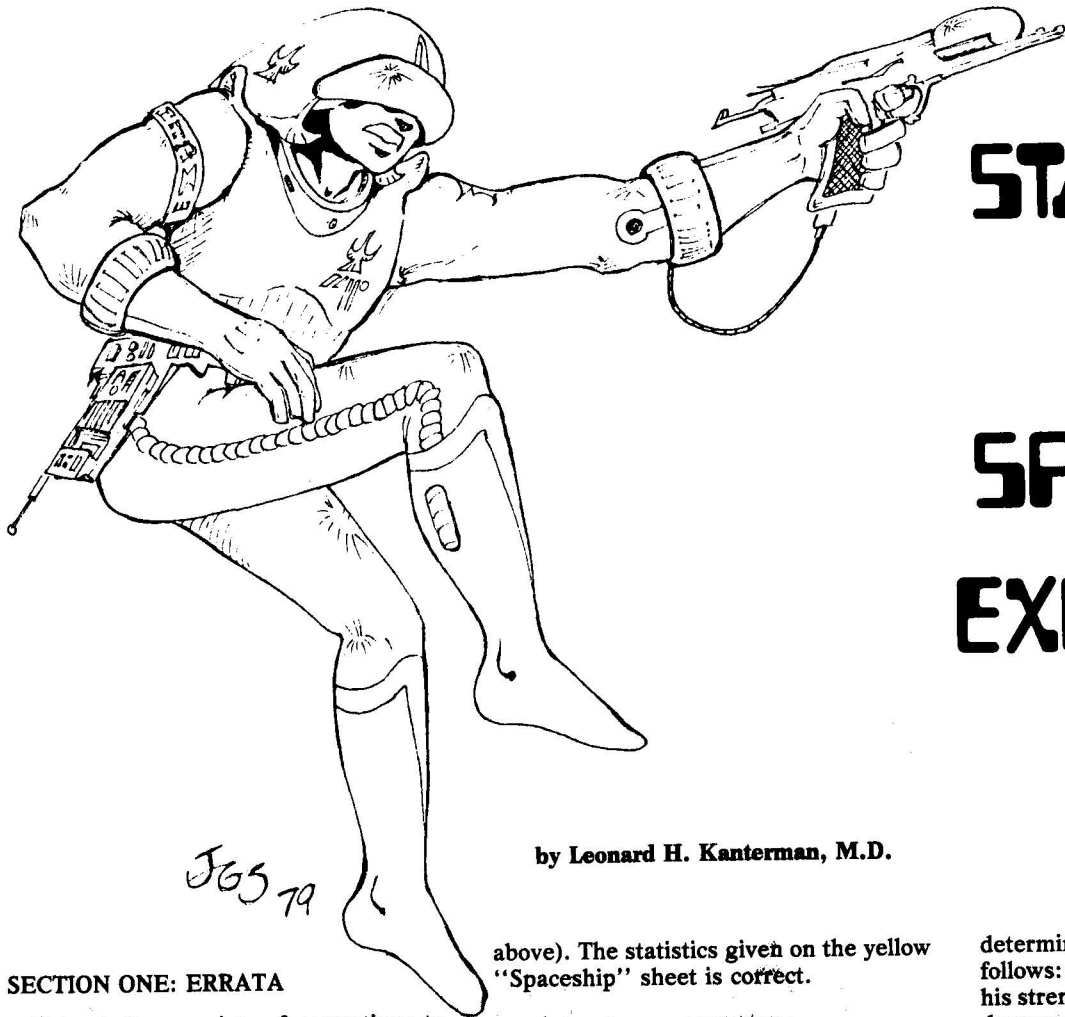


STARSHIPS & SPACEMEN EXPANSION KIT



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SECTION ONE: ERRATA

This section consists of corrections to the main body of rules as published, and are mostly in the nature of typographical errors and resolving contradictions between various sections.

a) Character Abilities—There is some discrepancy between the modifications of abilities for race and sex listed in the sections on abilities and those listed on the sections for each race.

1) Taurans—Taurans add only 1 to intelligence, as listed under intelligence (not 2 as listed under the race). They subtract 2 from charisma, and add 1 to technical skill (as listed in both). They add 2 to strength (as listed under strength). Tauran loyalty base is 7.

2) Andromedans—Andromedan loyalty base is 8 (as listed under loyalty) not 6 (as listed under race). They add 1 to intelligence (as listed under race) instead of 2 (as listed under intelligence). They add 2 to contact and charisma, subtract 2 from marksmanship and technical, and subtract 1 from strength (as listed in both).

3) Fire Control Officer—The Fire Control Officer adds 2, not 3, to the minimum hit number required in ship-to-ship combat.

b) Ship Statistics—In the main body of the rules, a freighter is given the same statistics as a dreadnought (listed just

above). The statistics given on the yellow "Spaceship" sheet is correct.

SECTION TWO: ADDENDA

This section makes several substantial procedural changes to the rules.

a) Movement—The basic movement rate (on foot) on planet's surface depends on gravity and is as follows:

Low gravity: 10 kms/hr (2 kms/10 minute period)

Medium gravity: 5 kms/hr (1 km/10 minute period)

High gravity: 2.5 kms/hr (500 m/10 minute period)

b) Concealment—Players defending in a concealed position are given a bonus when being attacked with ranged fire. Characters which are moving into close combat range, and all characters involved in close combat, do not receive this bonus.

Natural concealment (on hill, in tree, behind boulders): subtract 2 from attacker's marksmanship

Mandmade concealment (in building, trench, behind a wall): subtract 4 from attacker's marksmanship

This subtraction is made before the die is rolled for ranged-fire attacks, applies to all ranged-fire weapons, and is cumulative with other modifications (i.e., range).

c) Psionic Exhaustion—Each time a player uses a psionic power (whether successful or not), he must determine if psionic exhaustion occurs. The player

determines his Psionic Power Reserve as follows: he adds his Psionic Potential to his strength at that moment (including all damage already taken), and from that subtracts the cost of the power he is using as given on the Psionic Cost Table. The player must roll less than his Psionic Power Reserve on a D20 to avoid exhaustion. If he rolls greater than or equal to his reserve score, exhaustion does occur. The effects of exhaustion are as follows: first, the character must immediately take D6 hits in damage; second, the character may not use any psionic powers for the remainder of that day; third, if the character undergoes a psionic attack, he defends as if he had a Psionic Potential of zero. Note that the roll for exhaustion occurs *after* the power is employed and, even if exhaustion does occur, the power employed still has its full effect.

Example—A Tauran with a strength of 15 and a Psionic Potential of 10 uses telekinesis at a cost of 8. His reserve score is 17 (10 plus 15 minus 8). If he rolls a 16 or less, he avoids exhaustion; on 17 or higher, he is exhausted psionically.

SECTION THREE: EQUIPMENT

a) Laser Sword—This item costs 1 unit, and is restricted to characters with a Psionic Potential of at least 3, a marksmanship of at least 12. The weapon has a limited range of 1 meter, and is thus employed only in close combat situations

(no ranged fire). If a character armed with a laser sword is attacked in close combat, he rolls against his marksmanship. If he rolls less than his score, his attacker's close combat is deflected and his attacker immediately suffers 2D6 pts damage. If he fails to roll less than his score, a normal close combat situation ensues, with the additional modification that the wielder of the sword is attacked his usual die roll addition to strength.

Two characters with laser swords can engage in a duel in lieu of a normal close combat melee. Each character determines a Duel Score, by adding his marksmanship, his Psionic Potential, and the roll of 1 die. The characters then compare their Duel Scores: if one character's score exceeds the other's by 4 or more, the character with the lower score is hit, and suffers 2D6 pts of damage. If the differential between scores is less than 4, the duel is stalemated, for that round.

b) Stasis Generator—This costs 2 units, and, like other generators, is limited to technical officers. The tech officer must roll less than his tech score each turn 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 100 meters. At 10 m, the beam is 1 m wide, at 20 m, it is 2 m wide, and so on up to 10 m wide at maximum range of 100 m. 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 minute; at half max (50 m), a character is stunned for 2 minutes, at half of that (25 m), a character is stunned for 4 minutes, and at 10 m or less, a character is stunned for 10 minutes. A character caught in a stasis beam at less than 10 m range also suffers damage: 1D6 pts if from 5-10 m; 2D6 pts if under 5 m. 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.

c) Landspeeder—This item costs 3 units, and can only be transported to a planet's surface by shuttle ship. The landspeeder can carry six passengers and their equipment, and travels at the rate of 100 kms/hr 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 damage points, and loses 10 kms/hr speed for every point lost.

d) Skycycle—An individual air transport /combat vehicle, the skycycle costs 4 units, and is limited to use by military

officers or Rigel. It can be transferred to a planet's surface only by shuttle ship. The cycle has the same air speed as a jetpack (100 kms/hr), but double the ceiling (200 m on high grav, 1000 m on medium or low grav). The skycycle is considered to be concealed for ranged fire. The cycle itself is considered to have 20 damage points; for every 2 points damage taken, the vehicle loses 100 m of altitude ceiling and 10 kms/hr speed. The cycle can also operate on a planetary surface as a landspeeder would.

e) Robot Tank—Unmanned heavy combat vehicle, possessed by Zangids and the Galactic Confederacy, is available for use only in "hot war" situation and costs 5 units, can only be chosen by military Rigel. Robot tanks can only be transported to a planet's surface by shuttle, and use half shuttle's entire transport capacity. The tank is controlled by, and in communication with, the ship's computers. There are two models.

1) Mk I "light": Anti-personnel weapon, armed with 2 laser rifles.

2) Mk II "heavy": Anti-position weapon, armed with laser cannon.

Laser cannon, like laser rifle, has a 1000 m range. It scores 5D6 points damage with each hit, and is effective against buildings and vehicles.

Both models have a ground speed of 50 kms/hr, and 50 damage points. For each damage point taken, 1 km/hr speed is lost. All 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 marksmanship of 20, modified as usual for range and concealment.

f) Shuttle Ships—Shuttle ships can be used for transportation within a planet's ecosphere, either in the atmosphere, on land, or on (or under) water. The ship has a speed of 50 kms/hr, and 100 damage points, it has no weaponry. A shuttle can carry 50 individuals or 2 robot tanks. A skycycle takes up the room of 5 individuals, a landspeeder the room of 10. Starships are equipped with shuttles according to type of ship, and more may not be requested.

SECTION FOUR: STARMASTER'S AIDS

A) STARSHIP CONTACT MATRIX—This table was devised before Space Carriers were part of the game, and thus the chance of meeting an enemy carrier was not included. This revised table should be used.

1—Friendly Freighter

2—Friendly Starship: 1,2 - DD; 3, 4 - CS; 5 - BC; 6 - DN

3—Enemy Freighter (Zangid only)

4—Enemy Starship (Zangid): 1,2,3 - DD; 4 - CS; 5 - BC; 6 - SC

5—Enemy Starship (Zangid): 1,2 - DD; 3,4 - CS; 5 - BC; 6 - SC

B) PSIONICS—Two new psionic powers are described below. Like tele-energenesis and molecular control, these powers have a psionic cost of 20 and cannot be used by players, only by non-player psionics.

1) Brain Drain—Resolved as any other psionic attack, if the Brain Drain succeeds the affected character rolls 1D6 and subtracts this from his intelligence. When a character's intelligence 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 is applied permanently to the character's intelligence. (For example, a character with intelligence of 12 that was reduced to -3 would, upon restoration, be restored only to intelligence of 9). A psionic employing Brain Drain may attack from 1-6 characters each round of combat.

2) Tentacles of the Mind—Resolved as any other psionic attack, Mind Tentacles reach out and grab a character (immobilizing him and prevent any action except thought or psionics), and inflict 1D6 points of physical damage (to strength) each round; a player can be physically killed from such an attack, as by any other physical attack. The tentacles can immobilize 1-6 characters per round, without inflicting any damage, or can be concentrated against 1 character to inflict damage.

C) STRONGHOLDS—Players often find themselves in the stronghold of their enemies; the following tricks are suggested to prevent them from scampering around with impunity.

1) Audio-visual Sensors—Remote-control TV cameras that sweep areas. Usually tied into a central alarm system, they may also release traps (pits, teleporters) or guards (especially robots). May be armed with lasers that can also sweep.

2) Psi Sensors—Respond to use of psionic powers in the above manner.

3) Stasis Beams—Work in the same manner as the weapon, to immobilize characters.

4) Bolaster Walls—Reflect and ricochet all laser fire.

