one full pod)
Teleporter Capacity:	4 at a time
Beam Banks:	2
Ion Torpedoes:	9
Shuttle Ships:	2
Sick Bay Capacity:	5

Cruiser (CS)

Cruisers are commonly named after explorers, especially astronauts (e.g., Armstrong, Glen, Shepard, Schirra, Borman, Gagarin).

Crew complement:	50
Command Rank:	Commander
Power Pile Base:	200 energy units (two full pods)
Teleporter Capacity:	6 at a time
Beam Banks:	3
Ion Torpedoes:	12
Shuttle Ships:	3
Sick Bay Capacity:	10

Battle Cruiser (BC)

Battle Cruisers are often named after scientists, especially astronomers (e.g., Newton, Copernicus, Kepler, Tycho Brae, Galileo)

Crew complement:	100
Command Rank:	Commodore
Power Pile Base:	300 energy units (three full pods)
Teleporter Capacity:	7 at a time
Beam Banks:	4
Ion Torpedoes:	15
Shuttle Ships:	4
Sick Bay Capacity:	15

Dreadnought (DN)

These ships are named after stars and galaxies (Betelgeuse, Antares, Polaris, Proxima Centauri, Altair, Vega, Canopus, etc.)

Crew complement:	150
Command Rank:	Commodore
Power Pile Base:	400 energy units (four full pods)
Teleporter Capacity:	8 at a time
Beam Banks:	5
Ion Torpedoes:	18
Shuttle Ships:	5
Sick Bay Capacity:	20

Freighters

Freighters are employed by both the Confederation and independent shipping companies. In the Confederation they are often named after transportation lines (Orient Express, B&O, Cunard, QE II, TWA, BMT, Silver Streak, etc.).

Light Freighter (LF)

Crew complement:	10
Command Rank:	Ensign (Merchant Fleet)
Power Pile Base:	50 energy units (one-half pod)
Teleporter Capacity:	1 at a time
Beam Banks:	None
Ion Torpedoes:	None
Shuttle Ships:	1
Sick Bay Capacity:	Two sick bays, each with a capacity of 2

Medium Freighter (MF)

Crew complement:	15
Command Rank:	Lieutenant (Merchant Fleet)
Power Pile Base:	100 energy units (one full pod)
Teleporter Capacity:	2 at a time
Beam Banks:	1
Ion Torpedoes:	None
Shuttle Ships:	2
Sick Bay Capacity:	Two sick bays, each with a capacity of 3

Heavy Freighter

Crew complement:	20
Command Rank:	Commander (Merchant Fleet)
Power Pile Base:	200 energy units (two full pods)
Teleporter Capacity:	3 at a time
Beam Banks:	2
Ion Torpedoes:	3
Shuttle Ships:	3
Sick Bay Capacity:	Two sick bays, each with a capacity of 4

Space Carriers

Space Carriers where developed by the Videni and Zangids as their answer to large battle ships (see below for more

information). These ships are not part of the Galactic Confederation fleet.

Death Carrier

Crew complement:	50 (56)
Command Rank:	Commodore
Power Pile Base:	200 energy units (two full pods)
Teleporter Capacity:	8 at a time
Fighter Craft:	6 (each with one pilot)
Shuttle Ships:	4
Sick Bay Capacity:	10

Sting Carrier

Crew complement:	50
Command Rank:	Commodore
Power Pile Base:	100 energy units (one full pods)
Teleporter Capacity:	8 at a time
Drone Stingers:	8
Shuttle Ships:	4
Sick Bay Capacity:	10

Enemy Ships

The Zangids and Videni are known to have ships in the frigate, destroyer, cruiser, and battle cruiser classes (same types as the Confederation, but no Dreadnaught).

Zangid ships are armed with beam banks only; they lack ion torpedoes. In all other respects (PPB, screens, teleporter, crew, and shuttle ships) they are exactly the same as their Human counterparts.

Videni ships are somewhat different from Human and Zangid ships. They lack ion torpedoes, instead having their own unique weapon—the atomic fireball. Each fireball costs the Videni ship 5 EUs to create. Videni ships tend to act in combat situations as suicide "fireships", attempting to achieve as much damage on the enemy as possible before they are destroyed. They do not have a policy to preserve life as does the Confederation. Videni ships never surrender, and almost always fight to the last breath unless there is more to be gained by fleeing.

Videni ships are armed with a Shielding Mechanism, which prevents their detection by visual and most other sensory means. The Shielding Mechanism is most effective using nuclear drive; Videni ships can be followed by their ion trail while at hyperdrive. In order to fire a fireball, the Videni must lower the shielding device. The shielding device costs as much as half-screens to run.

Space Carriers

Zangid and Videni technology veered somewhat from Human lines in the development of military starships. Rather than building larger ships (like dreadnoughts) to provide extra firepower, they devised ships which served as attack platforms, for small mobile craft which could operate independently.

Zangid Sting Carriers consist of a large, spherical central station (about the same size as a cruisers' pod) and eight

movable "arms", each of which holds a small, spherical drone stinger. Drone stingers are unmanned, computer-controlled craft which can be launched from the carrier and then operate independently. The carrier can launch one stinger each combat round. Each stinger can move up to 30,000 miles each round and fires one beam shot, using the normal range tables, each round. The carrier itself has no weapons and no screens (which would prevent stinger launching and control), but can take up to 200 EUs in damage. The carrier has hyperdrive and nuclear drive; the stingers have only nuclear. A stinger cannot fire until it is detached. A stinger is destroyed by any hit by a beam or ion torpedo. The carrier can control independently as many stingers as it has launched, but once the carrier is destroyed, the stingers become inoperable (they rely on central computer direction).

The Videni, who believe in salvation through death in battle, have developed slightly different carriers. Their Death Carrier consists of a hexagonal core with a delta-winged fighter craft "petal" attached to each side (six). Each fighter petal is manned by a single individual. The carrier may detach any or all of its fighters in one round. Each fighter, like each drone stinger, can move 30,000 miles each round. Each also has one beam weapon. If they seem to be losing the battle, Videni fighters attempt to close to minimum range (under 6,000 miles), at which point they self-destruct and produce an atomic fireball which automatically hits its target. Videni carriers have no screens, and also lack the Shielding Device; they have no weapons and can only take 100 EUs in damage. If the battle is being lost, the carrier voluntarily self-destructs, and any ship in range undergoes 2 fireball attacks.

Note that because of their extreme destructive power, carriers are more a match for a battle cruiser or dreadnought than a destroyer or cruiser.

Pirates

Pirates may also be encountered, in a variety of ship types. However, the largest ship types are less often held by pirates. The referee can refer to the previous section regarding star ship encounters for pirate vessel types.

The Ship's Energy System

The heart of a ship's operation is its Power Pile Base (or PPB). The PPB has a capacity for energy production per day, expressed in Energy Units Core EUs), The PPB is, simply stated, the number of EUs which can be regenerated in one day without any permanent deduction from a ship's power plant.

EUs must be expended for almost any ship action: movement, life support, teleportation, and combat. In addition, any damage a ship receives is expressed in terms of EUs. Players must keep track of how many EUs a ship expends in one game day. If this total is less than or equal to the ship's PPB, the ship can totally regenerate its power for the next day, and does not suffer any loss. If the total is greater than the PPB,

the difference between the amount spent and the PPB is permanently subtracted from the ship's PPB.

For example, a destroyer has a PPB of 100 EUs. If the ship spends, say, 90 EUs, it is under its PPB limit, and it still has the same 100 capacity for the next day. If the ship instead overspends, say 120 EUs, 20 EUs (the difference between the total spent and the PPB) are subtracted from the PPB permanently, the next day, and from then on, that ship has a PPB of only 80.

As a result of this, a ship which spends double its PPB (or suffers such a loss in combat) is considered destroyed. This is because the entire PPB is lost, and the ship does not even have enough power left the next day to maintain life support systems. In the above example, if the destroyer spent 200 EUs, it would have a PPB of 0, and would be considered destroyed. When a ship is lost, all members of the crew are considered dead (unless they managed to get off the ship via the teleporter or shuttle ship before the ship incurred the final EU loss).

It is clear from the above discussion that ships must be very careful in their energy expenditure, especially if space combat is a possibility. PPB may be restored to full capacity by docking for repairs at a starbase, but some damage can be restored by Engineering officers and Technical enlisted men.

Energy Costs	
Activity	**Cost**
Galactic travel	5 EUs per warp factor on hyperdrive
Intrasystem travel	5 EUs for any travel at nuclear drive (per day)
Galactic travel	5 EUs per hex side turned (no cost at nuclear drive)
Entering a planet's orbit	5 EUs
Leaving a planet's orbit	5 EUs
Life support systems	5 EUs (mandatory)
Teleportation	5 EUs per person each way
Beam Fire	5 EUs per beam bank (each bank has 2 beams)
Ion Torpedoes	None
Tractor or Pressor Beam	Based on distance; 1 EU/12,500 miles
"Priming" Shuttle Ship	5 EUs if instantaneous; 1 hour delay is free

Screens:

	EUs/Day	
	Half Screens	**Full Screens**
Frigate	15	30
Destroyer	30	60
Cruiser	60	120
Battle Cruiser	120	240
Dreadnaught	240	360

Screens used for any part of a day incur the total cost for the day.

Example: A destroyer wishes to travel from its own base to a star six hexes away.

Assuming no turns are needed, the total cost for such a move would be:

5 for leaving the starbase
30 for moving at warp 6 (5 for each warp factor)
5 for life support (always mandatory)

Total = 40 EUs

Let us assume that the cruiser would like some degree of protection from screens. It could raise full screens at a cost of 60 EUs, and thus spend its PPB of 100. However, this would not leave any reserve for emergencies (such as unexpected turns, firing of weapons, etc.). Instead, the ship chooses to raise half-screens at a cost of 30 EUs, for a total of 70 EUs, and thus retains a reserve of 30 EUs.

Let us assume that the ship arrives at its destination without incident. The ship enters the orbit of the planet they wish to explore (at a further cost of 5 EUs). The captain of the ship now decides he would like to send down a landing party. His teleporter has a capacity of 4 individuals, so he could send down a party of 4 (at a cost of 20 EUs) and still be under his PPB.

Damage Repair

Most of the time permanent ship damage must be repaired at a starbase. However, Engineering officers and Technical enlisted men are able to repair a limited amount of permanent PPB damage. A ship must spend one full day (or interstellar turn) immobile while repairs take place. After this period the players must make Technical skill checks, and if successful Engineering officers restore their level x3 PPB and Technical enlisted men restore level x2. All available Engineers and Technical enlisted men may be involved in the repair. Note that repairs may never raise PPB above maximum for ship type. Also, these repairs may only be attempted once between visits to a starbase.

Ship to Ship Combat

This game is not primarily a game for space combat between enemy ships. However, on occasion, the situation for ship to ship combat may arise and the following system is suggested for combat resolution. Any other system the players prefer may be used, as long as it is tied into the general concept of EUs.

The first, and most important, consideration in this combat system is range. In general, most engagements will begin at a range of 300,000 miles (extreme range for ship weapons). The range will close swiftly, as ship's are capable of closing by 30,000 miles per round of battle. The SM will plot the movement of enemy ships and plan their firing, while the players will plot the movement of their own ship and its firing.

This combat system does not involve a battle board. The facing or attitude of one ship to another is not important. In addition, in multiship actions, all ships are assumed to be approaching from the same direction, and such considerations do not apply. There is no "outflanking" or "surrounding"; only the range (in miles) must be kept track of.

In general, enemy ships will close the maximum allowed each round up to a range of 30,000 miles. Friendly ships may either stand or attempt to close, at their option. Leaving the field by moving away from an attacking ship is not allowed, as this is considered cowardice in the face of the enemy; any officer participating in such action (with the exception of the evasion rules below) is automatically subject to demotion of one rank. Minimum range = 5,000 miles.

Beam Fire

Confederation, Zangid, and Videni ships have beams. Beams are relatively long-range weapons. Each beam bank consists of two guns. Thus, energizing a bank (by paying the 5 EU cost) allows two shots at an enemy ship. One bank can be directed at only one target. However, a ship with more than one bank can fire each bank at separate targets. Each beam hit does between 5 and 30 EUs of damage to the enemy ship—roll 1d6x5. Beams can be fired as often as desired, if the cost for energizing is paid each time.

Ion Torpedoes

Only Confederation ships have these weapons. These are shorter ranged weapons which are limited in number. They do not cost any energy to fire, but once fired are used up permanently.

Fireballs

Only Videni ships have these weapons. Fireballs have an intermediate range between ion torpedoes and beams. Each fireball costs 5 EUs to fire.

Both ion torpedoes and fireballs do double the damage of beams per hit, dealing 1d6x10.

Screens and Damage

Screens absorb a certain percentage of damage when used up. The amount of damage absorbed is determined for each hit individually. Half screens absorb from 10% to 60% of damage (1d6x10%), while full screens absorb from 15% to 90% (1d6x15%).

Combat Routine

All ship fire is considered to be simultaneous. A ship may fire each of its weapons once per round of battle, as long as the appropriate energy cost is paid.

To determine if a hit is obtained, the players roll to hit using the Ship Skill in the table below. The ship has a base skill of its own, rather than depending on a character's skill, because of the various targeting systems. Ship skill is applied to all

vessels, including enemy ships. Characters are trained in how to use these systems. Note that if a ship has a Fire Control Officer, he rolls the dice for combat, and receive +2 to skill for the attack roll. Technical Enlisted Men receive +1 to skill.

Ship-to-Ship Combat

Ship combat is similar to personal combat. The attacker must roll ship skill or lower on 1d20 to hit. Ship Skill is adjusted depending on range, as indicated below.

It is assumed that all ships presented in this game have some kind of protective plating, and this is accounted for in the range and adjustments. The SM may devise alien ships that present armor adjustments or adjustments for different or advanced screens for penalties to hit.

| | Range (miles) | | |
| | | Ion | |
Ship Skill	Beams	Torpedoes	Fireballs
16	15,000	5,000	10,000
15	30,000	10,000	20,000
14	50,000	20,000	40,000
13	75,000	30,000	60,000
12	100,000	40,000	80,000
11	125,000	50,000	100,000
10	150,000	60,000	120,000
9	175,000	70,000	140,000
8	200,000	80,000	160,000
7	225,000	90,000	180,000
6	250,000	115,000	230,000
5	275,000	140,000	275,000
4	300,000	165,000	300,000
3	325,000	190,000	325,000
2	350,000	210,000	350,000
1	400,000	225,000	400,000

Each beam bank consists of 2 beams. Only Human ships have Ion Torpedoes. Only Videni Ships have Fireballs.

For example: A. battle is taking place at a range of 60,000 miles between a Human destroyer and a mixed force of a Zangid destroyer and a Videni destroyer. The Human ship has 2 beam banks, and its full complement of 9 Ion torpedoes. It also has a Fire Control officer. The Human ship first decides to try to knock out the Videni ship. It fires both beam banks at the Videni, a total of 4 attack rolls (2 guns in each of two banks). At the range of 60,000 miles, the Humans would normally need to roll 14 or lower to hit, but the Fire Control officer brings that to 16. The cost of this fire is 10 EUs, 5 for each bank. The Humans choose not to use up any ion torpedoes this round, as there is less chance of hitting at this range. The Zangid ship fires both of its beam banks, 4 die rolls with a minimum hit number of 14 at a cost of 10 EUs. The Videni loose a fireball for 5 EUs; at 60,000 miles; the ship attack skill is 13, but their Fire Control Officer brings it to 15.

The next round, both enemy ships close another 30,000 miles while the Humans hold their position. This time, the Humans split their beam fire, directing one bank at each ship. They

again have 4 rolls, at a cost of 10 EUs, with a minimum hit number of 15 (17 after the Fire Control officer). They also fire an ion torpedo at the Videni ship, hoping to finish it off. The minimum hit number for this attack is 13 (15 after the Fire Control officer). The Zangids fire their two beam banks at the Humans again, with a minimum hit number of 15. The Videni fire another fireball for 5 EUs, with a hit number of 17.

Evasion and Pursuit

Zangid and Confederation military philosophy holds that self preservation is a consideration in combat. Thus, such ships will not "fight to the death", but will try to evade and break off combat once a certain amount of damage has been sustained. When a ship has 25% or less of its total possible hits remaining, it must attempt to evade. Note that the total possible hits is equal to double the PPB. (i.e., a destroyer with a PPB of 100 is destroyed when it takes 200 EUs of damage). Note that the EUs expended by a ship, in firing and for screens, is also counted in this total. Thus, a ship which has expended a good deal of energy is more vulnerable than a fresh one. For example, the above destroyer would have to evade if it had taken 150 EUs damage (only 50 left). For evasion, each side rolls 1d6. If the evader's die roll is greater than or equal to the pursuer's, combat has been broken off. If less, he is caught, and combat continues. A Navigation officer adds 2 to the die roll for either side, a Technical enlisted man adds 1. Evasion is considered to be done at hyperdrive—5 EUs must be expended for evading, as this is done at warp 1. A ship may not usually attempt evasion with more than 25% remaining—this is considered cowardice in the face of the enemy with the same sanctions as above. If evasion is part of some bigger plan then Space Fleet Command may forgo disciplinary action. Failure to evade when indicated is considered reckless endangerment, and the commander of the ship is demoted two ranks. Videni ships may or may not try to evade. If a Videni ship sustains damage so that 25% or less remains, the ship will likely self-destruct. This self-destruction has the effect of two fireball attacks on all ships within range. The die is rolled to see if the fireball(s) hit, and then for damage.

Note: If a ship is destroyed in combat, all characters on that ship are considered killed.

Example (continued from above): The Human attacks fail to destroy the Videni, but the Videni ship has less than 25% left. The Videni self-destroys; both the Zangids and the Humans undergo two fireball attacks each. The attack on the Zangid ship is done at minimum range; the attack on the Humans is at 30,000 miles. Unexpectedly, the Zangid ship survives, and with more than 25% left. The Human ship, on the other hand, was unlucky, and is left with less than 50 EUs, or under 25%. The Humans must try to evade. The Humans have a Navigator, and roll a 2, while the Zangids roll a 4. The navigator adds 2, so the result is a tie, and the Humans evade successfully.

SECTION 7: ALIEN ENCOUNTERS

This section is meant to serve as an introduction to the types of alien life forms that the characters may encounter on the planets they explore. It is not meant to be an exhaustive or all-inclusive list, as many creatures will be unique to a planet. SM's are encouraged to experiment by borrowing creatures from other fantasy-type games (such as *Labyrinth Lord*) or from favorite stories, novels, or movies.

When the players contact an alien life form, they will probably try one of two general courses. Either they will attempt to communicate or they will engage in combat. Communication usually involves use of a *universal translator*. The operator must succeed in a Contact skill check in order to engage in meaningful communication. Communication can also be attempted through psionic means. The SM will play the role of the creatures if communication is achieved. In doing so, he must keep in mind their motivations and societal traits. Are they xenophobic? Are they highly aggressive and chauvinistic, or more open to reason? Are they under some great fear or superstition? All these and more influence the nature of any communication. The SM must note that communication can only be achieved, with any degree of success, with creatures of at least moderate intelligence. Very stupid creatures aren't interested in much more than satisfying their appetite, but Biology officers may be employed by using their Contact skill to gain the trust of lower life forms.

If communication fails, a combat situation will usually ensue. The SM must determine the pertinent characteristics for every alien involved. These are defined below.

Alien Listings

The defined categories below are used to describe alien beings.

Encountered: Two numbers will be found here. One inside and one outside parentheses. These numbers represent the number of the type of creature that will be confronted when encountered. The number outside parentheses is the number found in structures, underground passages, or other indoor areas. The number outside parentheses is the number encountered either in their nesting area, lair, etc., and 25% of the number will include non-combatant young (at the discretion of the referee). This number also may represent the number encountered in open spaces or wilderness, but no young will be present.

Movement: These numbers represent the movement rate of the beings. The number in parentheses is encounter movement. An (F) means flying movement, and an (S) means swimming movement.

Intelligence: Intelligence ranks are used to represent intelligence ranges for alien creatures. Most humanoids will have at least Average intelligence, but the full range is possible.

Intelligence Ranks	
Rank	Intelligence
None or Not Applicable	0
Animal	1
Feeble	2-4
Low	5-7
Average	8-10
High	11-12
Extraordinary	13-14
Near-Genius	15-16
Genius	17-18
Ultra-Genius	19-20
Cosmic	21+

Psionic Potential: The psionic potential of alien creatures is generally based on their intelligence level, as indicated in the table below. This ability is used exactly like the PSI ability for PCs in psionic combat and as the basis for expendable PSI points. In the case of PC races, these values are not meant to replicate those of PCs, but rather common members of the race that will be encountered as NPCs. For example, most Taurans would be considered Near-Genius or Genius rank intelligence, but PC scores for both PSI and INT have a wider range.

PSI Ability Based on Intelligence	
Intelligence Rank	Determine PSI
None or Animal	1d4*
Feeble or Low	2d4
Average	3d4
High/Extraordinary	4d4
Near-Genius/Genius	2d6+6
Ultra-Genius	4d4+4
Cosmic	3d6+6

*This category is up to referee discretion. Some animals may have unusually high PSI.

Note that non-intelligent creatures are generally immune to psionic attacks or manipulation, simply because their mental faculties are not advanced enough to be manipulated. This is subject to referee judgment, but as a general rule if the creature has at least 1 point of PSI it is susceptible to mental manipulation.

In the alien listings, the dice formula to determine PSI is accompanied by a term, such as *4d4, active*. The descriptor is used to indicate any modifier to PSI points. PC races with psionic abilities are generally considered "active," meaning their expendable PSI points are figured normally (PSIx1), equal to the PSI ability. Races that are "inactive" generally have no psionic powers, but they still have PSI points (PSIx1) that may come into play for defense. Other alien creatures may have PSI points that exceed this ability such as PSIx2, reflecting their powerful mental energies that go beyond the

normal measure of psionic strength. See the table below for the descriptors and how they modify PSI points.

PSI Descriptor	PSI points modifier	Powers
Inactive	x1	None
Active	x1	1d2
Kinetic	x2	1d4
Potent	x3	1d4+2
Powerful	x5	1d4+4
Preternatural	x10	1d6+5

Note that the number of powers an alien may have, as listed in the table above, follows the same rules as for PCs in regard to PSI points and PSI cost for powers. The number suggested is only a guideline; the referee should adjust these in any way that seems appropriate.

Hits: The dice number or formula indicated is used to determine a creature's hit points. The number of dice indicated also influence XP earned from the creatures (see below).

Armor: This number represents the modifier to attack rolls against such creatures. A negative number may reflect natural armor or quickness, while a positive number may reflect physical vulnerability or slowness.

Combat Skill: The Combat Skill of creatures is determined by the number of dice that make up their hit points. See the Creature XP and Combat Skill table below.

Save: The number in this category determines the equivalent character level at which the creatures makes save checks. For example, L3 means the creature saves as a 3rd level character. This number will often, though not always, correspond to the number of d8s that compose a creature's hit points.

Attacks: The number here is the number of attacks per round. Creatures with more than one attack, such as two claws and one bite, will have a parenthetic descriptor next to the number, such as (2 claws, bite).

Damage: Damage here may list a dice formula or may indicate that damage is by weapon. When a creature has more than one attack, damage will follow the same order as listed attacks. For example, in the above circumstance of (2 claws, bite) damage would be listed in a manner such as 1d4/1d4/1d6, to indicate that each claw deals 1d4 hp damage and the bite deals 1d6 damage.

Morale: A creature's morale is a rating of its predisposition toward fight or flight. The number will be a range from 2-12. Creatures with a 2 will always flee, while creatures with 12 will always fight, with no morale check required even in the direst circumstances.

XP: Experience points are granted to the group for defeating the creature. The number of XP is divided by the number of characters to determine how many points each character receives (with additional modifiers based on character type). "Defeating" may not necessarily mean killing. Negotiating, outsmarting, or capturing are other means of defeating

opponents. The base XP is determined by the dice used to calculate hp (see the table below). For each special ability, such as a unique attack, multiple attacks, or a psionic power, there is a bonus added to the base, and the bonus varies depending in the dice used to determine hp. See below.

Creature XP and Combat Skill			
Dice	Base XP	Ability Bonus	Combat Skill
Less than 1d8	5	1	11
1d8	10	3	12
1d8+	15	6	12
2d8	20	9	13
2d8+	35	12	13
3d8	50	15	14
3d8+	65	35	14
4d8	80	55	15
4d8+	140	75	15
5d8	200	150	16
5d8+	260	200	16
6d8	320	250	17
6d8+	380	300	17
7d8	440	350	18
7d8+	500	400	18
8d8	560	500	19
8d8+	620	600	19
9d8 or more	1000	700	20
11d8 or more	1200	800	21
13d8 or more	1500	900	22
17d8 or more	2,250	1,000	23
21d8 or more*	3,000	2,000	24

Alien Creatures

Starships & Spacemen operates under certain assumptions in the genre of science fantasy space exploration. One of those assumptions is a similarity of life between alien worlds. Possibly due to parallel evolution, humanoids may have large or small physical differences from one another, but the overall structure of a humanoid body plan is common (though not exclusive) for sentient life. Similarly, alien worlds often have creatures that are similar to those on other worlds in general appearance because they evolved to occupy similar ecological, behavioral, or predatory niches. In addition, for reasons unexplained some alien life is actually identical between worlds, or at least similar enough to interbreed and be considered the same species.

The alien descriptions take two general forms. Some are specific creatures or humanoids, found often enough on more than one alien world to be described here. Other alien listings are for general types that need to be customized by the referee when they are encountered.

When abbreviating statistics for adventures, the following format can be used: MV, Movement; INT, Intelligence; PP, Psionic Potential; HT, Hits; AR, Armor; CS, Combat Skill; SV, Save; #AT, Attacks; DG, Damage; ML, Morale. This example uses the stats for a rot baboon:

MV 120' (40'), INT Feeble, PP 2d4 (inactive), HT 1d8, AR -3, CS 12, SV L1, #AT 1, DG 1d4, ML 8

Android, Basic

Encountered:	1d4 (2d6)
Movement:	120' (40')
Intelligence:	Average
Psionic Potential:	3d4, inactive
Hits:	2d8
Armor:	-2
Combat Skill:	13
Save:	L2
Attacks:	1 (weapon)
Damage:	See below
Morale:	NA
XP:	20, +9 per ability

Basic androids look human(oid), and have a wide variety of behaviors. The SM should roll in secret for every Technical officer in a party contacting androids, to see if the officer recognizes them as androids. If he rolls less than their Technical skill on a 20-sided die, they recognize the apparent humans as androids. Androids are commonly armed with beam pistols. Androids are used in humanoid societies where there would be a need to conceal their mechanical nature. Androids can also be detected by *medikit* scanning.

Animal, Herd

Encountered:	0 (3d10)
Movement:	240' (80')
Intelligence:	Low
Psionic Potential:	2d4, inactive
Hits:	1d8 to 4d8
Armor:	-2
Combat Skill:	12 to 15
Save:	L1 to L4
Attacks:	1 (butt)
Damage:	1d4, 1d6, 1d8, or 1d10
Morale:	5
XP:	10, 20, 50, 80

Herd animals can take many forms across alien worlds. Evolution favors a sleek, fast moving body plan and a hide that blends in well with the environment. Those with natural weapons usually take the form of horns of some type, and they deal damage relative to the size of the animal. Animals with the following hits deal the corresponding damage: 1d8 hits, 1d4; 2d8 hits, 1d6; 3d8 hits, 1d8; 4d8 hits, 1d10.

Herd animals generally avoid threats when possible. They can live in many climates, including harsh arctic climates or cameloids in dry, hot environments.

Ant, Flame

Encountered:	2d4 (4d6)
Movement:	180' (60')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	3d8
Armor:	-5
Combat Skill:	14
Save:	L3
Attacks:	1 (bite or fire breath)
Damage:	2d6 or atomic flamer
Morale:	7
XP:	75

These giant insects live in large anthills, which resemble sand dunes. Fire ants won't attack unless their hills are disturbed. The ants are six-feet long, and attack with a their jaws for 2d6 hp damage. One out of every six ants has a fire breath weapon, which acts like an atomic flamer (3d6 damage) but a range of 100'. Fire ants usually attack in large swarms from their anthills.

Ape, Tusk

Encountered:	1d6 (2d4)
Movement:	120' (40')
Intelligence:	Low
Psionic Potential:	2d4, inactive
Hits:	4d8
Armor:	-3
Combat Skill:	15
Save:	L4
Attacks:	1 or 2 (tusk or 2 claws)
Damage:	2d4 or 1d4/1d4
Morale:	10
XP:	135

Tusk apes are large, carnivorous, gorilla-like apes with dark green fur. They can move both quadrupedally and bipedally.

They attack either with their large tusks for 2d4 hp damage, or with two claw attacks. Victims of the tusks must make a save check vs. poison or become paralyzed for 1d4 turns.

They have copper-based blood, and are closely related to Taurans. Tusk apes may represent a separate evolutionary branch, a matter Taurans prefer not to discuss.

Baboon, Rot

Encountered:	2d6 (6d6)
Movement:	120' (40')
Intelligence:	Feeble
Psionic Potential:	2d4, inactive
Hits:	1d8
Armor:	-3
Combat Skill:	12
Save:	L1
Attacks:	1 (bite)
Damage:	1d4
Morale:	8
XP:	19

Rot baboons are grotesque, pale hairless primates. They are surrounded by an unmistakable odor of decay, and any being within 10' must succeed in a save check vs. poison or retch helplessly for 1d4 rounds (effectively stunned). Rot baboons have a loose, rotting outer layer of flesh as a defense mechanism that provides some protection. Blunt weapons deal half damage to them. There is a 10% chance per bite that anyone bitten by a rot baboon contacts a rotting disease. Afflicted creatures lose 2d4 hp per week until death.

Bat, Space

Encountered:	1d00 (1d00)
Movement:	9' (3'), (F) 120' (40')
Intelligence:	Low
Psionic Potential:	2d4, inactive
Hits:	1 hp
Armor:	-1
Combat Skill:	11
Save:	L1
Attacks:	1 (bite)
Damage:	1 or disease
Morale:	6
XP:	6

Space bats are flying mammals, usually found in caves. These small animals (which rely on sonar, not sight, to attack) usually congregate in large groups. Each space bat has only 1 hit point, and only deals 1 hp damage from close attack, but a bite from a space bat has a chance of causing a disease. The bitten character must succeed in a save check vs. disease. If the character fails he dies in 2d4 days, becoming mad after 1d4 days. Even if he succeeds there is a 20% chance the character becomes mad in 1d4 days, and will remain that way for 3d6+2 days or until cured.

Bear, Dog

Encountered:	2d4 (4d6)
Movement:	120' (40')
Intelligence:	Low
Psionic Potential:	2d4, inactive
Hits:	3d8
Armor:	-3
Combat Skill:	14
Save:	L3
Attacks:	1 (bite or hug)
Damage:	2d6 or 1d8, musk
Morale:	9
XP:	65

These creatures combine the features of bears and dogs. Like most canidoids, they hunt in packs. They have a range of coat colors that vary depending on the environment, ranging from white in arctic areas to browns and blacks in plains or wooded areas. Dog bears attack with a vicious bite for 2d6 hp damage, or a hug for 1d8 hp damage. The hug compresses noxious musk glands under the armpits that coat the victim. The victim must make a save check versus poison or suffer severe nausea and weakness for 3d4 rounds. STR suffers a -3 penalty while under the effects, and all skill checks are rolled with a -4 penalty.

Bear, Gore

Encountered:	1d4 (1d4)
Movement:	120' (40')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	4d8
Armor:	-3
Combat Skill:	15
Save:	L4
Attacks:	3 (2 claws, bite)
Damage:	1d4/1d4/1d8
Morale:	10
XP:	190

Gore bears are 12' tall ursoid creatures. They have green-black fur and frequent forested areas. They attack with powerful claws and a bite. If both claws successfully hit an opponent, they pull a victim into a hug. Their chest cavity opens up revealing horn-like projections that are extensions of the rib cage. This chest-cavity hug inflicts 3d6 hp damage per round.

Bear, Quill

Encountered:	1d4 (1d4)
Movement:	120' (40')
Intelligence:	Low
Psionic Potential:	2d4, inactive
Hits:	4d8
Armor:	-3
Combat Skill:	15
Save:	L4
Attacks:	3 (2 claws, bite)
Damage:	1d3/1d3/1d6
Morale:	7
XP:	135

Quill bears are a peculiar ursoid species. They favor temperate wooded areas. They are 6' tall with rust-brown fur. They generally come from planets with predators much larger than themselves, explaining the porcupine-like quills they have on their backs and heads which inflict 1d4 hp damage to any creature that touches them. In addition, though not particularly aggressive, quill bears may attack with two claws for 1d3 hp damage and a bite for 1d6 hp damage.

Bee, Archer

Encountered:	1d6 (4d6)
Movement:	120' (40'), (F) 150' (50')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	1d4
Armor:	-2
Combat Skill:	11
Save:	L1
Attacks:	1 (sting)
Damage:	1d6, stun
Morale:	9
XP:	6

These flying insects are attracted to the bright coloring of the Andromedans and Taurans. Like other flying creatures characters firing at archer bees with ranged weapons must subtract 4 from their combat skill. Bees can sting at close range or fire a stinger once per round to a distance of 100'.

This stinger causes 1d6 hp damage, and characters must make a save check vs. poison or be stunned for 1d4 turns. Archer bees have a cache of psionic honey (2d6 doses) stashed with their ordinary honey. This honey provides immunity from all psionic attacks for one day for any character who eats it, but also prevents that character from using any psionic power. Once removed from the nest, psionic honey loses its potency after 2d4 days.

Bird, Predatory

Encountered:	0 (1d6)
Movement:	9' (3'), (F) 480' (120')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	1d8
Armor:	-1
Combat Skill:	12
Save:	L1
Attacks:	1 (bite)
Damage:	1d2
Morale:	7
XP:	10

This animal listing describes any of a number of relatively small predatory birds from Earth and other planets (hawks, eagles, etc.). They generally swoop to bite opponents.

Bird, Predatory (Giant)

Encountered:	1d6 (3d6)
Movement:	30' (10'), (F) 480' (120')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	4d8
Armor:	-2
Combat Skill:	15
Save:	L4
Attacks:	3 (2 claws, bite)
Damage:	1d6, 1d6, 2d6
Morale:	8
XP:	135

This animal listing describes any of a number of giant predatory birds from alien worlds. They generally swoop to attack with claws and a bite. They may alternatively grab a human-sized or smaller opponent and carry him away (movement halved). When a nest is found there will be 1d4+2 eggs (20%) or 1d4 hatchlings (40%).

Cactus, Projectile

Encountered:	0 (3d4)
Movement:	None
Intelligence:	None
Psionic Potential:	1d4, inactive
Hits:	2d8
Armor:	-2
Combat Skill:	13
Save:	L2
Attacks:	3d4 (spines)
Damage:	1d4
Morale:	NA
XP:	29

Found on desert planets, these plants appear like ordinary cacti, but are actually capable of firing 3d4 spines at characters

each round. Each spine deals 1d4 hp damage, and 25% of cacti also deliver a venom of varying potency which may be poison (for one or more types of races) or may affect all races with an effect such as temporary paralyzation (2d4 rounds). Each cacti stores enough water to supply one human-sized creature for three days.

Canidoid

Encountered:	2d6 (3d6)
Movement:	180' (60')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	2d8
Armor:	-2
Combat Skill:	13
Save:	L2
Attacks:	1 (bite)
Damage:	1d6
Morale:	8
XP:	20

Next to felinoids, canidoids are probably the most common mammal type found on many worlds. They are adaptable to a wide variety of climates and are often domesticated. The above statistics are for the Earth wolf.

Catfish, Assassin

Encountered:	2d4 (2d4)
Movement:	(S) 120' (40')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	1d8
Armor:	-2
Combat Skill:	12
Save:	L1
Attacks:	1 (bite)
Damage:	See below
Morale:	7
XP:	13

These fish live in brackish swamps. Their bite causes no damage, but delivers a stinging poison that is fatal to copper-blooded races. Those victims must succeed in a save check vs. poison or die. All other creatures must save or be paralyzed for 2d4 rounds.

Clam, Brain

Encountered:	1d3 (1d3)
Movement:	(S) 90' (30')
Intelligence:	Average
Psionic Potential:	3d4, inactive
Hits:	2d8
Armor:	0
Combat Skill:	13
Save:	L2
Attacks:	1 (bite or bolt)
Damage:	1d4 or 4d6
Morale:	7
XP:	29

These giant (20' diameter) cerebral shellfish are not generally psionically active, but contain psionic pearls, which give a character holding one of them a psionic power (which power depends on the color of the pearl; pink - *empathy*, red - *ESP*, black - *telepathy*, white - *hypnosis*, green - *empathic projection*, blue - *illusionary projection*). However, a character attempting to retrieve a pearl will be clamped into the clam by its shell (save check vs. death to avoid), suffering 1d6 hp damage per round from an acidic clam fluid. The shell is impervious to beam fire, *electrostun*, and *spring rifles*, and the characters must find a way to open the shell before the swallowed character is digested. Pearls lose their powers within 2d4 days of removal from a clam. The flesh of brain clams is highly prized as a delicacy in many sectors.
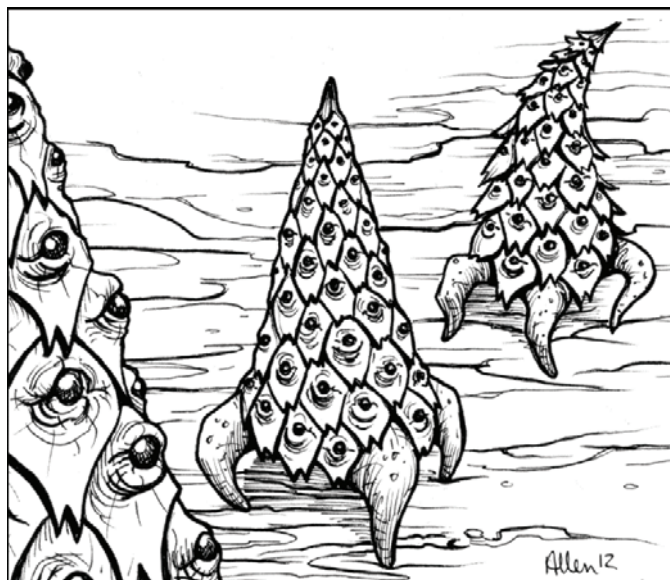
Cone, Scaled

Encountered:	3d4 (4d6)
Movement:	120' (40')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	2d8
Armor:	-4
Combat Skill:	13
Save:	L1
Attacks:	1 (spines, acid or bite)
Damage:	1d6, paralyze or 1d3
Morale:	8
XP:	38

These unusual creatures are essentially 3' long tapered scaled cones with four legs, and eye-like structures all over the outer side of the cone. They cannot be surprised since they have all-around vision. The cones attack by firing a barrage of small spines from the cone. Each attack deals 1d6 hp damage, and victims must make a save check versus poison or are paralyzed for 2d4 turns. Scaled cones prefer to paralyze victims, and consume them slowly by nibbling on them over time. Their cones have small teeth that deal 1d3 damage each round to a paralyzed victim.

Coral, Growing

Encountered:	0 (1 formation)
Movement:	None
Intelligence:	Animal
Psionic Potential:	1d4, inactive (hive mind)
Hits:	See below
Armor:	-5
Combat Skill:	11
Save:	L1
Attacks:	See below
Damage:	See below
Morale:	NA
XP:	21

Found underwater, these mineral plant formations lure characters deeper and deeper within themselves by means of their great beauty and by flashing lights. Once a character enters a formation, if is very difficult to get out, for the coral rapidly grows around him, sealing his way out. The coral blocks a teleporter (rendering it "blind" teleportation), and is impervious to beam fire. A communicator can function through coral, and the coral can be shattered by a sonic generator. Coral can grow to block a 10' wide passage in one round. The mineral structure of the coral can be broken or destroyed, but grows back quickly. Trapped beings are allowed to perish so that their decomposing bodies can feed the small colony creatures that compose the living coral.

Crocodile, Desert

Encountered:	1d4 (1d4)
Movement:	120' (40')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	5d8
Armor:	-6
Combat Skill:	16
Save:	L5
Attacks:	1 (bite)
Damage:	2d6
Morale:	7
XP:	200

These 10' long crocodiles are adapted to living entirely on land, generally in a warm dry environment. They are faster on land than their aquatic cousins.

Crystal Creature

Encountered:	1d4 (2d4)
Movement:	120' (40')
Intelligence:	Average
Psionic Potential:	3d4, inactive
Hits:	3d8
Armor:	-6
Combat Skill:	14
Save:	L3
Attacks:	1 (pummel)
Damage:	3d6
Morale:	NA
XP:	65

These creatures can be found on any type of planet, but usually are found in mineral-rich environments that are inhospitable to other life. They are much like ice creatures, except they are affected only by a *sonic generator* and not by the "heat" setting on a beam weapon. One out of 6 will have the ability to turn into a mirror, and thus reflect beam fire back at an attacker.
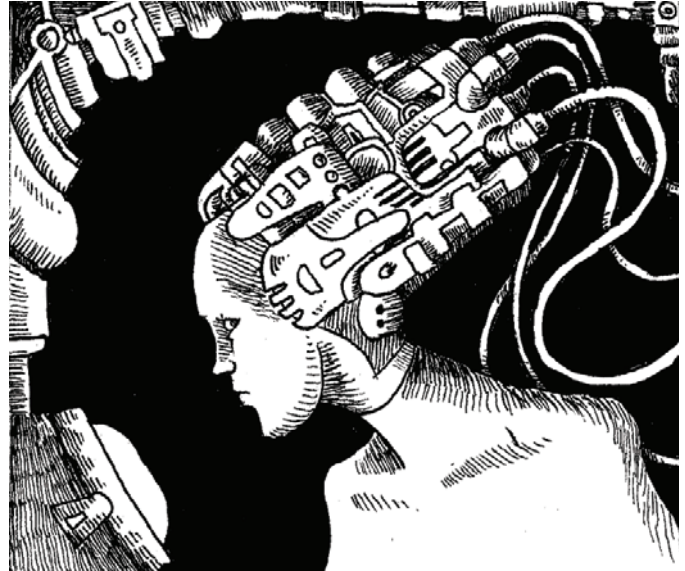
Cyborg

Encountered:	1d4 (3d4)
Movement:	120' (40')
Intelligence:	Average
Psionic Potential:	3d4, inactive
Hits:	2d8
Armor:	-2
Combat Skill:	13
Save:	L2
Attacks:	1 (weapon)
Damage:	By weapon or see below
Morale:	NA
XP:	20, +9 per ability

Cyborgs are generally humanoids who may have various parts replaced by machine parts. The above statistics are for a typical cyborg, but much more powerful varieties exist. The effects of body replacements may be as follows, but the referee should feel free to adjust or customize these options:

Arms: These may have beam weapons or other weapons attached. They grant +3 to damage in melee combat.

Legs: This allows faster speed (x2) and the ability to leap 50' high or forward 100'.

Ears: Artificial ears allow a listen check of 1-3 on 1d6. Further, conversations can be heard clearly up to 100' away, and sounds can be isolated from various sources.

Eyes: These can act as a hand beams, and may provide telescopic vision to 50 miles.

The SM may design a cyborg with any or all of the above abilities, or modify them, or create more, at his discretion.

Dog, Flying

Encountered:	2d6 (3d6)
Movement:	150' (50'), (F) 180' (60')
Intelligence:	Average
Psionic Potential:	3d4, inactive
Hits:	1d8
Armor:	-2
Combat Skill:	12
Save:	L1
Attacks:	1 (bite)
Damage:	1d4
Morale:	7
XP:	10

Flying dogs are canidoids (canine-like mammals) with some form of wings. They hunt and attack in packs. Flying dogs rely primarily on smell for cues. They have very sensitive hearing, and are chased off by an *ultrasonic generator*. They may be captured and tamed, and are sometimes employed by humanoids as attack or guard animals.

Dog, Robot

Encountered:	0 (2d4)
Movement:	180' (60')
Intelligence:	Average
Psionic Potential:	3d4, inactive
Hits:	2d8
Armor:	-2
Combat Skill:	13
Save:	L2
Attacks:	2 or 1 (beam eyes or bite)
Damage:	2d6/2d6, 2d4
Morale:	NA
XP:	29

Robot dogs are Space Fleet property, issued to aid planet-side teams. They have beam weapons in their eyes, and deal a devastating bite with titanium teeth. Robot dogs usually resemble ordinary dogs, though some models (particularly those for policing efforts) look artificial and intimidating.

Dog, Telepathic

Encountered:	0 (2d4)
Movement:	150' (50')
Intelligence:	Average
Psionic Potential:	3d4, kinetic
Hits:	1d8+1
Armor:	-2
Combat Skill:	12
Save:	L1
Attacks:	1 (bite)
Damage:	1d4
Morale:	10
XP:	21

Telepathic dogs are genetically engineered Earth dogs. They were originally created to aid soldiers during the Genome War of the mid 21st century. They are very intelligent, and all have the potential for the psi ability *telepathy*. The Confederation now considers it unethical to genetically engineer animals for these purposes, and all telepathic dogs have the choice of whether to serve in the military. They have their own training program and are considered officers with all associated rights.

Dog, Zangid

Encountered:	3d4 (3d6)
Movement:	180' (60')
Intelligence:	Feeble
Psionic Potential:	2d4, inactive
Hits:	2d8
Armor:	-3
Combat Skill/Save:	13
Save:	L2
Attacks:	1 (bite)
Damage:	2d4
Morale:	10
XP:	29

Zangid dogs are large, vicious and barely domesticated beasts. The come in a variety of pelt colors and patterns. Zangid houses that keep these animals often have a unique family breed. All Zangid dogs have a double row of teeth, such that any bite wound will bleed out for 1 hp damage for 1d4 rounds, unless bandaged. These dogs often serve on Zangid ships, and are used in planet-side excursions (one dog per five Zangids encountered).

Dust Devil

Encountered:	2d4 (2d6)
Movement:	150' (500')
Intelligence:	Average
Psionic Potential:	3d4, inactive
Hits:	2d8
Armor:	-5
Combat Skill:	13
Save:	L2
Attacks:	1 (erosion)
Damage:	2d6
Morale:	NA
XP:	38

Dust devils are found on desert planets. They appear to be living dust storms. They are intelligent, and are attracted by metal, which they digest by wind erosion. One hit will erode a Further, they attack by engulfing opponents and subjecting them to erosion from the many grains of sand and other materials within their spinning form. Dust devils are unaffected by most weaponry (*beams, electrostun, spring rifle*), but are dispersed by the effects of a *sonic generator*. Dust devils can extend themselves upwards to a height of 300'.

Eel, Lightning

Encountered:	1d3 (1d3)
Movement:	(S) 120' (40')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	2d8
Armor:	0
Combat Skill:	13
Save:	L2
Attacks:	1 (bite or bolt)
Damage:	1d4 or 4d6
Morale:	7
XP:	29

These 10' long creatures have the ability to throw electric bolts up to 300', which deal 4d6 damage. Victims must make a save check vs. stun attacks or be stunned for 1d4 turns. Lightning eels prefer to stun opponents and then feed on their still-living flesh. They particularly delight in the taste of flesh from copper-based metabolisms, and will feed on those creatures first.

Elephantoid

Encountered:	0 (2d10)
Movement:	120' (40')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	9d8
Armor:	-4
Combat Skill:	20
Save:	L9
Attacks:	2 or 1 (tusks or trample)
Damage:	2d4/2d4 or 4d8
Morale:	8
XP:	1700

Elephantoids are large herbivorous animals. On Earth they had adapted to a wide variety of climates, including hot desert and frigid arctic. On alien worlds they may be expected to have similarly evolved. If they have 60' to charge, elephantoids can make a charge attack, doubling tusk damage. When in close combat there is a 75% chance an elephantoid will trample.

Equusoid

Encountered:	0 (1d10x10)
Movement:	240' (80')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	2d8
Armor:	-2
Combat Skill:	13
Save:	L2
Attacks:	2 (hooves)
Damage:	1d4/1d4
Morale:	7
XP:	20

Equusoids are horse-like creatures. The above statistics are for a wild horse or equivalent on alien worlds. They can carry up to 300 lbs. and move at full movement. If they carry up to 600 lbs. movement is half.

Ethereal

Encountered:	1 (1)
Movement:	210' (70')
Intelligence:	Average
Psionic Potential:	3d4, powerful
Hits:	4d8
Armor:	-6
Combat Skill:	15
Save:	L4
Attacks:	See below
Damage:	See below
Morale:	8
XP:	Variable

Ethereals are creatures of pure thought energy (average or higher intelligence), who inhabit a region of nether-space known as the "psionic plane". They lack a material body, although they may temporarily inhabit one through possession (requires a successful mental attack per turn). While in the psionic plane, they cannot be harmed by physical means, although psionic power can be projected against them. Characters may physically enter the psionic plane to physically destroy such ethereals. The psionic plane can be entered only via an artifact or via the teleporter. Transportation to the psionic plane by teleporter would be considered "blind" teleportation, and thus requires a successful contact skill roll of the operator to be successfully achieved. The referee should select PSI abilities individually for each ethereal.

Felinoid

Encountered:	1 (1d4)
Movement:	150' (50')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	6d8
Armor:	-3
Combat Skill:	17
Save:	L6
Attacks:	3 (2 claws, bite)
Damage:	1d6/1d6/2d6
Morale:	9
XP:	570

Felinoids are some of the most widespread of mammal types, with alien analogs on most planets. The statistics above are for the typical Earth tiger. Adjust hits, armor, and damage upward or downward to account for varying types of felinoids.

Fern, Tangle

Encountered:	0 (2d4)
Movement:	None
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	3d8
Armor:	-2
Combat Skill:	14
Save:	L3
Attacks:	2-12
Damage:	1d4
Morale:	NA
XP:	65

Found in tropical swamps, these semi-intelligent plants have the ability to reach out with their tentacles and grab characters from up to 100' away to bring them to the stoma, or mouth-opening, for digestion. Each tentacle can take only 6 hp damage. A plant will typically have from 2d6 tentacles. On a successful attack, they automatically entangle an opponent and can drag a victim toward the mouth 10' each round. Swallowed opponents suffer 2d6 hp damage per round due to the digestive fluids of the plant. They have a preference for Taurans over all other races for food, and will seek out any Tauran in a party.

Flame Creature

Encountered:	1d4 (2d4)
Movement:	150' (50')
Intelligence:	Average
Psionic Potential:	3d4, inactive
Hits:	3d8
Armor:	-6
Combat Skill:	14
Save:	L3
Attacks:	1 (flame)
Damage:	3d6
Morale:	NA
XP:	65

Found on extremely hot planets, these creatures appear to be living, moving flames. Flame creatures attack by coming into close proximity and engulfing opponents, dealing 3d6 hp damage each round. Because of their unusual nature, they are impervious to damage from lasers as well as most other weaponry (*electrostun, spring rifle,* etc.) and are also immune to *sonic generators*. They will be destroyed by one successful hit with any type of liquid, even water, delivered from an *ABC sprayer*. Otherwise, they suffer 1d4 damage each round they are exposed to non-flammable liquid.

Flightless Bird

Encountered:	2d10 (2d10)
Movement:	180' (60')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	1d8 to 3d8
Armor:	-2
Combat Skill:	12-14
Save:	L1-L3
Attacks:	1 (bite or claws)
Damage:	1d4 or 2d4
Morale:	8
XP:	10, 20, 50

Flightless birds are common on many worlds, sometimes in woodlands or often on grasslands. They can be smaller like the Earth rhea, or larger as an emu or ostrich.

Flower, Sleep

Encountered:	0 (3d4)
Movement:	None
Intelligence:	None
Psionic Potential:	None
Hits:	1 hp
Armor:	0
Combat Skill:	11
Save:	L1
Attacks:	1 (odor)
Damage:	See below
Morale:	NA
XP:	6

Found on temperate planets, in gardens, these flowers release a sweet-smelling perfume, which may be considered to have different effects: they may induce sleep among certain races, may cause hallucinations among others, and may alter emotional states among still other races. The SM may combine these effects in any manner, for example: iron-based races fall asleep, while cobalt-based races hallucinate, and copper-based races are enraged. Victims must succeed in a save check vs. poison to avoid the effects.

Fly, Zombie

Encountered:	1 (1)
Movement:	90' (30')
Intelligence:	Low
Psionic Potential:	2d4, inactive
Hits:	2d8
Armor:	0
Combat Skill:	13
Save:	L2
Attacks:	1 (bite or fist)
Damage:	1d6 or 1d8
Morale:	12
XP:	20

Zombie flies begin life as innocuous small metallic red flies. Like flies from many planets, they are attracted to decaying animals. However, when they encounter the fresh corpse of an intelligent humanoid, hatching maggots temporarily animate the corpse. The corpse hungers for fresh meat, and attempts to kill any living animal so that once the corpse is finished there is another fresh corpse available for newly hatched flies. Zombie fly maggots can animate a corpse for 2d4 days before the body has been consumed beyond usefulness.

Grass, Razor

Encountered:	0 (1 patch)
Movement:	None
Intelligence:	None
Psionic Potential:	None
Hits:	1d8
Armor:	-2
Combat Skill:	12
Save:	L1
Attacks:	2
Damage:	1d6, grapple
Morale:	NA
XP:	13

Razor grass grows in patches approximately 10' square, but it is not uncommon for larger patches to be up to 50' square. The grass typically grows up to 3' high. Any creatures wandering into the grass will be attacked. The grass both grapples and attacks with razor sharp grass blades. The razor grass deals 1d6 hp damage. If the second grapple attack is successful, a character must succeed in an STR check or is held in place, and subsequent grass blade attacks are made with a +2 bonus to hit. Razor grass butchers its prey and uses the remains to fertilize the ground from which they grow.

Hog, Swamp

Encountered:	1d4 (2d4)
Movement:	90' (30'), (S) 60' (20')
Intelligence:	Low
Psionic Potential:	2d4, inactive
Hits:	3d8
Armor:	-2
Combat Skill:	14
Save:	L3
Attacks:	1 (tusk)
Damage:	3d4
Morale:	9
XP:	50

As their name implies, this boar-like creature occupies swamps and other wetlands. These creatures appear to be a cross between a hippopotamus and a water buffalo. They are omnivorous, and their taste for flesh sometimes makes them aggressive.

Hominoid

Encountered:	1d4 (3d4)
Movement:	120' (40')
Intelligence:	Low
Psionic Potential:	2d4, inactive
Hits:	3d8
Armor:	-3
Combat Skill:	14
Save:	L3
Attacks:	3 (2 claws, bite)
Damage:	1d3/1d3/1d6
Morale:	9
XP:	65

Hominoids are apes or ape-like aliens creatures. They typically live in tropical wooded environments, though they may be expected in other regions, particularly if they are on an evolutionary path toward becoming humanoids. The above statistics are for an Earth chimpanzee.

Horse, Rift

Encountered:	0 (1d10x10)
Movement:	240' (80')
Intelligence:	Low
Psionic Potential:	2d4, inactive
Hits:	2d8
Armor:	-2
Combat Skill:	13
Save:	L2
Attacks:	2 (hooves)
Damage:	1d4/1d4
Morale:	7
XP:	29

Rift horses resemble Earth horses, but they have three toes on each foot and no tails. They have the ability to enter small folds in space, to instantly travel 3d10 miles in a round. This ability is usable once per round, and entire herds can travel together in this manner, following the alpha leader. Rift horses are sometimes domesticated. They can carry 300 lbs. at full movement, or 600 lbs. for half movement.

Ice Creature

Encountered:	1d4 (2d4)
Movement:	120' (40')
Intelligence:	Average
Psionic Potential:	3d4, inactive
Hits:	3d8
Armor:	-4
Combat Skill:	14
Save:	L3
Attacks:	1 (pummel or freeze)
Damage:	3d6 or 2d6
Morale:	NA
XP:	80

Ice creatures are found on extremely cold planets. They appear to be living crystals of ice, but can assume humanoid or other form at will. They attack by pummeling with their solid ice appendages, or blasting opponents with a freezing frost to a range of 30'. Like fire creatures, they are impervious to damage from most types of weaponry. However, they can be destroyed by one successful hit from a *beam weapon* on "heat", and they can be shattered by the effects of a *sonic generator*.

Iron Leech

Encountered:	4d6 (6d6)
Movement:	180' (60')
Intelligence:	Animal
Psionic Potential:	2d4, inactive
Hits:	1d4
Armor:	-1
Combat Skill:	11
Save:	L1
Attacks:	1 (bite)
Damage:	1d3
Morale:	7
XP:	5

Iron leeches are not actually leeches, but resemble small rodents with sucker-like mouths. They are extremely quick, and attack creatures with a bite. With a successful bite their sucker-like mouths sink in and they remain attached to the victim. They extract the iron from a creature's blood, automatically dealing an additional 1d3 hp damage each round unless killed. They only attack creatures with iron-based metabolisms.

Leech

Encountered:	0 (5d10)
Movement:	(S) 60' (30')
Intelligence:	None
Psionic Potential:	1d4, inactive
Hits:	1 hp
Armor:	0
Combat Skill:	11
Save:	L1
Attacks:	1 (bite)
Damage:	See below
Morale:	7
XP:	6

These invertebrates live in brackish water, especially swamps. They attach themselves to creatures walking through swamps, and are *invisible* (but can be detected by other means, like an *autoanalyzer*). Leeches cause 1-6 hp damage per 5 rounds to each character. Leeches excrete a pain-killing substance when they bite, and characters will not notice damage until the leeches have drained at least 25% of their maximum hp total. They can be burned off by 1 hit from a beam weapon on the heat setting (or another heat source). They can be ripped off, but there is a 25% chance the victim suffers blood poisoning (save vs. trauma) in the form of and additional 1d6 hp damage per turn for 3d4 turns.

Lice, Space

Encountered:	2d4 (2d4)
Movement:	90' (30')
Intelligence:	None
Psionic Potential:	None
Hits:	1 hp
Armor:	-2
Combat Skill:	11
Save:	L1
Attacks:	1 (bite)
Damage:	See below
Morale:	7
XP:	5

Space lice are far more dangerous than their terrestrial cousins. They are one inch long, and live in dirty refuse. They attack with a painful bite that deals no damage, but carries an infection. Victims must make a save check vs. disease or STR drops to 3 and the victim is too ill to engage in any activity for 1d4 days.

Lizard, Phase

Encountered:	2d4 (2d4)
Movement:	120' (40')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	3d8
Armor:	-3
Combat Skill:	14
Save:	L3
Attacks:	1 (bite)
Damage:	1d8
Morale:	8
XP:	65

These giant, 6' lizards have a speckled rusty hide. They are aggressive and carnivorous. They have the ability to move in and out of the psionic plane, though they are not themselves psionically active creatures. On any given round they may disappear and reappear in 1d3 rounds in another location. If they win initiative they can disappear before they can be attacked. With a successful bite there is a 20% chance they will shift to the psionic plane with their victim, where the whole group of lizards will finish the kill.

Lobster, Radiant

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Encountered:	1d4 (1d4)
Movement:	90' (30'), (S) 150' (50')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	4d8
Armor:	-4
Combat Skill/Save:	15
Save:	L4
Attacks:	2 (claws)
Damage:	2d6/2d6
Morale:	7
XP:	190

These shellfish usually hide in crevices in reefs, waiting for an unsuspecting character to pass by. Their powerful claws each attack for 2d6 hp damage, and their antennae ward off any psionic powers automatically. Their shells are highly reflective and take only half damage from beam weapons.

Manphibian

Encountered:	2d6 (3d6)
Movement:	90' (30') (S) 120' (40')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	1d8
Armor:	-1
Combat Skill:	12
Save:	L1
Attacks:	3 (2 claws, bite)
Damage:	1d3/1d3/1d3
Morale:	7
XP:	13

Manphibians are amphibians that are humanoid in body form, but are animals in intellect. They closely resemble hairless humans but for their smooth, shiny black skin and webbed fingers and toes. They attack with a bite and two claws in a round. They will prefer to stay in a body of water, but will venture to land when particularly hungry. Their infants make wails that are strikingly similar to human infant sounds, and they have been known to use this to lure prey.
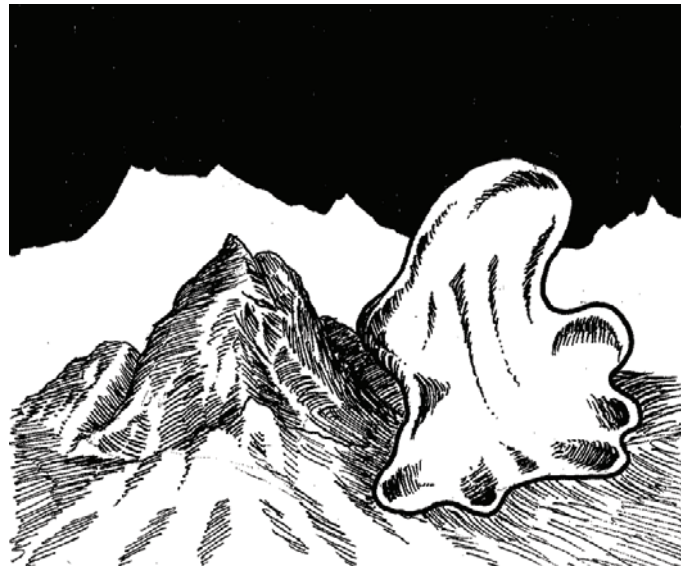
Morphling

Encountered:	1 (1d4)
Movement:	90' (30')
Intelligence:	Animal+
Psionic Potential:	Varies
Hits:	3d8
Armor:	-1
Combat Skill:	14
Save:	L3
Attacks:	1 (bludgeon)
Damage:	1d6
Morale:	7
XP:	65

In their natural form, morphlings are 5' diameter grey, gelatinous, glob-like creatures that slither on the ground. They usually only return to their natural form to reproduce. Morphlings are not aggressive, and generally avoid conflict, but when in their natural form they may bludgeon with a pseudopod. When a morphling touches another living creature, it may transform into an identical creature. It transforms at the molecular level, and most complex scans will not reveal the morphling for what it actually is. Morphlings take on the intelligence level and all natural abilities associated with the species they replicate. They have been known to live out entire lifetimes in one form, only to revert back to their animal state and move on.

Moth, Space

Encountered:	1 swarm (1 swarm)
Movement:	60' (20'), (F) 120' (40')
Intelligence:	None
Psionic Potential:	None
Hits:	2 hp
Armor:	-2
Combat Skill:	11
Save:	L1
Attacks:	1 (bite)
Damage:	See below
Morale:	9
XP:	6

These giant moths are attracted by clothing and armor suits. They will attack a party, not to damage the characters, but to eat their radiation suits and armor. A swarm can devour clothes from one target after 4 rounds of attacks.

Octopi, Giant

Encountered:	0 (1d2)
Movement:	(S) 90' (30')
Intelligence:	Average
Psionic Potential:	3d4, inactive
Hits:	8d8
Armor:	-2
Combat Skill/Save:	19
Save:	L8
Attacks:	8 or 1 (tentacles or bite)
Damage:	1d3/1d6
Morale:	7
XP:	1560

Each octopus has 8 tentacles (8'-10' long each), each of which can attack in a round. A successful attack indicates constriction, and an opponent suffers -1 to hit per tentacle constricting him. Octopi also have the ability to emit an inky black fluid, temporarily blinding all characters within 30' (and obscuring the octopus in its cloud), causing opponents a -4 to hit while in the cloud.

Palm, Mirage

Encountered:	0 (3d4)
Movement:	None
Intelligence:	Average
Psionic Potential:	3d4, active
Hits:	2d8
Armor:	-2
Combat Skill:	13
Save:	L2
Attacks:	3d4 (spines)
Damage:	1d4
Morale:	NA
XP:	29

Found on desert planets near oases and in tropical swamps, these plants act with nearly psionic powers. They are capable of projecting an illusion into a creature's mind that water or other desirable substances are present where they are actually not. This requires successful psionic combat. The palms do this in hoping to exhaust the characters, so they die and thus "release their water" to the palms. The palms are intelligent, and can be communicated to and reasoned with. To the uninitiated, their voices appear to sound like the swaying of the wind.

Panther, Volt

Encountered:	1 (1d4)
Movement:	210' (70')
Intelligence:	Low
Psionic Potential:	2d4, inactive
Hits:	4d8
Armor:	-3
Combat Skill:	15
Save:	L4
Attacks:	3 or 1 (2 claws, bite or bolt)
Damage:	1d4/1d4/1d8 or 3d6
Morale:	8
XP:	190

These felinoids are found in similar mountainous habitats to the diamond-backed tiger. They have thick, short black fur and a long prehensile tail. Also a solitary hunter, this felinoid has the usual bite and claw attacks of felinoids, but also the ability to shoot an electric bolt once every 2 rounds from a boney ridge along its spine. The bolt always hits, but victims may roll a save check vs. electrical attacks to halve damage.

Papoid

Encountered:	2d4 (1d4x10)
Movement:	120' (40')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	1d8
Armor:	-2
Combat Skill:	12
Save:	L1
Attacks:	1 (bite)
Damage:	1d4
Morale:	7
XP:	10

Papoids are powerful and aggressive monkeys adapted to terrestrial life. The above statistics are for the Earth baboon. They may weigh as much as 90 lbs., with males being larger than females. In large groups of papoids, half their number will be non-combatant young.

Piranha

Encountered:	0 (5d10)
Movement:	(S) 210' (70')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	1d4
Armor:	-1
Combat Skill:	11
Save:	L1
Attacks:	1 (bite)
Damage:	1d3
Morale:	8
XP:	6

These vicious fish are found in tropical lakes or rivers. Schools will attack anything that falls in the water. They receive a +2 to surprise opponents. If 20 or more are attacking one human-sized target, the referee roles for a 70% chance that they effectively strip the character to the bones in one round. A sonic generator will repel piranha.

Pod Pippit

Encountered:	3d6 (5d10)
Movement:	60' (20')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	2 hp
Armor:	0
Combat Skill:	11
Save:	L1
Attacks:	None
Damage:	None
Morale:	5
XP:	6

These adorable, eight-inch long furry creatures resemble generic four-legged baby mammals and come in a variety of colors and coat styles. Their back legs have small hooves and their front legs are paw-like and capable of gripping like a primate. They are cuddly and small, appealing to most humanoids. They do not bark or meow, but make some other inquisitive chirp-purr that most people cannot resist. Though they can move about on their own, they are generally helpless and have no natural weaponry. It is rumored that they were genetically engineered by some long-forgotten race, and no one knows where they originate. Pod pippits do not attack. However, they have an incredible appetite, and can eat any kind of foodstuff at 20 times their body weight per day (about 20 pounds).

When a pod pippit is being petted or cuddled there is a 10% chance that very small spines extend from its hide, gently pricking whoever is giving them attention. This is the pod pippit method of reproduction. Within 1d4 turns, a total of 2d6 small "pods" become visible on the host's skin. Over the course of 48 hours each pod grows to about 2 inches in diameter and pops open, giving birth to a small young pod pippit. This deals no damage, and the pods heal quickly. Newborn pod pippits reach maturity in one day.

Porcupine, Psionic

Encountered:	1d4 (1d4)
Movement:	120' (40')
Intelligence:	Low
Psionic Potential:	2d4, inactive
Hits:	4d8
Armor:	-3
Combat Skill/Save:	15
Save:	L4
Attacks:	3 (2 claws, bite)
Damage:	1d3/1d3/1d6
Morale:	7
XP:	190

These giant porcupine-like creatures are 4' long. They are found in woodlands on temperate planets. Psionic porcupines are generally peaceful, and are vegetarians. However, they are particularly sensitive to the use of psionic powers in their vicinity (within 100'), and let loose their quills in a fantastic display as a defense mechanism. The quills inflict 3d6 hp damage to all within 50', 2d6 on all within 100', and 1d6 on all within 150'. The quills are poisonous against copper-blooded races, and victims must make a save check against poison or suffer debilitating dizziness. If the roll fails, all skill checks are at -4 for 2d4 rounds.

Puffball, Armored

Encountered:	0 (2d4)
Movement:	(F) 90' (30') (variable)
Intelligence:	None
Psionic Potential:	None
Hits:	1 hp
Armor:	0
Combat Skill:	11
Save:	L1
Attacks:	1 (explosive)
Damage:	See below
Morale:	NA
XP:	5

These objects are actually plant spores. They have no intelligence. They are approximately 5' in diameter, and appear extremely threatening, bristling with armored spikes. They will sail on overhead without doing any damage, however, unless fired upon. If fired upon, they will immediately burst, releasing all their spikes. Any character within 10' suffers 4d6 hp damage; within 30', 3d6; within 50', 2d6, and 100', 1d6.

Rat, Sonic

Encountered:	3d6 (3d10)
Movement:	120' (40'), (S) 60' (20')
Intelligence:	Low
Psionic Potential:	2d4, inactive
Hits:	1d4
Armor:	-2
Combat Skill:	11
Save:	L1
Attacks:	1 (bite or sonic attack)
Damage:	1d4 or stun
Morale:	8
XP:	6

Sonic rats are found in swamps. These 2' long creatures rarely attack directly, but rather work their harm from a distance. They will follow a party through swamps, attempting to stun characters by emitting a high-pitched squeaking sound from their large throat sacks. The sonic stun attack is rolled normally. If a character is struck he must succeed in a save check vs. stun attacks or be stunned for 2d4 rounds. Sonic rats will stun victims before feasting on their near-helpless bodies. Taurans are immune to the stun effects.

Robot

Encountered:	1d2 (1d6)
Movement:	150' (50')
Intelligence:	Low
Psionic Potential:	2d4, inactive
Hits:	3d8 or 5d8
Armor:	-3 or -6
Combat Skill:	14 or 16
Save:	L3 or L5
Attacks:	1 (bludgeon or weapon)
Damage:	1d8 or weapon
Morale:	10
XP:	50, 200

Robots appear like machines, although they are capable of locomotion and other actions. Robots come in two varieties: worker robots and warrior robots. Worker robots lack weapons, and are capable only of close combat, bludgeoning with appendages for 1d8 hp damage. Warrior robots have the same close combat ability, but in addition can be armed, usually with *electrostun* guns but on occasion with beams or other weapons. Robots are usually found on isolated planets with unbearable environmental conditions, like extreme heat or cold, lack of atmosphere, or radiation, performing mindless jobs like automated agriculture or mining. Robots generally are controlled by a master computer, which is programmed to prevent interruptions of smooth operations by intruders.

Salamander, Kinetic

Encountered:	1d4 (1d6)
Movement:	90' (30') (S) 120' (40')
Intelligence:	Feeble
Psionic Potential:	2d4, kinetic
Hits:	2d8
Armor:	-1
Combat Skill:	13
Save:	L2
Attacks:	1 (bite or PSI)
Damage:	1d4
Morale:	7
XP:	29

Kinetic salamanders are 5' long, with yellow skin that has black stripes. They are generally peaceful creatures, and have been known to help humanoids in need. They have the PSI power *telekinesis*, which they use to capture the giant flying insects they prefer to eat. If desperate, they will use *telekinesis* for defense or combat. Unscrupulous humanoids have been known to hunt these salamanders. When their skin is dried and powdered it grants a temporary bonus pool of 2d4 PSI points. These must be used within 24 hours or they drain away. The skin powder is good for 1d4 weeks before losing its potency. One adult salamander can provide 1d4 doses.

Sand Dragon

Encountered:	2d4 (3d6)
Movement:	90' (30')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	2d8
Armor:	-5
Combat Skill:	13
Save:	L2
Attacks:	1 (bite)
Damage:	2d6
Morale:	7
XP:	29

Found on desert planets, these 4' long worm-like creatures burrow underground, coming to the surface only when the noise of creature activity is apparent. They can be seen as "ripples" undulating under the desert sand. They attack by burrowing straight to the surface to their victims. The venom of a sand dragon is not poisonous, but will make a victim more susceptible to psionic attack (-4 penalty) for 2d6 hours.

Shark

Encountered:	0 (2d6)
Movement:	(S) 180' (60')
Intelligence:	Low
Psionic Potential:	2d4, inactive
Hits:	4d8
Armor:	-5
Combat Skill:	15
Save:	L4
Attacks:	1 (bite)
Damage:	2d6
Morale:	7
XP:	80

Sharks are threatening predators of the sea. They are maddened by the scent of blood (can sense it within 300'), and will attack anything (including other sharks) that give off blood. They are more attracted to iron-blood than other types. There is a 75% chance that they will not attack when encountering non-iron-based blood.

Skin Sucker

Encountered:	3d4 (3d4)
Movement:	60' (20')
Intelligence:	Animal
Psionic Potential:	None
Hits:	1d4
Armor:	-1
Combat Skill:	11
Save:	L1
Attacks:	1 (bite)
Damage:	See below
Morale:	7
XP:	5

These 1' long, hairless blue creatures resemble a cross between a caterpillar and a worm. They inch along tree branches, waiting to fall upon victims passing below. They leap toward a host, biting to latch onto its skin. If successful, they inject a powerful hormone that makes the victim feel kindly disposed toward the creature, making it a willing host. Victims are entitled to a save check vs. poison to avoid this effect. If they fail, they ignore the parasite and allow it to live on their body. The tree sucker deals no damage, taking small amounts of nourishment at a time. No more than three skin suckers will attach to a human-sized host at a time.

Skunk, Space

Encountered:	1d4 (2d4)
Movement:	120' (40')
Intelligence:	Low
Psionic Potential:	2d4, inactive
Hits:	1d4
Armor:	-1
Combat Skill:	11
Save:	L1
Attacks:	1 (bite or spray)
Damage:	1d3 or poison
Morale:	7
XP:	6

Space skunks are native to woodlands. They are harmless vegetarians and will remain passive unless frightened by loud noises or physical threats. They can bite for 1d3 hp damage if pressed, but will prefer to emit a noxious gas, which acts as a hallucinogen for all iron and cobalt-blooded races. The gas is emitted as a cloud that affects all within a 20' radius. Each victim must make a save check versus poison. Failure indicates that the victim is effectively paralyzed, lost in a world of hallucinatory horrors for 2d6 turns.
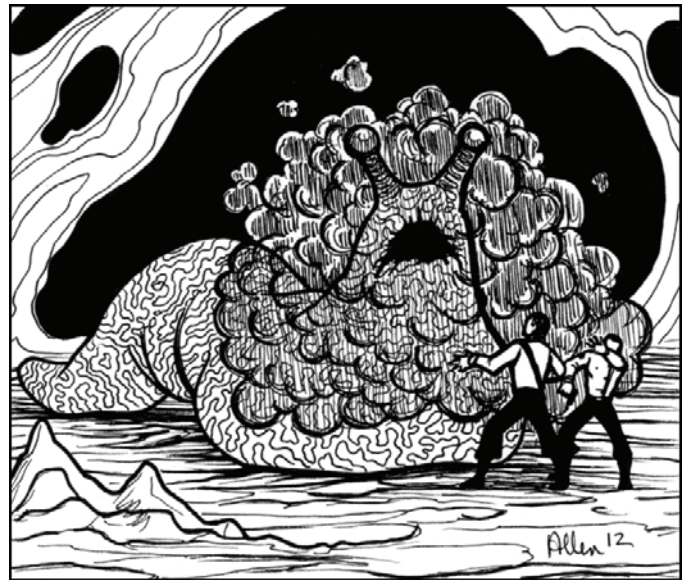
Slug, Hypnotic

Encountered:	1 (1)
Movement:	60' (20')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	12d8
Armor:	-3
Combat Skill/Save:	21
Save:	L12
Attacks:	1 (swallow or cloud)
Damage:	2d6 or 1d6
Morale:	9
XP:	3800

These 50' long giant slugs have glistening skin that is constantly swirling and flickering in neon colors and geometric patterns. All creatures viewing a hypnotic slug must make a save check vs. stun or be hypnotized (effectively stunned) for 2d4 turns. Hypnotic slugs prefer to swallow victims whole, needing to succeed in an attack by 4, or an ordinary attack to stunned creatures. Swallowed creatures suffer 2d6 hp damage per round from acid. In addition, hypnotic slugs are capable of belching forth an acid cloud that persists for 2d6 rounds. The cloud is 10' wide and 20' long. All creatures caught within the cloud suffer 1d6 hp acid damage per round.

Snake, Ruby

Encountered:	1d6 (1d6)
Movement:	90' (30')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	1d8
Armor:	-2
Combat Skill:	11
Save:	L1
Attacks:	1 (bite or constrict)
Damage:	1d3 or 1d4, electricity
Morale:	7
XP:	16

These 3' long snakes have a glistening, multi-jointed gem-like red hide. They can bite, but prefer to attack via constriction. Their constriction deals 1d4 hp damage due to their sharp

ruby-like scales. The scales cut flesh, and victims must save versus electrical attacks or suffer 2d6 hp of electrical damage. A successful save reduces damage by half. Their bite also delivers a mild poison that only creatures with a cobalt metabolism find toxic. Victims with a cobalt metabolism must save versus poison or suffer -2 to STR for 2d6 turns.

Spider, Clone

Encountered:	1d4 (3d4)
Movement:	90' (30'), (W)180' (60')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	3d8
Armor:	-6
Combat Skill:	14
Save:	L3
Attacks:	1 (bite or web)
Damage:	2d6, poison
Morale:	7
XP:	80

Clone spiders are large, 6' long spiders that have pulsating, florescent blue stripes on a white body. They weave large webs, which are sticky and will cling to characters. Characters caught may break free in 2d4 turns. Fire will instantly incinerate webs, but any characters caught in the webs when on fire suffers 1d6 hp damage. Clone spiders will bite opponents, and characters must make a save check vs. poison or be paralyzed. An anti-serum must be administered within 3d4 hours or the paralyzation is permanent. If a victim is paralyzed, the clone spider will feed (60%), draining 2d6 hp of body fluids per round, or weave (40%) the victim into a cocoon, along with one large egg. The victim remains alive, and the egg hatches into a larva that consumes the victim, a process that takes 1d4 days. The larva then metamorphoses into an exact copy of the victim that has its full knowledge and abilities. The clone larva will attempt to interact with other humanoids, and will become a bright blue pupa after 1d4 weeks, emerging from this state as a fully grown clone spider.

Stone Creature

Encountered:	1d4 (2d4)
Movement:	90' (30')
Intelligence:	Average
Psionic Potential:	3d4, inactive
Hits:	3d8
Armor:	-7
Combat Skill:	14
Save:	L3
Attacks:	1 (pummel)
Damage:	5d6
Morale:	NA
XP:	65

Stone creatures are found on any type of planet; they appear to be living stone, but can assume humanoid or other forms. They are affected by beams (on kill only), but are unaffected by other weaponry (like *electrostun, spring rifle*) and *sonic generators*.

Suidoid

Encountered:	1d6 (1d6)
Movement:	150' (50')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	3d8
Armor:	-2
Combat Skill:	14
Save:	L3
Attacks:	1 (tusk)
Damage:	2d4
Morale:	9
XP:	50

Suidoids are pigs or boars, which are found on many planets and in many environments, though woodlands are most typical. The above details are for the ordinary boar, but hits and damage may be increased to reflect larger animals.

Sultrobe

Encountered:	NA
Movement:	Wind or contact
Intelligence:	None
Psionic Potential:	None
Hits:	NA
Armor:	NA
Combat Skill:	NA
Save:	L5
Attacks:	See below
Damage:	See below
Morale:	NA
XP:	50

Sultrobes are a highly dangerous space nuisance. They are a microorganism that is life based on sulfur rather than carbon. They are generally harmless, except that they consume metal of all kinds. The can be transmitted via wind or touch, and one small patch of sultrobes can consume a 10' square area of metal per 3d6 rounds. They leave a tell-tale yellow crust on

surfaces, and have a distinct sulfur smell. Any metal weapons exposed to sultrobes is rendered useless in one round. Sultrobes are dangerous to space vessels, since they may eat through the hull. They are resistant to heat and radiation, but they may be destroyed by acid.

Swarm, Mosquito

Encountered:	1 swarm (1 swarm)
Movement:	30' (10'), (F) 60' (20')
Intelligence:	None
Psionic Potential:	None
Hits:	2 hp
Armor:	-2
Combat Skill:	11
Save:	L1
Attacks:	1 (bite)
Damage:	1 hp
Morale:	11
XP:	5

A mosquito swarm will engulf a victim in a 10' x 30' cloud of mosquitoes. They only deal 1 hp damage per round (no attack role needed) but a victim must make a save check vs. disease or contract *space malaria*. A swarm will follow a victim, but if the victim immerses himself in water they will abandon the victim in 1d4 rounds.
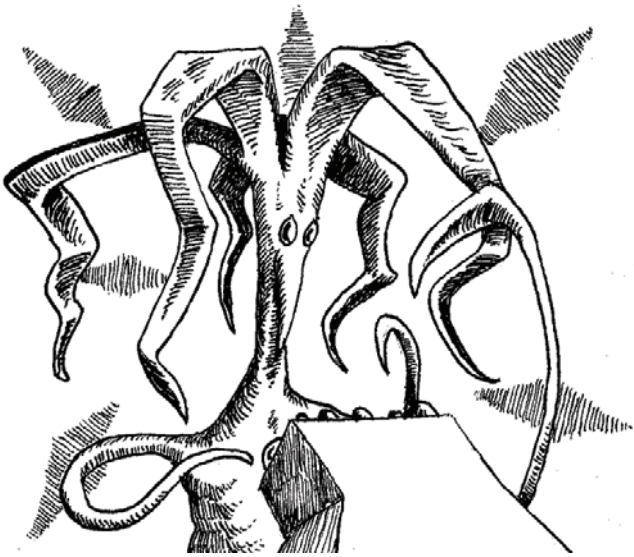
Tartaran

Encountered:	1 (1d4)
Movement:	90' (30')
Intelligence:	Ultra-Genius
Psionic Potential:	4d4+4, preternatural
Hits:	4d8
Armor:	-5
Combat Skill:	15
Save:	L4
Attacks:	1 (spike or PSI)
Damage:	1d8
Morale:	8
XP:	300

Tartarans are an intelligent, non-humanoid species rumored to come from another galaxy. In their natural form they resemble something like a 6' tall cross between a peacock and a palm tree, and can only breathe in a chlorine atmosphere. They seldom are reduced to using their natural weapon, a tail that is a spear-like appendage capable of dealing 1d8 hp damage. Tartarans are manipulative and cold. They examine other humanoids like insects, studying them in their version of laboratories designed to look like beautiful habitats. Tartarans are incredibly powerful and have the PSI powers *ESP*, *telepathy*, *molecular manipulation*, and *illusory projection*.

Tiger, Diamond-backed

Encountered:	1 (1d4)
Movement:	150' (50')
Intelligence:	Low
Psionic Potential:	2d4, inactive
Hits:	5d8
Armor:	-4
Combat Skill/Save:	16
Save:	L5
Attacks:	3 (2 claws, bite)
Damage:	1d6/1d6/2d6
Morale:	9
XP:	500

The diamond-backed tiger is a felinoid with reptilian characteristics. Found on temperate planets, especially in mountains, these solitary hunters combine the worst features of a tiger and a poisonous snake. They have smooth scaled skin of brown-green, stripped with black. They usually attack by surprise, leaping upon a party from a tree or ledge above them. They attack with two claws that deal 1d6 hp damage each, and a bite that deals 2d6 hp damage. Their bite is poisonous, but against iron-blooded races only. Victims must succeed in a save check versus poison or die. If sickness is indicated, the victim is paralyzed for 2d4 turns.

Toad, Ray

Encountered:	1d4 (1d6)
Movement:	120' (40') (B) 30' (10')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	2d8
Armor:	-4
Combat Skill:	13
Save:	L2
Attacks:	1 (bite or radiation)
Damage:	1d6 or 3d6
Morale:	8
XP:	38

Ray toads are 3' long toads with a very hard, rough brown hide. They burrow under the soil, even through solid rock, with a movement rate of 30' (10'). They can bite for 1d6 hp damage. They travel through stone by emitting focused radiation to super-heat rock. This ability can be used as a

weapon with a radioactive burst once *every* 2 rounds. This attacks deals 3d6 of radiation damage; characters can make a save check vs. radiation to reduce damage by half.

Turtle, Carnivorous

Encountered:	1d4 (1d4)
Movement:	30' (10'), (S)120' (40')
Intelligence:	Animal
Psionic Potential:	None
Hits:	4d8
Armor:	-9
Combat Skill:	15
Save:	L4
Attacks:	1 (bite)
Damage:	4d6
Morale:	9
XP:	135

These giant, lead-shielded turtles prefer to live in swamps. Their shields absorb hits from all energy weapons like an *energy screen*. They have a ferocious bite that deals 4d6 hp damage. They are particularly fond of the flesh from creatures with cobalt-based metabolisms, and are 70% more likely to target such creatures in combat.

Ursoid

Encountered:	1d4 (1d4)
Movement:	120' (40')
Intelligence:	Animal
Psionic Potential:	1d4, inactive
Hits:	4d8
Armor:	-3
Combat Skill:	15
Save:	L4
Attacks:	3 (2 claws, bite)
Damage:	1d3/1d3/1d6
Morale:	7
XP:	135

Ursoids are bears or similar bear-like creatures on a variety of worlds. Although they typically inhabit woodlands, ursoids may be found in various environments. In addition to their other attacks, most ursoids are capable of squeezing an opponent in a hug if both claws strike in one round. This deals 2d8 hp damage. The statistics above are for a typical black bear, but hits can be adjusted upward or downward to account for other types of bears, such as grizzly or polar. Alien ursoids may have additional abilities at the SM's discretion.

Vulture

Encountered:	0 (3d4)
Movement:	12' (4'), (F) 300' (100')
Intelligence:	Low
Psionic Potential:	2d4, inactive
Hits:	1d4
Armor:	-1
Combat Skill:	11
Save:	L1
Attacks:	1 (bite)
Damage:	1d4
Morale:	7
XP:	5

These scavenger birds are commonly found in deserts, but may live in other climates. Their presence commonly signifies the proximity of corpses. They will attack if threatened, but in most cases they will hover above a battle, swooping down on already wounded characters.

Water Creature

Encountered:	1d4 (2d4)
Movement:	120' (40')
Intelligence:	Average
Psionic Potential:	3d4, inactive
Hits:	3d8
Armor:	-6
Combat Skill/Save:	14
Save:	L3
Attacks:	1 (pummel)
Damage:	3d6
Morale:	NA
XP:	80

These beings inhabit tropical swamps or other planets with surplus water; they appear to be living waterfalls. Like dust devils, they are attracted to metal, which they digest through rusting. One hit will rust a metal object into uselessness. They are impervious to most types of weaponry, but, like ice creatures, can be dispersed by one hit by a beam on "heat" or by a *sonic generator*. Like dust devils, spouts can be extended up to 300'.

Whale

Encountered:	0 (1d4)
Movement:	(S) 180' (60')
Intelligence:	Average
Psionic Potential:	2d4, inactive
Hits:	36d8
Armor:	-3
Combat Skill:	24
Save:	L12
Attacks:	1 (bite)
Damage:	3d20
Morale:	7
XP:	5000

These giant creatures do not have teeth, but eat by straining their food through baleen plates in their mouths. Commonly, they will swallow characters whole and alive, by succeeding in an attack roll by 4 or more than needed. Swallowed characters suffer 3d6 hp damage per round due to digestive fluids.

White Wisp

Encountered:	1d4 (1d4)
Movement:	(F) 180' (60')
Intelligence:	Average
Psionic Potential:	2d4, inactive
Hits:	4d8
Armor:	-7
Combat Skill/Save:	15
Save:	L4
Attacks:	1 (envelope)
Damage:	3d6
Morale:	8
XP:	135

White wisps are strange, floating beings that resemble a 10' by 10' thin sponge-like structure. They are almost insubstantial, and are impervious to physical attack, though energy weapons deal normal damage. They attack by enveloping an opponent and leeching essential salts and fluids, dealing 3d6 hp damage each round. When a victim reaches 0 hp he becomes nothing but bone and dust.

Humanoids

Many of the aliens the players encounter will be humanoids. The SM must consider the type of civilization the humanoids have, their environment, their technology, and their personality traits. In any interaction, the SM must determine what the motivations of these humanoid societies are.

Humanoid societies can span technology levels from the Stone Age through civilizations more advanced than that of the players' time period, the 23rd century. The players may encounter humanoids on other planets, or, through the device of time travel, encounter humans on Earth from other time periods.

Humanoid societies are generally confined to temperate planets. Exceptions do occur. On desert planets, societies of nomadic tribesmen may exist; on arctic planets, cold-adapted societies. One interesting variation is an all-water world with humanoids living exclusively underwater, with all of the technological differences that might suggest.

Some of the humanoid alien listings below are specific to a species, such as the Videni, while others are more generic toward "types." For example, an "ancient/medieval man" is a generic humanoid of that general technology level, but the species may or may not look like humans, and may have different abilities.

The referee can customize these listings as he sees fit, particularly in adjusting the power level of humanoids encountered (hits, save, etc.) to fit the level of the PCs.

Andromedan

Encountered:	4d4 (6d10)
Movement:	120' (40')
Intelligence:	Average
Psionic Potential:	3d4, active
Hits:	1d8
Armor:	0
Combat Skill:	12
Save:	L1
Attacks:	1
Damage:	By weapon
Morale:	7
XP:	10, +3 per PSI power

Andromedans are short humanoids that have blue skin with hair ranging from dark blue to stark white. Their metabolism is cobalt-based. Unlike most other humanoids, there are three sexes of Andromedans, all three being necessary for reproduction.

Native Andromedans (those on their home world, not in the Space Fleet Service) are relatively primitive technologically, somewhere between "Late Modern" and Space Fleet technology. They have colonies on other planets in their system, but do not have interstellar capability of their own.

Though they are considered psionically "active," Andromedans have advanced psionic potential. All Andromedans have *empathy* and up to two additional psionic powers (PSI points allowing).

Atlantean

Encountered:	3d4 (6d10)
Movement:	90' (30'), (S) 120' (40')
Intelligence:	Average
Psionic Potential:	3d4, active or inactive
Hits:	2d8
Armor:	0
Combat Skill:	13
Save:	L2
Attacks:	1
Damage:	By weapon
Morale:	8
XP:	20, +9 per PSI power

Atlanteans are water-breathing humanoids sometimes found on planets that have a large proportion of the surface covered in water. Such planets can be deduced from orbit by the surrounding cloud cover. This cover makes further orbital reconnaissance difficult, however. Atlanteans either have ancient/medieval technology or modern/future. Ancient-type weaponry would include spear guns (300' range, 1d6 damage per hit) and tridents (1d6 hp damage). Future weaponry would include beams (which function perfectly well underwater), nerve disrupters, and sonic generators.

Psionic Atlanteans are known to exist, and commonly have the power to telepathically command underwater creatures.

Daelan

Encountered:	2d4 (5d10)
Movement:	120' (40')
Intelligence:	High
Psionic Potential:	4d4, inactive
Hits:	1d8
Armor:	0
Combat Skill/Save:	12
Save:	L1
Attacks:	1
Damage:	By weapon
Morale:	9
XP:	10

This alien race has ivory skin and dark black hair. They average 5' 6" to 6' tall. Daelans evolved on a low-light world, ad have large black eyes with 60' low-light vision. Though they are not malicious, they are a highly paranoid, conspiracy-loving race and have much technology geared toward spying and surveillance. However, they are trusted members of the confederation, and hated enemies of the Zangids.

Dreiped

Encountered:	2d4 (5d10)
Movement:	180' (60')
Intelligence:	Average
Psionic Potential:	3d4, inactive
Hits:	1d8
Armor:	0
Combat Skill/Save:	12
Save:	L1
Attacks:	1
Damage:	By weapon
Morale:	9
XP:	10

Dreipeds are an unusual race because they evolved in an arboreal environment that produced a humanoid with three arms and three legs. They are able to move very quickly with this arrangement. They have no body hair, and have leathery skin. Dreipeds come in three varieties: violet skin, orange skin, and green skin. These clans rarely associate with one another. In the past, Dreipeds were conquered and enslaved by the Zangid, who stripped their home planet of resources, leaving it uninhabitable. They are currently a race without a home, though free from Zangid rule with the aid of Confederation

intervention. Some Dreipeds are members of the Space Fleet Service.

Gorran

Encountered:	2d4 (5d10)
Movement:	90' (30')
Intelligence:	Average
Psionic Potential:	3d4, inactive
Hits:	1d8+1
Armor:	-1
Combat Skill:	12
Save:	L1
Attacks:	1
Damage:	By weapon, +1 in melee
Morale:	10
XP:	15

These 6' tall reptilian humanoids have 1' to 18" long tails, and are physically powerful. They are highly intelligent, though slow to reason. What they may lack in a quick intellect they make up for with steady determination. Though they were briefly enemies of the Confederation, they are now staunch allies with Humans and the other Confederation races.

Hykhot

Encountered:	2d4 (5d10)
Movement:	120' (40')
Intelligence:	High
Psionic Potential:	4d4, inactive
Hits:	1d8
Armor:	0
Combat Skill/Save:	12
Save:	L1
Attacks:	1
Damage:	By weapon
Morale:	9
XP:	10

Hykhot are a race of short humanoid amphibians, with large black eyes on the tops of their heads. They are unusual in that they pass through a larval stage at the beginning of their lives, during which time they have the intelligence of an animal. It is only once they metamorphose into their adult humanoid form that their sapient intelligence develops. They have a keen intellect, and get along well with Taurans. Hykhots are valued members of the Galactic Confederation.

Men, Ancient or Medieval

Encountered:	3d4 (6d10)
Movement:	120' (40')
Intelligence:	Average
Psionic Potential:	3d4, inactive
Hits:	1d8
Armor:	-4
Combat Skill:	12
Save:	L1
Attacks:	1
Damage:	By weapon
Morale:	8
XP:	10

These men are somewhat more advanced technologically, and have greater intelligence, than cavemen. They are extremely superstitious as a rule and generally believe in magic and witchcraft. They are often confined to mostly temperate climates, although some cultures can be found in extreme arctic and desert climates. Feudal societies are common. They have ranged weapons, consisting of bows and arrows. Close weapons of the period include swords, axes, maces, etc. Men of this period may be armored (default is considered chain). This armor does not provide protection from energy type weapons.

Men, Early Modern

Encountered:	3d4 (6d10)
Movement:	120' (40')
Intelligence:	Average
Psionic Potential:	4d4, inactive
Hits:	1d8
Armor:	-1
Combat Skill:	12
Save:	L1
Attacks:	1
Damage:	By weapon
Morale:	8
XP:	10

These men are of the gunpowder era, and are armed with muskets. They have some understanding of science, although this is marked by anachronistic notions. As with most humanoids, they are generally confined to temperate planets. Close weapons include bayonets and pikes.

Men, Evolved

Encountered:	2d4 (4d10)
Movement:	120' (40')
Intelligence:	Genius
Psionic Potential:	2d6+6, potent
Hits:	1d8
Armor:	0
Combat Skill/Save:	12
Save:	L1
Attacks:	1
Damage:	By weapon
Morale:	7
XP:	10, +3 per PSI power

This are highly evolved humanoids. Evolution has produced a highly refined intellect, generally at the expense of fortitude. These humanoids will have very large brains, possibly preventing natural reproduction, and the species relies on artificial wombs for procreation. They have highly advanced technology, but they will most often rely on their formidable psionic powers for survival. They may be armed with beam weapons and have any equivalent equipment of the PCs.

Men, Late Modern

Encountered:	2d4 (5d10)
Movement:	120' (40')
Intelligence:	Average
Psionic Potential:	3d4, active or inactive
Hits:	1d8
Armor:	-1
Combat Skill:	12
Save:	L1
Attacks:	1
Damage:	By weapon
Morale:	8
XP:	10, +3 per PSI power

These are men of the age of science. They will not have interstellar flight, but they may have limited space travel between planets in their own solar system. Ranged weapons include rifles, machineguns, and hand guns. Melee weapons are knives or bayonets. Some races may or may not be psionically active.

Men, Primitive

Encountered:	3d6 (5d12)
Movement:	120' (40')
Intelligence:	Low
Psionic Potential:	2d4, inactive
Hits:	1d8+1
Armor:	0
Combat Skill:	12
Save:	L1
Attacks:	1
Damage:	By weapon, +2 melee damage
Morale:	7
XP:	Standard

These men usually have great physical strength, but only rudimentary intelligence. They are "less evolved" than other humanoids, and may or may not have the potential to become more intelligent through evolution. They have mastered fire, but will not understand higher technology. They are typically found on temperate planets, or on arctic ones (Ice Age). These "cavemen" are capable of close combat only; they lack ranged weapons except for spears or thrown rocks.

Men, Space

Encountered:	2d4 (5d10)
Movement:	120' (40')
Intelligence:	Average or High
Psionic Potential:	3d4 or 4d4, active or inactive
Hits:	1d8
Armor:	-1
Combat Skill:	12
Save:	L1
Attacks:	1
Damage:	By weapon
Morale:	9
XP:	10, +3 per PSI power

Armed in the same manner as the player characters, these aliens are of approximately the same technological level. They will usually be psionically active, but not exclusively. They may be armed in a similar fashion to characters of the Space Fleet Service, and they may have other such equipment such as field armor. The most advanced future men are personally non-violent, preferring to use their advanced psionic powers instead. However, no matter how technologically similar these aliens may be, they may be culturally quite different, such as having societies with order maintained by android or robot police, or forced euthanasia as a means of population control.

Oiretophid

Encountered:	1d4 (2d4)
Movement:	120' (40')
Intelligence:	Genius
Psionic Potential:	2d6+6, kinetic
Hits:	3d8
Armor:	-3
Combat Skill:	14
Save:	L3
Attacks:	1 or 2
Damage:	Weapon or tentacle, PSI
Morale:	9
XP:	80

These horrible, highly intelligent slug-like humanoids have slimy, slick brown metallic skin with prominent jade-colored veins. They have solid, milky white eyes on the end of short stalks, no visible nose or ears, with a large round head and a wide lipless mouth. The tops of their heads are nearly translucent, revealing a large brain floating in a pale green fluid. Oiretophids may attack by weapon, or by lashing out with a 2' long barbed tentacle that emerges from the mouth and deals 1d6 hp damage. On an attack roll of 19 or 20, the appendage has latched onto a victim's skull and on each subsequent round oozes an acidic slime that deals 1d4 hp damage. The slime dissolves brain matter and is sucked back up through the violating appendage to nourish the oiretophid. For *every* 3 rounds of consecutive brain drinking, the victim loses 1 INT point permanently. If INT reaches 0, the victim dies. In addition to this devastating attack, oiretophids have the PSI power *tentacles of the mind*, and are capable of using this ability and physically attacking simultaneously.
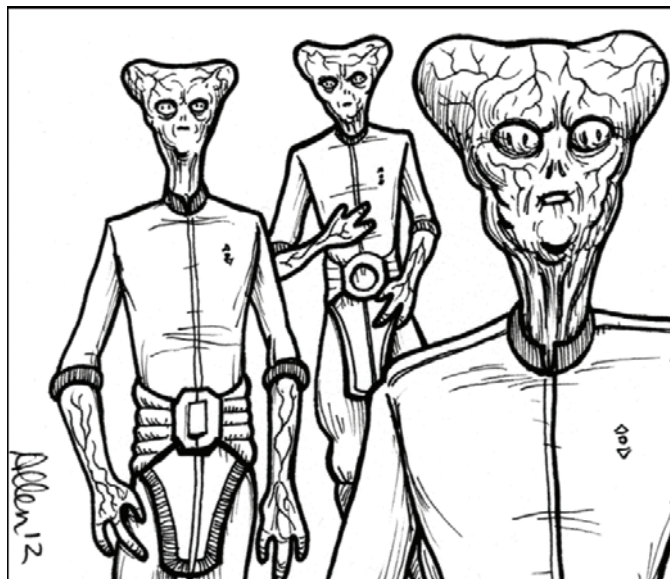
Silotron

Encountered:	2d4 (3d6)
Movement:	120' (40')
Intelligence:	Genius
Psionic Potential:	2d6+6, active
Hits:	3d8
Armor:	-3
Combat Skill:	14
Save:	L3
Attacks:	1 (weapon)
Damage:	By weapon
Morale:	7
XP:	80

It is unclear whether the silotrons are a naturally occurring race, or whether they are organic constructs from some long dead or hidden race. They are space-faring humanoids with a silicon-based biology. Silotrons have smooth translucent skin, revealing a circulatory system underneath transporting black fluid. They have to date remained aloof, seldom interacting with other races. Silotrons have the PSI powers *ESP* and *telepathy.*

Tauran

Encountered:	2d4 (5d10)
Movement:	120' (40')
Intelligence:	Genius
Psionic Potential:	2d6+6, active
Hits:	1d8
Armor:	-1
Combat Skill:	12
Save:	L1
Attacks:	1
Damage:	By weapon
Morale:	9
XP:	10, +3 per PSI power

Taurans are green-skinned humanoids from a high-gravity planet. They average 6 1/2' tall. They have very logical, highly evolved minds and reject emotions. They have a copper-based metabolism like their close relatives, the Videni. Taurans are staunch allies of Humans, who they find to be highly illogical, yet interesting beings with much potential.

Thought Bender

Encountered:	1 (2d4)
Movement:	120' (40')
Intelligence:	Average
Psionic Potential:	4d4, active
Hits:	1d8
Armor:	0
Combat Skill:	12
Save:	L1
Attacks:	1
Damage:	1d6
Morale:	8
XP:	10

Thought benders are a vile humanoid race; they feed on other humanoids. They operate with a form of *empathy* to get a sense for what a being finds attractive in their preferred sex, and then physically morph into that form (takes one round). Thought benders touch a target, and the target must make a save check versus disease or be afflicted with *lover's lunacy* (see Disease in Section 4). They manipulate the afflicted character to help them feed on others. Thought benders sap the life from a victim by touch, for 1d6 hp damage per round of contact. In their natural form thought benders are asexual beings that reproduce via parthenogenesis. They have pale body hair and resemble something of a blend between an upright ape and a pig.

Videni

Encountered:	2d6 (6d10)
Movement:	120' (40')
Intelligence:	Extraordinary
Psionic Potential:	4d4, active
Hits:	1d8
Armor:	-1
Combat Skill:	12
Save:	L1
Attacks:	1
Damage:	By weapon
Morale:	9
XP:	10, +3 per PSI power

Videni are militaristic humanoids, but unlike the Zangid they prefer to work through subterfuge rather than use gross displays of force. They are meticulous and determined in achieving their objective, and will seek death rather than surrender unless it would serve the greater good for their cause. Superficially, Videni resemble Taurans, and like them, they have a copper-based metabolism. Weaponry includes *beams*, *nerve disrupters*, and *atomic sprayers* (like *ABC sprayers* but only with *A* mode).

Zangid

Encountered:	2d4 (5d10)
Movement:	120' (40')
Intelligence:	Average
Psionic Potential:	3d4, inactive
Hits:	1d8+1
Armor:	-2
Combat Skill:	12
Save:	L1
Attacks:	1
Damage:	By weapon
Morale:	10
XP:	15

The arch-rivals of the Humans, Zangid can usually be found implicated in subversive attempts to destroy or control Human colonies. They have an iron-based metabolism, like humans. They closely resemble humans, particularly those of East Asian ancestry. Their society is militaristic and expansionist, which brings them into regular conflict with humanoids and other alien life. Zangid weaponry includes beam pistols and rifles, nerve disrupters, and *ABC sprayers*. They also have such equipment as force field generators, energy screens, and field armor. In any group of 3 or more Zangids there will be a higher ranking officer with a combat skill of 14. In groups of 10 or more there will be an additional officer with a combat skill of 16. In groups of 20 or more there will be a Zangid leader that attacks with a combat skill of 20.

Forehead Aliens

There is a certain *generation* of science fiction that is notorious (infamous?) for making the main variation between humanoid species essentially expressed in the shape of the forehead. This can be a convenient method for the SM to differentiate aliens as they appear in random encounters in space, or for ease when generating alien races in other contexts. What follows are 100 (yes...100...) random forehead configurations. When a new alien humanoid is encountered, roll d% and consult the appropriate forehead illustration. Of course, this will not be to everyone's tastes. For those who prefer a more *original* feel to the galaxy, feel free to totally disregard this section.
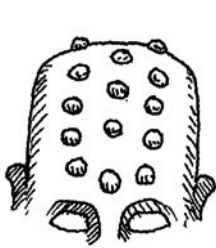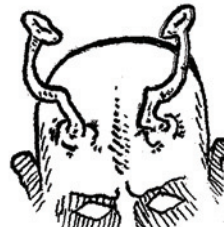
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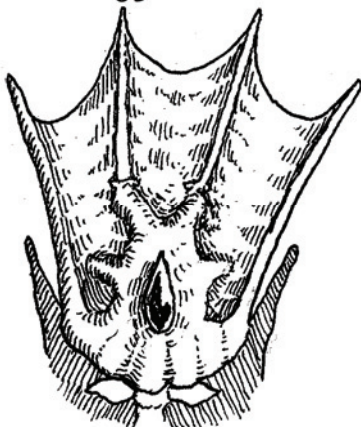
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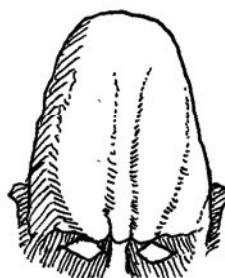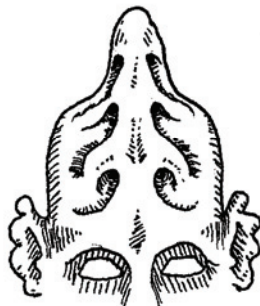
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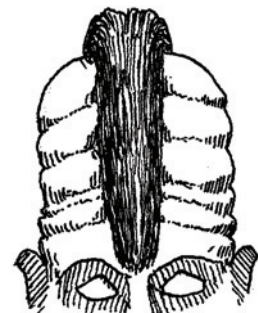
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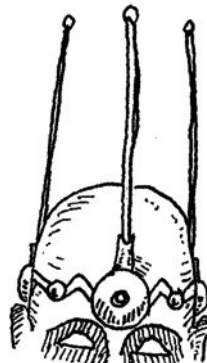
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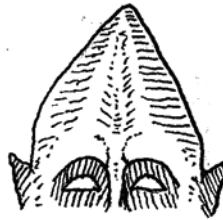
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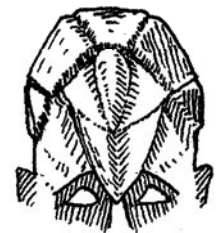
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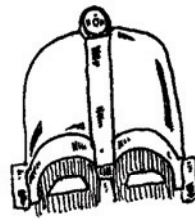
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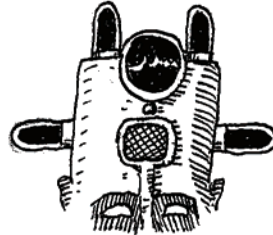
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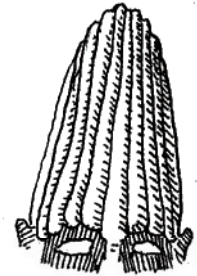
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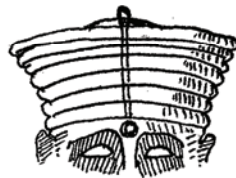
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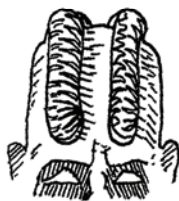
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Alien Pigment and Ear Shape

In addition to foreheads, one the of common characteristics of this genre of sci-fi, particular the older style, is to make aliens unique through different hair, eye, and skin pigments. Also ear shapes. The tables below can be used in addition to (or instead of) the random forehead types shown previously. Many alien species may appear human in body shape, and differ only in coloration. To determine a new alien species' skin, hair, eye color, and ear shape, roll d% on the following tables. The referee should consider limiting the alien features of any given species to just a few, depending on aesthetic taste.

Random Skin Color

d%	Description
01-60	Human Normative (alien has skin color in the normal human range roll 1d10: 1-2 black, 3-4 brown, 5-6 olive, 7-8 golden, 9-10 pale)
61-63	Red
64-66	Orange
67-69	Yellow
70-72	Green
73-75	Blue
76-78	Purple
79-81	White
82-84	Black
85-87	Brown
88-90	Gray
91-92	Gold
93-94	Silver
95-96	Blended (blend of two colors roll separately for each. A Blue/Green blend might be Turquoise, for example)
97-98	Highlighted (one primary color, highlighted in key areas such as around the eyes, nose, head ridges, or ears, with a second color roll separately for each)
99-00	Patterned (one primary color with slight patterning in a secondary color such as accenting lines of spots, or faint tiger-like stripes roll separately for each)

Random Hair Color

d%	Description
01-60	Human Normative (alien has hair color in the normal human range; roll 1d10: 1-2 black, 3-4 brown, 5-6 blonde, 7-8 red, 9-10 auburn)
61-64	Red
65-68	Orange
69-72	Yellow
73-76	Green
77-80	Blue
81-84	Purple
85-88	White
89-91	Gold
92-94	Silver
95-97	Blended (blend of two colors; roll separately for each. A Red/White blend might be Pink, for example)
98-00	Two-Color (one primary color with a second color providing an extra element such as a colorful streak, stripes, or highlighting at the tips; roll separately for each)

Random Eye Color

d%	Description
01-60	Human Normative (alien has eye color in the normal human range; roll 1d10: 1-2 brown, 3-4 blue, 5-6 green, 7-8 gray, 9-10 hazel)
61-64	Red
65-68	Orange
69-72	Yellow
73-76	Purple
77-80	Black
81-84	White
85-87	Gold
88-90	Silver
91-95	One-Color (eye is entirely composed of a single color, no pupil or iris visible)
96-00	Two-Color (sclera is one color, iris another; roll separately for each)
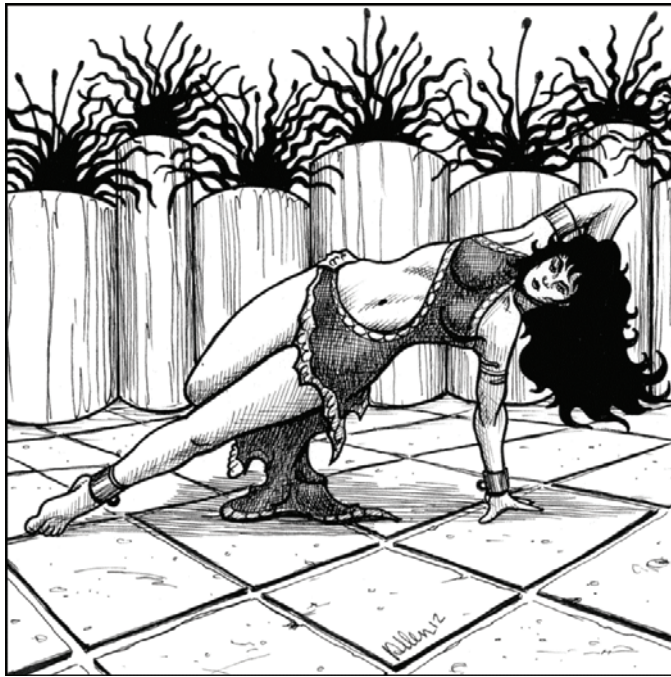
Random Ear Shape

d%	Description
01-65	Human Normative
66-70	Antenna-Like
71-75	Earhole Only
76-80	Fin-Like
81-85	Long and Pointed
86-90	No Visible Ear
91-95	Over-Large
96-00	Pointed

Random Encounter Tables

The following tables can be used as a reference for alien encounters in a variety of environments. The SM should create additional tables over time in order to provide additional variability in encounters. Some areas may have fewer creatures possible for encounters, or more creatures. New creatures may be created, or certain areas, such as ruins, may have very specific creatures in the vicinity.

Encountering Humanoids

When humanoids are encountered on a planet, the referee must decide if they are indigenous (and their technology level) or if they are visiting from another world. The table below may be used if desired.

Men

1. Men, Ancient or Medieval
2. Men, Early Modern
3. Men, Evolved
4. Men, Late Modern
5. Men, Primitive
6. Men, Space

Arctic

1. Animal, Herd
2. Canidoid
3. Elephantoid
4. Equusoid
5. Felinoid
6. Ice Creature
7. Stone Creature
8. Ursoid

Desert

1. Animal, Herd
2. Ant, Flame
3-4. Cactus, Projectile
5. Canidoid
6-7. Crocodile, Desert
8. Crystal Creature
9. Dust Devil
10-11. Grass, Razor
12. Lizard, Phase
13. Men
14-15. Palm, Mirage
16-17. Sand Dragon
18-19. Snake, Ruby
20. Stone Creature

Forest

1. Baboon, Rot
2. Bat, Space
3. Bear, Dog
4. Bear, Gore
5. Bear, Quill
6. Bee, Archer
7. Bird, Predatory
8. Bird, Predatory (Giant)
9. Canidoid
10. Felinoid
11. Fly, Zombie
12. Grass, Razor
13. Hominoid
14. Iron Leech
15. Moth, Space
16. Panther, Volt
17. Porcupine, Psionic
18. Skunk, Space
19. Skin Sucker
20. Toad, Ray

Inhabited Lands

1. Animal, Herd
2. Bat, Space
3. Bird, Predatory
4. Bird, Predatory (Giant)
5. Canidoid
6. Equusoid
7. Felinoid
8. Flower, Sleep
9. Fly, Zombie
10. Grass, Razor
11. Iron Leech
12. Lice, Space
13. Morphling
14. Moth, Space
15. Pod Pippit
16. Porcupine, Psionic
17. Rat, Sonic
18. Robot
19. Skin Sucker
20. Spider, Clone

Inhospital

1. Android, Basic
2. Crystal Creature
3. Cyborg
4. Ethereal
5. Flame Creature
6. Ice Creature
7. Morphling
8. Robot
9. Silotron
10. Sultrobe

Mountain

1. Animal, Herd
2. Ape, Tusk
3. Bear, Dog
4. Bear, Gore

5. Bear, Quill
6. Bee, Archer
7. Bird, Predatory
8. Bird, Predatory (Giant)
9. Canidoid
10. Dog, Flying
11. Felinoid
12. Grass, Razor
13. Hominoid
14. Panther, Volt
15. Porcupine, Psionic
16. Skin Sucker
17. Skunk, Space
18. Suidoid
19. Tiger, Diamond-backed
20. Toad, Ray

Plains

1. Animal, Herd
2. Ant, Flame
3. Bear, Dog
4. Bee, Archer
5. Bird, Predatory
6. Bird, Predatory (Giant)
7. Canidoid
8. Elephantoid
9. Equusoid
10. Felinoid
11. Flightless Bird
12. Fly, Zombie
13. Grass, Razor
14. Hominoid
15. Horse, Rift
16. Iron Leech
17. Papoid
18. Puffball, Armored
19. Suidoid
20. Vulture

Ruins

1. Android, Basic
2. Bat, Space
3. Bee, Archer
4. Canidoid
5. Cyborg
6. Felinoid
7. Fly, Zombie
8. Hominoid

9. Iron Leech
10. Men
11. Morphling
12. Moth, Space
13. Pod Pippit
14. Rat, Sonic
15. Robot
16. Spider, Clone
17. Swarm, Mosquito
18. Toad, Ray
19. Vulture
20. White Wisp

Swamp

1. Baboon, Rot
2. Bat, Space
3. Catfish, Assassin
4. Clam, Brain
5. Eel, Lightning
6. Felinoid
7. Fern, Tangle
8. Fly, Zombie
9. Hog, Swamp
10. Leech
11. Lobster, Radiant
12. Manphibian
13. Salamander, Kinetic
14. Skin Sucker
15. Slug, Hypnotic
16. Suidoid
17. Swarm, Mosquito
18. Turtle, Carnivorous
19. Water Creature
20. White Wisp

Water

1. Atlanteans
2. Catfish, Assassin
3. Clam, Brain
4. Coral, Growing
5. Eel, Lightning
6. Lobster, Radiant
7. Manphibian
8. Octopi, Giant
9. Salamander, Kinetic
10. Shark
11. Turtle, Carnivorous
12. Whale

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SECTION 8: Alien Artifacts

Unlike many fantasy games (such as our flagship game *Labyrinth Lord*), there is generally no monetary reward (with XP) for successful actions by the characters. Success may be rewarded, at the SM's discretion, by the discovery of useful items of equipment, which fall under the general category of alien artifacts.

Such artifacts may be either units of equipment similar to those the characters are able to obtain, or new items. Useful equipment should be chosen from the Equipment List, at a level one or two units higher than the character's ranks would allow them to employ. For example, if most of the characters are ensigns and lieutenants (1st and 2nd level ranks), a few items from the 3 and 4 unit lists are valuable prizes. Especially useful are heavy weapons (*beam rifles*), *field armor*, and technical devices.

Below, a list of some suggested alien artifacts is given. The SM should take care that the characters do not know too much about how these artifacts work when they discover them, and should force the players to employ trial and error methods. The SM should only give the general description of the item, along with the description of its controls. Many items should be "booby-trapped" against blind use; i.e., requiring operation of buttons in a certain order or the device will explode. At his option, the SM may allow a Technical officer to examine a piece of equipment to attempt to determine its general nature. If the technical officer succeeds in a Technology skill roll the SM may give him some hints as to the nature and operation of the artifact.

Size-changer: This is a white plastic cabinet of human size, with two plastic buttons, one blue and one red, plus a dial labeled 1-10. The blue button increases size, the red button decreases size. The dial controls the magnitude of the size change. Setting 1 causes no change; 2 doubles the size (if blue) or halves it (if red) and so on up to 10. Strength increases by 2 for each increment upward in size, decreases by 4 for each increment down. Technical skill decreases by 4 for each increment up, increases by 2 for each increment down. All equipment a character carries with him into the size-changer also changes size.

Sex-changer: Another white plastic cabinet, with a green button. This changes the player's sex. Andromedans may change to any of the other two sexes (50%).

Mammal control transmitter: This item is a technological device that can be used to control lower mammals via hypnotic sound waves. The device allows commands to be given through a speaker to lower mammals of any type (not intelligent humanoids), but requires successful psionic combat the first round as if the attacker has a PSI of 16, to establish control. A total of 3d6 animals can be controlled at once. Each time a command is given, a 6-sided die is rolled. If a 6 is rolled, the animals go mad and attack the user of the device. After the device has backfired, it cannot be used with the same species again, but functions normally with other species. The mammalian speaker device is red.

Fish control transmitter: Works exactly as the mammal one, except for fish. The speaker is blue.

Insect control transmitter: Works exactly as the mammal one, but for insects. Speaker is yellow.

Plant Control Transmitter: Works exactly like mammal control transmitter, except only on semi-intelligent plants. Has a green speaker.

Reptile control transmitter: Works exactly as the mammal one, but for reptiles. Speaker is white.

Robot/Android Control Transmitter: Works exactly like a mammal control transmitter, except only on robots and androids (but not cyborgs). Has a black speaker.

Time Cassette Player: This is a time travel device that was developed by an advanced species for recreational purpose. The device comes with cassettes that are pre-set to times and places of historical interest in the past. The user steps into a black plastic cabinet, inserts the desired cassette, and is taken back to the pre-set site. The time travelers are invisible, and can move freely, but are encased by a force field which prevents their action, to prevent them from changing history. Each cassette self-destructs after one use.

Time Recorder: This device appears to be a videotape recorder, which is steadily advancing tape forward. By reversing the tape, time can be reversed to a point up to one month in the past. A character may travel to that point in the past by stepping into the black plastic cabinet and depressing the red "record" button on the controls. Characters travelling into the past in this manner may act freely, and are thus able to change what has happened in the progression of the game to a limited extent.
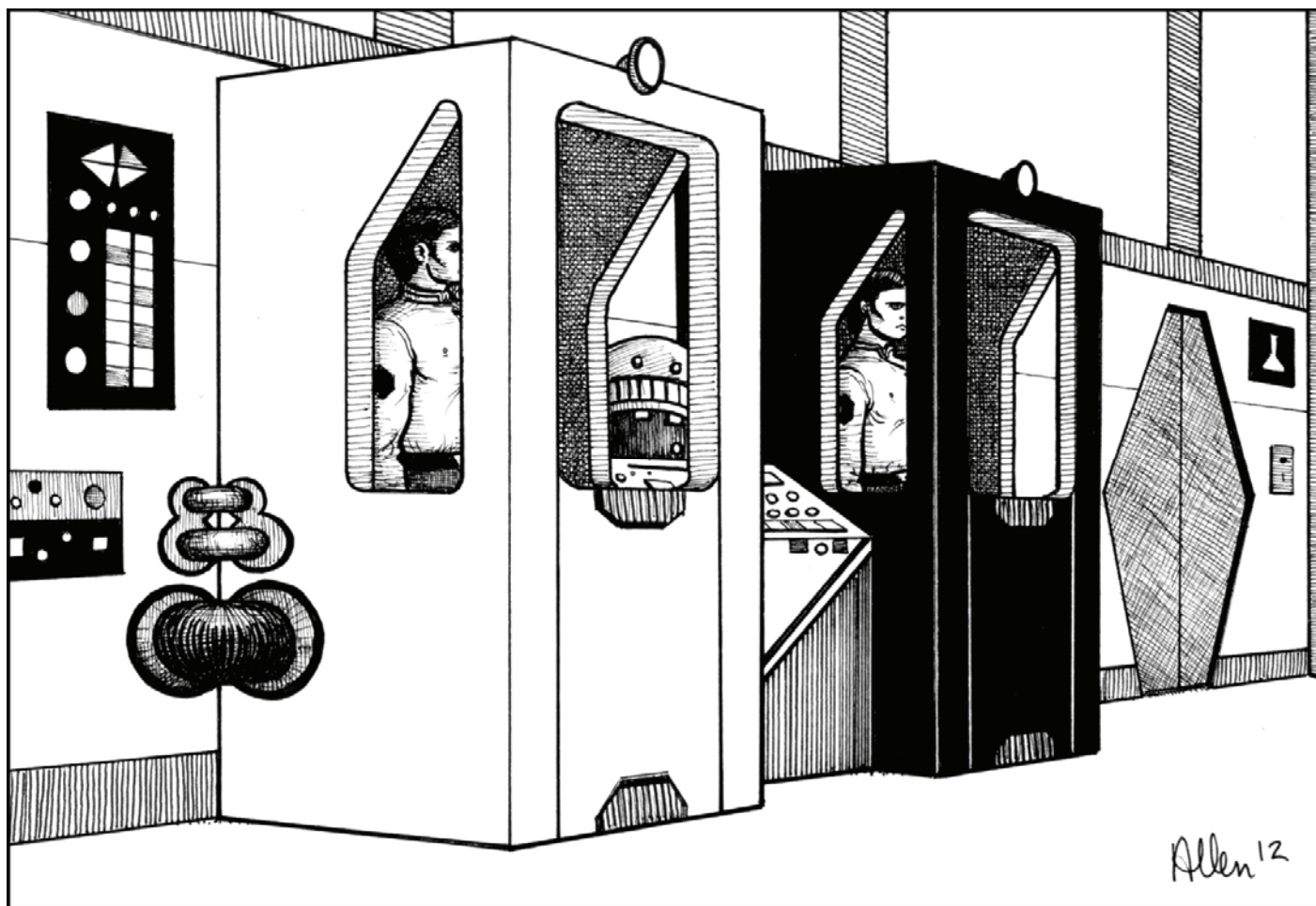
Personal Time Expander: This device is an amulet that appears like a stopwatch. When depressed, the stopwatch slows down time for the wearer, so that he can move faster (double) and do more relative to others in the same time period. Useful in combat, this allows the wearer to perform two actions during any round (i.e., fire a weapon three times). In addition, since the character is moving so fast relative to others, anyone firing at him suffers -4 from their Combat skill. However, the use of this device plays havoc with metabolic balance. Each five rounds of use requires the character to rest for one hour. Use for more than 10 rounds in one day results in metabolic exhaustion and death.

Psionic Projector: This device looks like a floodlight, with a white switch, a black switch, and a grey switch. This device allows the character to move to and from the psionic plane without entailing a die roll for "blind" teleportation. The white switch sends the character the device is pointed at into the psionic plane safely. The black switch brings back the character most recently sent into the psionic plane. Note that if the characters find the device and press the black switch before the white one, they will summon back the last creature exiled to the psionic plane—usually an evil psionic of great power. The grey switch will send the character into the psionic plane *permanently,* i.e., he cannot be recalled by the black switch. At the SM's option, the characters may try to recall a character exiled to the psionic plane through "blind" teleportation. Use against an unwilling subject requires a successful attack roll.

Illusion generator: This device also looks like a floodlight, but has red, yellow, and green switches as well as a dial from 1 to 10. The device reaches into the mind of the target and conjures up a frightful image. The intensity of the fright is controlled by the dial, with a setting of 8 or higher requiring a roll to resist trauma; if the roll fails, the character dies of fright. The red button affects only the creatures the device is pointed at, the green button affects only the operator, while the yellow button affects both the operator and the target.

Mind-exchanger: This device consists of two plastic cabinets, one white and one black. When any two living creatures enter these booths, and the operating lever is depressed, the minds of the two creatures will exchange bodies. Each unwilling creature must succeed in psionic combat against the machine's PSI combat skill of 16.

Psionic devices: These are devices which confer psionic powers upon the user. Each device confers a different power. The devices may be used as often as desired (they have their own internal regenerating PSI point supply), but a 6-sided die must be rolled for each use. If a 6 is rolled, the user becomes insane and the device is ruined. This insanity may, at the SM's discretion, be either permanent, temporary, or reversible (by any means the SM desires, to be determined by the doctor via computer questions). Die rolls are made separately for each attempted use of such a device.

Empathy: blue hearing aid, fits right ear
ESP: red hearing aid, fits left ear
Telepathy: black-rimmed goggles
Empathic Projection: white-rimmed goggles
Illusory Projection: silver goggles
Hypnosis: gold goggles

Artificial Body Parts: These parts convey various abilities on the user.

Arms: These may have beam weapons or other weapons attached. They grant +3 to damage in melee combat.

Legs: This allows faster speed (x2) and the ability to leap 50' high or forward 100'.

Eyes: These can act as a hand beams, and may provide telescopic vision to 50 miles.

Ears: Artificial ears allow a listen check of 1-3 on 1d6. Further, conversations can be heard clearly up to 100' away, and sounds can be isolated from various sources.

Wings: Allow flight, like a jetpack, but without penalties.

Gills: Allows underwater breathing.

Fins: Allows rapid underwater movement, as though by jetpack, without penalty.

Image splitter: This device is an amulet containing a mirror. Upon opening the device and gazing into the mirror, the user's body is split into 1d6 additional images, which appear exactly the same and mimic the actions of the user. Each mirror image is destroyed by one hit from any weapon.

Self splitter: This device resembles the *image splitter*, except that 1d6 clones of the original self is created, each capable of independent thought and action. Each clone has 2d6 hp. The clones are indistinguishable from the original, except if the original is killed, all the clones die. Clones will inevitably wither and die after 2d4 days. The self splitter may only be used by a particular creature four times before is ceases to function for that creature.

Chameleon Cape: This cape causes the user's image to blend in with whatever surroundings he is near, providing absolute protection from all attacks relying on visual clues and allowing action as though invisible.

Psionic Shield: Another amulet, this device confers absolute protection from all psionic attacks (telepathy, empathic projection, illusory projection, and hypnosis). In addition, if placed upon a psionically-transformed character (made so by a crystal cloud), it will revert him back to normal. Once used to convert a psionically transformed individual back to normal, the device is useless. The device will temporarily rob any naturally psionic character (Tauran or Andromedan, for example) of their natural psionic powers.

Auto-sextant: This device allows the characters to remain aware of their position in space at all times, thus cancelling the effects of a gas cloud on the ship's instruments. It also allows the players to re-orient themselves immediately after passing through a space or time warp.

Personal teleporter: Another amulet, this device allows immediate recall to the character's ship, thus avoiding blind teleportation. Can be used for recall from the psionic plane in this manner as well. It has a limited number of uses (2d4), and works only for the character wearing it.

Vaccines: These are ampoules to be used with an air hypodermic. They convey absolute immunity from various diseases. Each player may be vaccinated only once; multiple vaccinations simply cancel each other out. A player being vaccinated runs a 1 in 6 chance of coming down with a mild flu (subtract 1 from all abilities for 1-6 days) and a 1 in 20 chance of coming down with the actual disease the vaccine is supposed to prevent. The SM may allow vaccines for any of the diseases in the game.

Computer Access Key: This key, which is limited to 1d6 uses, allows immediate access to the ship's computer with an allotment of the maximum, 6 questions.

Loyalty Charm: This amulet aids in commanding non-player characters. In any situation where loyalty, moral and obedience are involved, the user commands the character as though he had a charisma of 18. This also provides appropriate adjustments to reaction rolls.

Race-changer: Another black plastic cabinet, this device will change the player's race depending on which button is pushed. Each player is allowed only one change attempt; further attempts have no effect. If a player happens to choose the button for his own race, no change occurs. Red: Human; Yellow: Rigel; Green: Tauran; Blue: Andromedan; White: Zangid; Black: Videni. The referee should feel free to alter these to include or exclude other races.

SECTION 9: The Star Master

General

The Star Master has a multitude of roles and functions in the game. These can be divided into two broad categories: preparation, done before the game; and refereeing, done during the game.

Under the category of preparation, the SM must set up the sector of the galaxy the players will explore. First, he must dream up a scenario, a reason for the character's mission. Such a scenario may be either specific or general. The SM should formalize the nature of the situation and the players' objectives in the form of a "briefing". A sample briefing and introductory adventure is included later in this section.

Once the scenario has been set, the SM must set up the galactic sector the players will traverse. This should be laid out on two blank hex maps. One of these maps will be the SM's reference map, and will include all star systems, hazards of space, and other galactic encounters the SM may have planned for the players. The second will be the player's map. This will contain only the major systems, and only sketchy information (if any) about the hazards of space. The players will map their movement on this map, and record the locations of any hazards as they encounter them.

In placing hazards, the SM should provide an assortment of different types to provide a challenge for the players. The spatial location of hazards should be across the paths of shortest distance between the player's starting point and their objectives. This is to make the players think about their course, and not just move in a straight line. Hazards can also be used in combination, i.e., have a space mirror set up so that the player's ship will be reflected into a cloud.

In addition to setting up the galactic map and the hazards of space, the SM must set up in advance the major features of the systems the players will explore. The SM must decide how many planets are present in a system, what their characteristics are (temperature, gravity, radiation, atmosphere) and what type of aliens might inhabit the planet, being consistent between the planet's ecology and the life forms there. If humanoids are to be present, the SM must postulate their technology level and the nature of social interactions on the planet. The SM must also decide which, if any, alien artifacts the players may be able to recover on a planet. Here, favorite stories can provide or help in the creation of these worlds.

During the game, the SM functions as a *referee*. He briefs the players as to their objectives, and then resolves any interactions that may occur between the players and any hazards they may encounter. The SM must *interpret* the rules, and apply them as he sees fit to a particular situation. The SM should try to keep his players in some mystery about the nature of anything they encounter, letting them discover this by trial and error.

The SM has several other roles to play during the course of a game. One of these is as the ship's computer. The computer is a means for the players obtaining information about hazards or aliens they encounter. Depending on the situation, the SM may play the computer either strictly (responding only to *yes-or-no* questions) or more liberally, providing the necessary explanation the players may have overlooked.

Among his other roles, the SM must play the roles of all the intelligent aliens the players encounter and wish to communicate with. He must pre-determine their social attitudes and motivations, as this will determine how these characters would react to various approaches by the characters. For example, the SM could postulate a race of tough, militaristic humanoids, to whom a friendly approach would be construed as a sign of weakness!

Finally, the SM must fairly resolve the combat actions of all aliens the players encounter. He must determine when and how the aliens will attack, using what weapons (if any), whether they will close the range, which player characters they will attack, and how long they will keep fighting once they begin to take casualties (moral). The SM should use the characteristics listed for each type of alien as a guideline for their actions in combat. In general, aliens will act with some restraint to attempt to insure survival and will attack in a manner that will enable them to utilize their most effective means of attack. The SM must be fairly benign in choosing the targets of alien attack. The targets of each attack should be chosen randomly and the SM should exercise some care in resolving a melee so that the characters have an equitable chance of survival.

In determining the players' encounters the SM should keep in mind that his function during the game is not to "beat" the players, but rather to challenge them. The encounters should neither be so simple and obvious that the players have no difficulty overcoming any obstacles, but not so difficult that their chances of survival are slim unless they find the *one* method of escape. The SM should try to make the players think, to weigh their alternatives, and to give them at least hints about the possible outcomes of their choices (so they can choose more rationally).

The SM must also keep in mind that this set of rules is *not* firm, inflexible, or immutable. The SM should try to bring the rules to life, adapting them to fit the situations. If the players obliquely suggest characteristics of an alien the SM may not have thought of, the SM may encompass them into the nature of the aliens if they would logically fit (even though they may not be mentioned in the rules). The SM should not be limited as to what types of aliens the players encounter by the descriptions given in the rules. These descriptions are not

fixed characteristics, but rather suggestions. The SM may see an interesting ability listed under one type of alien that he may wish to impart to a totally different type. In all, though, he should try to keep his worlds consistent (although an irrational world, on the boundary of two dimensions, might be consistently inconsistent!)

Adventures and Themes

There are a variety of ways the referee might set up his campaign. Some games may be centered around a specific starbase, and the characters are sent on missions by Space Fleet and generally return to that starbase regularly. In this way the characters are basically assigned to a particular region of the galactic map.

Another way to set up the campaign is that the characters are traveling to explore the galaxy and increase the Space Fleet Service's knowledge about the galaxy. Part of this mission is to expand the contacts and influence of Space Fleet, to meet new races, and establish political relationships with new civilizations. All the while Space Fleet may divert the players to other regions for urgent missions.

Characters will visit such places as other starships, space stations, alien ruins, and colonies both human and alien. They will encounter unknown alien menaces, but also friendly beings who may desire to join the Confederation. Throughout all of these experiences, there are a number of overarching themes that may be used by the SM in designing scenarios. The referee may come up with additional themes, this list is not exhaustive. Also, some themes may not be appropriate for the milieu the referee desires. An adventure may center around one or more of these themes.

Combat missions may be assigned during times of war or other aggressions. Characters may be sent to fight against enemy ships, or repel invaders who are attacking a colony world.

Diplomatic missions are important to the Galactic Confederation. They may entail making first contact with an alien species, or facilitating trade agreements. These missions may also be in support of other alien races, to act as an arbitrator or to host neutral ground for negotiations.

Distress calls must be answered according to Space Fleet policy, and answering such calls are a theme of many adventures. Calls may come from ships in distress, colonies in distress, or any number of other situations.

Escort duties are commonly undertaken by Space Fleet. Important dignitaries may be traveling between worlds, and Space Fleet must oversee their safety.

Exploration is a common theme for adventures. The characters may be sent to investigate unknown regions of space, or scout out a possible colonization site. Alien ruins and unusual stellar phenomenon are other possible motives for exploration.

Humanitarian aid is a common theme. Perhaps a colony world or an alien civilization is in desperate need of food, medical supplies, or other resources.

Rescue missions may be undertaken in a variety of circumstances. Perhaps a Space Fleet vessel has been destroyed, and the crew is stranded on an alien world. Officers may need rescuing from alien incarceration, or a science colony is being harassed by alien invaders.

Transporting special cargo is sometimes necessary. In most cases Space Fleet will use their Merchant Officers and freight vessels, but some cargos are particularly sensitive or prone to interception by pirates or hostile aliens.

Multiple Characters

At the referee's discretion, players may have more than one character in the same game. One way to handle this would be to allow players one officer and one enlisted man. Depending on the number of players, this would be a good way to reduce the number of NPCs from the ship's crew, particularly at lower levels.

Using Star Explorer

Star Explorer is a companion board game to *Starships & Spacemen*, also published by Goblinoid Games. The list of missions in *Star Explorer* can be used to generate a mission for an adventure of *Starships & Spacemen*. Note that a Battle Cruiser in Star Explorer has 25 crew teams, and 50 crew members in *Starships & Spacemen*. As a result, a crew team will consist of two characters. The outcomes generated for crew teams that go planet-side may be used as a way of resolving the outcome of NPC teams.

Experience Adjustments

The players' "reward" for successful action is promotion. Promotion makes the characters more effective (as they increase their skills) as well as allowing them to use the more interesting equipment. Promotion in this game is based on experience points. As detailed earlier, XP are granted for defeating alien creatures. In addition, the SM can distribute bonus XP for character types as detailed below.

Military Branch

Bonus points may be granted for devising effective strategy or accomplishing important goals, such as rescuing captives. Military Branch characters who do not have a subclass gain a 10% bonus to experience from defeating alien creatures.

Command subclass: Bonus points should be awarded for successfully completing a mission, between 100 and 500 points, depending on the complexity of the mission and the degree of success of the solution. Points should be subtracted for excess casualties (depending on the situation), between 50 and 200 points for each character lost. The higher value for higher-ranking and alien officers, the lower for enlisted men.

The SM should allow a *reasonable* casualty figure without penalty, depending on the nature of the situation (i.e., more casualties are acceptable during a "hot war" than during a limited exploration recon).

Fire Control subclass: Bonus points should be awarded for each enemy ship defeated in combat, between 50 and 200 points, depending on the difficulty to the situation (50 for a weaker ship, 100 for an equal ship, 200 for a more powerful ship).

Scientific Branch

Sentient Contact subclass: These officers get additional experience points for successfully contacting new races. An alien life officer should get 50 points for every new race encountered and up to 200 for every new race that extended, friendly contact has been established with.

Biology subclass: Biology officers receive bonuses much like sentient contact specialists, but for making contact or discovering new animals and other organisms.

Medical subclass: Medical officers get a bonus of between 200 and 500 points for each outbreak of disease characterized and controlled, or for solving other complex medical issues.

Technical Branch

Technical officers receive bonus points, between 50 and 200 points for each journey through space completed successfully and within the time limits set by the SM. A penalty for lateness can be established, 50 to 100 points, for each day over the timetable. A bonus can be offered for journeys completed *under* the time limit of 50-100 per day.

Enlisted Men

Enlisted men do not receive XP bonuses for the kinds of situations described above. Partly to compensate for this and the fact that enlisted men are more vocationally focused, they have faster level advancement than officers. However, enlisted men may gain a bonus to XP for placing themselves in mortal danger for the benefit of the crew. This bonus can be from 50 to 200 XP, the lower amount for less dangerous situations, and the highest amount if the character has almost suffered death as a result of the sacrifice. Enlisted men who die in the line of duty for such activity receive a heartfelt posthumous commendation.

All Characters

The SM should reward all players for good ideas, and for the imaginative use of their powers and equipment. Along these lines, thoughtful computer questions should also be rewarded. The SM should be flexible in the awarding of points on this method, between 25 and 100 at a time.

In addition to experience points, the SM may choose to reward particularly meritorious action by the use of medals, awards, or decorations. One such idea is a "Galactic Legion of Honor", membership in which is awarded for unusual service to a fellow life form. The members of this select fraternity are tied to each other by bonds of loyalty stronger than those of race and will do anything possible to protect a fellow member.

NPCs and Experience

It may be common for NPC crew members to accompany the PCs on planet-side missions. All NPC party members receive a half share of experience earned by the group. For example, if there are four PCs, one NPC, and the group earns 100 XP for a task, each PC would earn 22 XP and the NPC would receive 11 XP. This is to reflect the fact that the NPC is less autonomous than a PC, following orders and not problem solving, but is nonetheless contributing to the success of the group. These calculations are carried out with raw XP earned, prior to any individual PC adjustments to XP.

Running the Galaxy

The setting of *Starships & Spacemen* is intentionally left wide open for the referee to develop. One of the problems with highly detailed science fiction settings is that the setting, history, and politics can be so over-developed that the referee feels overwhelmed in implementing all of the details in the game. The advantage to leaving the setting available for development is that as the referee you can focus on what is important to your game, and let your universe grow organically through actual play. In addition to what has already been presented, the following issues can be considered.

Galactic Economy

One dilemma the SM faces is that since the Confederation does not use money, how do you deal with money in the wider galactic context? What is valuable and what is not?

The Confederation does not have matter-conversion technology to create new materials from scratch out of pure energy. However (for example), advanced manufacturing techniques do allow fabrication of virtually any gemstone. Nonetheless, precious stones will have some value because the cost of manufacturing alone means that they cannot be too cheap.

Personal trade may take the form of barter or the exchange of metals such as gold and silver. The value of metals and stones will vary considerably by region. After all, the galaxy is a big place. In areas with rich deposits of metals and stones they will have less value, but in other regions of space they may be more valuable.

Some materials that always have value include chemical fuels, radioactive isotopes for nuclear drives, raw materials for all types of goods, foodstuffs, water, weapons, and even things like livestock. This list is not exhaustive.

Although the Confederation does not use money internally, the Space Fleet Service does recognize that officers and

enlisted men need to be issued local currency for shore leave, buying goods, and other activities. This is left to the SM's discretion. Space Fleet does not want their ships becoming storage units for the many and varied goods characters might find in their voyages. Characters may need permission from superior officers in order to purchase some goods, such as local weapons, pets, or other potentially disruptive items. All Space Fleet Officers are issued a 10' square storage unit at their most frequented starbase, where they may store personal items.

Galactic Justice

The Galactic Confederation operates several penal colonies for violent criminals. Non-violent criminals are often put to work in some capacity, under close supervision. The death penalty exists, and is reserved for the most heinous of crimes, including treason. The SM may devise appropriate penalties for crimes. He may want to develop a list of incarceration times for various offenses.

In addition, Space Fleet does not tolerate insubordination, and penalties may be as lax as suspension or demotion, or depending on the severity, dishonorable discharge. On a ship the commanding officer may make an acting ruling, and once the ship returns to a star base Space Fleet superiors will pass official judgment.

Pirates

Pirate activity is an on-going concern for Space Fleet. Isolated science colonies, freight vessels in unpopulated areas, and even smaller Space Fleet vessels are at risk to pirates. Pirates come in all flavors, from the essentially harmless conmen and smugglers to the most vile of criminals. The Confederation takes pirates very seriously, and pirates face long incarcerations with hard labor. If a pirate's career has been particularly violent, including murder and other violent crimes, the death penalty may be applied.

The Galactic Map

The following galactic map is a sample of what is possible. This is in no way an "official" setup. This initial map is the start of what the referee may devise and also shows the level of detail the players would have. In addition to the information provided, the referee would secretly determine the location of other important star systems, hazards, and other details the players will discover in their voyages.

The maps below detail two sectors of space. This is only one way to divide space, but as a general rule the SM may find it convenient to map by sector, with each sector being 20 square hexes (20 square light years). Sectors are names for either the most important star system, or other most important feature. Note that sectors are totally arbitrary and do not necessary reflect territories. For example, the Xoth Sector is named after the red dwarf star for the Zangid home world. However, the

totality of the Xoth Sector is not necessarily Zangid Territory (at least not officially!)

In addition to a few detailed sectors for initial play, the SM can create a grid of known space that is low in resolution, but just shows the overall area the Confederation has reached and a few key details. Each grid could represent a sector.

How big is the Confederation?

If your Galactic Confederation only has the members mentioned here, the Confederation may be relatively small. If you add many races and/or colonies, the Confederation may claim a much larger area. For a smaller Confederation, approximately 1,000 square light years may be appropriate, though it may not be perfectly square; it could be irregularly shaped and have a linear distance that is longer than 1,000 light years in some dimensions. For a larger Confederation you might make it as big is 10,000 light years, though this vastly increases your work to create the initial galactic setup. You can use a similar rule of thumb in determining the sizes of Zangid or Videni space.

Sol Sector

This sector is named for the Sol System, the home of humans. Note that in addition to these extrasolar Earth colonies, both Mars and Luna are heavily populated.
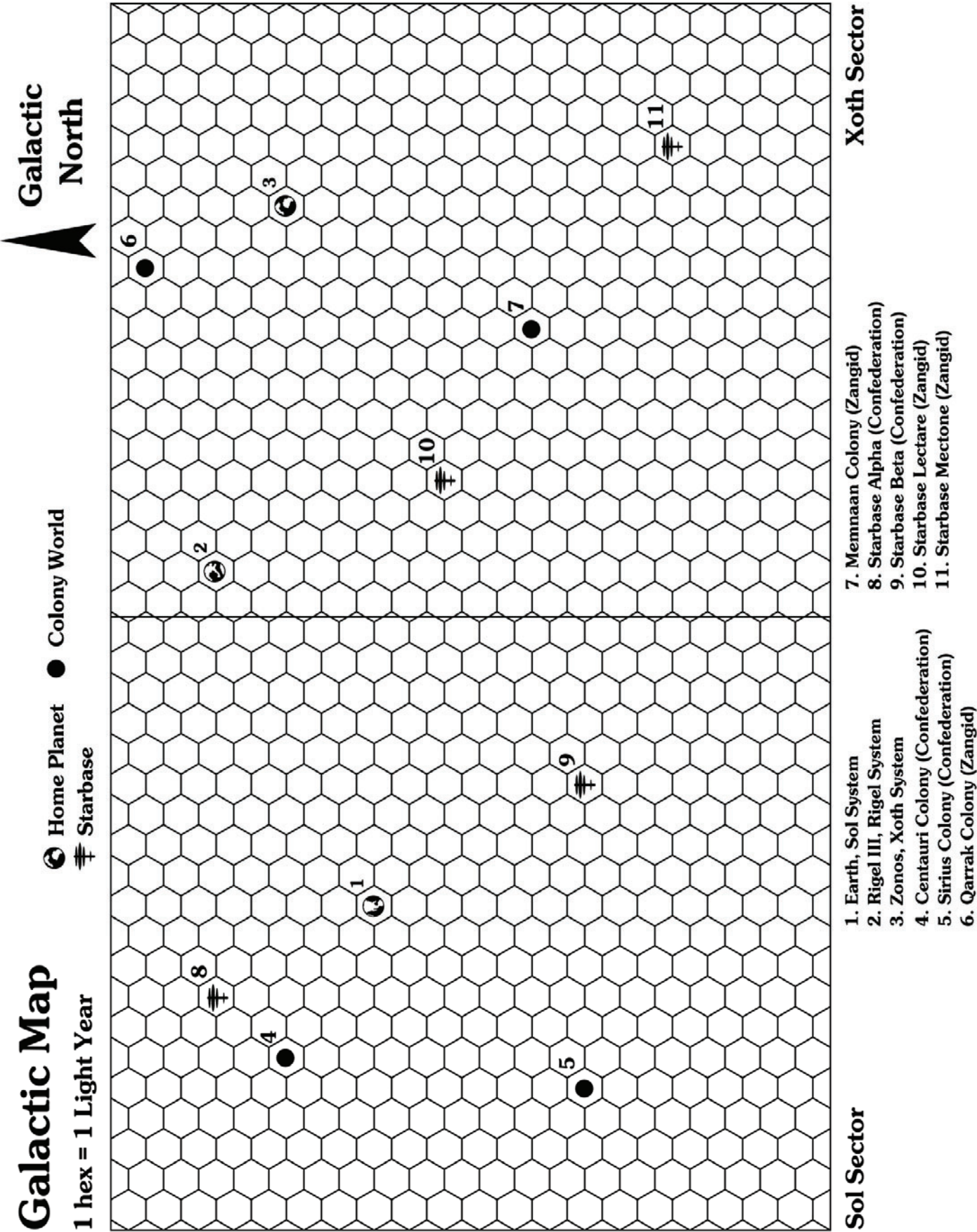
Earth: Earth (class H, Sol III) is the birthplace of humans. Earth circles Sol, a g-type star. It has become an economic and cultural hub, and races of many types call it home, typically serving some capacity in the Galactic Confederation. It has a global population of 9 billion. This figure would be much higher except for immigration and the loss of so many lives during the Genome War.

Centauri Colony: This colony is located on Proxima Centauri II (class H), circling the red dwarf star Proxima Centauri. The planet is predominantly human, with a population of 3.5 million.

Sirius Colony: This colony is located on Siren (Sirius A III), a planet orbiting the type A star Sirius A. Siren is a class G planet with a population of 1.5 million that lives both in floating and underwater cities. A native, friendly race of Atlanteans shares these waters. They are a highly intelligent race with unique aquatic technology, but have thus far declined to join the Confederation.

Starbase Alpha: This starbase is a full-service base typical of those described earlier in this book. It was the first starbase established by the Confederation, and its older systems have a reputation for breakdowns.

Starbase Beta: This base is much like starbase alpha, but due to its more remote location and proximity to Zangid space it has been equipped with three beam banks and 12 ion torpedoes.

Galactic Map

1 hex = 1 Light Year

🜨 **Home Planet**   ● **Colony World**   ‡ **Starbase**

↑ **Galactic North**

Sol Sector

Xoth Sector

1. Earth, Sol System
2. Rigel III, Rigel System
3. Zonos, Xoth System
4. Centauri Colony (Confederation)
5. Sirius Colony (Confederation)
6. Qarrak Colony (Zangid)
7. Memnaan Colony (Zangid)
8. Starbase Alpha (Confederation)
9. Starbase Beta (Confederation)
10. Starbase Lectare (Zangid)
11. Starbase Mectone (Zangid)

Xoth Sector

This sector is named for the Xoth System, home of the Zangids.

Zonos: Zonos (class H, Xoth V) is the Zangid home world. It circles Xoth, a red dwarf star. It is home to 5 billion Zangid, with few members of other races.

Zangid Starbases Lectar, Mectone: These starbases are comparable to Confederation starbases, though all entertainment is combat related. All Zangid Starbases are armed with 3 beam banks and 12 ion torpedoes.

Qarrak: This colony is home to 2 million Zangid. Qarrak (Makar VII) is a class H planet orbiting Makar, a g-type star.

Memnaan: This Zangid colony hosts 500,000 Zangid. Memnaan (class T) is the 5th planet in the Orkus System. This rocky, icy world is as harsh as the hearts of those who live there. It is a colony where cast outs and disgraced Zangid are sent to live out the rest of their lives as bureaucrats. It is rumored that the Zangid have enslaved a native species of humanoids, a beautiful race of ivory-skinned people. Sightings have been reported by Confederation spies but nothing has been confirmed.

Introductory Adventure

The following brief introductory adventure can be used with the included sample sector maps, or adapted to a galaxy of the SM's creation. The name of the frigate below may be adopted by the PCs, or another name substituted.

Mind Masters of Zeta Herculis

MISSION BRIEFING

FROM: Commander Andreas Regula, Star Base Alpha

TO: Commanding Officers of the Frigate *Deimos*

The Earth colony on Zeta Herculis IV was established 4 months ago with an initial population of 1,000. Two weeks have passed since their last communication with Space Fleet. Another supply freighter is not due to reach the planet for 8 months, and you are hereby ordered to set a course for Zeta Herculis IV to assess the status of the colony and offer aid if required.

Preparing for the Adventure

The players should begin at Star Base Alpha, or some other location of the SM's choosing. Players should select the equipment that their characters will be issued for the mission, and stock the ship's locker if this optional rule is used. If there is more than one command officer of the same rank, the players will have to decide among themselves who the commanding officer will be for this mission.

The referee should place the Zeta Herculis star system on his galactic map. It could be any distance desirable from the PCs'

starting point. In addition, the referee can place any hazards, or simply roll for random hazards as the players fly their course to Zeta Herculis. Depending on how the space voyage proceeds, the players may encounter much adventure before even reaching Zeta Herculis!

Zeta Herculis Essential Details

Star Type: G
Number of Planets: 7
Distance from Sol: 35 light years

Planets

Zeta Herculis I:	Class E
Zeta Herculis II:	Class W
Zeta Herculis III:	Class J
Zeta Herculis IV:	Class H
Zeta Herculis V:	Class V
Zeta Herculis VI:	Class M
Zeta Herculis VII:	Class L

Arriving to Zeta Herculis

Initially nothing seems out of the ordinary when the players arrive to the star system. However, when they orbit the fourth planet that changes.

Ship's sensors inform the crew that the planet has a high degree of residual radiation. Further analyses by consulting the ships computer can determine that the radiation is from global nuclear explosions dating to approximately 200,000 years ago. There are still some indications of previous cities, though highly eroded, suggesting an advanced society once lived here. Although some vegetation exists on the planet, there is no land suitable for horticulture and what little animal life exists consists of insects and small burrowing rodent-like creatures. The oceans are heavily polluted with radiation and other toxins. These readings are completely inconsistent with the information on record. Although the planet poses no immediate environmental danger to humans, long-term exposure would cause disease and infertility. The Space Fleet Colony Bureau proving team initially reported that the planet was Class H; a highly desirable planet for colonization. However, these new readings indicate that the planet is Class U.

Referee Background

This planet has an indigenous humanoid race that calls themselves the Mind Masters. Hundreds of thousands of years ago they virtually destroyed themselves and the planet with nuclear war, but some few survived by taking refuge underground. In those days the Mind Masters were much like humans, but over the millennia through genetic manipulation they have "evolved" themselves into powerful beings with vast mental capacities. Their goal is to increase their numbers and retake their place among the stars. With their new abilities, they would take over other alien races and rule the galaxy. However, hundreds of generations of inbreeding and cloning

have produced a constitutionally fragile race. Their genetic diversity has been lost, and they are highly susceptible to disease and other illnesses. They have long sought for a race that is genetically compatible with their own.

The Space Fleet colony proving team that initially investigated Zeta Herculis IV for colonization fell under the sway of the Mind Masters' power of *illusory projection*. They were subdued and tested, and the Mind Masters found that with some tinkering and experimentation humans would be good candidates for hybridization. The humans were implanted with memories that the planet would be ripe for a colony, and their sensor information was rewritten.

When the colony arrived the Mind Masters observed them for two weeks before overpowering their minds and taking them below ground for experimentation. Most of the colonists have died from inhuman experiments, but many remain that could potentially be rescued.

The Mind Masters are aware of the PCs' presence, but are observing them as a kind of cognitive test. Unless the PCs damage the facilities, the Mind Masters will allow them to explore until they reach area 12, where they will ambush them and try to capture them. If capturing proves too difficult they will resort to killing them. There are three Mind Masters currently awake, with others in suspended animation.

The Colony Town

The initial colony town was named Hercules. When the players investigate the town's coordinates they find that a few buildings are present, and nearby fields appear to have been plowed as if crops could be grown. The buildings are small, standard Space Fleet colony buildings made of a durable concrete. However, much equipment lies about, clearly indicating that the colony town was never fully constructed. If inquiries are made with the ship's computer, the data will indicate that the colony was most likely only active for two weeks.

If previous transmissions from the colony to Space Fleet are analyzed, the computer may reveal that all transmissions after the first two weeks are artificial, constructed by a computer to deceive Space Fleet.

A planet-side team will find that the buildings are deserted. There is evidence of domestic activity, such as cooking stoves and food left out to rot, clothes hanging on lines, etc. But there is no evidence of either living or dead people.

If the players successfully consult the computer for more information, either on the ship or via an *auto-analyzer*, the ships sensors can discover that there is an artificial structure that seems to me intact 10 miles east of the town, located in the foothills of a mountain range.

THE STRUCTURE

If the players decide to investigate the structure, the PCs may walk or teleport to the location with no difficulty. There is no substantial alien wildlife that would pose any threat.

The structure is cylindrical and metallic, 50' high with a 30' diameter. Sensors cannot penetrate the interior, but there is a visible 10' square door located at ground level on the north side of the cylinder.

1. ENTRANCE: This 10' x 10' door has no handle, but there is a black 1' square plate approximately in the center of the door. Touching the plate with an object or any barrier between skin and the plate illicits no response. If a character touches the plate with a bare hand the plate illuminates with a yellow light and makes a sensor sweep of the hand. If the plate finds DNA that does not match the Mind Masters, it emits an electric shock. The PC must save versus electrical attacks or suffer 2d6 hp damage.

The door may be penetrated with beam weapons, and will sustain 20 hp of damage from beam fire before being destroyed.

2. ELEVATOR: This elevator has a retractable gate that can be pulled from the side. There are two buttons inside the elevator, one for down (black) and one for up (red). If the black button is pressed the elevator will not function unless the door has been latched shut. It descends for 1 turn to a depth of 1,000'. The elevator shaft is visible through the gated door, and is carved from stone.

LEVEL 1

This level of the complex is 1,000 feet underground. Communicators work, but teleporters are hindered due to the depth and interfering ores and radiation. All teleportation to and from this level is considered blind.

3. DECONTAMINATION: This large room has a door on the north side, with a flashing yellow light above it. Two rounds after the elevator has descended and the gate opened, the room fills with a thick, sticky white mist. The mist has advanced anti-radiation properties, neutralizing all radioactive dust or debris. The substance is toxic when inhaled by those characters with cobalt-based metabolisms. They must save versus poison or die. This mist is present for 3 rounds before dissipating, after which time the yellow light turns off and the north door opens.

4. HALLWAY: This 30' long hallway is lighted from the ceiling. The walls and floor are transparent, revealing water all around that contains various fish-like creatures swimming about. The water is connected to the stream in area 5.

4A: BUBBLE: this 30' spherical chamber encompasses area 4. It is full of fresh water and many edible species of fish.

5. HABITAT: This habitat has a lighted ceiling that is 200' high. There is a 20% chance that artificial rain emitters are

active, creating a light rain in the habitat room. Most of the area is covered in wild grasses and flowers, except for a wooded area on the east side of the room. The grasses are pink, and the flowers are various shades of purple. The trees have pink leaves. An artificial stream emerges from a spring on the north wall, flows to a pond and then into a 5' diameter tunnel on the south wall. The tunnel leads to 4A. The stream and pond is stocked with edible trout-like fish.

1 Square = 10'
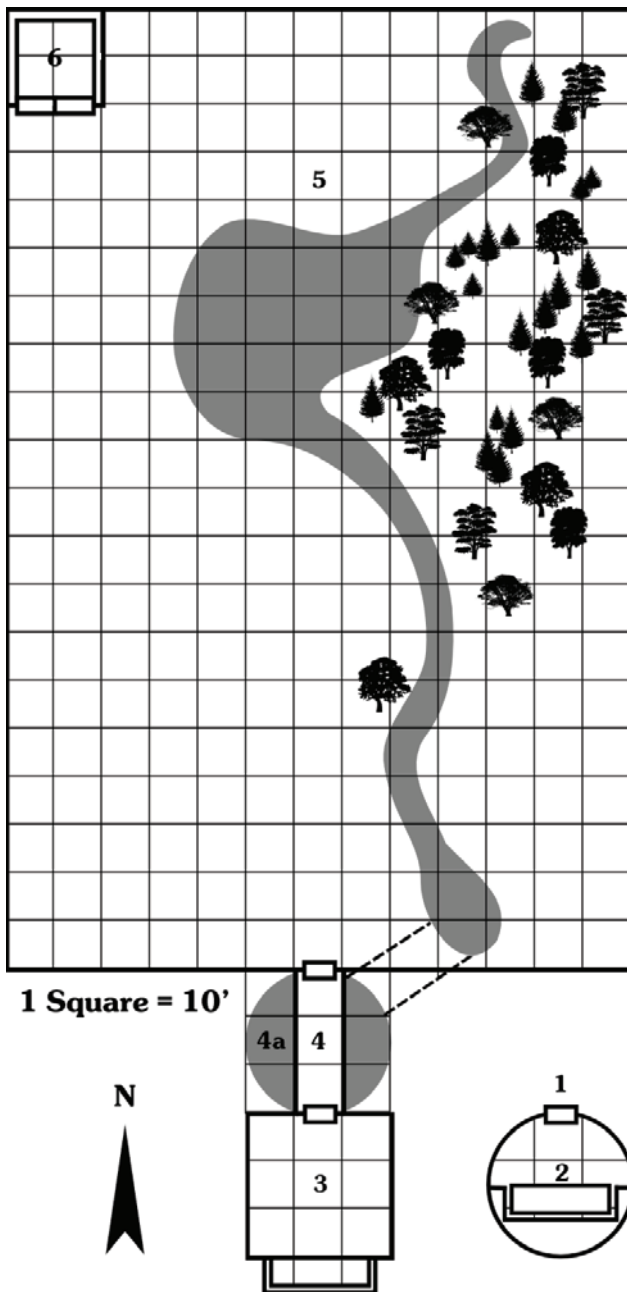
Within the wooded area there is a relict species of alien feline, occasionally cloned and restocked here by the Mind Masters. If the players investigate the woods the cats will attack, otherwise there is a 70% chance they will emerge from the wood and attack the PCs as they pass through the habitat.

Felinoids (5) MV 150' (50'), INT Animal, PP 1d4 (inactive), HT 1d8, AR -3, CS 12, SV L1, #AT 3, DG 1d4/1d4/1d4, ML 9

Description: These 3' long cats closely resemble miniature Earth tigers, but their stripes are pink-red and white.

6: ELEVATOR: This elevator has a similar mechanism as the one from area 2, except the door is solid and closes tightly. It descends 100' to the second level.

LEVEL 2

At this level communicators cannot reach a ship in orbit, and the teleporter is useless. However, communicators can still be used between characters on this level or with characters between levels 1 and 2. Unless otherwise noted, all doors on this level slide open automatically when a being passes within 3' of it.

7. FOOD VATS: This room contains many metallic canisters. Some contain vats of cloned meat, while others contain living plants with internal lighting. The plants bear various fruits and vegetables. All canisters are connected by various cables that merge to one conduit which enters the ceiling in the west side of the room. All food here is edible and free of pathogens.

8. QUARTERS: This lounge area contains doors to several quarters for the Mind Masters. Most are currently unused. All are fashioned plainly with bunks and drawers for clothing.

Room 8A contains a pet of the Mind Masters, a vicious baboon-like primate that will attack if the PCs enter.

Papoid (1) MV 120' (40'), INT Animal, PP 1d4 (inactive), HT 3d8, AR -2, CS 12, SV L3, #AT 1, DG 1d8, ML 10

Description: This large, 6' long papoid specimen has shaggy blue fur and a very large, toothy mouth.

9. COMPUTER: This room contains a large central computer that is responsible for all of the automated activities of this compound, including food growth, habitat management, and air recycling and purification. The computer can sustain 100 hp damage before ceasing to function. Its data banks contain many wondrous cures for disease and technological advancements well beyond Space Fleet, but these secrets are locked behind a security mechanism that is both mechanical and biological. A Mind Master must be forced to unlock these data or they are irretrievable.

10. CLONE VATS: These vats are used for cloning the various creatures encountered in the compound, including the Mind Masters themselves. A data bank retains the biological information to many indigenous but extinct creatures, and is capable of cloning any of them. There are 2d4 tanks currently host to growing clones that are a test batch for a new breed of Mind Master/human hybrids. PCs peering through the glass of the tanks can see male and female hairless humanoids with very large craniums. Each window view port has a red "X" written on it.

1 Square = 10 feet
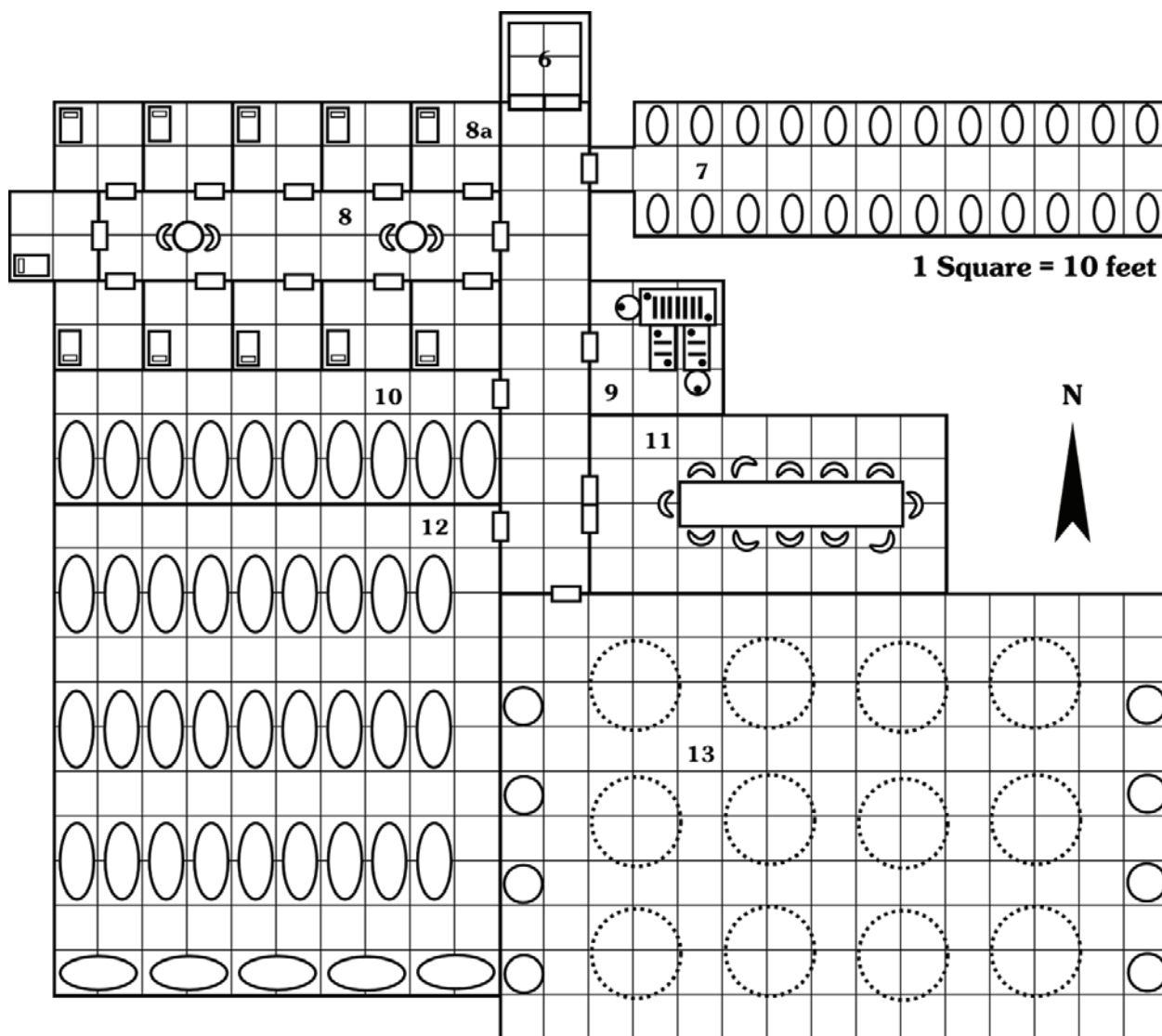
The clones have not developed as the Mind Masters hoped. This batch is homicidally insane, and weak minded. The Mind Masters are aware of this and will incorporate the clones into their observations of humans. As the PCs investigate the clone tanks the Mind Masters activate the wake sequence from afar. The clones will revive in 2d4 rounds, and then emerge from the tanks to attack the PCs.

Broken Hybrids (2d4) MV 120' (40'), INT Genius (but horribly insane and crippled), PP 2d6+6 (potent), HT 1d8, AR 0, CS 12, SV L1, #AT 1, DG by weapon or PSI power, ML 10, PSI Powers, *tentacles of the mind*

Description: These clone/alien hybrids resemble beautiful humans but with very large craniums. They are faulty, the product of mismatched hybrid DNA, and are murderously insane. They will attack with their PSI ability *tentacles of the mind*, but will not physically attack. If they spend all of their PSI points they will retreat to huddle in fear, but so long as PSI points remain to use PSI powers they fight to the death.

11. LIVING SPACE: This recreation room has a large table for dining, and various chairs. A vid screen on the north wall shows various images of what Zeta Herculis IV must have looked like thousands of years ago. There are scenes of vast pink-leaved woodlands, and other scenes of large prairies and animals somewhat resembling blue-furred buffalo, among many other scenes.

12. CRYOCHAMBER: This room contains many cryosleep chambers. All but 2d6 of them are empty. The preserved humanoids are Mind Masters of the old breed. Due to resource limitations, traditionally only three Mind Masters are ever awake at one time, and they take turns of five years each outside of the sleep chambers.

13. PRISON: This large room contains many cells, each containing 2d4 human colonists. On the east and west walls there are four large "test tubes" containing a human that is being subjected to various tests. They are unconscious, and various fluids circulate around them subjecting their DNA to various permutations and analyses. Any human released from a tube will die in 1d4 rounds without immediate and radical

medical attention. Only placing them right away into suspended animation for later treatment at a starbase can save them.

This area also contains the Mind Master caretakers, who will ambush the PCs as soon as they enter this area.

Mind Masters (Evolved Men) (3) MV 120' (40'), INT Genius, PP 2d6+6 (powerful), HT 1d8-1, AR 0, CS 12, SV L1, #AT 1, DG by weapon or PSI power, ML 9, PSI Powers, *ESP; telepathy; Illusory Projection; tentacles of the mind*

Description: The Mind Masters resemble 5' tall, thin, frail humans with large pulsating craniums. They don't fight with weapons, preferring to use their formidable mental powers. Note that the Mind Master ability of *illusory projection* is more powerful than the typical version. The Mind Master ability has a range of 25,000 miles (out to high planet orbit), and a duration of 2d6+6 turns. In addition, they may affect not just one, but 3d4 targets. If they single out one target, the receive +2 to PSI for the purposes of resolving mental combat.

Aftermath

If the PCs at any point flee, leaving any of their comrades unconscious, there is a 50% change they will be placed in the experiment tanks. Otherwise, they are in the holding cells for 3d4 days before they would be transferred to the tanks.

If the Mind Masters are defeated, Space Fleet Command will frown upon the sleeping Mind Master clones being exterminated. This is generally against Space Fleet policy, and as a warning the PCs would be docked for all XP earned on this mission.

If the planet is further analyzed the computer may reveal that there are 5d10 additional underground structures across the planet, all abandoned at various points over the last 10,000 years. This is the last outpost of the Mind Masters, and their final gasp at survival.

If any of the defective hybrids are captured alive, the referee might grant an extra 25 XP per hybrid saved. With extensive therapy they may be rehabilitated to the point of becoming productive members of the Confederation. Similarly, the referee may grant bonus XP for each colony member saved, in the amount of 10 XP per colonist.

SUPPORTERS

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Darrel Miller
Caleb Jensen
Christopher Mennell
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Mark Kunkle
Anthony Hunter
Jay Mac Bride
Chris Nielsen
David Dorward
Michael Bentley
Sean Michael Kelly
Rick Watkins
Gerald Kuster
Guy Hoyle
Adam Thornton

NAME: RACE:

STARSHIPS™ & SPACEMEN

CLASS: LEVEL:

DESCRIPTION:

STRENGTH

ENERGY ATTACKS

Attack/Damage Modifier:

Muscle Check:

CONSTITUTION

POISON *or* DEATH

Radiation/Poison Adjustment:

Resist Trauma: HP Adjustment:

DEXTERITY

STUN ATTACKS

Defense Modifer:

Missile Attack Bonus: Initiative Adjustment:

INTELLIGENCE

RADIATION

Languages: Technical:

Science:

HP

Defense

CHARISMA

Reaction Adjustment: Contact:

Subordinate Morale:

PSI Points

PSIONIC POTENTIAL

Recovery Rate:

SKILLS

Combat

Contact

Science

Technical

EQUIPMENT	CLASS/RACE ABILITIES	PSI POWERS

RANK:

XP:
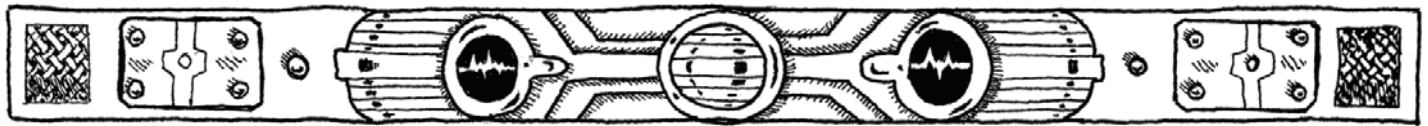
SHIP RECORD

Ship Name _____

Ship Type: _____

Commanding Officer _____

Crew complement: _____

Command Rank: _____

Power Pile Base: Max. _____ / _____

Teleporter Capacity: _____

Beam Banks: _____

Ion Torpedoes: _____

Shuttle Ships: _____

Sick Bay Capacity: _____

Notable Crew

Ship Locker

Energy Costs

Activity	Cost
Galactic travel	5 EUs per warp factor on hyperdrive
Intrasystem travel	5 EUs for any travel at nuclear drive (per day)
Galactic travel	5 EUs per hex side turned (no cost at nuclear drive)
Entering a planet's orbit	5 EUs
Leaving a planet's orbit	5 EUs
Life support systems	5 EUs (mandatory)
Teleportation	5 EUs per person each way
Beam Fire	5 EUs per beam bank (each bank has 2 beams)
Ion Torpedoes	None
Tractor or Pressor Beam	Based on distance; 1 EU/12,500 miles
"Priming" Shuttle Ship	5 EUs if instantaneous; 1 hour delay is free

Screens:

	EUs/Day	
	Half Screens	Full Screens
Frigate	15	30
Destroyer	30	60
Cruiser	60	120
Battle Cruiser	120	240
Dreadnaught	240	360

Screens used for any part of a day incur the total cost for the day.

Ship-to-Ship Combat Chart

	Range (miles)		
Ship Skill	Beams	Ion Torpedoes	Fireballs
16	15,000	5,000	10,000
15	30,000	10,000	20,000
14	50,000	20,000	40,000
13	75,000	30,000	60,000
12	100,000	40,000	80,000
11	125,000	50,000	100,000
10	150,000	60,000	120,000
9	175,000	70,000	140,000
8	200,000	80,000	160,000
7	225,000	90,000	180,000
6	250,000	115,000	230,000
5	275,000	140,000	275,000
4	300,000	165,000	300,000
3	325,000	190,000	325,000
2	350,000	210,000	350,000
1	400,000	225,000	400,000

Galactic Map

1 hex = 1 Light Year

Key:

Galactic North

Sector:

Sector: