

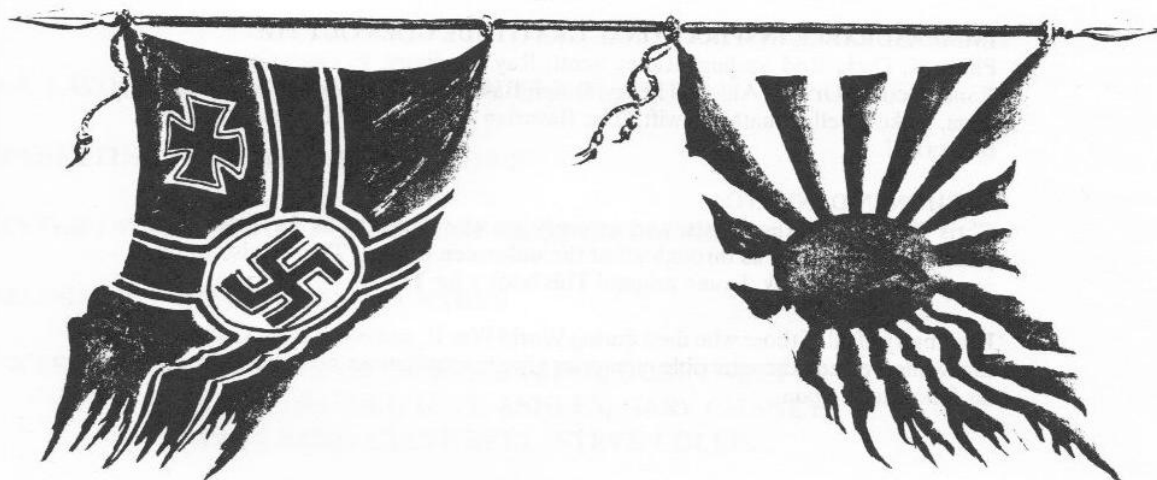
Reich Stat



SCI-FI ROLE-PLAYING IN A TERRIFYING
FUTURE THAT MIGHT HAVE BEEN


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PLEASE INCLUDE A SELF-ADDRESSED STAMPED ENVELOPE WHEN CORRESPONDING.

DEDICATION

We would sincerely like to thank Marie-Claire Bell, and Elizabeth and Ken Richardson, Sr. for the immense support they have given us whilst we have taken this idea from the research and planning stages, through the writing, up to the final stages. Without that support this project would still be a dream. Their patience and tolerance has been exemplary even though we have stretched them to the limit.

Thank you.

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Chris Tubb, all of the artists, and to everyone who wrote to us for having the patience to bear with us through all of the unforeseen delays. Thanks also to the purchaser of this book. Domo arigato! This book's for YOU.

In memory of all of those who died during World War II, and other wars. Let's pray that while we keep these terrible memories alive man will never be so inhumane to his fellow men again.

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FOREWORD

At last it's over! You hold in your hands the result of six years of evolution (and a full year of grueling toil) for a project developed from that brave philosophical question, "What if . . . ?" Throughout our history those people who dared to ask such questions on sensitive subjects have been persecuted by the masses, treated with contempt, and found themselves embroiled in bitter and violent conflict with those of opposing beliefs. Darwin with his theory of evolution is one example; Galileo is another. When Galileo boldly stated that everything in the universe did not revolve around the earth, he was branded a heretic by the Church and excommunicated. He was only pardoned for his "crimes" just a few years ago.

Now I'm certainly not trying to place myself in the league of these two great scientists, but in writing this book we have asked a very sensitive "what if?" question — that being: "What if the **bad guys** had won World War II instead?" It's certainly not going to be a pretty place to read about — after all these are the people who believed in racial genocide, and who committed such acts of evil that the impact will be felt in our collective consciousness for centuries. While working on this project there were times when we were afraid that some people may be hurt by what we were doing, misinterpret what has been written, or think that because this book is a **game** that we were trivializing what had happened in the 1930's and 40's. This is not what we are doing at all. Sure, it's a game that is meant to be enjoyed, but it is also a fictional work that operates on another level at the same time.

There are many parallels in this book that reflect back some of the imperfections in our **own** world. Things that anger us; things that should be changed; and things to be avoided at all costs. Sometimes it takes a shocking work like this or Jonathan Swift's *A Modest Proposal* to enable people to see things from an entirely new objective perspective before they can really see at all. Naturally there will always be those who just don't care, but maybe it will shake up a few of those people who believe (like those in Galileo's time) that everything revolves around their own little world.

Probably an even more horrifying question we have asked ourselves is, "Are we really that much **different** from what might have been?" The United States is supposedly a free country with rights guaranteed by our Constitution. We are supposed to have such things as: freedom of speech, freedom of choice, freedom of the press, the right to keep and bear arms, and protection from unreasonable search and seizure. This didn't keep the U.S. Secret Service from raiding a fellow games company and taking their "cyberpunk" project, and completely disrupting business because of the ludicrous idea that the book could be used as a guide for computer hackers. (Just plug into your brain / computer interface and you're off!). Our Constitution also did not stop a powerful Senator named McCarthy from having people blacklisted in the entertainment industry as "Reds" and put out of work for disagreeing with official policies — never mind the fact that many weren't even Communist to begin with! The "Red Scare" (although diminished somewhat) is still fixed firmly in American culture with films like *Rambo*, and t-shirts declaring "Better dead than red." Our constitutional rights also didn't stop the FBI from monitoring such "dangerous people" as Ernest Hemingway (as far as the Government is concerned some people are just not conductive of the public good). Sure, J. Edgar's gang didn't wear long leather coats and say, "Can you kommen with us, please?" in a silly German accent, but the end result is the same. There's probably someone in Washington reading this right now and starting a dossier on one "Ken Richardson, Jr. — author of anti-government propaganda, and probable communist." Well folks, I'm certainly not a communist, in fact I don't believe in any political party due to the fact that too many important issues get put aside while people play party favorites. I am simply a strong American patriot who is very concerned that one day we could wake up under the rule of a totalitarian government that inched its way into power over the years. I get very angry when I see our freedoms being stripped down one by one. Just last week the Supreme Court ruled that it was alright for the police to search your home

without a search warrant, if in the "officer's opinion" he had reason to suspect you of something! (Gee, why didn't they just issue the red armbands while they were at it?). The U.S. government loudly condemned the shooting of Chinese students protesting their government. Does anyone remember "Kent State"? Of course the U.S. isn't the only country that does these things — the United Kingdom and the U.S.S.R. also have a lot to answer for, and so does nearly every single country in the world.

Getting back to some of the other parallels in the book, you only have to look as far as the White Patriots and Ku Klux Klan in the U.S., or the Afrikaner Defence Force in South Africa before you run into Nazi ideals of white supremacy. Presidential "hero" Andrew Jackson was responsible for what could easily be called the "American Holocaust." He forced thousands of Cherokee Native Americans to relocate west of the Mississippi. The Army rode on horseback holding guns to their heads as they marched along the "Trail of Tears." Thousands died from the cold winter weather, starvation and fatigue. Jackson is then rewarded after his death by having his picture put on the face of a \$20 bill. There is now a new prejudice in this country toward the Japanese due to the huge amount of products and interests in America. Somehow I don't believe there are 250 million Nihonjin living here and buying from their own country, do you? From a historical standpoint we forced them to trade with us under threat of fire to begin with!

I'm sure the whole world breathes a synchronized sigh of relief as tensions ease in the "cold war." At least some things finally seem to be changing for the better. It's quite a remarkable coincidence that the wall dividing Germany is coming down just as this book is being finished. I just hope it's an omen for good and not bad. Call me a doomsayer or pessimist, but when you've worked on a project like this for so long you can't help but feel a little uneasy about Germany once again becoming the largest and most powerful country in Europe. German history seems rooted in a drive for power and conquest from Atilla the Hun, to the Thirty Years War, to the two World Wars.

They just don't seem to know when to stop. And now there are new Nazi rallies with skinheads shouting, "Ein Vaterland!" That certainly doesn't inspire peaceful slumbers!

Of course on the flip side of this, Germanic culture has given so much to the rest of the world in science, literature, and music. Where would we be without Beethoven, Mozart, Bach, Wagner, Strauss, Schiller, Goethe, Brecht, Diesel, Porsche, and pioneer film-maker Fritz Lang? Germany also has some of the most spectacular countryside in Europe (not to mention delicious food and the best dark beer on the planet!). I suppose all we can do is sit back and hope the brighter soul of the Teutonic spirit will win out, and leave the darkness of its past where it belongs.

Politics aside, there are still a few other issues that we must also face as we move forward. The current world population is 5 billion and rising; we're cutting down our vital rainforests, and draining our natural resources; polluting our water and atmosphere; increasing radioactive and toxic wastes; and forcing many forms of wildlife to extinction. Unlike the characters in **REICH STAR** we still have a chance to alter our future. We don't have to end up like the Erde in this book, but it's up to all of us little people to join together to make the changes we seek — politically, socially, and environmentally. Just as it is up to you to decide how your character is going to react to the fictional world in this game, it is also up to you to decide what kind of legacy you wish to leave your grandchildren in the real world. Do you want them to have to live in a world like the Erde portrayed in these pages? It is often said that if you fail to learn a lesson of past history it is doomed to repeat itself. Perhaps if we can manage to learn from a history that never happened we may be able to avoid a similar fate altogether. I, for one, would like to hope that we still have a chance.

Ken Richardson, Jr.
March 9, 1990

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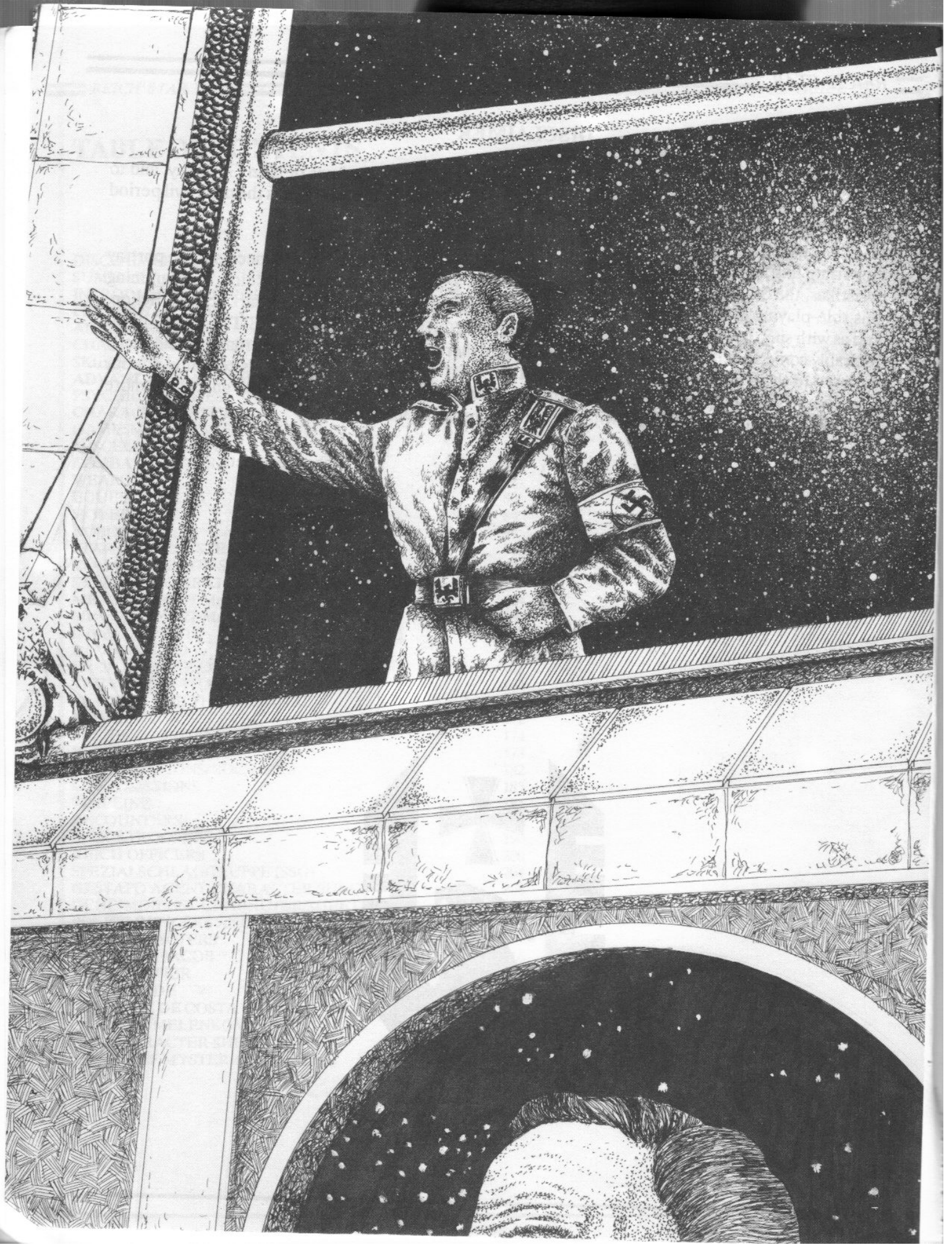
DISCLAIMER

To many people who were alive to witness the horror and heinous crimes of Nazi Germany, and to those who only know of it through the words of relatives or text books, it remains the most evil period of Mankind's History.

In writing this book and creating this vision of an alternate Earth, it was and is necessary to portray swastikas, the SS, death camps, and further atrocities committed by the Third Reich. In examining this role-playing game it is important to understand that it is simply a work of dark science fiction, and as with such books of that genre (*BRAVE NEW WORLD*, 1984, *FARENHEIT 451*, Etc.) it will probably come under attack. We feel that we should therefore state for the record that we are directly opposed to the beliefs of Nazism. We are neither racist nor anti-Semitic, and it is certainly not our intention to encourage these feelings in others. If anything this game is **anti-Nazi**, and with a more in depth look at the material this will become apparent. Thank you.

The Designers.





Reich Star

1943 German V4 atomic missiles devastated London and New York ending the War of Unification.

2134 The Revolution begins....

Imagine an Earth whose history was exactly the same as our own until World War II. Now search your deepest fears; allow yourself to drift forward into your worst nightmares. What would the world be like in 2134 if the Third Reich had succeeded in its insane visions of global domination? This is the premise of REICH STAR, the premier science fiction role-playing game from *Creative Encounters*.

Erde (the German name for Earth) is a dark, dreary cesspool plagued by over population, pollution, and deep seated problems. There is tremendous tension between the two ruling super powers of the Reich and the Empire of Nippon, and the on going "cold war" has continued to bring Erde dangerously close to all out thermo nuclear war. Perhaps the only thing that has saved this world was the invention of the Trans Dimensional Initiator (TDI) in 2064. This device, the brainchild of Doktor Ubrich Schloss, enables a starship to "phase" into a parallel dimension known as "ultraspace". A ship travelling in this dimension takes advantage of it's flowing energy currents, and hurls through at an astonishing rate of one light year per hour! This has of course enabled the two world powers to expand empires far beyond our star system. Many colonies have been established and alien cultures have been discovered, then brutally subjugated by the technologically superior humans as they press onward for more living space.

However, things are not going completely well for Erde and her colonies in the wake of this new vitality. Signs of unrest from humans and aliens alike are increasing and gaining momentum. Bombs explode in Reich governmental offices and military installations, and political assassinations are the order of the day. These "terrorists" are naturally supported by the Japanese (at least that's what the Ministry of Propaganda and Enlightenment would prefer everyone to believe). The government is of course "never wrong", and all of those misguided citizens who disagree tend to go missing. But these governments are not your only problems; mercenaries and pirates prey on passing starships presenting you with another challenge, and the activities of organized crime (most notably the Japanese Yakuza) create yet another.

As a player you must decide whether you are going to turn away, take care of yourself and allow the injustices to continue, or whether you will stand up and fight to restore the freedom that belonged to your ancestors. It is a decision that only you can make, but remember to be cautious. The Gestapo is watching....



INTRODUCTION TO ROLE-PLAYING

"SO WHERE'S THE BOARD?"

If you are completely new to the concept of a role-playing game, you may have asked yourself this very question after examining this book. So to save you from writing "not-so-nice" letters to our company, banging your head on the wall, or threatening your store owner with bodily harm, we shall reveal the great truth: **THERE ISN'T ONE!** Now the question is, "If there is no board or playing pieces, how do you play?" Well, to begin with maps, blueprints, and lead miniatures **ARE** sometimes used, but the greatest bulk of the game takes place in each player's imagination. In this game, you have a **GAMEMASTER** and one or more **PLAYERS**. It is the Gamemaster (GM) who creates a plot, situation, supporting characters and then acts as a referee. As a player, you would play the role of a fictional character of your own creation who would then take part in the scenario created by the GM. In this way, a role-playing game is much like "living" a movie, with the Gamemaster being writer, director, and supporting cast; and each player is an actor playing the starring role. However, in the game world the players in effect control the actions of the characters they portray - they are not bound totally by the script. It is up to the thinking ability of the player, the skills and abilities of his character, and the roll of dice that will always determine the final outcome of a situation. Both player and Gamemaster are dealt with in more detail later in this book, but first let's look at some of the materials you will need before playing a game.

MATERIALS

First of all you must have at least one copy of this book, along with an assortment of 4, 6, 8, 10, 12, and 20-sided dice. Unfortunately, for obvious reasons, we are not able to include dice with this book. All of these dice should be available at most game and hobby shops that deal in role-playing. If not, you can order them through Creative Encounters. Hex paper, or graph paper may also prove useful on occasion. You should also have plenty of paper, pencils, and refreshments available for everyone.

MINIATURES

As with all role-playing games, lead miniatures are often used to help give a better visualization of various situations. These of course represent the characters, or starships and their relative positions to each other and their surroundings. Granted, you could also use chess pieces or the like, but it is certainly a lot more dramatic and enjoyable to have a well painted 30mm representation of your character. There is an ever increasing range of fine miniatures available for all of our role-playing games. If your local shop

does not carry them yet, ask them to start stocking them. Failing that, you can always write to Creative Encounters for complete information on ordering through the post.

PLAYING FOR THE FIRST TIME

Whoever has elected to be the Gamemaster, should read through the book and obtain a good working knowledge of the basics of role-playing. Then this GM should set up an initial meeting with all of the players, in order to make sure everyone knows how a role-playing game works, and to help them in making up their characters. After the GM is satisfied that all of the players' character sheets and maths calculations are in order, try playing through the sample scenario in the back of this book. Don't worry about getting everything right the first few times you play - you will probably make lots of mistakes to begin with but it will soon fall into place. Just go for it, and enjoy!



PLAYER'S SECTION

ATTRIBUTES

Before you can begin play, each player must create his or her own unique character. Their first step in doing this is to fill in all of your character's attribute ratings on your character sheet. Each character begins with a total of **180 POINTS** to distribute among the major attributes (STR, CON, INT, etc.) as the player wishes. Please note that under **NO CIRCUMSTANCES** can an attribute be lower than "3" or higher than "30".

Attributes are the natural abilities a person has and the skills a character chooses will be greatly affected by them. For example: marksmanship, piloting, and musicianship all draw their strength from the natural attribute **DEXTERITY**, while navigation, star-system knowledge, and law are all based on **INTELLIGENCE**. All of the skills listed on p.22 have the attribute they are based on noted, so it may be helpful to consider the skills you want to purchase before distributing points among your character's attributes.

DICE EXPLANATION

Throughout this book the abbreviated term of "d" is used to represent which die or dice are to be rolled. For example: "1d6" means 1 six-sided die; "2d20" means roll 2 twenty-sided dice and add together the results.

STRENGTH (STR)

Strength (or STR) is simply the amount of weight a character can lift, or carry without slowing his movement rate. The strength of a character must be proportionate to his body weight as shown on the table below. It has been shown that the maximum most people can lift is 2x their own body weight, but on rare occasions 3x body weight has been recorded. It is assumed that in a society such as the Reich there has been much pressure to improve the human condition (especially in the case of German Shock-troopers, where selective breeding and genetic engineering has produced a superhuman soldier), for these reasons the computing figure of 2.5 x body weight has been used. Of course this is only meant to be the minimum a character can weigh - he can weigh more if he so desires.

STRENGTH	MINIMUM BODY WEIGHT	MAXIMUM WEIGHT ALLOWANCE*	MAXIMUM LIFTING
3	12kg	3kg	30kg
4	16kg	4kg	40kg
5	20kg	5kg	50kg
6	24kg	6kg	60kg
7	28kg	7kg	70kg
8	32kg	8kg	80kg
9	36kg	9kg	90kg
10	40kg	10kg	100kg
11	44kg	11kg	110kg
12	48kg	12kg	120kg
13	52kg	13kg	130kg
14	56kg	14kg	140kg
15	60kg	15kg	150kg
16	64kg	16kg	160kg
17	68kg	17kg	170kg
18	72kg	18kg	180kg
19	76kg	19kg	190kg
20	80kg	20kg	200kg
21	84kg	21kg	210kg
22	88kg	22kg	220kg
23	92kg	23kg	230kg
24	96kg	24kg	240kg
25	100kg	25kg	250kg
26	104kg	26kg	260kg
27	108kg	27kg	270kg
28	112kg	28kg	280kg
29	116kg	29kg	290kg
30	120kg	30kg	300kg

3	12kg	3kg	30kg
4	16kg	4kg	40kg
5	20kg	5kg	50kg
6	24kg	6kg	60kg
7	28kg	7kg	70kg
8	32kg	8kg	80kg
9	36kg	9kg	90kg
10	40kg	10kg	100kg
11	44kg	11kg	110kg
12	48kg	12kg	120kg
13	52kg	13kg	130kg
14	56kg	14kg	140kg
15	60kg	15kg	150kg
16	64kg	16kg	160kg
17	68kg	17kg	170kg
18	72kg	18kg	180kg
19	76kg	19kg	190kg
20	80kg	20kg	200kg
21	84kg	21kg	210kg
22	88kg	22kg	220kg
23	92kg	23kg	230kg
24	96kg	24kg	240kg
25	100kg	25kg	250kg
26	104kg	26kg	260kg
27	108kg	27kg	270kg
28	112kg	28kg	280kg
29	116kg	29kg	290kg
30	120kg	30kg	300kg

* see section on Movement

AN EXAMPLE OF USING STRENGTH TO BREAK DOWN A DOOR

For a normal wooden door roll 2d20.

If the roll made is below your strength rating, the door gives way.

If the roll is equal to your STR, the door might then be considered half-ajar, and one more hit will knock it down. However, anyone on the other side will no longer be surprised and they will have the initiative.

If the roll is higher than your STR, the door remains standing and neither that character or any others of a lower STR rating will be able to knock it down. (each character can only attempt to break down the same door only once, except where a door is knocked half-way down.)

* To break down a heavy door, reduce the character's strength by - 10. For example, a character normally having a strength of "20" would, when faced with this type of door have an effective STR of only "10". Therefore when rolling 2d20 against his strength, he would need to roll less than '10' to break down this door.

** To break down a "steel" door reduce STR by - 15.

*** Blast doors cannot be broken down.

This can be used as a general guideline for making STR checks, or checks for other attributes

CONSTITUTION (CON)

Constitution is the rating for the overall health, endurance, and vitality a character has. Prolonged physical (or psychic) activity, poison, radiation, disease, and wounds can all act to reduce constitution to dangerous levels, and the character will begin to die (-1 Life Point per minute) if CON drops to "0" or less.

CONSTITUTION RATING

0 Death begins	16 10 hours of activity
1 Coma	17 11 hours of activity
2 5 minutes of activity per day	18 12 hours of activity
3 10 minutes of activity /day	19 13 hours of activity
4 15 minutes of activity per day	20 14 hours of activity
5 30 minutes of activity per day	21 15 hours of activity
6 1 hour of activity per day	22 16 hours of activity
7 2 hours of activity per day	23 17 hours of activity
8 3 hours of activity per day	24 18 hours of activity
9 4 hours of activity per day	25 19 hours of activity
10 5 hours of activity per day	26 20 hours of activity
11 6 hours of activity per day	27 21 hours of activity
12 7 hours of activity per day	28 22 hours of activity
13 8 hours of activity per day	29 23 hours of activity
14 9 hours of activity per day	30 24 hours of activity

CONSTITUTION CHECKS

Sometimes during certain instances in a session there may arise a need to make what is called a "constitution check". In the case of coming out of cryogenic suspension (p. 59) the rules state; "When first bringing someone out of suspension, the hibernating character must roll against his constitution to avoid complications." In situations such as this, you would simply roll 2d20 and compare the total to your CON rating. A total that is **below** CON results in a normal recovery. If however the numbers you roll are **equal or greater** than your CON, your character develops shock and your CON rating is reduced. To determine how far your constitution drops, simply subtract the value you rolled from your character's normal CON.

Example:

Hans Deiter is awakened from cryogenic suspension and must make a constitution check. His CON rating "15". Rolling 2d20 he gets a 12, and a 2 for a total of "14". Since Hans needed a value less than his CON rating, this "14" is a very close call but he is fine. Let's say however he had rolled 2d20 and scored a "28". He missed his roll needed by "13", therefore Hans' constitution drops by 13 giving him a new CON rating of "2". This means Hans body went into shock upon awakening and came very close to death. He now is bed ridden, with only short periods of consciousness. You would also use this system to determine if a body rejects organ transplants or cybernetics, and also to check against contracting diseases and poisons (which may be modified rolls depending on how contagious and toxic they are).

REBUILDING CONSTITUTION

- 1) Normally you regain lost constitution at the rate of 1 point per day with proper rest, exercise, and nutrition.
- 2) If these requirements are not met, you **lose** 1 point per day.
- 3) In the case of disease and poisons and administered vaccine / antidote will allow you to regain 2 points per day.
- 4) Meditation (which is a SKILL) can also allow a 2 point per day increase in constitution.
- 5) Please note that **under no circumstances** can constitution be increased **above** a character's normal rating in this fashion.

DEXTERITY (DEX)

Dexterity is hand/eye co-ordination, aptitude, reflexes, and skill with the hands and suppleness. Therefore any skill that involves these areas (marksmanship, acrobatics, etc.) will be based on your DEX. Dexterity checks then are

mostly just used as a base number for a SKILL roll (see section titled USING SKILLS). However, there may be a few instances when a DEX check will need to be made: jumping a crevice, diving under a fast closing door, or leaping out of the way of an on coming vehicle at the last instant are some examples. A dexterity check is made in the same manner as all other attribute checks: roll 2d20, and a total below your DEX means success while a total equal to or above indicates failure.

INTELLIGENCE (INT)

Intelligence is of course the power of the mind to reason, understand, comprehend and retain knowledge. Your INT rating is directly equal to the number of skill slots you have to purchase skills with (skills are listed on p.22). So, if your INT rating was "23" you would have 23 skills slots to spend on skills. You may need to make an INTElligence check, in the same way you did a STREngth or CONStitution check, (2d20 vs. INT) in certain situations such as when a character is faced with an illusion, or other "mind tricks". The Gamemaster may of course modify your roll needed depending on the difficulty involved. This would be done in the same manner as the different types of doors were more difficult in the example of making a STR check (see p. 8). The Gamemaster is free to assign any reasonable modifiers (+ or -) as he sees fit. There are no set guidelines for this because each possible situation may be different and a book of this size cannot touch on every possibility.

WILL POWER (WILL)

Will power is defined in this game as "will to live", resistance to mind control, torture, and fear, as well as the ability to push one's self beyond one's normal capabilities in mental and physical endurance. WILL checks are made the same way as all attribute checks: 2d20 vs. WILL rating.

AWARENESS (AWR)

Awareness is quite simply how overall attuned a character is of his surroundings through all five senses, and includes a bit of intuition. This value is then used to find out if a character is surprised; i.e. if he notices a door slowly closing behind him, or if he spots a trip line, etc. In such situations the Gamemaster (this time instead of the player) makes an awareness check against the character's AWR rating. If the 2d20 rolled is less than that character's AWR then he is aware of what is happening and can react to it in time, otherwise it goes unnoticed. Needless to say the GM should **not** let the players know what he is making the roll for.

SOME SUGGESTED MODIFIERS TO AWARENESS

- 1) Character involved in concentrated effort (trying to fix something, meditating, using a psychic skill, etc.) -5 AWR.
- 2) Involved in combat in another direction. -5 AWR.
- 3) Resting. -1 AWR.
- 4) Sleeping. -20 AWR.
- 5) Darkness. -10 AWR (checks involving vision only)
- 6) Total darkness. -15 AWR (" " ")
- 7) Drugged/Intoxicated. (Depending on strength of Drug/Alcohol. Normally -1 AWR per dosage)
- 8) In full preparedness (on guard watch, etc.). +5 AWR.
- 9) Using psychic awareness. By skill level.

OBSERVATION (OBS)

Generally speaking most people have a higher AWR than OBS, but this isn't a rule. Observation is how much fine detail a character takes notice of (such as a small stain on someone's shirt, or a slight scent in the air, etc.). OBS is also based on a person's senses, but in a much finer range. The Gamemaster also makes this role secretly when an OBS check is needed. (again 2d20 vs. OBS; same as AWR check).

APPEARANCE (APP)

A character's Appearance rating is a representation of how physically attractive that character is on a scale of 3 - 30. A rating of "30" would be the most incredible perfection of beauty imaginable, while a rating of "3" would be the most ugliest, deformed person you could envisage. Both of these extremities are VERY rare, with most people falling in the 12 - 18 range. A person with an APP rating of "15" would be considered "average looking", or "plain". Some professions, like modelling, require characters to have APP ratings well above "15".

VOICE (VOC)

Voice rating is a representation of the vocal quality of a character, again on a scale of 3 - 30. This attribute takes in to account such things as how pleasing or nerve grating a person sounds when they speak, or what kind of singing voice the character has. A person with a VOC of "3" might have a voice "as pleasing as a train wreck", while a VOC of "30" would be "the voice of an angel". Singers, public broadcasters, and even politicians would need a high VOC rating.

CHARM (CHA)

Charm represents the commanding personality of a character. This is the ability to lead, and inspire others to follow. It also takes in to account a person's persuasive ability in doing such things as a "confidence (con) game", or seducing a member of the opposite sex. CHA checks could never be made against **Player Characters**, it is used only against NPC's. Optionally WILL ratings may be used as a modifier for the player character's CHA check, depending on how far apart the two attributes are.

For example:

Sharon Chaffey (a spy for a resistance group) is trying to use her talents of "female persuasion" on a smitten Reich Naval officer, in order to find out more about a secret operation going on in the Aldebaran System. The Naval officer has a WILL rating of "24", and Sharon has a CHA rating of "18". The officer's rating is HIGHER in this case, thus making her attribute check more difficult. As the difference is 6, the GM decides she must make the check at a penalty of -6. Therefore (subtracting 6 from 18), she must roll below "12" on 2d20. Had the officer's WILL been the lower score ("15" for instance), then Sharon would have received a BONUS of +3, meaning she would then only have needed to roll below "21".

LIFE POINTS (LP)

Life points are simply a representation of how much damage a character can take externally before dying. Therefore, if a character who has 20 Life Points takes 20 points cumulative damage or more, he is dead.

Life points are based on the combined factors of the character's STRENGTH (size & build), CONSTITUTION (health, vitality, & endurance), and WILL POWER (will to live). So, to find out how many life points a character has simply add his STR, CON, and WILL together and divide by 3. If a decimal of 0.5 or higher is left over, round up to the nearest whole number. If the decimal is 0.4 or less, round down.

LUCK POINTS

Luck points are rolled on a 1d4 (the pyramid die, which is read as the only number right side up when laying flat). The number you roll then decides the number of luck points your character can spend per day (character time not necessarily actual time. (See section on time and movement). Luck points are very important and can be used in a wide variety of circumstances. Here are some examples:

- 1) Strength may be increased for a few rounds on a 1:1 ratio to the luck points spent, thus stimulating a "rush of adrenalin". An example of this would be a person with "14" STR being trapped by a beam weighing 170 kg. Normally he can only lift 140 kg, but using 3 luck points he can momentarily increase his STR to "17" and would just be able to lift the beam off himself. After this his STR would return to normal, and those 3 luck points are gone until the next game day.
- 2) Dexterity checks or skill levels may be increased for 1 action, so that a character will temporarily be a better shot, pilot, pick-pocket etc. This is only for that one roll of the dice (unless they still have more luck points left) and the player must announce before he rolls the dice that he is spending his luck points then. There is of course no guarantee that the roll will be successful, and you don't get luck points back for a failed roll. If you are unclear as to how all of this works, the section titled Using Skills (p. 22) should make things more understandable.
- 3) Movement rate can also be increased for 10 seconds by 1 metre per luck point used if there is great danger like a charging beast. A character who can normally run at the rate of 4 meters/second could increase his speed to 6 meters/second if he spent 2 luck points. He would be able to maintain this speed for 10 consecutive seconds before slowing down to normal. He would suffer FATIGUE equal to number of luck points used, because he has over-exerted himself beyond his normal capabilities (see p. 52).
- 4) A hit to a critical or serious area can be moved to a different location in the same zone (i.e. a shot that was aimed at the head of the character becomes a shoulder wound instead and the character "gets off lucky"). For more clarity see the section in Combat titled "Explanation of Body Zones and Hit Locations".
- 5) A luck point may be used to reduce a weapon's damage down to its minimum (a "graze"). Therefore a weapon doing 1d8 would only inflict 1 point damage; a weapon that does 2d6 damage, would only inflict 2 points damage.

NOTES FOR THE GAMEMASTER

Luck points should only be used by Player Characters or VERY important NPC's (such as the main adversary in a scenario) they should not be given to the average NPC extras like a common soldier, etc.

There may be times when a player might wish to use his luck points in a way that has not been listed. In these cases simply use your own judgement and the examples listed as guidelines. But remember since it is based on LUCK and the characters only have a limited amount to spend, most requests should be allowed.

FLESHING OUT A CHARACTER

After you have allotted all of your character's attributes, skills, and equipment, and have chosen a profession, then you can begin to "flesh out" the character. This involves physical description, personality, goals, motivations, relations, background - all of the things that go to make up a life.

PHYSICAL DESCRIPTION

What does the character look like? What Colour of eyes and hair? What type of hair style? How tall are they? How much do they weigh? Do they have any scars or birthmarks? Any physical deformities? How old are they? What is their most outstanding feature?

PERSONALITY

Some questions you may wish to consider when creating your character:

What are the character's likes and dislikes?
 Do they have any hobbies?
 What are their political views?
 Do they have any prejudices?
 What is their attitude toward the opposite sex?
 Are they happy and care free, or are they melancholy and brooding?
 Are they introverted, or extroverted?
 Do they think things through logically, or use gut instinct?
 Are they ruled by thought, or emotions?
 Are they very well structured and organized, or do they just handle things as they occur?
 Cool headed, or hot-tempered?
 Do they have any habits, or addictions?
 Do the Character's have any psychological disorders, or phobias?
 What is their attitude toward various relations?
 What do they want to accomplish in life?
 Are they pacifist, or violent?

RELATIONS

Are the character's parents still alive? Do they have any siblings? Any aunts, uncles or cousins? Are any of these **another** player's character? Do they get along with these other people? What are **they** like ?(briefly)

BACKGROUND

What is the character's life story? Where were they born? What has happened to them during their life so far? What kind of education have they had? (Make sure it is reflected in their INT rating!) Do they have any criminal record, or hidden secrets? Why did they choose the profession they have? Have they had any others? Where did they learn their skills? Do they have any enemies?

Players may even wish to put all of this information in the form of a short story for everyone's enjoyment. the GM may also try to encourage players to illustrate their characters.



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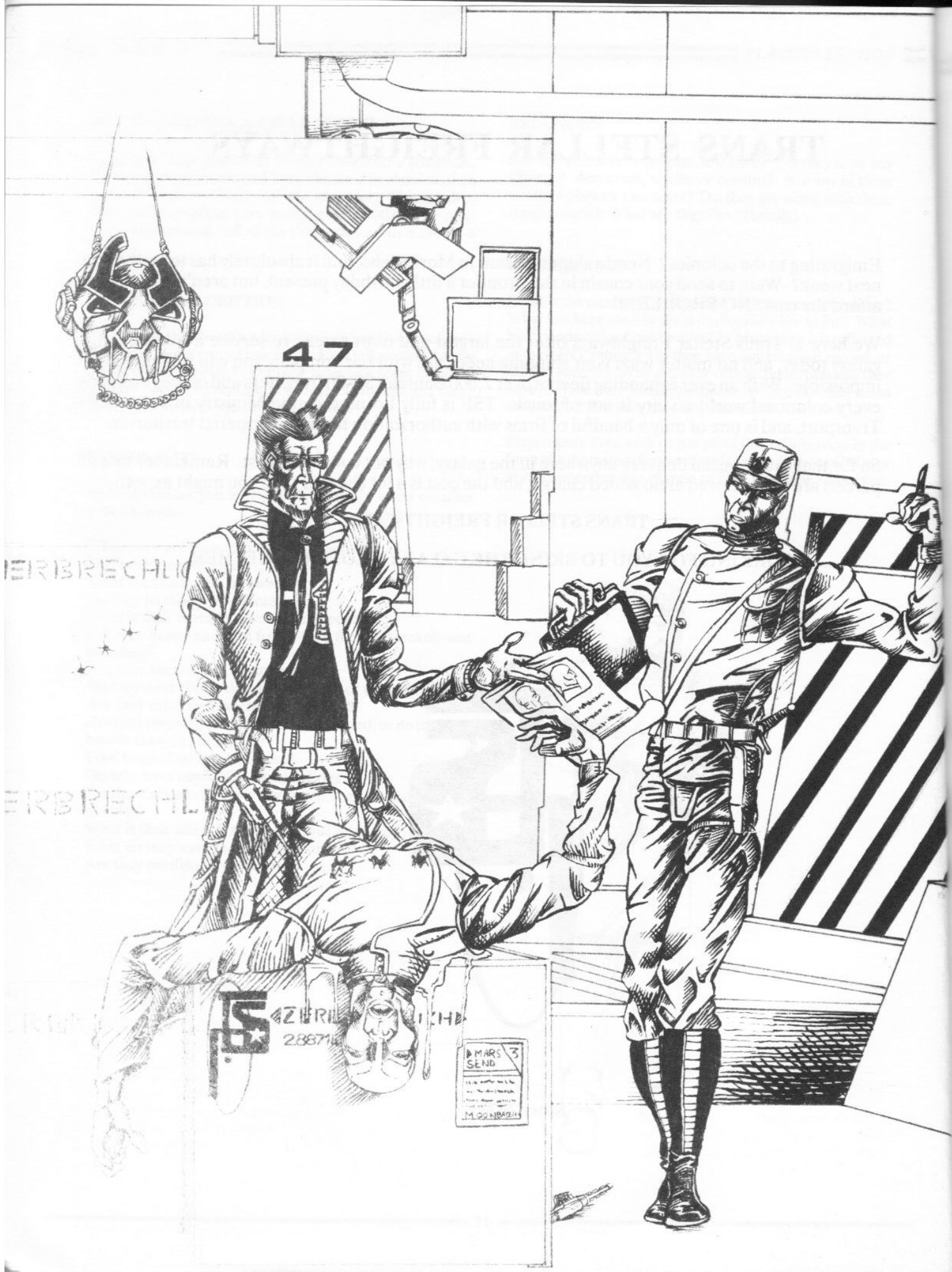
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CHARACTER PROFESSIONS

While this game does not have "character classes" or "templates", to differentiate between characters, we do provide suggestions for possible character occupations and their normal pre-requisites. This system allows the players a much greater freedom in creating characters than one which offers stereotypes and requires minimum ratings on certain attributes. There are no restrictions to characters in changing occupations should they wish so to do, and the skills listed are simply those that a character of that occupation would be expected to have. It is up to the Gamemaster as to whether or not a player can get by in his occupation with less skills, and remember records, degrees and other documents can always be forged! Also this list is not fully exhaustive and players may want to choose something that is not mentioned here. If this happens, the GM can simply determine what skills should be required on an individual case basis.

BOUNTY HUNTER:

These characters earn their living by hunting down anyone with a price on their head. They might be working on a salary-type basis or expenses paid account for corporate executives or crime bosses, or they may be strictly self-employed taking up the hunt after a wanted poster catches their eye. Most people regard them with indifference. Average earnings: 0-100,000 Reichmarks per week. A very unpredictable line of work. Suggested skills: marksmanship, streetwise, some form of self-defence, bargain & bribe, star systems knowledge.

ENTERTAINER:

This category includes actors, comedians, musicians, dancers etc. Average earnings: RM 100 - 50,000 per contract performance. Skills needed: an entertainment skill, high ratings in charm, appearance, and voice are also helpful.

ARTIST / CRAFTSMAN:

These characters quite obviously earn their living painting, sculpting, or some other form of creation. Their earnings depend entirely upon how well known they are and how much their art is in demand. A single piece can sell for RM 10 - 10,000 or more. Skills needed: art, or crafts and reasonably dexterity.

THIEF:

While being far from a legal occupation, it can nonetheless be rather profitable at times. Average earnings: ??? Suggested skills: con, streetwise, forgery, appraisal, security, lock-picking, glass cutting, hot-wire, pick pocket, hide, move silently.

MERCENARY:

These characters are soldiers of fortune who will fight for any cause as long as the money is right. In addition to fighting, they may be hired as bodyguards, or as escorts for valuable shipments. Some mercs work in the same unit (which travels from job to job) and others prefer to work solo. It is quite possible to find one's self defending one side one week and (because of a better offer) trying to destroy that side the next. You get to see a lot of the galaxy in this line of work, but you never see very many old mercs living in retirement either. This occupation requires a very hard hearted individual who has no problem in killing for money. Average earnings: RM 30 - 1,000 per day. Suggested pre-requisites are: some type of military or related experience, marksmanship, weapons specialist, martial arts, hide, move silently, survival.



SMUGGLER:

Smugglers are characters who participate in the illegal transport of taxed, banned or restricted goods through the spaceways. Obviously this sort of "work" is highly illegal and carries stiff penalties if caught. However if you've got a ship and want to make a fast Mark... Average earnings RM 5,000 - 25,000 per shipment. Suggested skills: pilot, code-breaker, bargain & bribe, streetwise, star systems knowledge.

**MERCHANT:**

Merchants quite simply deal in the purchase, transport and the resale of legal products. Most of these characters tend to be self-employed. Average earnings: RM 1,000 - 10,000 per shipment. Suggested skills: foreign languages, bargain & bribe, appraisal.

GANGSTER:

These criminals usually operate behind the cover of legitimate businesses, but most of their money comes from dealing in all sorts of crime from smuggling weapons and drugs, to piracy, theft, and illegal white slavery. There exists several large-scale organisations ("families") who are usually at war with each other, but NO-ONE has dared to cross the Godfather Rigdon Trull... and lived. Average earnings: RM 10 - 20,000 per day. Obviously any player who wants his character to be an already established crime boss will have to take the wealth advantage, and he will most certainly have enemies! Suggested skills: streetwise, bargain & bribe, con, administration.

CORPORATE EXECUTIVE:

Corporate executives lead a rather stressful and routine life, but it does carry some advantages like less hassle in travelling from authorities, many VIP contacts, and very good pay. Characters will have to take the wealth advantage if they wish to own their own interstellar business. Average earnings: RM 20,000 - 2,000,000 per year. Required skills: a degree in business, administration, bargain & bribe, and high charm.



POLICE / SECURITY:

Law enforcement and security personnel are assigned to a particular jurisdiction, either a city, region or complex. Almost all are allowed to carry a weapon. Average earnings: RM 200 - 500 per week. Suggested skills: law, martial arts, streetwise, interrogation, planetary craft, search, command.

REPORTER:

Can work for broadcast news, newspapers, or magazines. It is a good thing to remember that all types of media communications are carefully monitored and censored by the Ministry of Propaganda and Enlightenment, and any unfavourable stories concerning the government could be detrimental to one's health. There are some fringe benefits by way of travel and expenses being taken care of. Average earnings: RM 100 - 1,000 per week. Suggested skills: degree in journalism, journalist skills, streetwise.

**MERCHANT MARINE:**

These characters are the backbone of the shipping industry. They are the mechanics, engineers, technicians, specialists, etc. who comprise almost the entire crew of commercial starships. Most companies require that an applicant has a certificate of approval from a merchant marine academy before letting him sign aboard. This is usually a three week training course in safety on a starship (learning to use spacesuits and life-pods, and procedures in case of loss of pressure or gravity etc.). Those jobs aboard ships which require more technical knowledge (as opposed to a common labourer) will of course need a degree in their proper field (engineer, computer technician, TDI technician etc.). Some of the smaller "fly by night" companies have been known to hire unskilled labour on occasion, but for safety reasons this is highly illegal. Average earnings: RM 60 - 100 per day. Suggested requirements: certificate of approval, some sort of starship related skill.



SECRET AGENT:

Can work as an operative for a resistance group, for Japan, for a corporation (industrial espionage), for a mafia organisation, or if the GM allows players to have Reich military characters, they can work for Geheimdienst or the Gestapo. Espionage can involve several different forms: intelligence gathering, sabotage, assassination, surveillance or supplying misinformation. It is a high risk occupation, and you can never exactly be sure who is on your side. Average earnings: RM 12,000 - 50,000 per year. Suggested skills: a police or military background, martial arts, marksman with pistol, code breaker, interrogation, streetwise, survival, security, pick locks, hot wire, hide, move silently, search.

**SOLDIER:**

These characters can only be allowed if the GM permits. Soldiers can be either Reich or Imperial. It is a hard life and the pay is not very good. Average earnings: RM 200 - 600 per week. Suggested skills: martial arts, marksman, multi-environment survivals, command and whatever speciality skills the character wants for a specific job (pilot, navigator, tank driver etc.). There is an advantage in that pay continues after retirement, and you can retire after 20 years service.

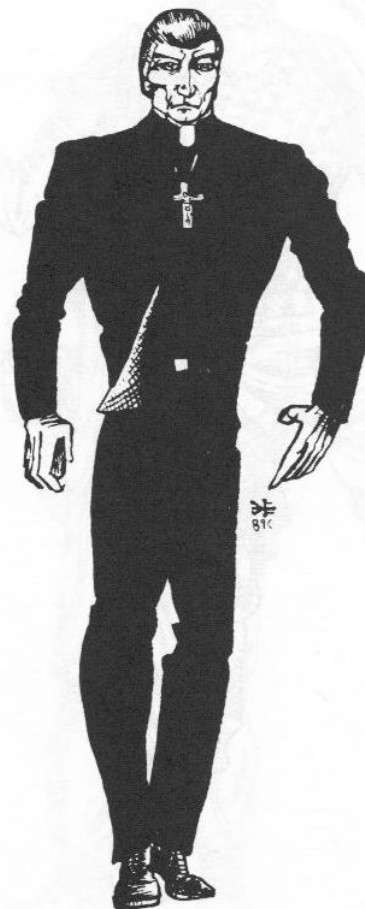


EXPLORER:

This job offers players a chance to brave the great uncharted areas of space in search of new worlds, minerals, and life-forms. They can be employed by private corporations (seeking new mining colonies), museums (to seek out new civilisations, flora and fauna), or by the government Commission for Exploration and Expansion. Characters could also stay put on a new world in an experimental first colony. Average earnings: RM 500 - 1,000 per month. Suggested skills: almost anything

**PRIEST:**

Can be of any religion, however in the Reich the only public ministry allowed is the Reichschurch which uses the Goebbels version of the Bible (an edited version first printed in 1947 which removes anything that disagrees with Nazi doctrine. Anyone caught teaching another version or another religion will be imprisoned in a concentration camp). Taoist, Shinto, Buddhist, and Catholic clergymen are exempt from this rule, but can only teach in Japanese, or Italian embassies or those territories which are co-occupied. Average earnings: RM 100 - 200 per week. Skills needed: religious knowledge.



PIRATE:

One of the most feared dangers in space travel, these vicious outlaws prey on private, commercial and military ships of either nationality. They have been known to kill women and children in their hunger for valuables. Some pirates are signed to letters of marque giving their services for the cause of the revolution. In a "black humour" exercise, pirates have often made victims step into an air-lock unsuited and "spaced" them, in a throw back to the 18th century practice of "walking the plank". Average earnings: RM 0 - ?? per month. Suggested skills: some type of weapon proficiency, star systems knowledge, search and anything else a player wants.

**DETECTIVE:**

Can work for the police or privately, but always be aware when you are beginning to pry where you shouldn't and to *always* report anything that is particularly unusual to the Gestapo or Geheimdienst. Because you can never be exactly sure when you may be doing that, this can become a very dangerous occupation. Average earnings: RM 40 - 100 per day plus expenses. Suggested skills: bargain & bribe, streetwise, lock picking, hide, search.



FREEDOM FIGHTER:

There are a great many varied groups of resistance, some more radical than others. The Third Reich regards any form of resistance as treason and the culprits as bloodthirsty, murderous terrorists (some are!!). Things are strangely different in the Empire, however (see p.179) In whatever way a player wants his character to become involved in one of these groups and their goal is between him and the Gamemaster. A character may want to join an existing group, or form a new one. Trying to make contact with one of the former and prove that you are not a spy could be the basis of an exciting campaign. You had better believe that these groups are going to be very careful in the amount of information they give to characters, and to betray them would mean certain death. Average earnings: (Don't be ridiculous!) food and a place to lie down ... if you're lucky. Skills: anything you can use that will enable you to survive or be of use to the cause.

**STAR-HOPPER:**

This is the general term used to describe anyone who captains their own ship and who hires out its use and his skills for a price (hauling freight, passengers, mail etc.). Most are "married to Mother Space" and wouldn't give up their life for anything despite all of the risks, low income and hassle from zollbeamers (customs officers). Average earnings: whatever they can get in addition to the cost of fuel and permits. Suggested skills: pilot, navigator, star systems knowledge.



SKIP-TRACER:

These characters work for agencies that are hired by various companies and individuals to track down persons whose bills are delinquent and to serve notices or repossess merchandise. There is a book published bi-monthly called Das Roten Liste which gives the name of the offender and the party seeking action. This information is collected for a fee of RM 20 by the police and sold in this form for RM40. The book contains some 56,000 entries at any given time. The police usually don't bother pursuing such trivial matters as these and so skip-tracing agencies have become a thriving business. Average earnings: 5% of the value of the merchandise, or a fee of RM 50 for serving a notice. Skills: nothing in particular, except perhaps lock-picking.

**ASSASSIN:**

These are your professional killers-for-hire that can be employed by almost anyone if the price is right. For obvious reasons assassins lead a very careful and secretive life. A typical kill will cost RM 10,000; a very well guarded target will cost someone much more than that. Suggested skills: marksmanship, hide, move silently.



SKILLS LIST

BELOW is the list of skills, the attribute those skills are based upon and the cost to purchase that skill per level. For example; starship piloting is based on dexterity, and it costs 3 points to purchase pilot skill at level 1 (i.e. it would cost 12 points to have that same skill at level 4). Skills are purchased by a point system equal to the character's Intelligence rating, so a character with a rating of "24" would have 24 points to spend on skills. Additional points can be acquired by taking DISADVANTAGES (p. 28).

Maximum skill level is 5 which can only be increased by 1 level per game. New skills after the first game must be purchased (using Merit Points) at level 1.

To use a skill you simply add together your attribute that skill is based upon and the level of that skill you possess. This total is entered on the space marked "skill rating" on your character sheet. When you need to use a skill you simply roll 2d20 against your skill rating. If the total rolled is below your skill rating then you are successful; a roll equal to or above indicates failure. In this way it is exactly like making an attribute check. There are times when a Gamesmaster may want to modify your skill rating by subtracting in situations that are more difficult than those normally encountered. Some suggestions for this are given at the end of this section.

AN EXAMPLE OF USING A SKILL:

Hans Deiter is trying to dodge the laser fire from a pursuing starfighter. His dexterity is "23" and his piloting skill level is "5", so he has a total of "28" as his skill rating. He now rolls 2d20 against that score and if he rolls "27" or less his dodge was successful. If Hans were trying to dodge two fighters, the GM may make him suffer a penalty of -10 (from skill rating) meaning he would then need to roll below an "18".

SKILLS

ROBOTICS

(INT: cost = 3 per level)

Includes the construction and repair of the physical aspects of robots. Someone wishing to work with the logic/ego circuitry would need this skill plus computer skills.

ENGINEERING

(INT: cost = 2)

Design and repair of starships drive systems.

STARSHIP REPAIR

(INT: cost = 1 per level)

Repairman/mechanic for **specific** types of machinery (appliances, automobiles, hydrofoils etc.).

TECHNICIAN

(INT: cost = 3)

Very detailed knowledge of complex machinery. Computers, trans-dimensional and contra-grav systems are all **individual** fields open to a technician.

STARSHIP PILOT

(DEX: cost = 3)

Ability to pilot starships.

NAVIGATION

(INT: cost = 3)

Being able to verify computer coordinates and if necessary make manual calculations for space travel.

DEMOLITIONS

(INT: cost = 1)

The knowledge to arm and disarm explosive devices and to know the correct amount of explosives to employ to destroy or open something.

MEDICAL

(INT or DEX (for delicate surgery): cost = 3)

Diagnosis and treatment for a **specific** field of medicine. General medicine, cardiology, neurology etc.

FIRST AID

(INT: cost = 1)

SCIENCE

(INT: cost = 2)

Any specialised **field** of science. Astrophysics, geology, archaeology, botany etc.

HISTORY

(INT: cost = 1)

Can be general history, or specific periods of Erde history or other worlds.

WEAPONS SPECIALIST

(DEX: cost = 4)

Allows a character to use any weapon in a given **field** (bladed, firearms, plasma etc.) with equal skill. The character is also able to repair and make modifications to improve a weapon (with the GM's agreement) such as converting a semi-automatic weapon to full auto. What this means is that a character who has chosen to be a weapons specialist in "firearms" at skill level 2, for example, is able to use **any** firearm at level 2. In comparison, a character who merely picks **marksmanship** with a **pistol** at skill level 2 suffers a penalty of -1 when using any other firearm. **Both**

characters would still be at -2 when using a **non-ballistic** pistol (plasma, for example). This penalty is taken against the character's skill rating for related weapons. A character who has **no** skill with a given weapon (or a related one) defaults to DEX check at -2 (a person who has marksmanship with a pistol, trying to use a vibroblade in combat, etc.)

MARKSMAN

(DEX: cost = 1)

Specialisation with a **specific** type of gun. Pistol, rifle, plasma, pistol, plasma rifle etc.

BLADED WEAPON

(DEX: cost = 1)

Specialised use with a **specific** type of bladed weapon. Knife, fencing foil, katana, vibro-blade, vibro-sword etc. Using a different bladed weapon results in a skill check at -2.

EXOTIC WEAPON

(DEX: cost = 1)

Specialised skill with any weapon that does not fit into the categories above. Blowgun, boomerang, bullwhip etc. Unlike **marksmanship** and **bladed weapons**, exotic weapons differ too much from each other to allow the -2 penalty for non-proficiency to merely be imposed upon a character's skill rating - it **must** come from a DEX check.

CYPHERING

(INT: cost = 2)

The ability to create and crack all variety of coded messages.

ELECTRONICS

(INT: cost = 3)

The ability to repair and create a variety of electronic gear.

GUNNERY

(DEX: cost = 1)

Operation skill with **specific** type of "cannon" (laser, plasma, ballistic). Using a different type is skill rating at -2 penalty.

GAMBLING

(no attribute base: cost = 1)

Familiarity with the rules of games of chance and those requiring strategy. To gamble a character adds his gambling skill level to whatever percentage his chances are to win. This can be increased further if the character wants to use any of his luck points (p. 10).

FOREIGN LANGUAGES

(INT: cost = 1)

Conversing in simple matters in a foreign language that one is familiar with does not require a skill check. Complex communication such as "Where can I find a model 369a fuel cell for my old Hasani laser sight" does however require a skill check. The Gamesmaster will have to determine when or if a skill check is needed. A successful skill check will show no accent. Everyone begins with the ability to speak, read and write in their native language (unless the character takes those disadvantages). If a foreign language uses different characters from what one is used to, it will cost another point to be able to read and write the language.

CULTURES

(INT: cost = 1)

Knowledge of the customs and lifestyle of most documented cultures. Did you know that the X'larthujari consider direct eye contact with someone outside their clan as vulgar and offensive?

BARGAIN AND BRIBE

(CHA: cost = 1)

The ability to talk someone down on a particular price and the ability to bribe someone into doing something (or NOT doing something). The GM can assign penalties to the character based on how difficult it would be to bribe in certain circumstances.

CON

(CHA: cost = 1)

The ability to make an NPC believe in the character's even most **unbelievable** stories.

INTERROGATION

(N.A.: COST = 1)

The ability to retrieve information from a person through threats, lies, cross questioning, etc. This skill is used differently from the others. The interrogator takes his interrogation skill level and subtracts this from the victim's Will rating and the victim makes a Will check. If the victim rolls equal to or above his Will, then he breaks down and tells everything. Certain drugs can also increase the interrogator's chance of success (see p. 58).

ADMINISTRATION

(N.A.: cost = 1)

The skill and knowledge needed to run a large business or other organisation. There are never any skill checks for this skill in the game.

PLANETARY CRAFT

(DEX: cost = 1)

Skill in operating a specific type of land or sea based vehicle (automobile, hovercar, boat, helicopter, etc.). As with piloting, skill checks are only needed when a character is trying to push the vehicle or his skill beyond the norm (defensive driving, high speed chase, difficult landing, etc.).

HEAVY EQUIPMENT OPERATIONS

(DEX: cost = 1)

The ability to drive and operate fork lifts, bull dozers, EVA pods, etc. Specific specialization is not required in this instance.

STREETWISE

(CHA: cost = 1)

The ability through contacts to find out information on the streets about weapons, drugs, people etc. A character can use this skill only in those cities or other worlds where he has a contact. Contacts must be found and made by the character but he is allowed to begin with one already established one if he takes the Important Contact Advantage. The location of this beginning contact is up to the player, but the details of this NPC are the GM's responsibility. To be fair to the GM you should let him know he will have to create this NPC before starting the game.

SYSTEM OPERATOR

(INT: cost = 1)

The ability to operate communications, sensing and scanning equipment. A skill check is made only when trying to determine the specifics and possible i.d. of an object picked up by the equipment. Specialization not required.

FORGERY

(DEX: cost = 3)

The ability to create replicas of money, critical documents and signatures with the proper stamps, inks etc. It usually requires a few days to forge a plate for a note of currency. The skill check is made when the forged item is passed to an unknowing person. If the person in question is LOOKING for a forgery then the character suffers a -5 penalty; if that same person is from a bank or the police then there is another -5 penalty.

HUNTING AND TRACKING

(INT: cost = 1)

The ability to track and locate game in the wild. If the skill check is successful then an animal is spotted. The kill, however, must be made from the hunter's skill with his weapon.

JEWELLERY

(DEX: cost = 2)

Skill in the cutting of gems and the design of jewellery.

CLIMBING

(DEX: cost = 1)

Skill in ascending and descending mountains or man-made structures with or without safety equipment.

ARTS/CRAFTS

(DEX: cost = 1)

Painting, sculpting, etc. No skill checks are needed for this skill, but specialization is required.

HERBAL KNOWLEDGE

(INT: cost = 2)

The ability to locate and identify plants of medicinal value.

DISGUISE

(N.A.: cost = 3)

The ability of a character to pass as a different person. With latex appliances, the character can appear older, scarred, different race, sex etc. The way THIS skill is used is to take the disguised character's skill level and subtract it from an observer's OBS rating. If the observer fails his OBS check then the disguise works. The GM may assign penalties if the character is trying to pass as a KNOWN person.

SWIMMING

(STR: cost = 1)

Skill checks need only be made in difficult swimming conditions such as strong tides, currents, storms or in fleeing dangers etc.

MAGIC

(DEX: cost = 3)

Sleight of hand tricks and knowledge of magicians' tools (retracting blades, mirrors, magic flame, disappearing smoke etc.). Also the ability to escape from ropes, and handcuffs.

MYSTICISM

(WILL: cost = 6)

This skill includes the ability of the body to endure pain and in some cases takes no damage (glass and fire walking for example). This also includes meditation which allows the character to rebuild lost constitution and life-points at the rate of 2 points per day. Use of meditation can also allow a character to pass as dead.

ANIMAL HANDLING AND RIDING

(CHA: cost = 1)

Skill checks need only be made to keep an animal under control if it becomes spooked or if being pursued.

SURVIVAL

(INT: cost = 1)

The ability to survive in a specific type of environment (finding food, water, shelter etc.) This environment can be either desert, jungle, woodlands, ice, or space, but each must be purchased separately.

QUICK-DRAW

(DEX: cost = 2)

This gives the character the ability to draw his weapon and fire in the same round. If there is a "showdown" then both characters make a skill check. The character who makes

his roll with the greatest distance below his Quick-Draw skill draws and fires first. If both characters tie, then they both draw and fire at the same time.

HYPNOTISM

(N.A.: cost = 2)

To use this skill, the GM subtracts the hypnotist's skill level from the victim's Will rating and the victim must then make a Will check. If the Will check fails then the victim is under the influence of the hypnotist. The victim can be convinced to do something immediately, or at a later period when triggered by a pre-programmed sound, word, sight etc. Upon awakening the victim will have no memory of what has happened. A person who is aware that he is being hypnotised and opposes it is **immune** to the attempt.

LAW

(INT: cost = 3)

This skill gives a character the knowledge of the legal system of the Reich or the Empire.

SECURITY

(INT: cost = 2)

The ability to by-pass alarm systems and other security measures. A failed skill check triggers the alarm.

AGRICULTURE

(INT: cost = 1)

No skill checks are needed for this knowledge.

SCUBA DIVING

(N.A.: cost = 1)

Knowledge in the use of scuba equipment. A skill check is made when trying to dodge a shark, or perform other dexterous actions. (Swimming against a current defaults to swimming skill, however). This skill will help against all DEX checks underwater, and for CON checks against **nitrogen narcosis** (see p. 62). Please note you **must** have the swimming skill before you can have the scuba skill.

STAR SYSTEMS KNOWLEDGE

(INT: cost = 1)

Basic information on all of the charted planets in the galaxy, such as where is the nearest planet with a breathable atmosphere and are the natives friendly?

COOKING

(N.A.: cost = 1)

No skill checks needed.

LOCK-PICKING

(DEX: cost = 2)

This skill enables a character to open any type of lock (key, combination, electronic, etc.) with a successful skill check and the proper tools.

GLASS CUTTING

(DEX: cost = 1)

Skill in cutting a piece of glass without breaking it.

HOT WIRING

(INT: cost = 1)

The ability to start a vehicle without a key.

PICK-POCKET

(DEX: cost = 2)

The ability to lift a wallet or other light object off someone without the victim being aware of it.

LABOUR SKILL

(N.A.: cost = 1)

Carpentry, plumbing, masonry etc. No skill checks are required.

VENTRILIQUISM

(VOC: cost = 2)

The ability to throw one's voice, so as to make it appear to be coming from another direction, or from inside a box, room etc.

MIMICRY

(VOC: cost = 2)

The ability to talk like a certain person. This also includes the skill to imitate sounds as well (like Michael Winslow).

SKIING

(DEX: cost = 1)

The ability to ski without breaking your neck! Skill checks need only be made when in difficult situations such as evading pursuers or an avalanche. A failed check indicates a fall, failed turn etc.

HANG-GLIDING

(DEX: cost = 1)

Skill checks are only needed in difficult situations such as severe winds, or flying through a narrow canyon.

RELIGION

(INT: cost = 1)

Very thorough knowledge of a specific religion, as a priest would have.

SPEED READING

(INT: cost = 2)

The ability to read an entire page in 3 seconds and fully comprehend everything that was said. Skill checks need only be made when trying to recall any details from a large number of pages that was not being looked for. For example: Hans Deiter is speed reading a file on several prisoners trying to find something on Malcolm March. After March is freed, another prisoner is pleading to be set free. What does Hans remember about that prisoner?

PHOTOGRAPHIC MEMORY

(INT: cost = 4)

The innate ability to mentally photograph something and recall every detail of that person, place or thing.

AUDIO-PERFECT MEMORY

(INT: cost = 6)

The ability to fully recall what has been heard, even the full musical notation of a symphony!

HIDE

(N.A.: cost = 1)

The ability to go unnoticed by hiding in shadows, woods etc. To use this skill the GM subtracts the hider's skill level from the OBS of the person being hidden from and makes an OBS check. If the check fails then the hidden character remains unnoticed.

MOVE SILENTLY

(N.A.: cost = 1)

Used the same way as Hide (see above).

SEARCH

(OBS: cost = 1)

The ability to find something or someone that is hidden. In some cases this skill could be negated if the hidden person had an equal skill level in Hide.

COMMAND

(CHA: cost = 1)

Any officer must have this skill. The ability to convince an NPC to follow orders he would rather not take.

ACROBATICS

(DEX: cost = 2)

The abilities to balance on thin wire, take only half damage from a fall, dodge, flip, tumble, etc.

APPRAISAL

(INT: cost = 1)

The ability to determine the value of a given object.

BOXING

(DEX: cost = 2)

See section on hand to hand combat.

WRESTLING

(STR: COST = 2)

As above.

KARATE

(DEX: cost = 4)

As above.

JUDO

(DEX: cost = 3)

As above.

SILENT SKILL

(DEX: cost = 4)

This skill enables a character (of "neutral" or "evil" moral disposition) to kill another character without the victim-making a sound. This skill requires a pre-requisite skill with a point blank silent kill weapon (knife, mollywire, wire dagger, etc.). The character must also do this by sneaking up behind the victim without his notice (victim makes an AWR check). If the assailant makes a successful skill check then the victim dies automatically without a sound. (Unless the victim uses a LUCK POINT.) A failed roll and the victim takes normal damage and can take further actions. Some Disadvantages may disallow this skill.

OCCULTISM

(INT: cost = 1)

Knowledge of all things arcane and magickal.

WRITING / JOURNALISM

(INT: cost = 1)

The ability to write good stories.

PSYCHOANALYSIS

(CHA: cost = 2)

The ability to help cure psychological disorders. A character or NPC with this skill can help another character "buy off" such disadvantages by making a successful skill check during weekly sessions. A successful check results in 1 point recovery. The analyst must make his skill checks with an imposed penalty equal to the present state of the disorder (i.e., if a character who had megalomania that has recovered from "10" down to "7", would mean that the analyst would need to make his next skill check at -7) Once the character has bought off all the points of the Disadvantage he is cured (although the GM may rule in extreme circumstances that the character must make a successful WILL check to avoid having a relapse resulting in the return of the disadvantage at half point value). For all Psychological Disorders, see DISADVANTAGES, p. 30.

"THE GOOD, THE BAD, AND THE IN-BETWEENS"

What is it that defines a person as being "good" or "evil"? Many times it is a matter of personal opinion, and the majority of people in the world can often be seen as somewhere in-between. If you wish to approach this subject in game terms stereotypical "good" characters might have some of the Disadvantages of Altruism, Pacifism, Truthfulness, and Law Abiding. "Evil" stereotypes will probably have the Sadism, Bloodlust, and/or No Conscience Disadvantages. "Neutral" characters (those that walk a shady path between good and evil) might have Bloodlust, or No Conscience.

ADVANTAGES AND DISADVANTAGES

Advantages and disadvantages are purchased from the same point pool as skills, which is equal to the character's INT rating. You cannot have a combined purchase of skills or advantages exceeding this rating (unless disadvantages are taken to gain more points). Taking a disadvantage increases the amount of purchase points by the value listed. For example: A character who has an INT rating of "21" has 21 points with which to purchase skills and advantages. If he took the "asthma disadvantage" (10 points), he would then have 31 points to spend, but suffer from asthma as a trade-off.

Disadvantages can also be used to increase attributes but you still cannot go above the maximum rating of "30" (for human characters, or the maximum for a given alien). Attribute increases must be done on a ratio of 10 points of disadvantages to 1 attribute point. These attribute modifications may only be done during the character's initial creation. Animals may also have some advantages and disadvantages.

ADVANTAGES

Advantages can only be purchased before the character is brought into play - never afterwards. Unlike skills, advantages cannot be increased after purchase.

ACUTE VISION (cost = 1 point / bonus of +1)

Acute vision gives the character a bonus of +1-5 (depending on how much he wants to spend) when making AWR and OBS checks that involve eyesight. Be sure the GM knows you have this advantage!

ACUTE HEARING (1 point / bonus of +1)

Acute hearing works the same as acute vision except only on those AWR and OBS checks involving hearing. Bonus of +1-5.

ACUTE SMELL (1 point / bonus of +1)

Acute smell works the same as acute vision, except only on AWR or OBS checks dealing with the character's sense of smell.

ACUTE TOUCH (1 point / bonus of +1)

Acute touch works the same as all of the above, except it only affects AWR and OBS checks involving sense of touch. This might include noticing a trip line by feeling it on your leg before you actually triggered it (provided you made a successful AWR check + bonus). This advantage can also be used with certain skills that rely on sensitive touch, such as safe cracking (a derivative of lock picking), and reading brail. A blind person could also use this skill

to remember people's faces by touching them - even as far as to produce their likeness if they happen to be a sculptor.

AMBIDEXTROUS (5 points)

Characters with this advantage can use both hands with equal skill and do not suffer the normal penalty of -10 for using the "wrong hand".

DOUBLE JOINTED (5 points)

The character is able to fold himself up into any area half of his height, and gets a bonus of +3 when using Magic skill to escape from ropes, chains, handcuffs, etc.

MENTAL CALCULATOR (4 points)

This ability allows the player (on his character's behalf) to use a calculator at any time to figure out anything he needs to know no matter what the character is doing at the time - even while in combat! He is also able to count high numbers of objects (a random pile of toothpicks for example) and give the exact number at a glance (if a successful INT check is made). This ability is sometimes found in autistic people.

TRIVIAL KNOWLEDGE (5 points)

This ability allows the character to remember all sorts of trivia if he makes a successful INT check at +3. He simply asks the GM "What does my character know about ___?" and the GM must tell him something minor about it. (eg.: "This bottle is a reproduction! The lack of the distinctive ridges on the bottom clearly indicate that it was not manufactured in the 1930's in the area formally known as the United States! I read an article on that just last week.")

SENSE DANGER (6 points)

This ability allows the character to sense when his life is in danger. In game terms this means he gets +5 to all AWR and OBS checks when something is about to threaten his life. This does not give the character an exact indication of what is wrong (other checks are needed for that if at all possible). He only gets a feeling that something is about to happen which may make him more prepared.

FEARLESSNESS (6 points)

This advantage gives a character a bonus of +5 to any WILL checks involving fear.

IMPORTANT CONTACT (15, or 30 points)

The character has an important contact who is sometimes in a position to help the character. This could be: a contact in the government in a minor post (a clerk at the Ministry of Propaganda and Enlightenment); a city police officer; an employee of a crime lord; a reporter for the NSNS, etc. This contact can be called upon once per game. The contact may also expect favours from time to time. The player must tell the GM who this contact is and how they know each other and why they help (old friend, relative, takes bribes for info, etc.). The GM has total veto power if he feels this contact is very unsuitable for the game ("an old friend of the Führer", for example). The GM may also rule that this contact may refuse to do some things. If the contact is very highly placed "a police captain", or "small time crime lord", the cost is 30 points.

RETIREMENT (10 points)

The character has reached retirement age (65, or 20 years of service in military if the GM allows) and receives a monthly check equal to monthly rate of pay from the government. The character must have worked for some company, farm, or government office to receive this benefit. Bounty hunters and mercenaries certainly can't take this pay advantage! The character must also take the old age disadvantage.

HIGH SOCIAL STATUS (5, 10, or 15 points)

This advantage allows the character to roll automatically in the top 3 brackets of the social status table for determining money. 5 points = 71-80; 10 points = 81-90; 15 points = 91-00. (see the Social Status table on p. 34 for further clarification).

PSYCHIC ABILITIES (varies)

See Psychic Abilities section.

DIVINE FAITH (15 points)

The character has a strong religious conviction, and believes that some "divine entity" will always act to help him out of difficult situations. Once per day the character may ask for this help, and he will receive 2 luck points to use.

DISADVANTAGES

Disadvantages are purchased before the character is brought into play, but circumstances may occur that cause the character to acquire disadvantages at a later point in life. Disadvantages can be bought off later by spending

Merit Points of equal value, and by paying the necessary cost for treatment. Psychological treatment is about RM 40 per hour.

VISION IMPAIRMENT (1 point / penalty of -1)

This disadvantage gives a character a penalty of -1 to -5 when making AWR and OBS checks involving eyesight. A penalties of -3 or more means that the character must wear glasses or contact lenses; without them his eyesight ranges become 5 / 10 / 25 / 50 metres. Maximum range is not possible. (see Miscellaneous Rules for details). AWR, OBS, marksmanship and the like are reduced by the same penalty amount without glasses.

COLOUR BLIND (5 points)

A character with this disadvantage cannot distinguish between red, green, and brown. He will not be able to operate thermal vision equipment, starships, or have electronic skills. Other problems may also surface ("Quick, hit the red button on the control panel!").

NIGHT BLIND (4 points)

A character who is night blind suffers penalties of -10 at twilight, -15 in darkness or total darkness when making any AWR, OBS, or DEX checks relating to vision during these periods.

MISSING EYE (10 points)

The character only has one eye to see with. The other is either a glass eye, or is covered with a patch or dark lens. A character may not have a cybernetic replacement and still take this disadvantage (unless bought off later). A character who has one eye suffers a penalty of -2 on all DEX checks involving hand eye coordination (nearly all), and -2 on all AWR and OBS checks dealing with eyesight. They also have -2 on their APP rating.

BLIND (20 points)

The character is completely blind. He can only move around in unfamiliar territory at a maximum speed of .5 m per second. In known areas, or with the aid of a guide dog, he can move at 1 m per second. It is not possible for a blind person to run without falling. Usually a lot of skills are impossible to the blind, and common sense must be used. There are some surprising exceptions such as computer skills (with the aid of a brail printer). When using any weapon the character must make a successful AWR check to hear the target and then he suffers a penalty of -10 to hit them. A blind person does not suffer additional penalties when in total darkness as other characters would. To get into role-playing the character properly, the player should

wear a blindfold, mask, or turn away from the playing area. They should not be allowed to actually see where their character is at all.

HEARING IMPAIRMENT (1 point / -1 penalty)

This disadvantage makes the character hard of hearing, and he suffers a penalty of -1-5 when making AWR or OBS checks dealing with hearing. Hearing aids (cost = RM 100; uses 1 A-cell) can be worn to temporarily negate this disadvantage.

DEAF (10 points)

The character cannot hear anything at all. He can only communicate by sign language, reading lips, or through writing. No AWR or OBS checks can be made involving hearing. The player should also wear heavy earphones to help in role-playing the character properly.

SPEECH IMPAIRMENT (1 point)

The character speaks very slowly, slurs, or stutters. The player should always do this when speaking as his character. The character must also subtract -5 from VOC.

MUTE (5 points)

The player of a mute character may only speak to other players by sign language or by writing. He may not speak except to communicate with the GM.

OVERWEIGHT (1 point / 5 kg over normal)

The character is overweight in comparison to the normal height / weight proportions. Every kg overweight counts as if the character was carrying extra encumbrance. An overweight character moves at 0.5 m per second and 1 m per second jogging. He could run at 2 m per second, but this could be dangerous as it could bring on a heart attack (make a CON check every 5 minutes). An overweight person does not count his weight as encumbrance when in water, and gets a bonus to swimming skill checks equal to the amount of points taken. Also if an overweight character is pinning another character down (as in wrestling), the pinned character must be able to lift the heavy character's weight before he can attempt to make a STR check to escape!

AGED (10 points + another 15 points for every 3 years over 35)

A character may learn many skills over the years, but time also takes its toll on the character mentally and physically. A character loses 1 point from every attribute every 3 years after age 35.

ADDICTION (10, 15, 20 points)

A character with an addiction can cause himself and the other characters a lot of problems. 10 point addictions are tobacco, and alcohol; 15 point addiction is marijuana, and 20 point addictions are cocaine, manzoku, brain crystals, and spasma. Every time the drug is available, the character must make a WILL check (at a penalty of -5) to refrain from taking it. This penalty increases by -5 each successive day, until the character is no longer in control of himself. If he is without the drug he suffers -1 from CON, and all skill and attribute checks each day until he has gone without it for 2 weeks, or finally gives in. When in this state the character must stop at nothing to obtain the drug. If it is not available on the world the characters are on he may steal the ship and leave the others stranded in order to find some place that does have it. Once the character has made it through the 2 week withdrawal period, he is no longer addicted (and the disadvantage must be bought off), but a WILL check (without penalty) must still be made every time the drug is available to avoid taking it and starting the addiction again.

ALLERGY (3, or 10 points)

Allergies can be almost anything that is fairly common: animal fur, plant spores (hay fever), cigarette smoke, certain types of medication, poisonous plants, poisonous insects, etc. 3 point allergies cause sneezing, itching, breaking out in a rash, watery eyes, coughing, etc. Just pick which of these is your character's normal reaction. All skill checks are made at a penalty of -3 while in the presence of the allergin, and for 10 minutes afterwards. Obviously someone who is attempting to hide while sneezing is going to give himself away! 10 point allergies are dangerous! A person allergic to bee stings or medication could die if he has an allergic reaction. If an antidote injection is not given (many of these people carry a syringe and vial with them) the victim must then make a CON check in the same manner as for awakening from cryogenic suspension, (p.8) with a failed roll handled in the same fashion.

CLUMSINESS (2, or 4 points)

The character is accident prone. Once or twice during an adventure (2 or 4 points respectively) the GM has the character make a DEX check, with no bonuses allowed, at the appropriate moment. For instance whilst they are walking around antiques; sneaking up on someone; carrying something; or working on something delicate, etc.) A failed roll means the character knocks something over, trips, drops something, breaks something etc.

BLACK CLOUD (20 points)

Like the saying goes, "everything that can go wrong does go wrong", and almost always to this character. He always seems to be followed by this "Black Cloud" hovering just

worse. The GM has the player make a DEX check 2x per adventure (Whenever he feels particularly nasty to the player!), and a failed roll indicates that the character fails at whatsoever he is trying to do, or whatever piece of equipment he is trying to use breaks or malfunctions. The character is also a jinx affecting everyone-elses skill and attribute checks, (at a penalty of -1), if they are within 4 metres of him. This is in effect all the time. For this reason many other characters will not want to be around him and he may soon find himself an outcast.

"Wait a minute! If you're here, who's flying the ship? Oh no, you didn't let Marshall..!!!!"

COWARDLY STREAK (10 points)

The character runs or hides, (players choice), at the first sign of trouble on a failed WILL check. He may not take any other action for 1 minute then he may make another WILL check to overcome this. If the situation is obviously life threatening (being shot at etc.) WILL checks are made at a penalty of -5.

"Right, I'll go and distract those two guards... NOW where's he gone?"

PHOBIAS (10 points)*

Fear of either a certain thing or situation. Common phobias include:

- ACROPHOBIA- Fear of heights.
- CLAUSTROPHOBIA- Fear of enclosed spaces.
- SCOTOPHOBIA- Fear of the dark.
- DEMOPHOBIA- Fear of crowds.
- HYDROPHOBIA- Fear of water.
- AGROPHOBIA- Fear of open spaces.
- ENTOPHOBIA- Fear of insects.
- ASTRAPHOBIA- Fear of space travel.
- RUPOPHOBIA- Fear of dirt, filth and infection.
- XENOPHOBIA- Fear of alien creatures.

Whenever a character is faced with this fear he must make a successful WILL check to avoid freezing panic. The GM may assign a penalty to this check at -5 under extreme conditions. For instance an acrophobe may have to walk a swaying rope bridge hundreds of metres above the ground; an entophobe may be facing a huge alien insect; or an agrophobe out in space may be overtaken in a fit of panic if the WILL check he must undertake every 60 seconds should fail. If this should occur he will act in whatever way is appropriate. What is certain the character will not continue in his course of action until he makes a successful WILL check or the source of his fear is removed. It is important to use common sense with phobias. A rupo-phobe does not freeze at the sight of a dirty glass. He will probably wash it a few more times "just to be sure". As a rule a character can have any phobia listed in a psychology

book or reference work, and new ones may be added in the 22nd century.

INSANITIES AND PSYCHOLOGICAL DISORDERS

A character may have several of these, and remember they do not necessarily make a character completely unpredictable and dangerous. Some insanities are perfectly harmless and some are not even seen as being insanities by some people. Some examples follow (marked as "*"):

MEGALOMANIA (10 points) *

A megalomaniac believes he is destined for greatness and is superior to all other people. He has one all consuming goal that he hopes to accomplish which will give him the power he "deserves". This goal is pursued relentlessly and nothing or no one can stand in the character's way. Hitler and Napoleon are classic examples of the above syndrome.

DELUSION (5 or 15 points) *

The character believes with the utmost conviction in something that is not true. Mild delusions (5 points) might include a belief that "man never set foot on the moon or any other world-it's all a Government hoax!" or "God speaks to me at night and tells me what other people have been doing." Severe delusions (15 points) might include: "I am the reincarnation of Gatama Buddha sent to lead and save all of you"; "I am Hitler and am the one and true Führer"; or even "I killed them all because my dead mother told me to".

PYROMANIA (10 points) *

The character loves to set light to things and watch them burn. A building, a pile of rubbish, a forest, in fact anything combustible is an easy target for this character. This character is easily distracted by fires already in progress and will stand around and watch them burn. If he sees smoke or a fire vehicle go by he cannot help but go and investigate it just for the pleasure of watching it burn. Should there be matches or a lighter lying around this type will soon find something to set ablaze. He will not generally do anything to endanger his own life, however. Whenever a chance to start a fire presents itself (matches, gasoline etc.) the character must make a successful WILL check to overcome the temptation. A variation of this disorder can include someone who likes to blow things up with explosives, "just for the hell of it!"

SPLIT PERSONALITY (15 points) *

Whenever a stressful situation occurs (being in combat, becoming angered, faced with a psychological trigger, or faced with an object they fear) the character becomes a totally different person with a completely different charac-

ter. Tastes, habits, personality type all change, and other mental disorders may present themselves. The GM may also require a WILL check once per day to see if the character avoids changing. The player should role play the differences between the personalities very thoroughly and have separate character sheets for each. The character may even think he is a different race or sex. Play it to the hilt!

SADISM (10 points) *

This character enjoys cruelty and inflicting pain on others, especially cowards or weak and defenceless types. The sadist generally prefers to use particularly nasty weapons or those that cause slow and painful deaths. Some of their favourites include bladed weapons, shotguns, residual poisons, and plasma weapons. Some severe types may even have a torture chamber where they will whip, beat and inflict other forms of pain. They even get kicks from tripping old people in the street. Any time the character is in a situation when he knows he should avoid this compulsion he must make a WILL check to avoid it. This trait is found in almost all "evil" types of characters.

KLEPTOMANIA (10 points) *

The character can never seem to resist pocketing something left out in the open whether valuable or not, (even a pen). Any opportunity the character gets a chance to steal something the character must make a successful WILL check to avoid his compulsion. A kleptomaniac usually keeps all his "findings" in a safe hidden place. He will not voluntarily return the items. Remember that since other character's will have their backs turned, the GM will have to make secret AWR checks for nearby characters to notice. He would then have to inform the kleptomaniac what he is being tempted by via passing him a slip of paper so that the other players wouldn't know.

FLIRTATIOUS (10 points) *

A severe "flirt" is forever becoming infatuated with members of the opposite (or even the same sex, if the character is inclined in that direction) even if they are married or involved with someone. A WILL check must be made to avoid making a "pass" at the subject of desire. A penalty of -1 is applied for every point over "15" on the other character's APP rating. This could lead to numerous slaps in the face, black eyes compliments of a jealous lover, or even making a "new friend". All of this will depend on the NPC reaction roll (p. 192).

TOTAL DEVOTION (15 points) *

The character is totally devoted to the well being of another. This "other" can be of the same or different sex, a parent, child, a superior or a pet. The character will always act to protect this person from being harmed in anyway

possible and must make a WILL check to avoid doing any favour the person asks, within reason. All Imperial palace guards have this disadvantage.

FANATICISM (10 points) *

The character believes very strongly in one leader, religion, government, political cause etc. The character will put this cause before any other interests regardless of his own safety or the groups he is with. Nothing else is more important. A fanatic will not always lay down his life for his beliefs, but may often come close to doing so. He will refuse to associate with those of differing/ opposing beliefs (-5 on reaction roll).

SUPERSTITIOUS (6 points) *

The character will have absolutely nothing to do with unlucky numbers; will go around ladders; will not go near black cats and if the character breaks a mirror he will suffer a penalty of -1 for 7 years (actually they will forget about it after a month and checks go back to normal). The character may wear lucky charms and if lost he suffers a penalty of -1 on all checks until a replacement is found. All of this is merely psychological - as the character's abilities are affected by what he believes.

DEATH WISH (20 points) *

The character doesn't care whether he lives or dies. He enjoys taking huge risks and thrives on life threatening situations. If a situation calls for a lone person to sneak quietly into an enemy base and "neutralise" the guards for the rest to enter, he is always the first to volunteer. Need someone to go and hunt down all the members of a street gang that have been terrorising a neighbourhood or area? No problem! "Paul Kersey", (as portrayed by Charles Bronson,) is a classic example of a person with this trait. This type of character could never take the cowardly streak disadvantage, and will never run from danger. Other character's may see him as suicidal and perhaps subconsciously the character does want to be killed!

TRAUMATIC FLASHBACKS (15 points)*

The player creates a situation in his character's past (subject to GM's approval) that resulted in leaving permanent mental scars. Anytime the character is faced with a similar situation he must make a WILL check to avoid reliving the experience. If this happens the character will freeze for 10-60 seconds and be completely unaware of his surroundings. Examples might be someone who had previous combat experience being startled by sudden loud noises, or someone who was attacked severely by a large dog as a child seeing a similar dog, etc.

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palace

BLOODLUST (10 points)*

"Why wound the enemy - the only good one is a dead one!" The character will always aim to kill his enemies. If he is under orders not to kill, but to take prisoners he must make a WILL check to avoid doing it anyway. ("Sorry sir, he must have moved at the last second".) A character will only normally attempt to kill outright his recognised enemies. Someone who starts a fight in a "spacer's dig" does not count.

SWORN OATH (10 points)

The character has sworn to do something until his dying day. This could be to avenge a murder; protect the innocent and defenceless; to never rest until a certain criminal has been brought to justice; to find a missing person or relative; to give all riches to a charity and so on. The character may never break this oath.

PACIFISM (10, 15, 20 points)

The character is directly opposed to violence, and discourages violent actions in others. The degree and point value of the pacifist can vary from: uses violence but will never attempt to kill or leave anyone (even an enemy) to die, 10 points; will use violence only in self defence or to protect others, and will therefore never strike first, 15 points; or completely non-violent and will never use violence under any circumstances or cause another sentient life form harm in any way, 20 points.

LAW ABIDING (15 points)

The character always obeys the law. He is completely honest in his actions, and will never break any law. He may steal if absolutely necessary, but will leave a note saying so and will always pay the victim back or return the stolen item as soon as he is able. If the character is in an area of near anarchy, he will conduct himself according to the laws of his own nation. If the character does breaks a law (accidentally killing someone, etc.) he must always turn himself in, and will not try to escape.

TRUTHFULNESS (10 points)

The character cannot tell a lie (or if he does he has so much trouble with it its obvious). If the character attempts to tell a "white lie", or keep a truth hidden by not saying anything he must make a WILL check at -10.

ALTRUISM (20 points)

The character always puts other people's welfare before his own. He will always make sure he is the last to leave a burning building, or a sinking boat, etc.

NO CONSCIENCE (5 points)

This is the opposite of altruism (egoism). The character is concerned with the welfare of only one person - himself. He will never endanger his life to save anyone (unless there is a very good advantage to be gained). It is not that the character is a coward, he just considers everyone else to be "expendable". If someone gets in the way of an important objective he will not even think twice about killing them. The character will always have a -8 to reaction rolls, and will have no real friends. This disadvantage is found in assassins and other "evil" or "neutral" character types.

MIGRAINE HEADACHES (5 points)

When the character is in stressful situations he sometimes gets painful headaches that wreck his thinking and concentration. The GM has the character make a CON check anytime he feels the character is under stress (but no more than once per session). If the check fails the character suffers a -3 penalty from all checks that involve any sort of thinking and concentration. After he is free of the stressful situation the effects will wear off if activity continues in 1d4 hours. If the character rests the effects will wear off after about 20 minutes.

INSOMNIA (10 points)

The character has a sleeping disorder. Everytime the character goes to sleep he must make a CON check or lose 1d6 hours sleep. If this happens the character will suffer from fatigue the next day (see Miscellaneous Rules, fatigue).

HAEMOPHELIA (20 points)

This rare condition is only found in males (although females may be carriers to offspring). A haemophilic's blood lacks the ability to clot properly, and so when a wound causes him to bleed he will lose blood in an amount equal to the damage of the wound all over again every minute until first aid is received. If the character is bleeding internally, surgery will be needed to stop the bleeding (as with all internal injuries).

ALBINISM (20 points)

The character is an albino. He has "dead" white skin and hair, and the eyes are pink (sometimes blue). This condition makes the character very sensitive to light and also very weak (cannot have a CON rating of more than "12"). When in bright light, the character suffers -10 from all checks involving eyesight, and if uncovered in bright sunlight he will take burn damage as if he were being exposed to 100°C (except that the time exposed is read as minutes - not seconds. See Burn Damage, p. 56).

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EPILEPSY (15 points)

Anytime the character takes damage, or is in a stressful situation (combat, or phobia) he must make a CON check to avoid a seizure. When a seizure occurs, the character falls to the ground, eyes roll back, and he shakes uncontrollably. The character is also effectively unconscious. Seizures will last for 1d6 minutes. Afterwards the character can continue with further actions but he will have suffered fatigue points equal to the length of the seizure.

ASTHMA (10 points)

Any time the character suffers fatigue due to running, climbing, or any other activity that causes quickness of breathing, he must make a CON check to avoid passing out from the inability to breathe. If an asthma attack occurs, the character has CON x 4 seconds to use an inhaler (RM 1, 1 month's use), or blackout. A successful first aid check is needed by any other characters to restore the victim's respiration. Otherwise the character will die (see also Miscellaneous Rules, vacuum).

MINORITY (10 or 20 points)

The character is a member of a racial type that is considered undesirable, or inferior by the majority of that character's nation. This would include Chinese, or caucasions in the Empire, and Blacks, Jews, and Slavs in the Reich. Aliens and homosexuals are also included in this category. Reaction rolls will be at -5 for all NPCs in the nation (of a different race) who come in contact with the character. If the character is an oriental visiting the Reich or vice versa this is a 10 point disadvantage. If the character is from a persecuted minority, he may find himself imprisoned for no reason or put into slavery. This is a 20 point disadvantage.

SPACE SICKNESS (5 points)

Anytime the character is in a zero-G environment he automatically becomes space sick (see Miscellaneous Rules, p. 62).

BODY ODOUR (1 point / -1 penalty)

The character has an extremely offensive body odour which he does not attempt to control. Other people have a penalty subtracted from reaction rolls equal to the severity of the problem (-1 to -5).

MISSING LIMB (15 points)

The character has lost an arm or leg. If he replaces the lost limb with a cybernetic one he no longer has the disadvantage

and must pay the 15 points back by using Merit Points.

A 1 legged person must either use crutches (moving .5 m/sec, or 1 m/sec at jogging speed); or (if both legs are gone) a wheelchair. It will be impossible to do certain things involving legs and any questionable actions must be performed with a DEX check at -5.

A 1 armed person will not be able to use firearms with a heavy recoil, or any other weapon requiring two arms. Other actions will be impossible or require a DEX check at -5. Anything that can be performed with one arm has no penalty.

QUADRIPLLEGIC (40, or 60 points)

A quadriplegic is completely paralyzed from the neck down. He is confined to a wheelchair, which is controlled by a multi-purpose toggle switch activated by blowing and movement with the mouth. Other devices may use a small microprocessor that allows for voice activated operation (RM 300). Specially trained rhesus monkeys, or spider monkeys, can also be used to perform tasks for the quadriplegic by the use of a small pen laser pointed to what is required (monkey must make an INT check to understand difficult requests). These monkeys cost RM 3,000. A 60 point disadvantage is one where the character can never be cured (permanent spinal, or brain damage). A 40 point disadvantage is one where the character may eventually be healed through an operation or cybernetic replacement (after the appropriate Merit Points and cash are paid).

PHYSICAL DEFORMITY (5-25 points)

The character has an obvious physical deformity: hunchback, hairlip, twisted facial features, etc). The character may never have an APP rating greater than "8". Every reduction of this by one counts as 5 points. Player must also have a good explanation as to how this character avoided "dying during childbirth" (see p. 153)

ABNORMAL SIZE (15 points)

The character is abnormally tall, or abnormally short for his race. The minimum height for a "giant" human is 2.1 m (tallest recorded is 2.8 m), the maximum height for a human dwarf is 1.46m (smallest on record is 58 cm). Other humans will have a reaction at -2 to the character. Clothes will cost at least 2x normal, and certain things may be impossible (such as a giant fitting into a life pod with another person), while other things may be possible only to people with these disadvantages (a dwarf fitting into a small opening). Also they may find it impossible to operate many vehicles.

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te**PAST CRIMINAL RECORD (5 points)**

The character has served a prison or labour camp term for a crime (robbery, tax evasion, fraud, etc.) he will have been there for a period of 1-20 years. He may not take any government employment or high paying job. Anyone who finds out about the character's past will react at -5.

CURRENTLY WANTED (20 points)

The character is currently wanted by a government or law enforcement agency. He will need forged papers if he is to travel to any colonized world. If a bounty hunter is rolled on any encounter he will be in pursuit of this character. Any NPC who discovers the character's secret will react at -6.

DEATHMARK (30 points)

The character has done something to somebody, (an NPC who wants to see him dead. The general idea of the NPC and the reason for this is decided by the player, and all stats and further details are filled in by the GM. Once during each adventure there is a 5% chance that an assassination attempt will be made on the character's life by the organization, or person (or one of their henchmen) who wants to kill the character. (The GM determines this before the adventure begins). If a henchman is killed, more will be sent until the character dies.

RIVAL / ENEMY (10 or 20 points)

The character has a rival (usually of the same or opposing profession) who, while not necessarily out to kill the character, will always be making his life difficult in some way. Examples might be: a city police captain who doesn't appreciate a meddling private detective (always threatening to charge him with something, etc.); a rival bounty hunter who manages to get to the character's quarry before him; a pirate who takes the cargo from a smuggler time and time again; a competing mercenary company that shows up to under-bid the character's on an assignment, etc. A 20 point rival / enemy will attempt to kill the character on occasion, - otherwise it is a 10 point rival / enemy who will not. This rival will appear in an adventure only 5% of the time.

BAD DEBTS (15 points)

The character owes someone (other than the government) a lot of money! This could be a bank, loan shark, criminal organization, etc. The extent of this debt will be between RM 10,000 - RM 1,000,000 (01-00 x 10,000). Numerous bounty hunters, skip-tracers, and other henchmen will be sent after the character from time to time (5% chance per adventure) to "collect".

LOW SOCIAL STATUS (5, 10, or 15 points)

Social Status is automatically 31-40 (5 points); 21-30 (10 points); 01-20 (15 points).

HIGH RAD COUNT (1 point / 10% increase)

The character has a rad count that is above the normal range for his age. 1 point is gained for every 10% increase above the expected norm.

SOCIAL STATUS

Roll 2d10 using one die to represent the tens place and the second to represent the ones place. Add or subtract any modifiers. Find the resulting percentile in column one, then roll the specified number of dice in column two to determine how much money the character has in REICH MARKS. The character's social status of "05" would indicate a character born into poverty, a social status of "96" could be the offspring of a millionaire.

SOCIAL STATUS (2 10 sided dice as %)

01 - 20	1d6 X RM 100
21 - 30	1d8 X RM 100
31 - 40	1d6 X RM 1,000
41 - 50	1d8 X RM 1,000
51 - 60	1d6 X RM 10,000
61 - 70	1d8 X RM 10,000
71 - 80	1d6 X RM 100,000
81 - 90	1d8 X RM 100,000
91 - 00	1d10 X RM 100,000

MODIFIERS

NON-GERMAN NATIONAL	-20
NON-EUROPEAN NATIONAL	-30

RAD COUNT

The average amount of radiation received by each person on Erde is 2.19 rads per year, so to determine a character's expected rad count multiply his age by 2.19. This count may be decreased down by a limit of 20% (100 rads becoming 80, etc.). A character who has worked in a radioactive environment might have the High Rad Count Disadvantage.

NOTORIETY

Notoriety is how well-known the character is to NPCs. The character begins with a notoriety equal to 1/2 of his social status. As he progresses in the campaign this notoriety rating will change according to the character's accomplishments.

RATING RESULT CHANCE RECOGNIZED

0-10	Never heard of	0%
11-20	"Rings a bell"	5%
21-35	Known in city	10%
36-45	Known in city	20%
46-55	Known in surrounding area	30%
56-65	Known in surrounding area	40%
66-75	Known in regional area	50%
76-85	Known in regional area	60%
86-95	Known in state	70%
96-97	Known in nation	80%
98-99	Known in different nations	90%
100	Known on Erde	95%
101-120	Known in home system	96%
121-140	Known in home system	97%
141-160	Known in colonies	98%
161-180	Known in colonies	99%
191-200	Known in colonies of other nations	100%

MODIFIERS

Outside of home city	-5%
Outside of surrounding area	-10%
Outside of regional area	-20%
Outside of home state	-40%
Outside of home nation	-80%
Very remote area	-100%
Off homeworld	-90%
Outside of home star system	-95%
On a colony of another nation	-150%
NPC of the same or opposing profession	+10%

MODIFIERS TO NOTORIETY RATING

News story on character	+10
New world discovered	+20
Large donation	+5
Common robbery	+1
Small theft	+3
Major theft	+5
Very large theft	+10
Murder	+3
Murder of an authority	+5
Murder of a famous / infamous person	+10
Murder of a very famous / infamous person	+20
Unusual scientific find	+10
Fantastic scientific find	+15
Heroic rescue	+2
Prison escape	+10

Prison escape (maximum security)	+20
Scandal	+20
More than 5 years since last accomplishment	-10
Major accomplishment in profession	+5
Relative of famous person	+5

PERSONALITY TYPES

According to the studies of the famous psychologist Carl Gustav Jung, there are four areas of the personality that combine to form 16 distinct "personality types" which everyone can be classed under. These four areas are the resolutions of four pairs of opposite behavioral traits, which are listed below:

INTROVERTED (I) vs. EXTROVERTED (E)

The introverted personality tends to be a "loner". He quite often keeps to himself, has small groups of very long lasting friends, is quiet, works better alone and is very private. The extrovert by contrast is very outgoing, has many (but not very close) relationships, is loud (sometimes obnoxiously so), works better in groups than alone and is more concerned with external things.

INTUITION (N) vs. SENSATION (S)

The intuitive person values the ideas of what is possible, what the future may hold and he makes decisions not based on facts but hunches. He values a vivid imagination. The sensible person puts emphasis on being realistic, practical, making decisions based on facts and not fanciful hunches. He feels he should not be wasting time day-dreaming of what could be but should rather be worrying about what is happening at the present.

THINKING (T) vs. FEELING (F)

The thinking person is characterised by the ideas of being logical and not letting foolish emotions get in the way of their judgement. To the feeling person everything is felt emotionally and those who display only logic without emotion are cold and robotic.

JUDGING (J) vs. PERCEIVING (P)

Judging types prefer matters to be closed and settled and believe in sticking to deadlines. The perceiving types like for their options to be left open, open ended and are not concerned with sticking to deadlines or a structured plan.

Using the above characteristics the following combinations can be found: INTJ; ISTJ; INFJ; INTJ; ENTP; ISTP; ISFJ; INFP; ISFP; ENFP; ENFJ; ESFP; ESFJ; ENTJ; ESTP; ESTJ.

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PSYCHIC ABILITIES

Psychic abilities are purchased from the same "point pool" from which skills are bought. The character may not buy new disciplines after initial creation, however he may still increase existing ones 1 level per game. Skill points awarded may be held in reserve for future use as always.

USING PSYCHIC DISCIPLINES

Before any psychic (or "psionic") disciplines can be used, the character's **PSYCHIC STRENGTH (PSI)** must be determined. To do this, you simply add together the character's **WILL** and **INT** together and divide by 2. If the fraction left over is 0.5 or higher, round up to the next whole number. For example, a character who has a **WILL** of 19, and an **INT** of 24 would have a **PSI** or "22" ($19 + 24 = 43$; 43 divided by $2 = 21.5$ or 22).

Once you have determined a character's **PSI** rating, you then use this as the base attribute for individual psychic disciplines (as if determining a skill rating). Therefore, a character who has a **PSI** of "22" and has purchased telepathy at level 3 (for example) would have a telepathy rating of "25". A skill check is then made by rolling 2d20 against this rating to determine the success or failure of the character to use his psychic discipline. Some suggested modifiers are given at the end of this section.

PSYCHIC DISCIPLINES AND COST

EMPATHY - (cost = 5) (RECEPTIVE)

Empathy in the general sense is the ability to determine the hidden emotions of another character. In the extreme sense, the psychic character can touch a wounded character and "draw out" the pain from wounds. This **DOES NOT** heal the wound, it simply allows the character to use any mental based skills without the penalties subtracted due to the pain. The pain is then suffered by the psychic instead, and he must subtract penalties from all skill checks equal to the number of points of pain he took in. The psychic is able to shake off this pain from himself at the rate of 1 point per minute. It takes 5 seconds to determine hidden emotions, and 10 seconds to draw out pain.

TELEPATHY - (cost = 10) (RECEPTIVE)

Telepathy is the ability to read a character's thoughts, or to send a mental message to another character. It is only possible to read what a character is actively thinking at that

moment, so picking out details other than his immediate thoughts at the time of the "reading" are impossible. It takes 10 seconds to read thoughts or send them. You do not need to **SPEAK** a foreign language to understand thought patterns.

PSYCHOMETRY - (cost = 10) (RECEPTIVE)

This is the ability to "read" the history of an object, or photograph of a person. The psychic if successful can determine what emotions, desires, and problems a person was experiencing at the time the object was in their possession (or when the photo was taken). The GM should let the amount of details he gives the player reflect on how well he made his **PSI** skill check - a roll of less than "10" might indicate very clear detailed information whereas a roll that came close to missing might indicate only a vague impression of something. It takes 10 seconds to read an object.

DIVINATION - (cost = 2) (RECEPTIVE)

Divination is the ability to "see into the future" with the aid or tarot cards, crystal balls, runes, sand, etc. The diviner asks the GM a question and makes his skill check. If successful the GM then answers the question based on where he thinks things will lead at the moment. This information is only a glimpse of **ONE** possible future. There are always other possibilities and the outcome predicted might be avoided, or due to other choices made along the way altered in some fashion. General questions deserve general answers. It takes 1 minute to divine a simple question, and 10 minutes to do a more detailed reading.

PRECOGNITION - (cost = 2) (RECEPTIVE)

Precognition is a sudden glimpse of the future in a "vision". Unlike other psychic disciplines, the GM makes this roll in secret anytime the character is headed for certain danger unawares. This skill along with divination and clairvoyance should not be allowed to completely ruin an adventure. The GM should give information concerning the future in such a way that the player gains some helpful information, but not so much that he knows every detail of what is going to happen - otherwise what would be the point in continuing?

CLAIRVOYANCE - (cost = 3) (RECEPTIVE)

This discipline enables a psychic to concentrate on a known person or thing and see what is happening at the moment.

AURA PERCEPTION - (cost = 3) (RECEPTIVE)

A character with this ability is able to gain very general information about a character by being able to see the invisible coloured aura that surrounds all living things. This could be impressions of evil, hostility, hatred, kindness, suspicion, etc.

TELEKINESIS - (cost = 20) (TRANSMITTED)

This is the ability to move objects through space by the power of concentration. A character can move an object with a weight in kilograms equal to his telekinetic skill level at no penalty. Each kg over that weight imposes a penalty -1.

PYROKINESIS - (cost = 20) (TRANSMITTED)

A pyrokinetic can increase the current temperature of any object by an additional 100 °C per level of skill. The effects this will have on a given object varies somewhat. Some objects catch fire at a certain temperature while others melt, or dissolve. A person will fall into unconsciousness if their body temperature rises above 48.8 °C (CON check to avoid heatstroke). The rise in temperature decreases by 10° for every meter away the object is. The first meter does not count, therefore a person with a pyrokinetic skill level of 2 could raise the temperature of an object by 200 °C at 1m, 190 °C at 2m, 110 °C at 10m, etc. The object must be able to be clearly seen by the psychic. (see also Burn damage) Time required: 10 seconds per every 5° increase.

TELECONTROL (cost = 15) (TRANSMITTED)

This is the ability to control another character's actions against their will. This involves subtracting the difference between the defending character's WILL and the psychic's telecontrol rating. This difference is then subtracted from the psychic's skill check. Time: continous concentration.

ELECTROKINESIS (cost = 15) (TRANSMITTED)

A psychic with this skill can cause electronic disruption to an object in the same manner as a disruptor. The electrokinetic can generate 100watts per level of skill he has. (-10 watts for every meter beyond the first as in PK.)

MINDWIPE - (cost = 20) (TRANSMITTED)

With this discipline a psychic can cause limited amnesia in another character while touching that character and concentrating on the memory to be erased. The lost memory can be recalled under hypnosis, however. This skill is used against the defending character's WILL as in telecontrol. A memory can be anything from a specific event, skill, person, etc. (See also Amnesia, p. 71). Time required: 20 seconds.

HEIGHTENED SENSES - (cost = 1) (RECEPTIVE)

This dicipline increases the psychic's awareness and observation by a bonus equal to the skill level. This temporary increase can exceed "30". Time: instant. Duration : one AWR or OBS check.

HEALING - (cost = 20) (TRANSMITTED)

A psychic can heal wounds by "laying on hands". This cannot be used to bring dead characters back to life, or to heal synthetic body parts. Time: 10 seconds per restored Life-point.

PSYCHIC SKILL MODIFIERS

- 1 per every metre beyond the first (transmitted diciplines only)

- 5 against an aliens

- 5 against an animal

Also normal penalties for wounds, fatigue, etc.

PSYCHIC FATIGUE

Everytime a character uses a psychic dicipline, he expends a great deal of mental energy. This is known as psychic fatigue, and it affects the character just as strongly as if he had used physical exertion. All RECEPTIVE diciplines have a fatigue factor of -1, and all TRANSMITTED diciplines have a fatigue of -5. This fatigue penalty is subtracted every time a dicipline is used and it affects all attribute and skill checks. A full nights rest will restore constitution and other attributes back to normal.

PSYCHICS EN MASSE

If characters wish, those psychics with like diciplines can concentrate together to accomplish a task more easily, or as in the case of telekinesis, "stack" their powers to lift more weight (add all the characters' maximum lift together). For each additional psychic focusing on a given task add +1 to their skill ratings. Every character must still make their skill check, however, and if one character fails ALL fail. This is presumably the idea behind the secret "psychic warfare" research being conducted by the SS for the Reich (it is also quite likely that the Japanese are conducting similar experiments).

TATOOS

All people who exhibit psychic abilites are "drafted" by the military, and are marked with facial tatoos to make them instantly identifiable by authorities.

CHARACTER SHEET

Reich Star



CHARACTER'S NAME : _____
PROFESSION : _____

LIFE POINTS



RESERVE MERIT POINTS

ARMOUR PSI RAD COUNT

114

RAD COUNT

LUCK POINTS

ATTRIBUTE MODIFIERS

PHYSICAL DESCRIPTION

RACE : Native Gravity

SKIN COLOUR: _____

EYES : _____

HAIR: _____

OTHER: _____

HEIGHT: _____ m

WEIGHT: _____ kg

AGE : _____

PRIMARY HAND :

MOST OUTSTANDING FEATURE:

OTHER COMMENTS:

CLOTHING:

ENCUMBERANCE : _____ kg
MOVEMENT RATES : _____ / _____ m / second

PSYCHOLOGICAL PROFILE

PERSONALITY TYPE :

MORAL DISPOSITION:

PHOBIA (S):

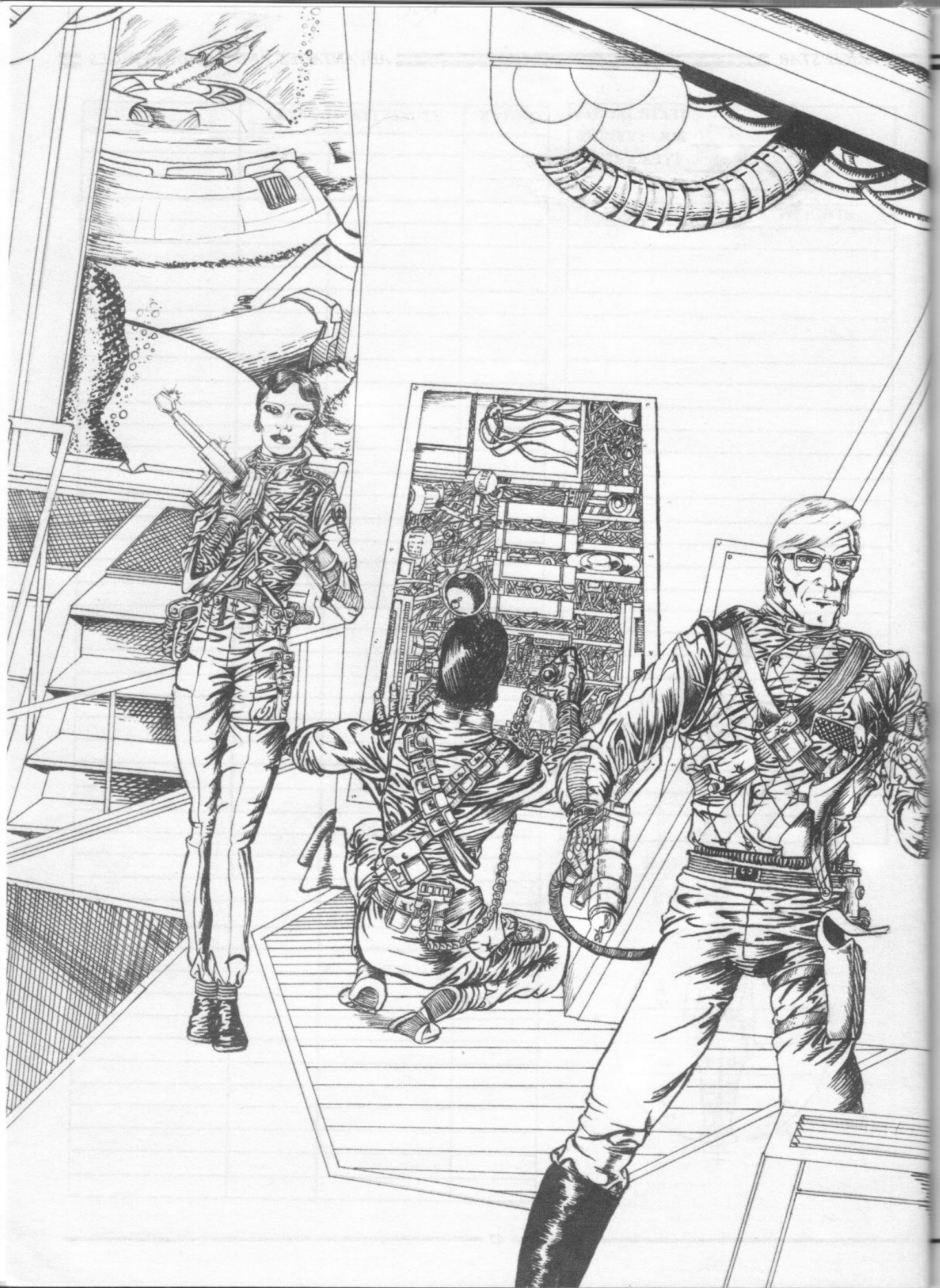
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ADVANTAGES AND DISADVANTAGES

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GAMEMASTER'S SECTION

"WHAT DOES A GAMEMASTER DO?"

The players of the game create detailed and unique characters who interact with each other and the persons of things they encounter. It is the job of the GM to create almost **everything else!** If this sounds like it is too difficult, relax - this section is here to help guide you through the first stages. Also the mechanics of the game (rules and stats) are found in this book, so most of the work has already been done for you. Although players can skim through the rules, you should read the whole book and become acquainted with the whole concept. Don't worry about memorizing everything - just become familiar enough with the game to be able to know where to find things quickly when you need to.

Creating A Plot

The first thing to take care of in creating a scenario for your players is coming up with a good plot for the "story". Take time to look over each player's character sheet - reading through each character's personal history can often provide you with ideas for a game. Are any of them wanted by authorities? Do they have any enemies, or owe someone lots of money? What about close friends or family? Perhaps something has happened and they need that character's help. Tying in a game with Character backgrounds is very useful, but don't use it too much or it can become boring. Other ways of bringing characters into play are:

- 1) Beginning a session right in the middle of the action.

GM: "You are beginning to close in for orbit on Wotan, when suddenly 4 high speed fighter craft swoop in for attack. (rolling dice) You've been badly damaged in your far starboard engine...30 structural points hull damage. They are coming about for another run."

Player 1 (pilot): (to GM) "I turn on all shields. (indicating the activation of an intercom, and addressing player 2 who is below deck) Paul, get to that laser turret! I don't know who they are, but we've got trouble!"

- 2) For characters with a ship, you could have them transport something, or someone.

GM (playing the role of a psychiatrist): "Are you Herr Dieter? Yes, I noticed on the starport messagelink that you had space available on your ship."

Player: "That's right. What's the cargo and destination?"

GM: "Oh, it's not freight, it's a **person**. Allow me to explain. I am Doktor Maxwell of the Warner Institute here in New Heidelberg. I have a psychiatric patient in my care who may be able to be cured by an experimental treatment

being conducted on Erde. Her next of kin have agreed to pay for all expenses."

Player: "I don't know...it sounds kind of strange to me, and I'm not too sure I like the idea of some psycho running around on my ship!"

GM: "I'll provide you with all of the legal documents to prove what I say, and she will be sedated and restrained the whole journey, of course. And she's not dangerous - she just has this delusion that she's the daughter of the Governor! (pausing) The relatives are prepared to pay you 40,000 Reichmarks for your trouble."

Player: (suddenly remembering the final notice from Reich Galaktika that they were about to repossess his ship) "On second thought...."

Of course what the Gamemaster knows and the players don't is that she really is the Governor's daughter, and this is all an elaborate kidnapping. Only the GM knows who's behind it and why.

- 3) Use the characters' occupation.

Mercenaries could be hired by corporations to guard shipments through pirate areas; Pirates could raid ships passing by their base; Freedom Fighters could be sent to sabotage a German military installation, or sent to secretly make contact with Japanese sympathizers on a frontier world; Explorer types may find it enjoyable to seek out new worlds, etc.

TYPES OF SCENARIOS

The type of campaign you want to run in the REICHSTAR universe is really up to you and your players. Although it is mostly meant to be a rebel verses the Reich game, nothing is there to stop you from merely using it as a background for other types of adventures - characters "who would rather not get involved", or those who are out for their own personal gain. Of course you should occasionally remind these players of the tight fearful police state they live in. Have them picked up and questioned by the Gestapo; have their take-off permits revoked at the last minute; have them reported as terrorists if someone overhears them criticize the government. Or worst of all let their ship be commandeered for policing services and left barely intact 7 light years away! It's **their** problem to get it back as far as the Reich is concerned.

Other types of adventures might include:

Alien contact - there is a lot of space out there. Who knows what strange things you may find.

Mystery - How about an abandoned ship or colony with no trace of the people? Or a body is found dead in your cargo hold?

Criminal activity - Perhaps there's this magnificent treasure on display worth millions. The character decides he has just the plan...

Ruining someone's plans - Maybe a character picked up someone else's luggage by mistake.....someone very important.....

Mistaken identity - A character is mistaken for someone else.....a corporate executive, or a wanted man!

SETTING AND MAINTAINING ATMOSPHERE

No, we don't mean making sure you have sufficient quantity of oxygen and nitrogen! (Although that could be a problem in some cases!) What we are in fact referring to is of course the feeling that you and your players really are in this universe of an alternate future. When the characters are on Erde, tell them about the dreary weather, the acid rains, and the pollution that has ran out of control in the large cities. Describe the downcast faces that walk the streets in fear of the Gestapo - seldom associating with strangers. On Wotan, let them run into a dirt stained X'larthujahri child who looks at the humans with an expression almost blank, but suggesting pity for his conquerors. Describe the weird alien vegetation, like the buthuanua - a tan and black tentacled mass that will burrow underground if it is threatened, leaving behind a foul smell similar to rotten eggs. Remember, you must act as the eyes, ears, nose, and sense of touch for the players so be as descriptive as possible.

THE SUPPORTING CAST - NPCs

The second job of the Gamemaster is playing all of the Non-Player Characters (NPCs) who act as the supporting cast for his story. These are the humans, robots, and aliens who make up the rest of the universe outside of those portrayed by the players. It is important to make these NPCs as individual as the characters created by the players. They are created in much the same manner as PCs, except that NPC's may have had much more experience (and thus higher skill ratings) than a PC that is just starting out. For example, the characters have upset a crimelord who calls in his bodyguard. You have decided to make this henchman in the classic manner of a giant with super strength, so on his character sheet you decide to automatically give him a strength of "30". Also remember that NPCs have objectives too, and keeping this in mind will help make them easier to role-play. What is this character's primary role in this adventure? Is he there to lead the characters toward

something? Is he there to remind the players of an important detail they may have forgotten? Help or hinderance? Are they a faithful friend, or a deadly foe? Perhaps all they care about is their own welfare. This is **especially** important when it comes to the major NPCs of an adventure - the ruthless adversary who will stop at nothing to get the players, for instance. It may also be interesting to have these characters reappear in later adventures as a dramatic climax.

GM: "You are led into a dimly-lit room by spear-point. Your alien captors repulse you with their scent which reminds you strangely of garlic. They utter odd wheezing sounds, and pause before a shadowy figure. 'Leave us', the figure says. Laughing devilishly, he steps from the shadows revealing a scarred, but very familiar face from your past ... Seldon Crowley!"

Player: "It can't be...you're dead!"

GM (as Crowley): "If it hadn't been for a group of scavengers that chanced to pass, I would be. You, my friend, will not be so lucky!"

ACTING AS REFEREE

The final aspect a GM must learn is that of being a good referee. It is very important to realize that a Gamemaster must completely impartial in his decisions dealing with conflicts between players and the scenario he has worked so hard on. This game is **NOT** one person (GM) against the other players. It is meant to be fun for all involved, and so there really are no winners or losers as such. There will of course be individual triumphs and defeats throughout the life of each character. The best sessions are those in which the players were faced with a challenge, and through their thoughts and actions came through it all with a feeling of accomplishment; the GM had fun seeing how the players reacted to his ideas, and everyone had a great time! This certainly wouldn't be the case if the players felt the GM was "out to get them".

DEATH

It's a fact that this will happen sooner or later during scenarios, and losing a character that has been around for a while can be quite traumatic to a player (or even a GM) who has put so much into his creation. It is almost like losing a favourite pet, or even part of one's self! If a character dies it should be justified. For instance a player who rushes head-on into an army of shocktroops **knows** death is certain, so he **should** die when it happens. However, a player who finds his character forced into desert and dies because he can't find water **should not**. Why? Because he had no choice in the direction he had to take, and therefore was a victim not of his own bad decisions, but a victim of a bad GM. In this situation perhaps you could have the character find a crashed ship that has some supplies in its hold, or he is rescued by a nomadic tribe at

the last instant. Likewise, a Gamemaster should be prepared to loose a favourite villain to inventive players. Don't suddenly get upset and try to get revenge on players, just accept it and continue onward.

DICE ROLLING

One of the major parts of being a referee is deciding outcomes by rolling dice, or having players roll. It is a good idea to have some sort of screen set up on the table in front of you. This serves two very important purposes: it keeps players from looking at your notes and finding out things in advance; and it keeps them from knowing what you have rolled should you be making awareness checks, or having to "fix" rolls for dramatic purposes. Why should you "fix" rolls? Perhaps the players have been extremely unlucky in their dice rolls all night, and you feel in order to maintain some balance it is best to let them succeed. Or maybe one character decides to shoot a main adversary whom it is crucial that they be alive at another point during the adventure for the whole story to work!

WHAT SHOULD I DO NOW?

Because you never know what a mess players can make of your finely detailed plans, you have to be prepared to improvise from time to time. Suppose the players decide to go to the Barnard System when you have set the rest of the scenario in the Sirius System for the squeamish GM this could cause some (ahem) "Sirius" problems! There are several things you could do in these cases. One is to glare menacingly across the table at the players with hands full of dice and say, "You don't really want to go to the Barnard System now do you?" Another is to cry uncontrollably and pull all of your hair out. But it would probably be a lot less upsetting to do one of the following instead:

- 1) Try to salvage as much as possible from your original plans. It's not an abandoned mine, but an abandoned research station for example.
- 2) Use the encounters table in the rule book to help you get by. These tables can also be useful in generating ideas for scenarios when you suffer from "writer's block".
- 3) Prod them along by introducing an NPC who will reward them if they will take him where they should be going.
- 4) Force them to go the right way by letting them suddenly learn that the Barnard System has been declared under martial law because of increased pirate activity, or quarantined due to a mysterious and fatal disease.

THE SEQUELS

One of the most unique qualities present in a role-playing game is the continuation of the unfolding saga being created by the GM and the players. It's almost like returning each week to enjoy the further exploits of your favourite characters in a soap opera, or movie sequel. Therefore it enhances play when a GM can link each session in this sort of manner, or draw on characters and events from past games. This way you are writing a history unique to your particular gaming group. For this reason a GM should keep notes of what each player does during a session, as some of their actions could very well effect them later. Some examples:

GM (as a messenger): "Herr Schmidt... this came for you while you were out." (He then hands a letter to player 1)

Player 2 (watching player 1 read the letter): "Well, what is it? Oh, no ... don't tell me it's another repossession warning! You told me you took care of that last month!"

Player 1 (as Johan Schmidt): "No, it's a letter from a solicitor on Morbegeiss."

Player 2 (whose character is a wanted con-man): "Hey, I never pulled any jobs anywhere near that sector!"

Player 1: "Will you keep it down! That Trooper near the door was already looking suspicious when we came in!"

Player 2 (remembering that the GM had mentioned a suspicious Trooper): "Oh... I forgot."

Player 1: "Do you remember that old space bum we gave free passage to Kanestaar?"

Player 2 (laughing): "You mean the one who kept saying he was a millionaire?"

Player 1: "Yeah? He just died and left me 600,000 Reichmarks!"

OR...

GM: "Slowly your mind begins to clear, and the distorted view before you sharpens until you completely aware of your surroundings. You are on a mesh platform, suspended 5m above an indoor pool. Below you a three headed beast with gnashing teeth snaps away at you just out of reach. A voice from your left grabs your attention."

GM (as an NPC): "Ah, Herr Wells I see you have awakened at last. How do you like my new pet? It's called a 'kaluhanabe'. I had it brought here all the way from Morbegeiss."

Player: "Who are you?!"

GM: "Don't you recognize me? Do you not remember what you and your band of mercenaries did to my family on Valhalla? I assure you I haven't forgotten!"

Player: "The last time I was on Valhalla was over 10 years ago! That's all part of past I would rather forget."

GM (as an NPC): "You murdered my family!"

Player: "I'm sorry...."

GM (as NPC): "Sorry?....Sorry?!! That's not good enough, Herr Wells!"

Player: "What is it you want?"

GM (as an NPC): "I thought that was obvious! I want to watch you die!"

RUNNING A SPLIT GROUP

This usually isn't recommended for a beginning Gamemasters, but for those who feel confident enough to handle it, and if the players are willing to put up with it, this is the way it should be done. Whenever players decide they are going to split up, have a separate room set up away from the main gaming area that is out of the range of sight and sound, and send one of the factions there. Be sure to have something to keep these confined players occupied (t.v., magazines, video games, etc.) while you deal with the other faction. After about 15 minutes, or when you have reached a suitable point to pause, have the two groups switch rooms. Carry on in this same fashion until the two groups wish to, or are able to rejoin. Under no circumstances should the two be allowed to discuss what is happening (unless they are keeping in touch with some sort of communications). Players may want to agree to be at a rendezvous point after a certain amount of GAME TIME, or have some similar pre-arranged plan. It is quite intriguing to see how the players react when these pre-arranged plans don't quite work out.

GM: "It is now 1500 hours. You have been waiting for Karl and the others for 2 hours."

Player 1: "What could have happened to them? They should have been here hours ago!"

Player 2: "Maybe we should go back and look for them."

Player 3: "Are you crazy? They probably bungled their whole part of the mission! The Gestapo could be torturing them right now, and they'll soon be after us! I say we get the hell out of here while we've still got a chance."

MULTIPLE CHARACTERS

At some point during your campaign, the players may wish to run more than one character in a game. This **should not** be allowed. The reasons for this are the fact that inevitably the player will split the characters up, and is then put in the position of knowing what is going on in two different places at the same time (thus eliminating elements of suspense and surprise). The players quite often make up a character to use simply as a "guinea pig" exposing this character to any potential danger, while allowing the other character to always be without risk. Another reason for not allowing multiple characters for a single player is that it takes some effort to really bring a character to life, and role-play properly. When you start having multiple characters on a game, the characters lose their personalities and become reduced to a list of numbers. This does not mean that players cannot create more than one character, it just means that they shouldn't role-play them during the same adventure. They can of course use different characters on a rotational basis from time to time.

RUNNING DIFFERENT GROUPS IN TANDEM

This rather novel idea involves either several Gamemasters running different groups, or a single GM running groups made up of different players. If it is several GMs, they should agree on how they will handle the "open options" in the game (such as time travel) before starting. One of the best parts of this idea is that the different GMs can compliment each other's games by relating what has occurred during a gaming session, take note and see how it might affect events in their own gaming group. In this way the different GMs agree to share, and adventure in the same "universe". Whatever occurs in one group may very well affect what happens in another. In a large scale mission for a resistance group, each individual GM's group might be responsible for different stages in that mission - if one of the groups fail along the way the entire plan could be lost. Players from one group may even run into players from another, as in the case of a Bounty Hunter, or a Spy. Running these different groups in tandem can really bring a gaming universe to life, as it creates the feeling that the players in one group are not the only people out there who influence things. These different GMs could even correspond with each other in different countries through the mail, adding a new dimension to play by mail games.

PROPS

When you are participating in a role-playing game, it is sometimes difficult to get a clear idea of things from a mere verbal description. For this reason you may find it helpful to use various props to augment your adventures. These props might include lead miniatures, maps, illustrations, diagrams, or any other visual aid you can provide to enhance the game for you and your players. You could even scratch build models of alien devices, if you wanted to.

Another interesting technique to add flavour to the game is to have a small tape player full of standby noises, and mood music pre-arranged in the order they occur in the adventure. Animal sounds from the Amazon could be used when the characters are making their way through a jungle; noises from a crowded bar could be brought in when the characters are in one. You could even use Wagner's powerful "Ride of the Valkyrie" at full volume whenever a Reich starship appears! All of these things can really make an adventure become truly exciting and memorable experience for everyone.

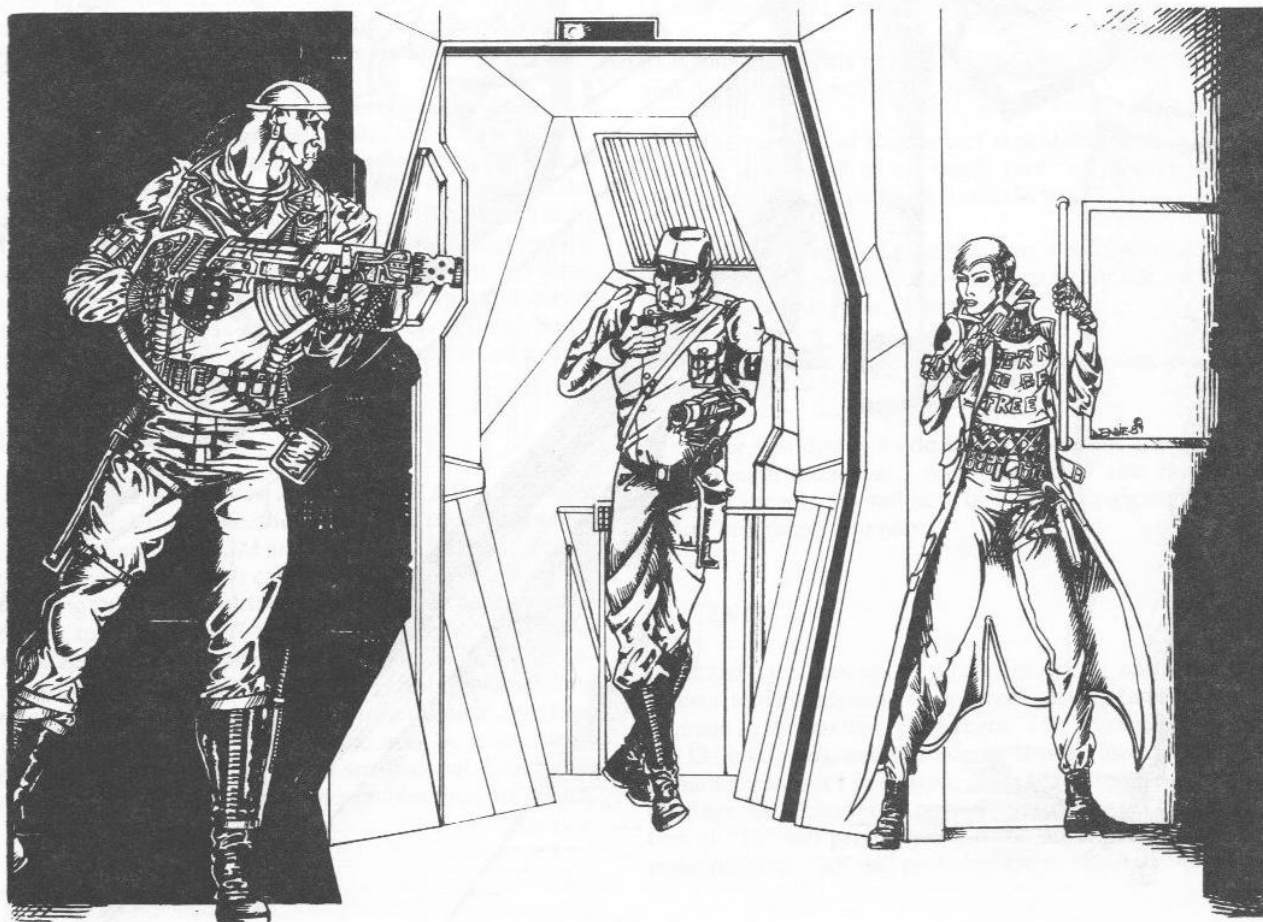
AWARDING MERIT POINTS

What are MERIT POINTS? Merit points are points awarded to the characters at the end of each adventure, that can be used to increase skills by one level, or buy new skills at level one. The number of merit points awarded should reflect the difficulties and challenges the characters had to face during the adventure. For a simple adventure, 1 or 2 points might be acceptable. For a more difficult one 3 - 5 would be more appropriate. You should also consider how much each player participated during the game. Those that just sat back and let everyone else do everything should

be penalized - after all they are supposed to be there to participate and have fun, right? But do this only in extreme cases. If a player does not have enough merit points to purchase a new skill or level, they can hold these points in reserve on their character sheet until they have saved up enough for the purchase.

LAST WORDS

As a final reminder for this section, always remember to be fair to the players, and listen to their opinions and suggestions with an open mind; but we would also like to mention that the rules we have given you in this book are not "carved in stone". You have purchased it, so in a sense it is **your** game. If there is something you absolutely disagree with in the rules, change it. Of course your local Gestapo office may disagree with you doing that, but hey, that's **their** problem, right? Right?!





MISCELLANEOUS RULES

TIME AND MOVEMENT

TIME

Time is measured in this game in terms of ordinary seconds, minutes, hours, days, etc. It will be necessary to keep strict track of time in combat and in a few other situations, but for the most part loose time keeping is acceptable. Gamemasters and players should be aware that **GAME TIME** (the passing of time as characters perceive it) and **REAL TIME** (the passing of time as we experience it) are completely independent from each other. Game time can be faster or slower than real time. For instance a combat sequence may only last for a few seconds for the characters, but due to time taken in the real world to roll dice, calculate damage, and discuss points, the combat could last several minutes. Or on a long journey the GM may simply say, "Okay, three days have passed and you have come to the edge of a vast desert stretching for as far as your eyes can see." A character's movement rate can also be used to measure time.

GM: "Let's see, you have set the timer on the explosives to go off in four minutes - that's 240 seconds. Your movement rate in this cramped air duct is 0.5m per second, so that means you are 120m away when the bomb goes off."

The long term passing of time and its effects on characters and the overall campaign should definitely be followed. Each GM should begin his campaign on January 1, 2134 and progress from there. In this manner the GM and the players participate in creating a history that is unique to their own "campaign universe" - no two gaming groups (unless they are playing in tandem) will have the same history after January 2134. Records of important events and actions of the PCs should be kept up to date. Some people prefer to keep these records in the form of a diary written by their characters themselves.

TIME TRAVEL

There are no fixed rules in REICH STAR concerning travel through time. Whether or not time travel is possible is up to the individual GM and his players. If you do decide to use time travel in your campaign universe, in addition to deciding the method of travel, you will also have to make up the scientific "laws" involved. The method of travel might revolve around principles connected with TDI technology and time travel may only be possible by travelling through ultraspace in a starship, or other vehicle-type time machines. The time travel device may be a stationary gateway and characters carry a small signal device that keeps them tied into the gate and enables them to return.

Time travel may only be possible through the use of psychic powers, like a sort of astral projection where the character's physical body remains in the present while a ghostly astral form moves through time. As GM the laws you will have to make up will have to reflect upon the following:

- 1) Are characters in full physical form while in another time?
- 2) Can two versions of the same character exist in the same time?
- 3) Does time move in a strict linear fashion, and everything characters do in the past affect them in the present? Or does time have tangent courses that when changed develop into new alternate realities, but have no bearing on the character's "true" home time?
- 4) Is time self-compensating? In other words, if characters intervene in a situation that was to take place, will something different then occur to bring about the same end result in order to correct the time flaw?
- 5) Can characters remain in a different time for an indefinite period, or are they pulled back to their present after a certain period like a stretched rubber-band?
- 6) Is time travel only possible in one direction, or can you visit the future as well as the past?
- 7) Is the method of time travel repeatable or is it only possible as a result of extremely rare "accidents" when thousands of factors align in a certain way?
- 8) Is precise time travel possible, or is it nearly impossible to arrive at a specific date? Is it exact to the second, minute, hour, day, year, or not at all?
- 9) Is a character's age affected by time travelling in some way?

Whatever you decide to do if you allow time travel, you must remain consistent. And you should also carefully consider the affect it will have on your campaign universe before bringing it into play.

AGEING

It's a sad fact that nobody remains young and healthy forever, and even characters in a role-playing game are not immune to the passing of the years. The average life-span in 2134 is 80 years, and so to simulate the effects of ageing a character loses 1 point from every attribute every 3 years after age 35. Therefore a person with an average constitution of "15" will probably live to be 80; a person with a constitution of "30" will probably live to about 95.

MOVEMENT

The movement rates for unencumbered humans is expressed as: (rates may be increased using LUCK POINTS)

WALKING - 1m per second, 60m per minute, 3.6km per hour.

JOGGING - 2m per second, 120m per minute, 7.2 km per hour.

RUNNING - 4m per second, 240m per minute, 14.4 km per hour.

SWIMMING - 1m per second, 60m per minute, 3.6 km per hour.

CLIMBING - (using a ladder) 0.5 m per second, 30 m per minute; fatigue of 1 point for every 50 m - more if encumbered. (using rope, ascending) 0.5 m per second, 30 m per minute; 1 point fatigue every 10 m. (descending with rope) 4 m per second; no fatigue. Must make DEX check, or Climbing skill check if not using a ladder. A failed roll means the character slips, but a second successful roll means he stops himself before falling too far.

JOGGING

Jogging can only be done for short periods of time. When jogging a character's walking speed is doubled. A character who is jogging suffers 1 point fatigue every half hour. If the character is encumbered while jogging, his fatigue from encumbrance is doubled (see Moving While Encumbered p.52).

RUNNING

Running quadruples walking speed, and can only be done if unencumbered.

JUMPING

Straight up: STR x 4 in cm.

Broad jump: STR divided by 8.

Running broad jump: STR divided by 8 + 1 m.

MOVEMENT PENALTIES

These penalties are given as example guidelines, and there will probably be other instances where a GM may feel that movement would be slowed. In those cases the GM can simply assign whatever penalty he feels is appropriate for that situation at that moment. The modifiers listed are for minutes and hours - the metres per second rate does not change significantly enough to bother about. Running IS possible under these conditions, but the character must make a dexterity check every 5m to avoid falling (1-2 points blunt damage).

ROUGH, RUGGED TERRAIN -20m per minute

SAND, OR SLIPPERY SURFACE -30m per minute

SWIMMING AGAINST A CURRENT - 30 m per minute, plus 1 point of fatigue every minute. Additional fatigue may be suffered as per the moving while encumbered rule, if the character is carrying weight above normal allowance.

LIGHT AND VISIBILITY

NORMAL RANGE OF HUMAN EYESIGHT (For a medium-sized object)

MAXIMUM RANGE 1,000 m

Medium sized objects (1- 2 m) can only be seen at this range if they are moving, and a successful AWR check is made.

LONG RANGE 500 m

Objects at this range can be seen whether moving or static. General size and shape, and the predominating colour can be determined.

MEDIUM RANGE 250 m

General characteristics, other colours, and racial characteristics (for humans) can be determined.

SHORT RANGE 100 m

Large weapons (rifles, swords) and the amount of equipment can be seen. Individuals can be identified, if the face is not covered.

CLOSE RANGE 50 m

Most details can be seen, including smaller equipment.

PENALTIES

SIGHT IMPAIRMENT - (see Disadvantages)

OBSCURED (Fog, rain, snow, forest, tall grass)

Ranges are reduced by 1/2.

DARKNESS (NIGHT)

Ranges are reduced to 1/10. Maximum range becomes 100 m, etc.

TOTAL DARKNESS (Sealed room, deep water, in space, an area affected by a daser, etc.) Vision not possible without an artificial light source, or use of infrared, or thermal visual aid. Artificial light will not work under the influence of a daser.

INFRARED VISION

Enables character to see via the emission of infrared radiation. Objects appear as if illuminated in red light (light colours appear red; dark ones black). Range of sight limited by power of visual aid device. This is an active device and does increase radar profile. It allows a character to see in total darkness, but not through smoke screens, or in an area affected by a daser.

THERMAL IMAGING

This **passive** form of vision that allows characters to differentiate different objects by the amount of heat they give off. Various degrees of heat are assigned specific colour bands as follows: (an example tuned to a temperate climate, 15 - 35 ° C (59 - 95 ° F))

RED	33 - 35 ° Celcius
ORANGE	30 - 32 ° Celcius
YELLOW	27 - 29 ° Celcius
GREEN	24 - 26 ° Celcius
BLUE	21 - 23 ° Celcius
INDIGO	18 - 20 ° Celcius
VIOLET	15 - 17 ° Celcius

The closer one gets to a heat source, the more intense and detailed the image becomes, so a character who has this sort of visual aid would be able to distinguish between a wall and an open door and know how far away he is from them. If a closed door is made of a material that conducts heat in the same spectrum as the walls then there is a problem. The character would only see a "blue" wall in front of him for example, and no door. The only true reliability in that case would be his sense of touch. Because of the nature of this form of vision, a character sees only the coloured silhouettes of the objects in range. Therefore only a very generalised identification is possible (a bipedal creature, 1.68m tall, two upper limbs, body heat mostly red. Silhouette is human shaped).

The presence of light does not affect the type of vision but the heat of the light source **does**. At close range stage lights, searchlights and similar high-heat lights will "blind" a character by thermal distortion (things appear the same temperature as the light - everything is the same colour). As a general rule of thumb you can say that the area of thermal distortion for electrical lights is 0.5 m per every 60 watts. Fire is 2x the base size of the flames.

This form of vision will work in total darkness (except for laser affected areas) and through smoke screens. It can be fooled by thermal camouflage.

STARLIGHT VISION

"Starlight" or "magnilight" is a **passive** form of vision that makes use of minute light available and magnifies this to enable a character to see on a very dark night as if it were twilight. Everything is seen as if looking through green lenses. A bright light is amplified to the extreme, and looking directly at headlights, searchlights, photoflash etc. will blind the characters for 10 - 120 seconds (1d12 X 10). This form of vision will not be able to see in total darkness, or through smokescreens.

FALLING DAMAGE

When a character falls from a given height, you can compute the damage suffered as follows. Treat all falls as "blunt weapon attacks".

1) For the First 4 metres fallen, a successful DEX or Acrobatics check will result in no damage. A failed roll and the character takes 1d4 damage. There is a base 10% chance of breaking a limb (roll on Hit Location table, then roll a percentile - below 10% and the limb is broken).

2) For each additional metre fallen, add +1 point to damage, and 1% to chance of broken bones. A successful DEX or Acrobatics check will halve both damage and chance of broken bones. Of course the character could always spend a LUCK POINT for a miracle to occur (a passing "hay wagon", as an analogy).

FATIGUE

Characters can become fatigued by combat, lack of food or sleep, physical exertion (running, swimming against a current, moving while encumbered), or when faced with extreme temperatures, or heavy gravity. For every point of fatigue a character suffers, an equal penalty is applied to that character's attribute and skill checks until he is recovered. For example: a character who normally has a marksmanship rating of "21", but has suffered 2 points fatigue will have a modified marksmanship rating of "19" until he is recovered. All other attributes and skill ratings for this character would also be at -2 until recovered. If CON drops to "0" or less, the fatigued character will suffer a heart attack. Chances are he will pass out from exhaustion long before this happens though.

FATIGUE EFFECTS

PHYSICAL COMBAT -1

Pulling the trigger of a gun does not count as physical combat. A fist, or knife fight **DOES**. This is -1 per minute.

LACK OF FOOD OR WATER -2

This is cumulative for each meal missed. Fatigue from lack of food or water can only be regained by eating a full meal.

MOVING WHILE ENCUMBERED -1

Subtract one fatigue point for every 5 kg carried above weight allowance. Make a CON check to avoid this fatigue every 10 minutes travelled.

LACK OF SLEEP -1

This is for every 3 hours of sleep missed out of the "required" 9. Which is cumulative over longer stretches of

time. Fatigue from lack of sleep can only be regained after a full 9 hours sleep.

EXTREME HEAT

-1

In temperatures from 27° C (80° F) and upwards, a character must make a CON check every 30 minutes. If the check fails he suffers 1 point fatigue. This continues for as long as the character is exposed to this heat. Subtract another point for every 5° above 27° C. An extra fatigue point may be added if the character is wearing heavy clothing. Fatigue suffered while encumbered is also added on top of this. Don't forget that extreme heat might also be encountered in steel manufacturing plants, and similar areas, as well as deserts and jungles. **DO NOT** subtract fatigue for damage by **PLASMA WEAPONS**.

In cases where there is a very large number of fatigue points suffered, the fatigue may be distributed over shorter intervals (along with CON checks at each one). **Example:** Fatigue from 1100°C would be 215, if a check was failed after 30 minutes. Therefore you could say that in that temperature fatigue would be 7 points/ minute with CON checks every minute.

EXTREME COLD

-1

In temperatures from - 18° C (0° F) and below, characters must make a CON check every 30 minutes, or suffer 1 point fatigue. Subtract an additional point for every 5° below -18° C. If the character is particularly ill-dressed for this temperature range, or is wearing wet clothing subtract another 5 points. A roll of double 20s indicates the character has contracted frostbite. If this happens, roll for "hit location" or just use any obvious exposed area, then have the character make another CON check. If this roll fails, the exposed area is lost. (It must be amputated). In severe cases, toes and fingers will actually self amputate. During the Russian campaigns of WW II, it was not at all uncommon for German soldiers to find toes rattling around inside their boots!) Frostbite is a very horrible thing to have happen, so remind players to always be careful!

Icy waters are especially dangerous. Exposed body parts will freeze (frostbite) in 4 minutes. After 7 minutes, the character must make a CON check to avoid losing consciousness. The character also suffers 1 point fatigue per minute. Extreme cold can also be created in man-made environments.

PSYCHIC FATIGUE

-1, OR -5

(See section on Psychic Abilities, p. 38)

RECOVERING FROM FATIGUE

Except for the noted exceptions (food, water, sleep, and psychic), all fatigue penalties can be removed after 10 minutes of rest. This means sitting or reclining and doing nothing else, except maybe talking.

ILLNESS AND DISEASE

Out in the far reaches of space, characters are sure to encounter more than just visible alien life forms, they will also come in contact with many strange new micro-organisms. Some of these may prove to be dangerous to humans.

If you wish to create a new disease, you will need to make up an information sheet for it which includes the information below. The only things players will know about a new disease at first, are the symptoms. Further studies and skill checks will need to be made by doctors (with diagnostic skill), and biochemists to determine who is susceptible, and to find a vaccine / cure if any can be made.

DISEASE INFORMATION

NAME: (anything you care to call it)

SYMPTOMS/EFFECTS: (could be anything from fatigue points, coughing, sneezing, sore throat, dizziness, spots, sores, rashes, to headache. Severe illnesses might have such effects as complete discolouration, unconsciousness, paralysis, loss of hearing, loss of eyesight, or cellular breakdown, madness, or something completely new. Some may even be fatal. Some affect physically, some mentally, or others both aspects.)

METHOD OF TRANSMITTAL: (through the air, direct contact with victim or his belongings, exchange of bodily fluids, by ingesting infected matter.)

INCUBATION PERIOD: (how long it takes after contracting the disease before symptoms appear.)

LIFE FORMS AFFECTED: (some life forms may be affected more severely, or not at all. Perhaps only animals are affected.)

CHANCE OF CONTRACTION: (this is simply a CON check that may be modified, + or -, depending on such factors as: length of contact with infected life form; type of life form; precautions taken against contraction, and any other factors a GM wants to involve.)

RECOVERY: (symptoms could disappear after a few days rest, or last for a much longer period. Some could even be fatal, or treatable only through antibiotic drugs.)

VACCINE: (use the doctor or biochemist's skill check once per day, with proper lab equipment, to discover a vaccine. Vaccines only **PREVENT** diseases - they cannot **CURE** them.)

CURE: (if a cure can be found, the doctor or biochemist can make only one skill check per week. Penalties can be imposed on very difficult diseases. Cures can come from plants, animals, or by genetic alteration of the disease itself.)

A BRIEF NOTE ON SOME SEVERE MODERN ILLNESSES

There is now (in the 22nd Century) a vaccine available for preventing Acquired Immune Deficiency Syndrome, but there is still no cure. Out breaks of this condition are very rare in the 22nd century, occurring usually on very remote worlds where high tech medicine is in short supply. On all of the more well settled worlds of the Central Core (Erde, Wotan, etc.) this vaccine is given at birth. AIDS reduces the body's ability to fight off diseases, and thus the character must make a CON check every week or lose 1 point, as if fatigued. This is not regainable.

There are some better treatments available for cancer. Cancerous cells can be replaced by clean ones. This treatment costs RM 20,000 per week at a large hospital. For every week of this treatment, the character makes a CON check. If the roll is successful, the character regains 1 attribute point. A penalty of -1 subtracted for every 1% of the body affected. As with AIDS, cancer affects only STR, CON, DEX and Life Points, and skills based on those attributes.



RADIATION AND ITS EFFECTS

Radiation is measured in units called retrogens, but more commonly the term RADS is used instead. The effects of the radiation dosage depend on the number of rads given off, the time exposed, the distance from the hot area, and the amount and type of shielding (if any). Radiation output is normally given in rads / hour. This can be divided or multiplied according to the amount of time exposed in relation to this. For example an area that gives off 1 rad / hour, will cause a character to absorb 5 rads if he is exposed for 5 hours. If the character was only exposed to the same area for 10 minutes, he would take in 0.17 rads. Radiation from a nuclear blast gives dosage as simply rads (instant dosage). The amount given off by a 1 - kiloton neutron warhead is about 5,000 rads at a radius of 800 m from "ground zero", and 1,250 rads at 1600 m (1.6 km). Full specs for radiation resulting from nuclear weapons are given in the REICH STAR WARBOOK.

DOSAGE (RADS) SYMPTOMS

0 - 100	None
101 - 200	Nausea, -2 CON damage
200 - 300	Severe nausea, vomiting, internal bleeding, -4 CON damage. Must make a CON check to avoid death.
301 - 400	All of the above plus diarrhoea, hair loss, 1 st degree skin burn, and -8 CON damage. Must make a CON check to avoid death. 1% chance of developing cancer in later life. 1% chance of passing on damage hereditarily.
401 - 500	All of the above plus 2nd degree skin burn, -12 CON damage. Must make a CON check against death. 5% chance of developing cancer in later life. 1 % chance of hereditary damage.
501 - 600	All previous symptoms, plus -16 CON damage. Must make a CON check against death. 10 % chance of contracting cancer in later life. 2% chance of hereditary damage.
601 - 700	All previous symptoms, plus -20 CON damage. Must make a CON check against death. 20 % chance of cancer in later life. 3 % chance of hereditary damage.
701 - 800	All previous symptoms, plus -24 CON damage. Must make a CON check against death. 30 % chance of cancer in later life. 4 % chance of hereditary damage.
801 - 900	All previous symptoms, plus -28 CON damage. Must make a CON check against death. 40 % chance of cancer in later life. 5 % chance of hereditary damage.
901 - 1000	All previous symptoms, plus -32 CON damage. Must make a CON check against death. Brain damage may occur (use table on p. 71). Must make a CON check to remain conscious. 50 % chance of cancer in later life. 6 % chance of hereditary damage.

DEATH RESULTING FROM FAILED CON CHECKS

200 - 500 Rads : Death in 10 - 60 days (1d6 x 10)

501 - 800 Rads : Death in 3 - 12 days (1d4 x 3)

801 - 1000 Rads : Death within 1 day

1001 - 4,000 Rads : Death in 1- 8 hours

4,001 - upwards : Death in 1d20 minutes

HEREDITARY DAMAGE

Birth defects can range from deformities through to higher risks of cancer in later life.

PROTECTION

NBC suits do not reduce the level of radiation, they merely keep the wearer from breathing in or ingesting contaminated particles from fallout that would cause a continuous dose from inside of the body. Anyone not wearing an NBC suit in a fallout area must make a CON check to avoid ingesting the irradiated particles.

Proper radiation suits lined with lead will reduce most types of radiation to 1/4. Thus 400 Rads / hour becomes 100 Rads / hour.

Doubling the distance from the hot area also reduces radiation level to 1/4.

30 cm of lead will reduce levels to 1/1,000. So, 1000 Rads / hour becomes 1 Rad / hour; 100 Rads / hour becomes 0.1 Rad/ hour.

RECOVERY

A successful CON check every week will return 1 point of Constitution to the character.

Specially enriched blood transfusions will return CON at the rate of 2 points per week if a successful CON check is made. This treatment costs RM 10,000 per week in a large hospital.

The number of rads a character absorbs is cumulative throughout his life- the rad count NEVER goes down, only the SYMPTOMS go away. A person who was exposed to a 100 rads at the age of 18, and who then takes a second dosage of 20 at the age of 40, would suffer from the second dose as if it had been 120 rads. Workers in most radio-active environments (power plants etc.) are only allowed to receive a maximum of .1 rads per week as a normal safety rule. This is ignored in slave labour camps.

BURN DAMAGE

To find the amount of damage taken from a burn, you must know the temperature in °C, the amount of time exposed, distance from the heat source, and the type of protection the character was wearing at the time. First consult the temperature/exposure time table below to determine the amount of damage taken at a distance within 1 metre.

TIME EXPOSED (in seconds)

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
100 °C	0	0	M	M	M	M	M	M	1	1	2	4	8	15	25	35	45	55	65	75
200 °C	0	M	M	M	M	M	M	M	1	1	2	6	10	20	30	40	50	60	70	80
300 °C	0	M	M	M	M	M	M	1	1	2	4	8	15	25	35	45	55	65	75	85
400 °C	M	M	M	M	M	M	M	1	1	2	6	10	20	30	40	50	60	70	80	90
500 °C	M	M	M	M	M	M	1	1	2	4	8	15	25	35	45	55	65	75	85	95
600 °C	M	M	M	M	M	M	1	1	2	6	10	20	30	40	50	60	70	80	90	100
700 °C	M	M	M	M	M	1	1	2	4	8	15	25	35	45	55	65	75	85	95	105
800 °C	M	M	M	M	M	1	1	2	6	10	20	30	40	50	60	70	80	90	100	110
900 °C	M	M	M	M	1	1	2	4	8	15	25	35	45	55	65	75	85	95	105	115
1000 °C	M	M	M	M	1	1	2	6	10	20	30	40	50	60	70	80	90	100	110	120
1100 °C	M	M	M	1	1	2	4	8	15	25	35	45	55	65	75	85	95	105	115	125
1200 °C	M	M	M	1	1	2	6	10	20	30	40	50	60	70	80	90	100	110	120	130
1300 °C	M	M	1	1	2	4	8	15	25	35	45	55	65	75	85	95	105	115	125	135
1400 °C	M	M	1	1	2	6	10	20	30	40	50	60	70	80	90	100	110	120	130	140
1500 °C	M	1	1	2	4	8	15	25	35	45	55	65	75	85	95	105	115	125	135	145
1600 °C	M	1	1	2	6	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150
1700 °C	1	1	2	4	8	15	25	35	45	55	65	75	85	95	105	115	125	135	145	155
1800 °C	1	1	2	6	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160
1900 °C	1	2	4	8	15	25	35	45	55	65	75	85	95	105	115	125	135	145	155	165
2000 °C	1	2	6	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170
2100 °C	2	4	8	15	25	35	45	55	65	75	85	95	105	115	125	135	145	155	165	175
2200 °C	2	6	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180
2300 °C	4	8	15	25	35	45	55	65	75	85	95	105	115	125	135	145	155	165	175	185
2400 °C	6	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190
2500 °C	8	15	25	35	45	55	65	75	85	95	105	115	125	135	145	155	165	175	185	195
2600 °C	10	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200
2700 °C	15	25	35	45	55	65	75	85	95	105	115	125	135	145	155	165	175	185	195	205
2800 °C	20	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210
2900 °C	25	35	45	55	65	75	85	95	105	115	125	135	145	155	165	175	185	195	205	215
3000 °C	30	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220
3100 °C	35	45	55	65	75	85	95	105	115	125	135	145	155	165	175	185	195	205	215	225
3200 °C	40	50	60	70	80	90	100	110	120	130	140	150	160	170	180	190	200	210	220	230

DAMAGE vs. DISTANCE

The damage points on the table above reflect the amount of damage taken from the heat for a certain length of time at a distance upto 1 metre. For each additional metre from the heat source subtract 5 points from the damage taken.

DIRECT CONTACT

Either from flame, plasma, metal fragments, molten liquids, or boiling water, will burn for at least 4 seconds before the burning material can be removed or extinguished. Obviously someone whose clothes are on fire,

SOME IMPORTANT TEMPERATURES

Water boils at 100 °C
Paper burns at 235 °C
Wood burns at 287 °C
Meat broils at 287 °C
Lead melts at 326 °C
Plastisteel melts at 330 °C

Asbestos dissolves at 341 °C
Glass melts at 600 °C
Copper melts at 1081 °C
Average temperature of a burning building is 1100 °C

while spending extra time trying to escape a building is going to have serious problems.

It takes 5 seconds to extinguish clothing that is partially on fire, and 15 seconds to fully extinguish clothing that is engulfed in flame. Ways of extinguishing a body on fire are by smothering the flame with a thick blanket, falling to ground and rolling, or by using a fire extinguisher. If a person on fire can submerge themselves in water the flames will go out in 1 second. While extinguishing the flames, the character can do nothing else.

When a person catches fire, he will freeze from the shock for at least 4 seconds before he can act to put the flames out (a successful WILL check can allow him to do this in 2 seconds).

PROTECTIVE CLOTHING

Any mynon, nomex, or asbestos protection will protect the wearer for up to their maximum temperature resistance before the material dissolves. Clothing of these materials protect the wearer from actual burns, but fatigue will still be felt at 1/10 (100 points fatigue becoming 10 points, etc.)

SEVERITY OF BURNS

1st Degree = Burns doing damage from minor (M) to 1 point. Minor damage is a painful burn that affects all skill checks as if it had done 1 point of damage, but Life Points are not subtracted. Damage of 1 point or more **does** inflict Life Point damage.

2nd Degree = Burns doing from 2-4 points damage.

3rd Degree = Burns of 5 points damage or more. The victim must make a CON check against dying from shock. Time to heal Life Points are doubled. Leaves severe scars, which are subtracted from the victim's APP rating if they are exposed. This reduction is equal to the amount of damage points taken.

DRUGS AND ALCOHOL

Various drugs have effects ranging from disorientation, hallucination, slowing of reactions, delirium, sleep, inducing a trance state, or breaking down WILL. Alcohol and most narcotics reduce INT, WILL, AWR, OBS, and DEX by various amounts. For the sake of simplicity, we can say it affects each of these attributes by equal values. Some drugs can actually increase some attributes. Almost all are addictive. Here are a few examples:

ALCOHOL -1 (from INT, WILL, AWR, OBS, and DEX)

This is cumulative for every drink taken. Effects last for about 2 hours per drink.

MARIJUANA -2 (from the same attributes as above).

This is also cumulative for each cigarette smoked. Effects last for 3 hours per cigarette. Marijuana is perfectly legal, and is sold in commercial packages in the Reich and the Empire. It is in fact one of Japan's major exports, but is very highly taxed in the Reich. Price is about Y100 in the Empire, and RM 5 in the Reich per cigarette.

COCAINE -5 (from same attributes as above) (illegal)

This is for each dose. This drug is VERY addictive, and WILL checks must be made at -10 (see addictions). Price is about RM 30 per dose of 5 g.

MANZOKU (special) (illegal)

This highly illegal drug was created by a young unknown biochemist working for the Yakuza oyabun Toshito Kunc-dya (oyabun of Japanese settlements on Wotan). The name comes from the Japanese word for "satisfaction". A dose of this drug creates a tremendous sense of euphoria, as well as an involuntary orgasmic response in the user. It only takes about 30 seconds for the drug to take affect, and its effects will last for about an hour. While in this state the user can do nothing more than lie back and tremble (with a big smile on their face) as the waves of pleasure sweep over them. They cannot speak, or move, and are completely unaware of anything happening around them. The problem with this drug is that the body starts to build up an immunity to its effects, meaning that it requires **twice** the previous dose in order to feel anything. This doesn't stop a junkie from becoming more addicted, however, and this is one of the most addictive drugs available (-1 **cumulative** penalties to WILL checks against addiction). The drug is a liquid that is sprayed onto the back of the tongue by a small spray cannister about the size of a shotgun shell (containing 30 ml). Starting dose is .5 ml.

Price is about Y10,000 / ml (RM 100), and is generally available only through street contacts on Wotan.

"BRAIN CRYSTALS" -6 (special) (illegal)

Sometimes called "shortspans", or "phasers". This is a synthetic type of hallucinogenic similar to LSD, that looks like small, clear quartz crystals the size of raisins. Two or three of these crystals swallowed, will put the user in a detached, distorted, and hallucinating state of mind. The effects are quite unpredictable and vary from person to person, so the table below must be consulted to determine effect:

ROLL 1D20

1-3 Hallucinates (sees imagined monsters, or ultraspace)

4-7 Reality Distorted (may think up is down, left is right, things look like they would appear in fun house mirrors, sees double, etc)

8-10 Develops Acute Paranoia (temporary)

11-12 Develops Permanent Paranoia

13-15 Beserks (acts like a wild animal attacking people with teeth, breaking things, etc.) STR rating increases by +5 (temporary)

16-18 Has an epileptic type seizure

19-20 Goes into a short coma (1d20 hours). Possible brain damage (p. 71)

INT, AWR, OBS, and DEX go down by -6 temporarily.

Price is about RM 15 per crystal (1 g)

SPASMA +5 (to STR, CON and DEX) (illegal)

Sometimes called "sniff". This STR does not affect mental faculties at all, but does give a temporary increase to STR, CON (and thus Life Points) and DEX. It comes from a small, red, mushroom-like, fungus that will grow only in the wilds of Morbegeiss. All attempts to grow the fungus elsewhere have proved futile. When the fungus pod is burst, the trapped dust cloud released can be inhaled, and the drug takes effect in about 5 seconds. The first effect is a complete muscle spasm that shakes the user as if having a seizure. The user must then make a CON check to avoid having a heart attack (a successful first aid medical skill check will restore heartbeat and respiration, but CON will be reduced by 1d4 as if wounded). If the seizure is survived, the user will then have increased STR, CON and DEX for about 30 minutes. When the drug wears off, he will lose 1d12 from CON, as if fatigued.

Price is about RM 50 per pod (15 g, size of a large walnut shell)

SODIUM PENTOTHAL -5 (from WILL checks, INT, AWR, OBS, and DEX)

This is the primary "truth serum" used for government interrogations. It puts the victim in a relaxed, somewhat detached state of awareness, in which he must make a WILL check to avoid revealing any secrets. After 3 injections the victim will usually slip into unconsciousness. The -5 penalty is cumulative. It takes a full nights rest to shake off the effects of this drug.

ADDICTIONS

Most drugs are habit forming, and require WILL checks with penalties every time the drug is available in order to avoid being tempted to take it. If the roll fails the character will stop at nothing to get the drug. Obviously when this happens, the character is no longer in control of his own actions (temporarily becomes an NPC controlled by the GM). For this and other reasons a smart character will keep very clear of ALL drugs.

POISONS

Characters can be poisoned in several different ways. Someone could be trying to kill them; food could be contaminated; animals could have a poisonous bite or sting; plants could give off some type of toxic agent; or the characters could become exposed to toxic fumes. Effects can sometimes be negated with a successful CON check, but this varies for different poisons.

As with diseases, poisons also need to have an information sheet. This sheet should include:

NAME: (anything)

TYPE: (contact, blood, ingestive, respiratory).

EFFECTS: (fatigue, dizziness, shock, rash, blisters, sleep, coma, death)

CON CHECK : (this is whether or not the effects can be negated with a successful CON check, and what penalties apply to the roll. Sometimes successful CON checks result in a lessening of effects - thus a poison that may be fatal could cause the character to only be ill a for few days if a successful check is made).

BODY BANKS

The saviour, or moral destroyer of humanity? Body banks first began operating in the 1970s, in Berlin. There had always been a need for organ donors in the world, and as the technology came for perfecting organ transplants, this need increased. Hundreds of doctors began specializing in just that field, and when they realized how much money could be made, they opened up their own storage house/surgical offices. These places of business quickly became known as "body banks". If you needed a new heart or kidney, this was the place to go. Hospitals had become so overcrowded due to the overpopulation problem, that the idea caught on feverishly. The bad side effect of this line of business was that many poor people began selling their own organs and blood for money just to be able to feed themselves. Aborted, miscarried, and stillborn tissue was of the greatest value to this industry, because of its relatively low rejection rate. Another moral question arose in 1988, when the Reich government gave these body banks the authorization to lay claim to any unknown or unclaimed bodies that were found. There was also a scandal that erupted in Manchester, England in early 1992 at a crematorium. It seems that the proprietors of this crematorium had been giving fireplace ashes to the bereaved, and selling the actual remains to a nearby body bank. It might have gone unnoticed for quite some time, had not an employee at this body bank come face to face with his own dead brother. This did little to hamper the growth of this industry, however and competition is still quite stiff.

CRYOGENIC SUSPENSION

This is sometimes referred to as suspended animation. In the early days of space travel, before the advent of the TDI, this was the only way for exploratory ships to make long voyages. It is still in use today in some other areas such as medicine. When a person is put in cryogenic suspension, he enters a coffin-like machine, and is given a special drug to put him into a deep trance. Body temperature is then lowered to such a level as to be on the threshold of death. Oxygen intake, and heart rate are reduced to near imperceptible levels. While in this state, a character is immune to the affects of time and aging, and can remain thus for years, as long as power is still being supplied to the

cryogenic capsule. If power should be off for more than 10 minutes, the suspended character dies. When the time comes for awakening, the character is slowly "thawed" for a period of 6 hours, then injected with another drug to counteract the trance inducing one. When first bringing someone out of suspension, hibernating character must roll against his constitution in order to avoid complications. A failure could result in the character going into shock or dying. (see page 8). A diseased character can be placed in hibernation until a cure can be administered, without risk of the disease spreading any further.

SPACE AND OTHER ENVIROMENTS

VACUUM

Vacuum is only encountered naturally in space. A person who is wearing a pressurized vacc suit (space suit) and helmet with plenty of air has nothing to fear from this. Someone who isn't protected in such a way is going to find himself in trouble.

The effects of unprotected exposure are similar to what divers experience as "the bends". The first thing that happens is the eardrums pop violently from the loss of pressure, and small blood capillaries burst (1-2 points damage). After that the mucous membranes, and tear ducts dry out from lack of moisture, and the blood and other body fluids boil away. Exposure to a vacuum is still survivable, however. Exploding bodies are a myth.

The only way to last is to exhale all of the air from the lungs, and live off of the oxygen left in the blood. If you try holding your breath, your lungs will burst (causing 1d10 damage). A successful WILL check, or Space Survival check must be made to avoid doing this through panic. Once all of the air is exhaled, a person can last for $CON \times 8$ seconds if remaining inactive ($CON \times 4$ if active) before passing out. Once this happens the victim will die in about 6 minutes. 8 minutes is the maximum amount of time a "dead" person can be revived (requires a successful First Aid Medical skill check by the rescuer, and a successful CON check by the "dead" character). All water in the body will boil away in a few hours, leaving behind a dry powdery shell weighing only a few kilograms, that will crumble to dust with any pressure.

If the victim is rescued before death occurs, he must roll separate CON checks to avoid each of the following:

Eyesight Damage (Roll 1d6. 1-2 = -1d6 vision impairment; 3-4 = one eye; 5-6 = blind)(see Disadvantages).

Hearing Damage (Roll 1d6. 1-3 = 1d6 hearing impairment; 4-6 = deaf)(see Disadvantages).

Brain Damage (if without air for more than 4 minutes)(see Brain Damage in Combat Section).

ATMOSPHERES

All poisonous atmosphere damage to CON or LPs, can be avoided if the character doesn't breath. You can do this by following the guidelines given for survival in a vacuum.

OXYGEN -NITROGEN

This is the only atmosphere breathable by humans and most other lifeforms, but over high concentrations of either of these gases can be harmful. Oxygen levels of 30% or more will kill by drying out the eyes and lungs of the victim, who would be laughing hysterically the entire time. Very high levels of oxygen are also highly flammable, corrosive, and react violently with hydrogen, methane, carbon monoxide, and coravane and will not be encountered in atmospheres made of these gases. For oxygen to be present, some form of life must be in existence.

CARBON OXIDES

CO, and CO₂ might be found on a newly evolving world, where plant life has not developed to break down these gases into oxygen. CO₂ is poisonous in high concentrations.

At 15%, a character breathing CO₂ must make a CON check every minute to stay conscious, and another CON check to avoid losing 1 point CON. Subtract an additional 1 point penalty to the roll for each additional % of CO₂, and for every hour exposed.

CO is even more poisonous. At concentrations of 1%, the victim must start rolling to avoid passing out, and losing CON. There is a -1 penalty from rolls for every 10 minutes exposed, and for each additional % over 1%, subtract -2. This roll must be made every 10 minutes.

Recovery from exposure to these gases is the same as if fatigued.

HYDROGEN

Hydrogen is not poisonous, but is highly explosive when mixed with oxygen. It is also very corrosive, and can eat through rubber, plastics, and other petroleum products fairly quickly.

Hydrogen is common on all gas giant worlds. It is also found with methane.

METHANE

Methane is similarly found among gas giants. Like oxygen, it is also very flammable.

AMMONIA

Ammonia is very poisonous and corrosive. 1% exposure causes a victim's eyes to burn, and start coughing harshly. A CON check must be made every minute to avoid losing 1 Life Point. Exposure of 30 minutes or more means the

victim must make a CON check to avoid eyesight damage (see vacuum). Life Point recovery is as if wounded.

CHLORINE

Even more dangerous than ammonia. 1% chlorine requires a CON check every minute to avoid death. A CON check is also needed to avoid eyesight damage (see vacuum).

FLUORINE

Same as chlorine, except subtract a penalty of -1 to CON checks.

CORAVANE (Cv)

Coravane is one of the rarest elements found in the galaxy, thus far encountered only on Morbegeiss in the Barnard System (and in trace amounts on neighbouring worlds). On this world the gas is trapped in pockets deep beneath the ocean floor. Occasionally faults develop, and bubbles of coravane float to the surface where they explode spectacularly in a tall plasma burst upon contact with oxygen in the air. As this gas is used in plasma weapons, both the Reich and Imperial governments have spent a lot of money establishing mining colonies on this dangerous and evolving planet.

CORROSIVE ATMOSPHERES

Corrosive atmospheres can eat through most materials given time as an acid would. For starships, and other pressurized hulls, check once per day (as if checking for a malfunction); once per hour, if the ship has taken any SP damage. For vacc suits, roll the same die (1d20) and check every hour. A roll of 1 or 2 for either of these indicates an atmospheric leak.

Next roll 1d6 for the severity of the leak (1-2 = slow leak, a successful AWR check at -5 is needed to notice. 3-4 = moderate leak. A successful AWR check is needed to spot the leak. 5-6 = fast leak. No AWR check needed). If the pressure is greater on the outside the gases will be leaking in. If pressure is greater on the inside, air is only leaking out.

ATMOSPHERIC PRESSURE

Atmospheric pressures are measured in units called (quite surprisingly) "atmospheres". 1 atmosphere of pressure is equal to that of Erde's. A variation of ± 0.19 from native pressure is comfortable. If the pressure is very thin, you cannot breathe it even if oxygen is present. Likewise if the pressure is too great, it becomes difficult to push air back out of the lungs. Respirators and reducers can be used to compensate pressure differences between 0.5 to 0.8, and between 1.5 to 10 atmospheres. Below 0.5, requires a vacc suit, and for pressures above 1.5, a high pressure suit is recommended. Extremely dense atmospheres that have pressure in the hundreds will crush most pressurized con-

tainers like beer cans. Nitrogen narcosis is also a danger without a pressurized suit (see p. 62)

ATMOSPHERIC RANGES

NO PRESSURE (no atmosphere)

VERY THIN up to 0.5 atmospheres

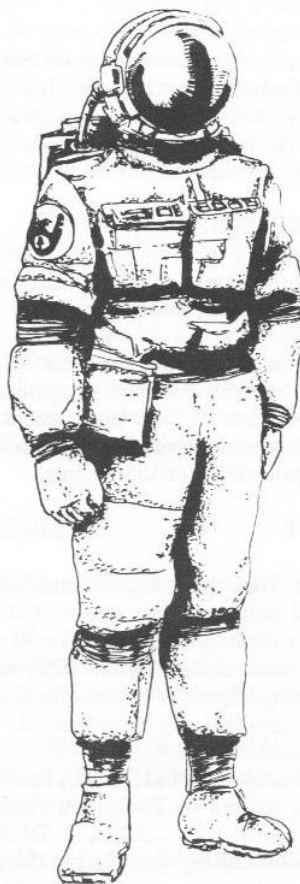
THIN 0.51 to 0.8

NORMAL 0.81 to 1.2

DENSE 1.21 to 1.5

VERY DENSE 1.51 to 10 (all weapon damages are halved)

EXTREMELY DENSE 10.01 and up



GRAVITY

Gravity is measured in units called "Gs". As with atmospheric pressure it is based on Erde standard, with 1G being equal to that of Erde.

HIGH GRAVITY

WEIGHT CHANGES

For high gravity multiply "normal weight" by local gravity to find the new weight. (An object that weighs 45 kg on Erde would weigh 67.8 kg on a world with 1.5 Gs, and 90 kg on a 2 G world).

Encumbrance, and fatigue will be greatly affected by this change, and the character's difference in his OWN weight will have to be counted as extra weight carried. Therefore a character weighing 83 kg on Erde, would weigh 124.5 kg on a world with a gravity of 1.5 Gs. The difference in the weight is 41.5 kg, which is added to weight carried as encumbrance. Some very overweight, or very weak people may not be able to move under certain conditions. Obviously the difference in encumbrance is going to increase fatigue.

Starships should also calculate this difference against their lift / mass ratio before landing on a high G world. Otherwise, they may find themselves stranded and unable to take off! ("Maybe we could dump the radar?" .."Say, Morden! How much do you weigh?")

PHYSICAL EFFECTS

STR remains the same for all gravities (although the difference in weights may make a character *seem* weaker).

Because muscles are under extra strain, INT, DEX and CON ratings have a penalty of -1 applied for every .5 G increase above that of their homeworld (for Erde born humans, homeworld gravity is 1 G). The change in CON will also temporarily alter Life Points.

MOVEMENT

All forms of movement change by multiplying local gravity by the normal amount of time required. If it normally takes 60 seconds to swim 60 m, it will take 90 seconds to swim the same distance under 1.5 Gs. This will also apply to walking, running (if possible), and climbing. As mentioned previously fatigue will also be increased.

Jumping distances are DIVIDED by local gravity, so if you could jump 2 metres on Erde, you could only jump 1.3 metres on a world with 1.5 Gs. A DEX check may be required to avoid falling short within this range.

Distances for ranged weapons (except energy) are also divided by local gravity.

LOW GRAVITY

WEIGHT CHANGES

In low gravity things get lighter. To do this, you also multiply normal weight by local gravity. Therefore something weighing 50 kg on Erde (1 G) would weigh only 25 kg under 0.5 Gs (50×0.5).

Under lighter gravity a character will be able to carry more with less fatigue. The character's own weight also goes down, and subtracting old weight from this weight will give a character a hypothetical negative weight which can be applied against additional items carried. (This does not mean the character actually has a negative weight, it is simply a way of helping to simulate the effects of low Gs.)

Starships will find they will be able to leave low G worlds with more weight than they could normally carry.

PHYSICAL EFFECTS

As with high gravities, STR remains the same.

DEX is the only attribute affected by low gravity, but this will be + or - depending on a given situation. Things like running, or combat that require a great deal of movement will have a penalty of -1 per every 0.5 G decrease from the character's normal homeworld gravity (a creature from a 2 G world that was on Erde would have have a penalty of -2 in this case, while a human would not be affected at all on Erde). Other skills like Forgery and the like would not be affected. Trying to catch a moving object becomes easier (because of slowed speed) and a bonus of +1 per 0.5 decrease may be applied.

MOVEMENT

All forms of movement change by dividing normal movement rate by the local gravity (a character who can walk at 1 m per second on Erde could walk at 5 m per second under 0.2 Gs).

Jumping distances are divided by local gravity, so a character who could jump 2 m on a 1 G world, could jump 10 m on a 0.2 G world. A DEX check may be required to avoid overshooting a target in this range however.

MICROGRAVITY

Microgravity is referred to as being less than 0.2 Gs. Nearly all weights can be ignored (unless the character is attempting to carry several tons). Anytime a character attempts to throw, catch, perform acrobatics, or use most weapons, he must make a DEX check to avoid being thrown in the opposite direction. Microgravity is found on small moons, or asteroids.

ZERO GRAVITY

Zero gravity is found naturally only in two places - outer space and ultraspace (or spaceships without artificial gravity). In zero-G, things become weightless (but mass remains!) and will hang suspended in space unless put into motion. Once something is started in motion it is hard to stop it, and it will continue in a straight line until it either hits something, or is caught within a gravitational pull.

Equal and opposite reaction applies to zero-G as in micro-gravity, only more so. Firing anything but a gyrojet gun, or plasma weapon (which produces no significant recoil) will send you moving in the opposite direction at a rate (for game purposes) of 5 m per second. If you hit something, or try to stop yourself a DEX check (-2 penalty) must be made to be successful. A failed roll if trying to catch onto something means you miss. If you were slamming into something and the roll fails, you hit hard taking 1-2 points damage (blunt attack), and are sent backwards again at 2 m per second. This continues until stopped. You will also be affected in this manner by throwing an object, or by swinging a mêlée weapon.

The feeling of weightlessness can also make people ill. When in zero-G make one CON or Space Survival skill check to avoid this. If the check fails the person starts hyperventilating using air up twice as fast, fogging up the helmet visor (-10 AWR, and OBS, thus limiting vision to close range). He also becomes nauseated, and disoriented (INT check needed to determine bearings). A CON check is needed to avoid vomiting, and if this check fails another is needed to avoid choking on it. If the sickness gets to this stage the victim will become paralyzed and unable to move from fear. A spacesick person has a -5 penalty to all attribute and skill checks. A person who has the Spacesickness Disadvantage gets sick immediately with no roll to avoid hyperventilating (CON checks can still be made to avoid vomiting).

You can propel yourself in a direction if you have something to push against. Speed is equal to half of STR in metres.

UNDER WATER

Under water, certain weapons will not function (conventional firearms and the like). Mêlée weapons, gyrojets, bolt guns, spearguns and any other weapon that will work does 1/2 damage and has only 1/4 of its range, (range x .25). All DEX checks are made at -5, but swimming or diving skills can help to balance this. The effects of "weightlessness" are also experienced (see zero-G, above)

At a depth of 3 m, vision is reduced to 30 metres in very clear salt water, and 15 m in fresh water (which contains more sediment and algae). Visual range decreases by 1 m for each additional metre of depth. Total darkness would then come into effect at 33 m (18 m in fresh water). Visual distances would be doubled if using a starlight device. Thermal imagers lose effectiveness after 5 m of depth (due

to the gradual "loss" of colour frequencies), but infrared will still be effective at any depth.

Breath can be held for CON x 8 in seconds if you are inactive and CON x 4 in seconds if you are active. Self Contained Underwater Breathing Apparatus must be used for periods exceeding the time breath can be held for. For depths of 50 metres or more a pressurised diving suit is recommended.

At depths of 10 metres or more, attempting to surface at a greater rate than .25 m / sec will cause the "bends". The effects are the same as with exposure to a vacuum, except that the mucous membranes and tear ducts do not dry out, and body fluids will not boil away.

Pressure also increases as you descend. At 10 m or less pressure is 1 atmosphere; 11-20 m = 1.1 - 2 atmospheres; 21-30 m = 2.1 - 3 atmospheres; 31-40 = 3.1 - 4 atmospheres, etc.

The amount of air a character has available decreases with descent. Divide minutes of air by the depth pressure to determine how much air is available at a given depth. The average air cylinder contains 80 minutes of air at 1 atmosphere. For example: If a character had a full cylinder and was 40 m down (4 atms.) he would only have 20 minutes available. (This is because gases compress under greater pressure, and expand at lessening pressures). If that same character were to use 8 minutes of his air at that depth (12 minutes left), upon surfacing he would find that his pressure gauge would show 48 minutes available at 1 atmosphere.

Fatigue for characters underwater is -1 per every 10 m of depth / hour.

Nitrogen narcosis is another hazard of diving. Characters must make a CON check at -1 for every 10 m of depth to avoid developing nitrogen narcosis. This is for every 10 m of descent. The effects of nitrogen narcosis vary according to the pressure. Recovery is instant upon surfacing. These are as follows:

NITROGEN NARCOSIS

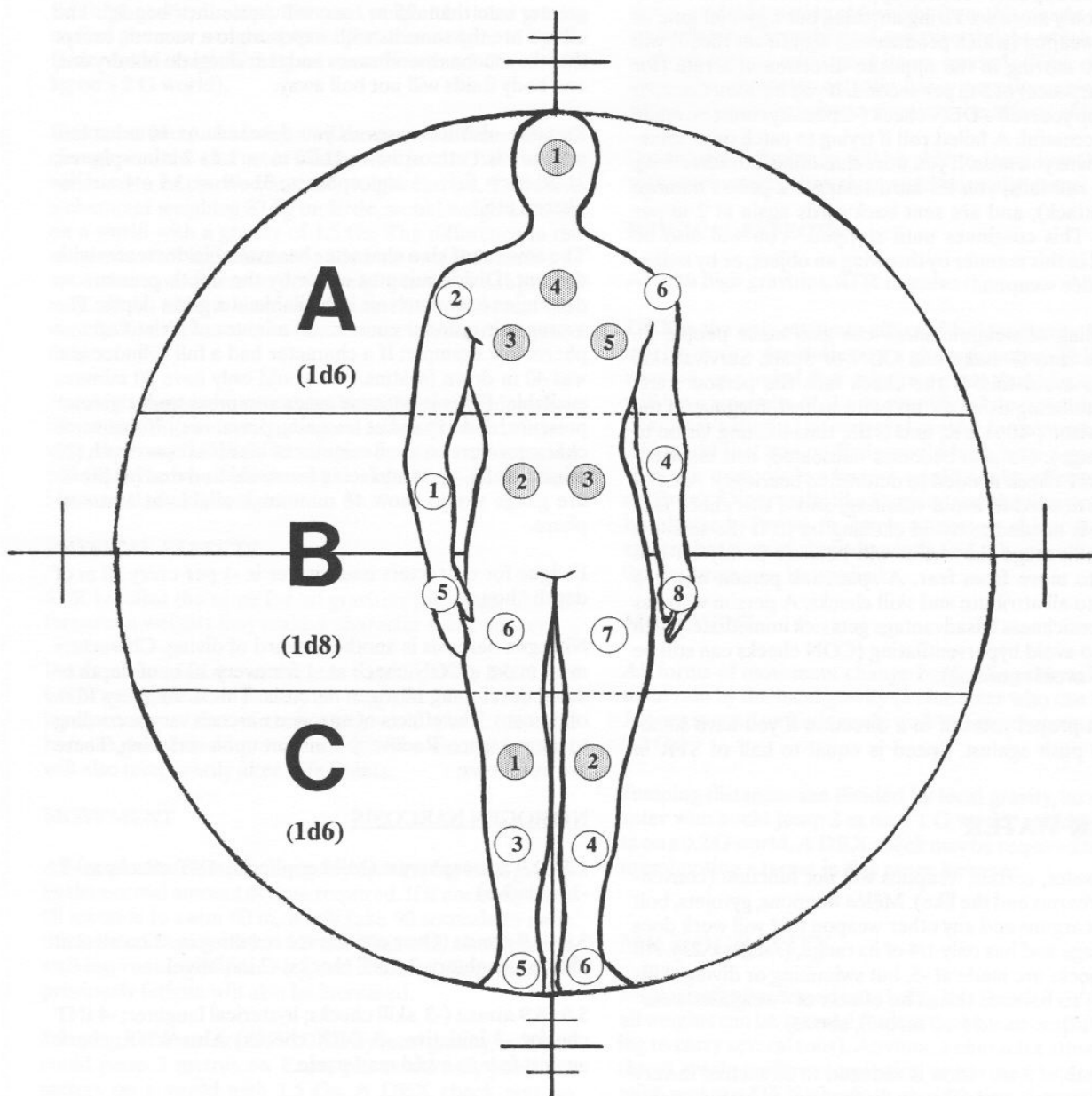
1.5 - 2.9 atmospheres: (Mild euphoria; INT checks at -1; -1 initiative)

3.0 - 4.9 atms.: (Over confidence resulting in -2 on all skill checks; laughter; -3 INT checks; -2 initiative)

5.0 - 6.9 atms.: (-3 skill checks; hysterical laughter; -4 INT checks; -3 initiative; -3 DEX checks) Also WILL check against fear to avoid mad panic.

7.0 - 8.9 atms.: (as above, plus -3 AWR and OBS; -4 CON check to remain conscious)

9.0 and up: (CON check to avoid death. -1 for each additional increment of 0.1)



COMBAT SECTION

Personal Combat (ranged and close quarters) and Heavy Weapons Combat (artillery, tanks, starships, etc.) are based on different scales where damage is concerned (**Life Points** and **Structural Points**), so be aware of this when comparing damage by weapons from each scale. For example a 7.62mm bullet does 1d6 damage against LIFE-POINTS; however this **does not** mean it does 1d6 damage against a tank! And also a 2MW laser does a lot more than 2d20 to a **person** - in fact there is no chance of survival against a weapon like that!

The rules covering mass combat are too lengthy, and probably too overwhelming to deal with until you have a good understanding of the basic rules printed here. For this reason, we have given the rules concerning large scale battles, equipment and tactics a complete volume of its own - the REICH STAR WARBOOK. Since almost all gaming sessions will be on a much smaller scale, the WARBOOK is simply a very useful supplement to the game for those who want to stretch out beyond the personal level of play. It is not necessary to purchase that book to enjoy this game.

PERSONAL COMBAT

RANGED WEAPONS

Ranged weapons are any type of personal weapon that has an effect beyond close quarters. This includes firearms, plasma weapons, bows, crossbows, etc. Anytime combat takes place you must follow the combat sequence below:

COMBAT SEQUENCE (1 combat turn) (3 seconds)

- 1) Determine who has initiative
- 2) Character with initiative modifies his weapon skill rating according to the table on p. 65 dealing with the range, size of target, and whether or not the target is in motion.
- 3) Attacker decides whether to aim for a specific location, or "just shoot" at the target. If there is a delay to aim, the defender has 3 seconds to take any actions.
- 4) Attacker fires.
- 5) Determine hit location.
- 6) Roll damage.
- 7) Evaluate victim's condition. Alive /dead; conscious / unconscious; wounded; or in shock.
- 8) Adjust victim's Life-Points, Constitution, and skill / attribute checks.

DETERMINING INITIATIVE

Initiative is quite simply the chance to make the first action in any situation. In this game, initiative always goes to the character who is first to be aware of the situation. If the character who is defending against an attack fails to make a successful AWARENESS CHECK (p. 9), then the attacker has full initiative. If the defender does make a successful AWR check, he is aware of the attack but is unable to act for 3 seconds, because of surprise. If for some reason two characters surprise each other, (both turning a corner at the same time, for instance) the character who has the highest AWR rating gets to make the first AWR check. If he fails then the next character gets to make his. If both fail, then both characters are surprised and 1d6 is rolled to determine who gets initiative - 1-3 = character "A"; 4-6 = character "B".

HITTING A TARGET

Once it is determined who has initiative, then that character must decide if he is simply going to "just" shoot at the target, or whether he wants to take 3 seconds to aim for a specific location ("head shot", "heart", "gun hand", etc.). To simply take a general aim the character fires the same second he gains initiative, but he stands a greater chance of missing.

After the character decides whether or not to aim for a specific location he must consult the modifier table below to see how his skill rating is affected by the type of targeting device he is using (if taking specific aim), the range of the target, and also by the target's size, and whether or not the target is moving. Once all of these factors have been determined add or subtract the modifier from the weapon skill rating of the attacker, and roll 2d20. A roll less than the attacker's skill rating indicates a successful hit; a roll equal to or above his skill rating is a complete miss.

RANGED WEAPON ATTACK TABLE

TARGETING DEVICE	SHORT RANGE	MEDIUM RANGE	LONG RANGE
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GENERAL AIMING

NAKED EYE, stationary target	-5	-10	-15
NAKED EYE, moving target	-10	-20	-25

PRECISE AIMING

NAKED EYE, stationary target Hit Location	normal on mark	- 5 same zone	-10 possible displacement to zone above or below
NAKED EYE, moving target Hit Location	-10 same zone	-15 possible displacement to zone above or below	-20 random zone
TELESCOPE, stationary Hit Location	+ 5 on mark	normal on mark	-5 on mark
TELESCOPE, moving Hit Location	normal on mark	-10 same zone	-15 possible displacement to zone above or below
RANGEFINDER, stationary Hit Location	+ 10 on mark	+ 5 on mark	normal on mark
RANGEFINDER, moving Hit Location	normal on mark	-5 same zone	-10 possible displacement to zone above or below
LASER SIGHT, stationary Hit Location	automatic hit on mark	automatic hit * on mark	automatic hit * on mark
LASER SIGHT, moving Hit Location	+ 5 on mark	normal same zone	-5 possible displacement to zone above or below

*This assumes that there is a scope ALSO being used to be able to SEE the laser dot at these ranges.

MODIFICATION BY TARGET SIZE

Less Than 10 cm	-15 from skill rating
10 - 25	-10 from skill rating
25-49cm	-5
50-99cm	normal
100-199cm (1 meter)	normal
2 meters	normal
3 meters	+ 5
4 meters	+10
5 meters or more	+ 15

HIT LOCATION AND BODY ZONES

Once a hit has been made, the exact location of the wound must be found. As shown on the diagram on page 63, the human body is divided into 3 ZONES. These are: ZONE "A" (top of head to upper chest and shoulders); ZONE "B" (lower chest to mid-thigh); and ZONE "C" (lower thigh to feet). Each zone is then sub-divided into several precise locations.

If the attacker was just taking a generalized aim when he fired, you simply roll 1d6 to find which BODY ZONE is hit

and then another appropriate die to determine the precise location within that zone.

If the attacker was aiming for a specific location, then consult the attack chart on p. 65 again, cross referencing the targeting device used with the range and whether or not the target is moving. "SAME ZONE" means that the hit occurs somewhere within the same zone, but not necessarily in the precise location desired. "POSSIBLE DISPLACEMENT TO ZONE ABOVE OR BELOW" means that there is a 50% chance the hit will strike the zone next to it (For example: a hit that was aimed at ZONE "A" will hit there on a roll of 1-3 and "B" on a roll of 4-6. The same is true for a hit aimed in ZONES "B" or "C"). "RANDOM ZONE" indicates that the hit is to a completely random area of the body (1-2 = "A"; 3-4 = "B"; 5-6 = "C").

Also be aware that you can only hit the body zones that are not obscured by cover (i.e. a wall, tank turret, etc.). The only time you use the very small target size modification against a person of normal size is when the only clear shot at the target is that small. For example, when the entire person is clear and you aim for his head, you only use the size modifier in relation to the victim's height. However, if you are aiming at that same person who is hiding behind a steel wall and all you can see is their head then you would have a penalty of -10 from your skill rating in order to hit.

HITS TO CRITICAL AND SERIOUS AREAS

Certain locations on the body diagram are designated as CRITICAL or SERIOUS areas. The critical locations are the head (A-1), heart (A-4), and lungs (A-3, and A-5). The serious locations are the lower abdomen (B-2, B-3), and the knee caps (C-1, C-2).

A hit to a CRITICAL area that does more than 2 points damage is an automatic kill. A hit to one of these areas that does 2 points damage or less means that the person is alive but is dying. He is unconscious, and losing constitution points at the rate of 1 point per minute. When constitution drops to "0" the character is dead.

A hit to the lower abdomen means the character must make a CON check. A successful roll for the character indicates that the wound missed internal organs, and he only takes the damage rolled. A failed CON check means that the character haemorrhages internally, and he loses LIFE POINTS at the rate of 1 point per minute in addition to the weapon's damage (haemopheliacs suffer blood loss differently. See p. 32).

A hit to the kneecaps by a ballistic weapon (plasma and bladed weapons do not shatter bone) means the knee is shattered and the lower leg is permanently useless.

If the victim is a PLAYER CHARACTER or important NPC, and he has any LUCK POINTS left to spend, he may use those points to move the hit location to somewhere else in the same body zone, and/or reduce the damage to the

minimum possible for the weapon. (A weapon that normally does 2d6, would only do 2 points damage if luck points were used this way). Again we remind you that only PCs and very important NPCs are allowed to have luck points.

Anytime a character takes 5 or more points damage in a single hit, a constitution check must be made to avoid passing out from shock. If the roll is failed, then the character remains unconscious for 10-120 seconds (1d12 x 10 seconds). There is no CON loss for this type of shock.

HOW WOUNDS AFFECT CONSTITUTION AND ABILITIES

A wound causes a drop in a character's constitution equal to the amount of damage taken. Therefore, a character who loses 8 life-points also loses 8 constitution points.

Wounds also directly affect a character's other attribute and skill ratings by the same amount as well. So a character who takes 8 points damage must subtract 8 from his skill ratings, and attribute checks until he is fully healed.

HEALING

A character will regain LIFE-POINTS at the rate of 1 point per day with proper rest, exercise and nutrition. If these requirements are not met, the character loses 1 point per day.

Healing also reduces penalties suffered on skill and attribute checks at the same rates as above (a person who had -10 penalties would only be at -5 after 5 days).

CLOSE QUARTER FIGHTING

Close quarter fighting deals with using mêlée weapons and all types of hand to hand combat.

MÊLÉE WEAPONS

Mêlée weapons include knives, swords, clubs, whips, etc. In order to engage in combat with these weapons you must be within 2 metres of your opponent. A weapon that is already drawn can be used instantly. A weapon that is in a sheath or holster takes time to bring into use. A normal knife can be drawn and used in the same second; a vibro-knife must be drawn and turned on, so it requires 2 seconds. Swords because of their length require 2 seconds; guns also require 2 seconds to bring into use (unless the character has quick-draw skill). Mêlée combat also has a sequence that must be observed. This is as follows:

MÊLÉE COMBAT SEQUENCE

- 1) Attacker announces his intentions.
- 2) Defender (if he is aware of the attackers intentions)

announces what his action will be. If he is surprised, then the attacker has the initiative.

- 3) Comparing the time factors involved for each character, determine who has initiative.
- 4) Character with initiative does his action as stated.
- 5) Other character performs his action.
- 6) Skill checks, hit location, and damage are determined in the order above. If both characters took the **same** amount of time to accomplish their actions, then in **GAME TIME** both actions **do** take place "at the same time" even if this means one of the characters dies in the process.
- 7) Evaluate the victim(s) condition (s).

HIT LOCATION AND INTENTIONAL WOUNDING

Unlike ranged combat, in close quarter fighting a hit occurs exactly where intended. The only time it doesn't is when the defender is attempting to dodge, or push a weapon away. In these circumstances the wound will occur in a random area in the same zone. If the defender is using his hand or foot to try to deflect or disarm the attacker and he **fails**, then the hit location is to that hand or foot.

If the attacker doesn't wish to kill, he can adjust his strike to a non-critical area, or simply do his weapon's minimum damage to make a "flesh wound".

The rules for critical and serious wounds still apply, as well as the rules for wounds and passing out.

HITTING WITH A MÊLÉE WEAPON

If the defender is not dodging then the attacker gets an automatic hit. If the defender is dodging and doing something else (eg.; holding his weapon to attack) then the attacker makes a normal skill check. If the defender is dodging and nothing else, then the attacker has a penalty of -10 from his skill rating. If the defender has a martial arts skill and he is attempting to deflect the weapon, then the attacker has a penalty of -15. A character with martial arts who is attempting to disarm the attacker "attacks" first.

WEAPON LENGTH

Some weapons have a length advantage which enables one character to keep another at a greater distance away (such as swords, spears, pole-arms, etc.). A character who has a much shorter weapon must be very quick to dodge, and rush forward for an attack, and so he attacks at -5 at 1 metre and -10 at 2 metres.

HAND TO HAND COMBAT

Hand to hand combat whether boxing, wrestling, some form of martial arts, or simply "hitting any way you can", all involve strength as well as dexterity. Dexterity is used to determine the ability to hit and damage; strength is used when determining the damage from a punch, or in resolving holds.

The following modifiers are used in determining additional damage done by a fist according to strength.

STRENGTH	MODIFIER TO DAMAGE
3 - 10	-1
11 - 20	normal
21 - 25	+1
26 - 30	+2

The normal damage for a fist or foot is 1-2 points (roll 1d6. 1-3 = 1 point; 4-6 = 2 points). Therefore a person with a strength of 27 would do 3-4 points damage with his fist. Don't forget that anytime a character takes **5 or more** points damage in one hit, he must make a constitution check to avoid being knocked out. Bludgeoning type weapons also add strength bonus to damage.

FORMS OF HAND TO HAND COMBAT

BOXING

Boxing involves quickness in using the fists to punch an opponent. A boxer gets to make two attacks per turn (A lightning fast 1,2 punch). The boxer's skill rating determines the chance to hit, and his strength and skill level are added together with the normal fist damage to determine the full amount of damage taken.

For example:

Dan Roberts has DEX of 20, and a Boxing Skill Level of 3, giving him a boxing rating of 23. In order to hit someone, Dan would have to roll **BELOW** "23" on 2d20. He rolls and gets "19" - a hit. He then rolls the normal damage for a fist and gets "1". To this he adds his bonus for his strength of 27 (+2) and his skill level (+3) for a full total of 6 points damage! His opponent must now make a constitution check. He fails, and is "knocked out cold" for 10-120 seconds.

WRESTLING

Wrestling involves the use of strength to put holds on a person. The wrestler must roll **below** his wrestling skill rating to grab the defender (as if he were trying to hit). If he succeeds in grabbing the opponent, the opponent must roll below his own wrestling skill rating (or make a STR check if he doesn't have that skill) in order to break free. If the defender cannot break free, then the attacker can

then make another roll to put the defender in some sort of hold. If the attacker fails his roll, then the defender slips free. If he succeeds in establishing a hold, then the defender must again roll to break free (this time at -1). Victim takes 1 point fatigue each turn. There are 4 types of holds:

PINNING - involves forcing the defender to the ground, and holding him down in such a way as to keep the defender from moving any part of his body.

PARALYZING HOLD - this hold twists a limb in such a way as to render it useless for 1-12 hours afterwards.

LIMB BREAKING HOLD - if the defender cannot break free from this hold, then the limb takes damage equal to attacker's STR bonus (each turn). This could soon result in a broken limb, or if the attacker was applying pressure to the victim's head, then the neck breaks and the defender may die (after 5 points damage).

KARATE

There are several types of karate that have been adapted by various countries under different names. These include karate (Japan), tae kwon do (Korea), kung fu (China), and savate (France). All of these forms use the same basic techniques, and differ only in their style of movement and stances. The damage inflicted for each style is the same. Karate emphasises speed with hands and feet, and derives its damage bonus for hand and foot from DEXTERITY not strength. The bonuses for dexterity are:

DEXTERITY	MODIFIER TO DAMAGE
3 - 10	-1
11 - 20	normal
21 - 25	+1
26 - 30	+2

This damage bonus is added to the attacker's karate skill level and the 1-2 points DM for hand or foot to determine full damage inflicted. Therefore a character with a DEX of 25 and a karate level of 3 would have +4 to the damage rolled. A character with karate skills may attempt two moves per turn.

KARATE MOVES

PUNCH - a flattened fist with the knuckles of the first two fingers being prominent.

KNIFE HAND BLOW - an open handed strike used mostly to disable an arm or leg.

KICK - any type of kick that strikes from m  lee range.

FLYING KICK - can start from any distance away, but time has to be counted for how long it takes to run up. The last two metres of distance are travelled in the air. A successful hit will always knock the defender to the ground.

The attacker and defender need 1-4 seconds before a next move. The attacker will roll to a stand 4 metres away. A character carrying slightly bulky equipment cannot do this.

DEFLECTING A BLOW - from a weapon or limb. This must be announced before the attacker rolls to hit the character. When an attacker attempts to hit the character, the karate skilled character can effectively ignore a hit from the opponent if he uses this move and makes a successful skill check. The character must also state before hand what he is using to deflect the blow. If the strike still hits its damage is done to the defending appendage. This skill can also be used to deflect arrows, or to catch bullets in the mouth, but **don't** try it at home!

DISARM OPPONENT - this move involves using a kick or knife hand blow to strike the opponent's arm in order to make him drop his weapon. An attack of this sort inflicts no damage, but if successful will cause the weapon to be dropped.

JUDO

Judo, or "the gentle way", developed from the ancient form of self-defence called jujitsu, and was used by the samurai of feudal Japan. Judo, like karate, is based more on dexterity than strength, and therefore uses the same dexterity bonus for damage. A judo skilled character may only kick or punch once per turn, and all other moves must be attempted at the same time an opponent strikes.

PUNCH - same as in karate.

KICK - same as in karate

CIRCLE THROW - this is used to counter an opponent who grabs the character in an attempt to choke or establish a hold. It involves the character falling back wards and kicking the opponent over on to his back. The opponent will take 1-2 points damage, and will be stunned for 1-4 seconds.

ARM THROW - this move involves attempting to catch an opponent's punch or lunge, and using that leverage to throw the opponent to the ground and twist the opponents arm for 2d6 damage.

BACK THROW - this move is used to throw someone who is grabbing the character from behind. The effects are the same for all throws.

CHOKING - involves the character establishing an elbow lock around his opponent's neck (after successfully grabbing him, or catching him while he is stunned). The opponent will pass out in CON x4 seconds. The victim will remain unconscious for 1d20 seconds afterwards. The victim will suffocate if the hold is maintained for more than 6 minutes.

FALL - judokas are trained to fall in such a way (in combat only) as to reduce the damage by half.

FREE FIGHTING

Free fighting is what every character possesses from birth, and is not purchased as a skill. In addition to the damage by hand or foot of 1-2 points, you may also add the strength bonus listed on p. 67.

PUNCH - balled - up fist.

KICK - any type of kick that leaves one foot on the ground.

GRAB - roll below dexterity as if trying to hit. The character can then use both hands and a successful strength check to stop and (for example) hold an attacker's knife bearing arm away; the attacker can then try to make a strength check himself to force it back. This continues until one of the characters fails, and the weapon is dropped or a character is stabbed. This move could also be used the same way to choke a character.

"HITTING 'EM WHERE IT HURTS" - this can be rather effective against human males who aren't wearing any armour or heavy padding in that area. The victim will be stunned for 4d6 seconds, their movement rate will be slowed and the pain penalty will remain for 1d12 hours.

BITE - human teeth do 1-2 points damage. If a character bites another character's arm, the bitten person must make a WILL check to tolerate the pain and avoid losing his hold on the character or his weapon.

CHOKING - the same as in Judo.

A FURTHER ANALYSIS OF DAMAGE TO THE BODY

Different types of damage affect the body in different ways, for example, a fist blow to the head that does 3 points damage might hurt for a long time, but a bullet that does 3 points damage to the head kills instantly. Confused? Its not as strange as it sounds when you realize that a fist does not penetrate the skull - a bullet **does**. You might think at first that it would be a lot simpler to just increase the damage by a bullet, but then it would be possible to kill with one shot to the foot! We wanted the damage by a weapon to reflect what it would do to a non-critical area, so we decided it would be easier to list the weapon damage as such then use the guidelines below to resolve the damage effects to different body areas. It's not as complicated as it might look at first glance, as much of it is common sense. It is not an easy task to achieve perfect balance between realism and playability in the rules of a role-playing game, but we feel the guidelines below offer the best compromise between the two.

DAMAGE GUIDELINES

In order to keep things easier to remember in resolving damage, we have based these guidelines on the "rule of 5". (with the exception of CRITICAL AREAS). Anytime the damage inflicted to a given area reaches "5", then you know that something else may happen in addition to the normal life-point loss. In the case of limbs, this damage is counted cumulatively; in other instances it counts only when 5 points or more are taken at the SAME TIME.

ARMS AND LEGS

When an arm or leg takes up to 5 points cumulative damage, it is rendered "useless". What exactly useless means depends upon what has caused the damage.

BALLISTIC WEAPONS - a limb rendered useless by a ballistic weapon is so torn and bleeding that it is impossible to use without unbearable pain.

SMALL BLADED WEAPONS - A limb that takes 5 or more cuts damage from a normal knife or similar weapon, (in one hit) indicates that the blade has cut to the bone, cutting muscular tissue. Extensive muscle surgery will have to be performed to save the future use of the limb, and a large scar will always serve as a reminder.

VIBRO AND HEAVY BLADED WEAPONS - Damage that exceeds 5 or more points to a limb by a vibro weapon in one hit, or heavy bladed weapon (such as an axe) indicates that the limb has been cut completely off. If the victim does not make some attempt to stop the blood from draining out of his arteries immediately, he will die from blood loss (-1 LIFE POINT per minute).

PLASMA WEAPONS - A limb rendered useless by a plasma burst is quite literally burned beyond use. Wounds of up to 5 points will eventually heal but a burn mark/scar will remain for life. Blood loss does not occur from a plasma wound because it cauterizes the wound. (see also Burn Damage).

BLUNT WEAPONS - Damage by fists, or blunt objects that do 5 or more cumulative points damage bruise a limb so badly that it hurts too much to use and causes nausea. 5 points instant damage is either a sprain (with a successful CON check), or a broken bone.

SHRAPNEL - Shrapnel from explosions and grenades that hit an arm or leg doing 5 points of damage will heal after being cut out and stitched (but will leave a permanent scar). Damage exceeding 5 points will have blown the limb apart.

ABDOMEN

The abdominal area contains many important organs and arteries. For game purposes it is not important exactly which one of those organs is injured, only to know that an injury has occurred there.

BALLISTIC WOUND - A wound to the abdomen from a ballistic weapon will cause severe internal haemorrhaging (-1 LP per minute), and shock. The bullet will have to be removed and the organ stitched up, and lost blood will have to be replaced.

SMALL BLADED WEAPON - A cut from a bladed weapon that does 5 points damage or more in one hit has pierced an abdominal organ. The effects are the same as for ballistic wounds.

VIBRO WEAPONS - Same as previously stated.

PLASMA WEAPONS - Same as previously stated.

BLUNT WEAPONS - Damage to the abdominal area from a blunt object that does 5 or more points damage in a single strike will cause internal haemorrhaging and shock if the victim fails his constitution check.

SHRAPNEL - Damage from shrapnel has the same effect as a ballistic wound.

THE HEART

The heart is one of the three CRITICAL AREAS, and as such is an exception to the 5 point damage rule. Any object that penetrates the heart and does more than 2 points damage kills instantly. Damage by a penetrating object doing only 1 or 2 points strikes beside the heart, causing shock and internal bleeding.

LUNGS

Damage to the lungs is handled in exactly the same way as damage to the heart. The only difference is that you have two lungs, and it is possible to live if only one of them has collapsed from a puncture wound. Shock and internal bleeding occur as normal, and if both lungs collapse, death occurs.

HEAD

BALLISTIC WEAPONS - Damage from a ballistic weapon that does more than 2 points damage kills instantly. 1 or 2 points damage will cause shock, and brain damage (see below) and surgery will have to be performed to remove the bullet (a failed surgical check will kill the patient in this case).

BLADED WEAPONS - bladed weapons that do 5 points damage or more to the head will puncture the eye, causing permanent loss of sight to it (see p. 28).

PLASMA WEAPONS - More than 5 points damage permanently destroys the facial nerves, and the muscular tissue of the face, leaving a blackened, swollen mass of horror. Plastic surgery will only be able to restore the face to a passing resemblance of the character (unless a plastic surgeon makes a skill check at -20). Damage of 5 or less will leave the face permanently scarred, but the nerves and appearance remain intact mostly. In either case there is a 30% chance of blindness in each eye. Shock occurs immediately.

BLUNT WEAPONS - Damage from a blunt weapon that does 5 points damage means that the victim must make a constitution check to avoid being knocked out from that hit. Damage exceeding 5 points damage in one hit may result in brain damage (see table below).

DAMAGE TO BRAIN

Roll 1d10.

- 1 no effect
- 2 no effect
- 3 no effect
- 4 temporary amnesia(see below)
- 5 partial memory loss (-1d10 intelligence)
- 6 permanent total amnesia(see below)
- 7 sight impairment(-1d10 AW and OBS)
- 8 hearing impairment(-1d10 AW)
- 9 speech impairment (-1d10 VOC)
- 10 paralysis of 1d4 limbs

DEALING WITH AM... AM...

Role playing amnesia can be quite interesting. While temporary amnesia can be a nuisance, permanent amnesia can be life altering. Temporary amnesia comes back slowly over a period of time, usually when the character is faced with a familiar face, item, or place, giving him a sense of déjà vu. The GM decides when this might be applicable.

LENGTH OF TEMPORARY AMNESIA (roll 1d10)

- 1-4 1d12 Days
- 5-7 1d4 Weeks
- 8-9 1d12 Months
- 10 1d6 Years

EFFECTS OF AMNESIA (2d10, as percentile)

- 01-40 Forgets personal data (name, background, home, etc)
- 41-80 Forgets other people and places
- 81-90 Forgets 1d4 skills completely
- 91-99 Suppressed personality traits surface (a thief who had always subconsciously felt guilty about stealing might suddenly become charitable, having no memory of his shady past; an introvert could become an extrovert, or vice versa. Be creative. All of this can be worked out between the player and GM in any way appropriate.
- 00 Character develops a complete split personality, becoming an NPC.

INTERNAL BLEEDING

Whenever internal bleeding occurs, a successful surgical skill check is needed to stop the bleeding and save the victim. Loss of blood from internal haemorrhaging results in the loss of 1 Life Point per minute (for haemophiliacs life Point loss is equal to the original amount of damage again every minute).

SHOCK

Any type of wound that causes the victim to go into shock means that the character must make a CON check. If the roll fails, the victim's CON rating drops by the amount missed. In some cases the victim may die. A person recovers from shock normally after a few hours rest. While in shock, the person is immobilized except perhaps he may be able to speak. Being awakened from cryogenic suspension can also result in shock.

WEAPONS

PLASMA WEAPONS

Plasma weapons are the latest development in the advancement of high-tech warfare. A highly reactive gas called coravane is held in a mynon-cased cylinder which opens for a microsecond when the gun's trigger is squeezed. This short burst of coravane ignites upon contact with the pilot flame at the end of the barrel, and is hurled out of the tip burning at 1800 °C. Upon contact with human flesh, the plasma is hot enough to melt a hole 15cm in diameter and 1mm-5mm deep into a hapless victim. The plasma itself will burn for at least 4 seconds before it can be extinguished (see section on burns on page 56). After 4 seconds the temperature drops to that of the clothing on fire (240°C) or it simply expires if the material is non-flammable. Obviously anything that is flammable will be set on fire from a plasma burst.

In addition to the life-point damage from the blackened flesh, the victim must also make a constitution check (-5 penalty) to avoid going into shock from the 3rd degree burn. In about 5% (05 or less on a percentile roll) of plasma-burn cases the victim develops some sort of traumatic flashback, or outright fear of fire. The only forms of personal protection that are available at present are ceramic, and mynon armor. (Asbestos dissolves at 341°C and plastisteel will melt like standard industrial plastic at that temperature.)

Because plasma needs oxygen to burn for any length of time, it is good only at point-blank ranges in space or underwater. The barrels and holsters for these weapons are made of mynon to prevent the user from burning himself. An electronic ignition switch beside the trigger ignites the pilot flame before use and an extinguisher switch is located on the opposite side (to turn the pilot flame off again).

GYROJET GUNS

A gyrojet is a caseless shell that is propelled by rocket fuel at a high velocity. Unlike conventional ammo, which has a gunpowder cartridge that ejects a small bullet tip, the **entire** gyrojet shell leaves the chamber and impacts against the target. There are a few gyrojet variants, but these are unavailable to the public at large. Ranges are reduced to 15 / 30 / 80 m for pistols, and 45 / 90 / 200 for rifles. These variants include:

HEAT SEEKING - Seeks out the nearest source of heat in the near 37°C range (normal human body temperature). Once fired, the shell cannot miss as it will maneuver to follow the target. The drawbacks of this round is it is capable of hitting the wrong target in a crowd, and it is non-seeking (treat as standard gyrojet) against non-humans. Damage is the same as normal gyrojet rounds. (cost = RM 5 each)

EXPLOSIVE TIPPED - This heavier round explodes on impact doing 2d10 damage. (cost = RM 5 each)

ACID TIPPED - This round contains a highly corrosive acid, which is expelled from the shell on impact. The acid will dissolve human flesh on contact, and is strong enough to eat through 2cm of steel. The gyrojet shell is made from a type of mynon in this particular round. Physical damage is 2d10 plus trauma / shock (constitution check). (RM 5)

SPECIAL ROUNDS FOR CONVENTIONAL FIREARMS

HOLLOW POINT - The tip of this round expands on impact creating a larger hole in the target (+1 to damage by bullet size).

MERCURY TIPPED - This round contains mercury in the tip that will turn to liquid when fired, thus making a larger hole in the target. (+1 to normal damage by bullet size).

TEFLON ARMOUR PIERCING - This particular round was designed to penetrate kevlar armour, and has a bonus of +4 to damage against any armoured target. **Do not** add this damage bonus against **unarmoured** targets.

RUBBER BULLETS - these are used around fuel centres, on board starships, and in riot control. This round is intended to **wound**, not kill, so ignore hits to critical areas unless at point-blank range. Stun damage is 1d4. If damage exceeds **LIFE POINTS** in this case, the victim is only unconscious - not dead (unless at point blank range = 3m or less).

ROUNDS AVAILABLE FOR RIOT GUNS

CS LIQUID IRRITANT AGENT - Causes disorientation (-10 on all skill or attribute checks) for 60 seconds, and will cover an enclosed area of about 10 x 10m. A 12 ga. shotgun round of this type is also available which will cover a 3 x 3m enclosure. The effects will wear off over a period of 10 minutes in fresh air.

MORPHEUS (or SLEEPING GAS) ROUND - Causes the victims to lose consciousness in a 5 x 5m enclosure for 1d6 minutes.

SMOKE ROUND - This round reduces visibility to 1 m in a diameter of 30 m. Will clear after 1 minute.

BLACKOUT ROUND - This round of dense black smoke creates an effect of total darkness in a diameter of 30 m. The round will gradually clear after 2 minutes.

TANGLER ROUND - This round releases a fine but strong net that completely entangles the target. The victim must make a successful strength check to break free. Anyone caught must spend at least 10 seconds freeing themselves after making a strength check. Covers 60 mm only.

SIGNAL ROUND - Simply a 60 mm parachute flare, which illuminates an area 400m across for 40 seconds.

LSD ROUND - This round contains a lysergic gas that causes disorientation, confusion, and hallucinations. It covers a 10mx10m area, and takes effect in 10 seconds. All skill and attribute checks are at a -10 penalty, and characters must make INT checks to do any task (before aiming, recognizing someone, walking stairs, etc.).

** note on all riot charges: for areas larger than those listed the characters outside that range are unaffected if they make a successful constitution check.

BOLT GUNS

Bolt guns were originally developed for use underwater as a multi-shot, less bulky replacement for spear-guns. Since then, however their use has expanded to warfare. A bolt fired from one of these guns will go through both sides of kevlar vest. Their drawbacks are shorter range, and reduced accuracy. (-2 from marksmanship.)

SHOTGUNS

Shotguns fire a burst of pellets that give a wide spread hit pattern thus increasing chances to hit a target (+2 to marksmanship). A sawn-off shotgun increases its spread to affect anyone within a metre of the intended target, but ranges are reduced to 4 / 10 / 15 m, and damage is halved.

A hit from a shotgun shell will cover the entire body zone aimed at (more chance of making a critical hit); sawn-off versions will cover all 3 body zones. When a character is hit by a shotgun, roll the appropriate die for each Body Zone to determine how many of the hit locations are affected, then roll additional dice of that number to determine which of these locations take damage. Only one roll is made for the amount of damage, and this can be divided in these areas any way the victim chooses, but every area hit must take at least 1 point!

AUTOMATIC WEAPONS

For ease of reference all automatic weapons in **REICH STAR** are assumed to have the same rates of fire as follows:

Machine Pistols = 2 rounds/second
Automatic Rifles = 4 rounds/second
Heavy Machineguns = 10 rounds/second

The firer of the weapon can specify how many seconds he wants to hold the trigger. Automatic weapons can also be used to fan an area thus affecting multiple targets. Only 60° (one hex facing) can be covered per second. All automatic weapons can be set to fire semi-automatic at the flick of a switch. When in full-auto mode, exact hit location cannot be specified - only a specific Body Zone (use "precise aiming, naked eye" on Ranged Weapon Attack Table). Make a separate marksmanship check for each bullet.

NEEDLERS

Needlers are small palm-sized weapons that fire small plastic poison needles. They are easily concealable and non-detectable by metal or energy detectors because of their all-plastic construction. The device uses a plastic CO₂ cartridge as the firing mechanism, and a snap in clip that holds 20 needles. Both lethal and temporary paralysis neural chemicals are used. The lethal variety uses ecylcyanide which kills in just under 5 seconds. The paralysis drug takes effect in 10 seconds, and renders all muscles frozen for about 15 minutes. Needlers are often used by security, police, spies, and assassins. Possession by civilians is illegal.

VIBRO WEAPONS

Vibro weapons were first introduced in 1998 by the **IJIWARA CORPORATION** based in Tokyo, and they remain (as their ad campaigns say) "the leading edge in vibro technology". Vibrobladed weapons are similar in some respects to ancient electric knives. The blades contain near-microscopic teeth that move back and forth at an incredible speed giving the weapon a sharper, more lethal edge. When turned on the weapon emits a light hum (about as loud as an electric razor). It runs on a B-cell atomic battery that will last up to 3 months in normal use. A vibroblade will cut through 10cm of pine in 2 seconds. A limb that is rendered "out of use" by one of these weapons is severed completely. If power fails the weapon's damage is the same as a normal version of the same.

ELECTRO-STATIC DISRUPTORS

Disruptors do not cause any damage in a direct physical manner. The "weapon" emits a powerful static charge which travels down a low-intensity laserbeam to the target. Any electrical device that has a wattage equal to or less than the watt output of the disruptor, is rendered powerless for 1 minute. Any device with a greater power rating is unaffected. These devices are often used on starfighters and other craft (see *Starships*, p. 108) to disable an opponent before using its own weapons. Only computer **software** and other magnetically recorded material is destroyed by charged static(erased). This device also affects battery operated equipment such as flashlights.

NEURAL WHIP

Neural whips are considered essential equipment by slavers. These devices resemble conventional whips with the exception of the plastic handle and the two electrical prongs at the tip. These prongs deliver 1d10 stun damage from an electrical shock in addition to 1-2 pts. physical damage from the whip itself. These 200 watt whips come in lengths of 3m, or 5m. They use two A-cells.

KRONENBERG "SLAVEMASTER 400 " Neural Implant

These small chips are implanted surgically (RM 1,000 extra) and attached at the base of the skull into the spinal cord. This neural chip is able to deliver an electrical charge upon activation by a calculator sized control box. There are two operational modes: **freeze** and **kill**. Freeze cuts off all but the vital nerve impulses below the neck, thus rendering the victim immobile. Kill delivers the entire power of the battery into the brain killing instantly. Obviously this device is used as a resort in lieu of the neural whip.

GRENADES

There are a variety of grenade types, each having different effects. Grenades can be thrown a distance of 2xSTR in metres. Damages given are for Life Points. To convert to Structural Points, multiply the damage rolled by .01.

FRAGMENTATION

FUSE DELAY: 4 seconds
DAMAGE: 1d6 fragmentary; 15 points from shockwave.
BURST AREA: 15 m in every direction.
WEIGHT: 0.5 kg

NOTE: Shockwave damage is reduced by -5 for every metre away from the grenade when it goes off.

WHITE PHOSPHORUS

FUSE DELAY: 4 seconds
DAMAGE: Throws white phosphorus burning at 2700°C
BURST AREA: 35 m in every direction.
WEIGHT: 0.76 kg

NOTE: This grenade also acts as a smoke round. Same as a smoke round for anti-riot gun.

THERMITE

FUSE DELAY: 2 seconds
DAMAGE: 2200° C heat damage
BURST AREA: Doesn't explode
WEIGHT: 0.86 kg

NOTES: Will ignite any flammable material within 2 m. It will also burn underwater, and can melt through 15mm of steel. Burning time is 40 seconds.

BZ GAS GRENADE

FUSE DELAY: 2 seconds
DAMAGE: This has the same general psychological and physical effects as an anti-riot LSD round, except effects last for 6 hrs. AREA OF EFFECT: 15 m in every direction for 1 minute.
WEIGHT: 0.5 kg

NOTES: A person affected by this gas will sit and stare blankly and drool. If disturbed they may attack (on a failed INT check) that person in a mindless beserking rage (STR will have a temporary bonus of +3).

SARIN GAS

FUSE DELAY: 2 seconds
DAMAGE: Poisonous gas causing severe nausea and possible death. CON check to avoid death every 20 seconds. Successful check will cause 1d4 CON damage instead, and -5 from all DEX and INT related checks for 2 days.
AREA OF EFFECT: 15 m in every direction.
WEIGHT: 0.5 kg

SONIC GRENADE

FUSE DELAY: 2 seconds
EFFECTS: Emits a high pitched scream causing everyone within range to cover their ears, or suffer penalties on all checks of -10. This penalty is reduced by 1 for every 5 m beyond the area of effect. The penalty is also halved behind walls, or if wearing a close fitting helmet. Deaf people are not affected.
AREA OF EFFECT: 20 m in every direction.
WEIGHT: 1 kg

Other grenades include smoke, and blackout. They work the same way as the anti-riot rounds.

Remember that the direction and speed of the wind will have drastic effects on smoke and gas!

Smoke particles are hot and generally rise at the rate of 10% of the distance travelled; under moderate winds 20%; and 35% under strong winds. At night smoke loses its heat rapidly, and settles on the ground like fog.

Gas particles are generally cooler and have less rise. 3% under very light or no wind; 10% under moderate winds; and 35% under strong winds.

Both gas and smoke will move and drag in the direction the wind is blowing at 10 / 20 / 30% of distance traveled, and will have lateral spreads of 15 / 20 / 50% of distance travelled.

WIND SPEED

SLIGHT 0-6 km / hour (1-2 m/sec) for gases
0-13 km / hour (1-4 m/sec) for smoke

MODERATE 7-15 km/hr (3-4 m/sec) for gases
14-19 km/hr (5m/sec) for smoke

STRONG over 15 km/hr for gases
over 19 km/hr for smoke

Example:

A BZ gas grenade is thrown. It immediately spreads for 15m in every direction. The wind condition is moderate, so the gas cloud travels at 4 m / second. The gas also spreads laterally at a rate of 1 m/sec, and also lengthways (drag) at 1 m/sec. (All rates have been rounded off for simplicity).

EXPLOSIVES

The most common explosive in use is "solenite". It comes in blocks of 1.5 x 7 x 14 cm, and weighs 0.5 kg. It is very pliable (down to -21° C) and clay-like in consistency. It has an adhesive side that will stick to almost any dry surface. It can only be detonated by a blasting cap, or another explosion. It will not explode by impact or fire. 1 block does 1 SP of damage.

Other explosives are as follows:

C-4: Same as solenite but less effective. 1 block is 30 cm x 5 x 5 cm. It weighs 1 kg. 1 block does 0.78 SP of damage.

TNT: Hard block 18 x 5 x 5 cm, weighing 2.205 kg. It does 0.6 SP of damage.

ACIDCORD: Although not an explosive it can be used to accomplish the same results. It comes in increments of 1 metre, and is 1 cm in diameter weighing 30 g (.03 kg). Acid cord contains a highly corrosive acid surrounded by a flexible mylon casing. A plasma burst at close range is needed to melt the casing and start the reaction. Once the reaction starts it will eat through 10 cm of steel or concrete (including a blast door) in about 1 minute. Poisonous fumes are given off whilst burning (treat as CO₂) for a distance of 3 metres.

DETONATION DEVICES

Waterproof pull-ring detonator: 14 x 2 cm, weighing 70 g.

Timing detonator: (10 seconds-24 hrs.) A small electronic detonator using an A-cell. 8 x 5 x 2 cm, weighing 100 g.

Concussion detonator: Detonates when it receives 0.04 SP shockwave damage. Disc 20x5 cm.

SHOCKWAVE DAMAGE

All explosions do shockwave damage that affects anyone within range. To determine Life Point damage due to shockwaves multiply the Structural Point damage from the blast x 100. For every metre away from the explosion subtract -6 from the LP damage. If underwater the damage is reduced by -10 per metre.

BREACHING CHARGES

Breaching charges are explosions used to put a hole in some type of material. The Structural Point damage needed to make a 1 m hole is given below.

THICKNESS	CONCRETE	ROCK / MASONRY
0.25 m or less	2	1
0.5 m	5	2
0.6 m	6	3
0.7 m	9	5
0.8 m	12	6
0.9 m	19	9
1.0 m	25	13
1.1 m	35	17
1.2 m	44	22
1.3 m	53	27
1.4 m	62	31
1.5 m	74	37

CUTTING CHARGES

Cutting charges are used when you wish to fall columns. Structural Points for wooden columns (or trees) are 1 SP per 25 cm in diameter. SPs for steel are 0.5 SP per every 2 cm in diameter.

ARMOUR TYPES

KEVLAR

Kevlar is a fibrous, plastic-like material that has many applications from body armour to starship components. As a body armour kevlar is effective protection against most conventional ammunition. There are two basic forms of kevlar armour: concealable, and battledress.

Concealable kevlar is a light thin ply that can easily be worn under everyday clothing without notice. It offers protection of -5 against damage by most bullets, and -3 against impaling weapons such as knives, arrows, bolts, etc.

Battle armour (as worn by Reich shocktroopers) is much thicker and gives better protection against armour-piercing ammunition. It has protection of -8 against bullets (or gyrojets), and -4 against impaling weapons.

The purpose of kevlar is to prevent a weapon from penetrating to do further damage. Even though a bullet may not go through it will still stun the victim for a number of seconds equal to "damage" rolled from the force of impact.

MYNON

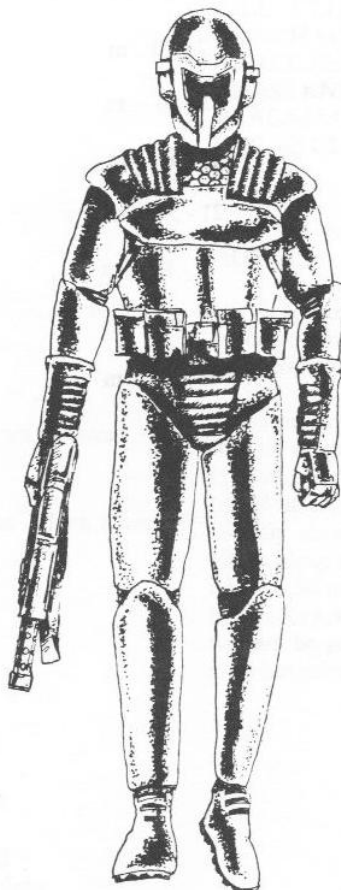
Mynon is what can best be described as a superior form of asbestos. It is very resistant to many corrosive acids, as well as offering reasonable protection against plasma weapons. At point blank range (3 m or less) mynon is ineffective against plasma; at short range damage is reduced by -2; at medium range damage is reduced by -3; at long range damage is reduced by -4. Mynon decomposes at about 1800 °C.

CERAMIC

Ceramic is perhaps the most effective armour made for 22nd century warfare, but it also has some major drawbacks. The most obvious flaw is its bulkiness, and lack of flexibility for the wearer. Also though it is of less weight than a metallic armour of the same thickness, it is still heavy because of the need to counter high velocity ammunition. The Imperial armies have compromised with this armour, and have opted for small sections of ceramic covering vital areas, arms, and greaves on the legs. While this leaves more areas unprotected, it cuts down the weight considerably from a full ceramic casing. Protection is -9 against bullets (or gyrojets), and -1 / -2 / -3 at S / M / L ranges against plasma weapons. Impaling weapons cannot penetrate. Stun from bullet impact is the same as for kevlar.

PLASTISTEEL

Plastisteel is a synthetic material that was first developed in 2061 by Bollenbach Laboratories. It shares characteristics with both plastic and steel. A piece of plastisteel generally weighs about the same as a piece of aluminium of the same size and has the strength of a piece of steel twice as thick. As an armour plastisteel offers very good protection against bolts and other firearms, but is worthless and dangerous against acids and plasma weapons. At about 600° C plastisteel melts and gives off very poisonous fumes. (Treat as ammonia, see Miscellaneous Rules). While still very much in use in other areas, its profile in the armed forces is now almost non-existent. Its protective value is -9 against bullets (or gyrojets), and -5 against impaling weapons.



AVERAGE STATISTICS FOR VARIOUS WEAPONS (varies somewhat on individual models)

WEAPON	SHORT RANGE	MEDIUM RANGE	LONG RANGE	TIME TO RELOAD
REVOLVER PISTOL	4 - 20 m	21 - 40 m	41 - 100 m	15 seconds
SEMI-AUTO PISTOL	4 - 20 m	21 - 40 m	41 - 100 m	3 seconds
FULL-AUTO PISTOL	4 - 10 m	11 - 20 m	21 - 50 m	3 seconds
GYROJET PISTOL	4 - 20 m	21 - 40 m	41 - 100 m	3 seconds
BOLT PISTOL	4 - 10 m	11 - 20 m	21 - 50 m	15 seconds
PLASMA PISTOL	4 - 10 m	11 - 20 m	21 - 50 m	6 seconds
SEMI-AUTO RIFLE	4 - 50 m	51 - 100 m	101 - 300 m	3 seconds
MACHINEGUN	4 - 20 m	21 - 40 m	41 - 100 m	3 seconds
BOLT RIFLE	4 - 15 m	16 - 25 m	26 - 55 m	3 seconds
GYROJET RIFLE	4 - 50 m	51 - 100 m	101 - 300 m	3 seconds
PLASMA RIFLE	4 - 15 m	16 - 40 m	41 - 100 m	6 seconds
SHOTGUN (semiauto)	4 - 6 m	7 - 20 m	21 - 60 m	15 seconds
SAWED-OFF SHOTGUN	4 - 5 m	6 - 8 m	9 - 20 m	15 seconds
AUTO-SHOTGUN	4 - 6 m	7 - 20 m	21 - 60 m	3 seconds
COMPOUND BOW	4 - 20 m	21 - 50 m	51 - 100 m	3 seconds
LINEAR BOW	4 - 20 m	21 - 50 m	51 - 100 m	6 seconds
CROSSBOW	4 - 20 m	21 - 50 m	51 - 100 m	6 seconds
CROSSBOW PISTOL	4 - 10 m	11 - 15 m	16 - 40 m	3 seconds
NEEDLER	4 - 6 m	7 - 10 m	11 - 30 m	3 seconds
ANTI-RIOT GUN	4 - 40 m	41 - 70 m	71 - 100m	3 seconds / round
E-S DISRUPTOR	4 - 6 m	7 - 10 m	11 - 12 m	3 seconds

WEAPON DAMAGES

BULLETS

4.62 mm	1-2 points damage
5.56 mm	1d4
7.62 mm	1d6
9 mm	1d8
10 mm (STR check)	1d10
12.7 mm (STR check -5)	2d6
14.5 mm (cannot be carried)	1d12 + 2
15 mm " "	2d8
20 mm " "	4d6

Add +1 to damage, and -1 from STR check with magnum shells.

BOLTS

2X100 mm (STR check + 5)	1d4
4X180 mm (STR check + 2)	1d6

GYROJET (all gyrojets are recoilless)

5.56 mm	2d4
9.56 mm	2d6

SHOTGUN (see also p. 73)

.410 ga	1d6
28 ga	1d6
20 ga	1d8
16 ga (STR check + 5)	1d8
12 ga (STR check + 2)	1d10
10 ga (STR check)	1d12

NEEDLER

Does not inflict kenitic damage - poison does the work.

PLASMA (See also Miscellaneous Rules - Burn Damage, p. 56, and notes on p. 72)

PISTOL BURST	6 points
RIFLE BURST	6 points

TOXONOMY

ARROW	1d6
HUNTING TIPPED ARROW	1d6 + 2
CROSSBOW QUARREL	1d6
HUNTING TIPPED QUARREL	1d6 + 2
PISTOL QUARREL	1-2 points

BLADED WEAPONS

POCKET KNIFE	1-2 points
SWITCHBLADE	1-2 points
KNIFE	1d6
SAI	1d4 (bruise damage)
MACHETE	1d6 + 1
FENCING FOIL	1d6
RAPIER	1d6
SABRE	1d8
NINJATO	1d6 + 1
KATANA	1d8
SHURIKEN	1-2 points
FIRING KNIFE	1d6 + 1
VIBROBLADE	2d6
VIBROSWORD	2d8

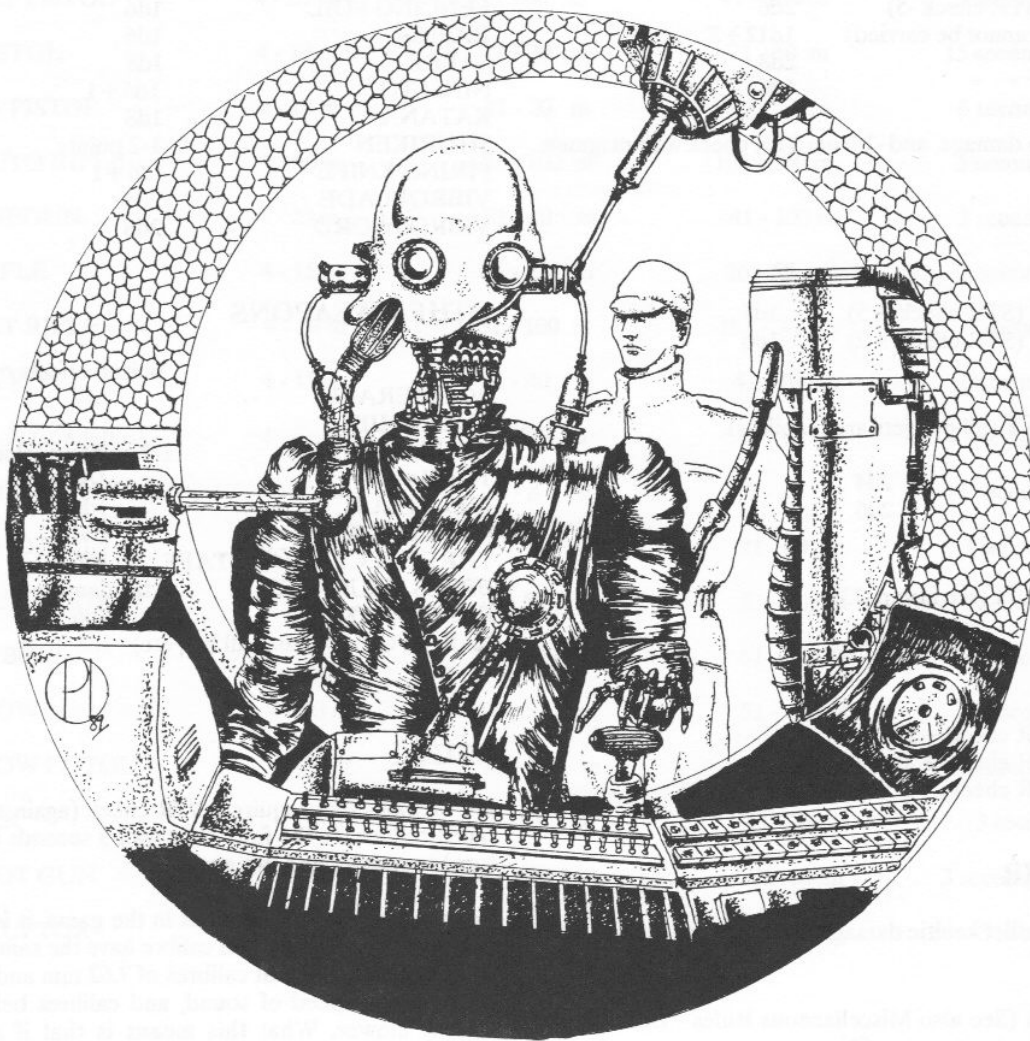
OTHER WEAPONS

DART	poison effects only
BOOMERANG	1d4
BULLWHIP	1-2 points
NEURAL WHIP	1-2 points + electric shock
TONFA	1d6
BILLYCLUB	1d6
NUNCHACKU	1d6
THREE SECTIONAL STAFF	1d6
BRASS KNUCKLES	fist damage + 2
BLACKJACK	1d6
LARGE CLUB (baseball bat, etc)	1d8

NOTES:

On weapons that require a STR check (against recoil), a failed roll means the firer must wait 3 seconds (1 combat turn) to recover and fire again.

To avoid further complexities in the game, it is assumed that all weapons of a given calibre have the same velocity. It is also assumed that calibres of 7.62 mm and above all travel at the speed of sound, and calibres below travel slightly slower. What this means is that if a silencer (flash/noise suppressor) is being used it will silence calibres below 7.62 mm, but with 7.62 mm and above you will still hear a "crack" when the bullet breaks the sound barrier (it will not be possible to hear exactly where the shot originated however).



EQUIPMENT LIST

CLOTHING

SHIRT - RM 20
 TROUSERS - RM 30
 SHOES - RM 25
 BOOTS - RM 40
 VEST - RM 15
 JACKET - RM 35
 HEAVY COAT - RM 50
 BELT - RM 5
 CAPE - RM 20
 CLOAK - RM 45
 ROBES - RM 30
 BUSINESS SUIT - RM 200
 TUXEDO - RM 300
 EVENING DRESS - RM 200
 HAT - RM 30
 CAP - RM 10

ACCESSORIES

WALLET - (100 g) - RM 10
 HANDBAG - (300 g) - RM 25
 SHOULDER BAG - (700 g) - RM 30
 BRIEFCASE (combination lock) - (1.35 kg) - RM 100
 SUITCASE - (2 kg) - RM 50

WEAPONS

SIDE ARMS

DERRINGER - (200 g) - RM 500 **
 REVOLVER - (1 kg) - RM 200 *
 SEMI AUTOMATIC PISTOL - (1.10 kg) - RM 300 *
 GYROJET PISTOL - (1 kg) - RM 500 *
 MACHINE PISTOL - (2 kg) - RM 1,000 **
 BOLT PISTOL - (2.5 kg) - RM 300 *
 PLASMA PISTOL - (500 g) - RM 1,000 **
 TASER - (500 g) - RM 250 *
 NEEDLER - (100 g) - RM 200 **

RIFLES

SEMI AUTOMATIC - (5 kg) - RM 400 *
 GYROJET - (5 kg) - RM 800 *
 AUTO ASSAULT RIFLE - (5 kg) RM 2,000 **
 GYROJET MACHINEGUN - (6 kg) RM 4,000 **
 BOLT RIFLE - (6 kg) - RM 450 *
 SHOTGUN - (3 kg) RM 300 *
 AUTOMATIC SHOTGUN - (5 kg) - RM 3,000 **
 PLASMA RIFLE - (1.5 kg) - RM 2,000 **
 ANTI-RIOT GUN - (2 kg) - RM 500 **

TOXONOMY

COMPOUND BOW - (1 kg) - RM 100
 LINEAR BOW - (1 kg) - RM 200
 CROSSBOW - (2.5 kg) - RM 300
 CROSSBOW PISTOL - (500 g) - RM 100

BLADED WEAPONRY

POCKET KNIFE - (120 g) - RM 20
 SWITCHBLADE - (100 g) - RM 25
 KNIFE (with sheath) - (300 g) - RM 30
 SURVIVAL KNIFE (compass, fish hooks, flint)
 (375 g) - RM 50
 MACHETE - (1 kg) - RM 30
 BUTTERFLY KNIFE - (200 g) - RM 25
 SAI - (500 g) - RM 20
 WAKIZASHI - (500 g) - RM 150
 THROWING KNIFE - (200 g) - RM 15
 FIRING KNIFE - (200 g) RM 50 **
 SHURIKEN - (30 g) RM 3
 FENCING FOIL - (500 g) RM 100
 RAPIER - (750 g) - RM 200
 SABRE - (1.5 kg) - RM 300
 NINJATO - (750 g) - RM 200
 KATANA - (1 kg) - RM 300
 VIBROBLADE - (550 g) - RM 200
 VIBROWORD - (1.5 kg) - RM 400 **

OTHER WEAPONS

BLOWGUN - (150 g) - RM 20
 BOOMERANG - (500 g) - RM 10
 BULLWHIP - (700 g) - RM 30
 NEURAL WHIP - (800 g) - RM 200
 ELECTRO-STATIC DISRUPTOR - (500 g / 100
 Watts) - RM 300 / 100 Watts
 TONFA - (400 g) - RM 20
 BILLYCLUB - (400 g) - RM 15
 NUNCHACKU - (475 g) - RM 30
 THREE SECTIONAL STAFF - (1.25 kg) - RM 40
 BRASS KNUCKLES - (1 kg) - RM 5
 BLACKJACK - (300 g) - RM 10

AMMUNITION

(You must show a valid i.d., and a licence to purchase ammunition)

BULLETS - (20 g) - RM 1
 GYROJET - (25 g) - RM 2
 SHOTGUN SHELLS - (100 g) - RM 1
 PLASMA CANISTER (PISTOL) 30 Bursts - (700g) -
 RM 75
 PLASMA CANISTER (RIFLE) 100 Bursts - (2 kg) -
 RM 150

PROPANE PACK (for plasma weapons. Good for 3 months) - (20 g) - RM 10
 BOLTS (for guns) - (200 g) - RM 2
 ARROWS - (145 gm) - RM 2
 QUARRELS (bolts for crossbows) - (125 g) - RM 2
 NEEDLES - (5 g) - RM 1 (per cartridge of 20)
 PLASTIC CO₂ CARTRIDGE (for needlers. 100 firings) (40 g) - RM 4
 DARTS (for blowgun) (2 g) - RM 0.10
 FLARE / DYE SHELL (100 g) - RM 2

WEAPON ACCESSORIES

TELESCOPE/ SIGHT - (300 gm) - RM 50
 INFRARED SCOPE - (500 g) - RM 500 *
 STARLIGHT SCOPE - (500 g) - RM 1,000 *
 THERMAL IMAGER - (1 kg) - RM 1,000 *
 RANGEFINDER - (1 kg) - RM 800
 LASER SIGHT - (500 g) - RM 200 **
 SILENCER - (100 g) - RM 200 **
 HOLSTER - (200 g) - RM 40
 QUIVER (for arrows or quarrels) - (200 g) - RM 20

ARMOUR

KEVLAR VEST (concealable) - (9 kg) - RM 400 **
 KEVLAR JACKET - (12 kg) - RM 500 **
 KEVLAR BATTLEDRESS - (27 kg) - RM 1,500 **
 LIGHT PLASTISTEEL SEGMENTS - (500g / protective plate) RM 100 / plate **
 FULL PLASTISTEEL CASING - (12 kg) - RM 24,000 **
 LIGHT CERAMIC SEGMENTS - (2 kg / segment) RM 200 **
 FULL CERAMIC CASING - (48 kg) - RM 48,000 **

HELMETS

CRASH - (700 g) - RM 40
 PILOT - (750 g) - RM 75
 KEVLAR - (1.5 kg) - RM 100
 HEAVY KEVLAR - (2 kg) - RM 200

ACCESSORIES (for helmets)

RADIO TRANSCEIVER - (1 km range)(200 g) - RM 100
 INFRARED LENS (range 100 m) - (200 g) RM 200
 STARLIGHT LENS (range 100 m) - (300 g) RM 500
 THERMAL IMAGER (range 100 m) - (500 g) RM 500
 ACOUSTIC SENSOR ARRAY (20-100m) - (345 g) RM 500
 LIGHT RESPONSIVE VISOR (protects from flash) (250 g) - RM 60
 HEADS UP DISPLAYER (+ 1 to skill checks with equipment tied into helmet) - (200 g) - RM 200

ENVIROMENTAL SUITS

EMERGENCY SPACESUIT (40 minutes of air at 1 atmosphere) (15 kg) - RM 1,000
 UTILITY SPACESUIT (80 minutes of air at 1 atmosphere (30 kg) - RM 2,000
 THERMAL SUIT (for cold climates; + 60°C protection) (10 kg) - RM 500
 RADIATION SUIT (reduces level to 1 / 4) (25 kg) RM 300
 NUCLEAR BACTERIOLOGICAL CHEMICAL SUIT (2 kg) - RM 400
 MYNON FLAME RESISTANT SUIT - (5 kg) - RM 400
 SCUBA GEAR AND WETSUIT - (80 minutes of air at 1 atmosphere)(25 kg) - RM 800

TOOLS

BINOCULARS - (500 g) - RM 40
 RANGEFINDER - (1 kg) - RM 800
 INFRARED VIEWER(range 800 m) - (1 kg) - RM 500
 STARLIGHT VIEWER(range 800 m) - (500 g) - RM 1,000
 THERMAL IMAGER (range 500 m) - (500 g) RM 1,000
 FLASHLIGHT - (300 g) - RM 10
 LIGHTER - (30 g) - RM 2
 COMPASS - (30 g) - RM 2

DIGITAL CAMERA (uses 3.5 floppy disk. 100 pictures, no developing. Digital images. Can be printed off using a computer) - (.4 kg) RM 300

POCKET TAPE RECORDER(size of cigarette pack) (120 minute tape)- (.2 kg) RM 40

POCKET PHOTOCOPIER (size of a calculator)(20 pages per roll). Uses a 4 cm wide paper roll)- (.2 kg) - RM 100

MINI - CAMERA (size of a wristwatch. 24 exposures) (.06 kg) - RM 200

POCKET CELLPHONE - (2 kg) - RM 300 (+ RM 1 per min.)

PRIVATE COMLINK (orbital range) - (4 kg) - RM 800

SMALL LASER TRANSMITTER / RECEIVER (Size of a pair of binoculars. Can only be monitored by direct in line interception. Range 5 miles, provided there are no obstructions in the line of transmission) - (1 kg) RM 1,000

TELEPHONE SCRAMBLER (encoder / decoder/ frequency hopper. Ear and mouthpiece replacements for most telephones. Can only communicate with someone using a mated scrambler) - (.2 kg) - RM 500 **

VOICE SCRAMBLER MASK (renders voice unrecognizable as to i.d., or even sex)(size of airmask) - (100 gms) - RM 400 **

MICROTRANSMITTER / RECEIVER ("bug")

(1 mile clean range, after 1 mile user must make a communications skill check at - 5 per mile)(Bug is about the size of an aspirin) - (10 g) - RM 100 **

BUG DETECTOR (size of cigarette pack)(range 1 m)

- (100 g) - RM 5,000

TAPE RECORDER DETECTOR (cigarette pack sized)

- (200 g) - RM 300

SMALL ELECTROMAGNET (cigarette pack sized)(erases any magnetically recorded information, range 10 cm) - (100 g) - RM 80

ECM WHITE NOISE GENERATOR (briefcase size)(distorts all radio transmissions or tape recorders in a 50 m radius) - (2 kg) - RM 300

PARABOLIC MICROPHONE (size of a megaphone. Can hear a low conversation at 1,000 m. Communications skill check required at -1 per additional metre beyond 1,000) - (1.5 kg) - RM 465

ENDOSCOPE (briefcase monitor and controls)(fibre optic wire. Can see into envelopes, down pipes, etc.) - (3.5 kg) - RM 1,000 / m

ELECTRONIC NOSE (size of a billyclub. Made to detect a specific range of odours, either drugs, explosives, or other similar items)(Range 1 m) - (1 kg) - RM 4,000

BRAHMWEILLER BOUNTY HUNTER 2000 (Size of a VHS video cassette)(Stores all known data including photographs, description, records, retinal pattern, fingerprints, etc., for up to 5,000 wanted criminals. Updated rom cards for this device are available from most police offices at a price of RM 20. Each card has updated info on 5,000 criminals) - (1 kg) - RM 4,000

FINGERPRINT SCANNER (stores about 1 million files. Can read a sample and compare data for match. 98 % accurate) (size of a calculator) - (500 g) - RM 3,000

RETINAL SCANNER (reads and records the retinal nerve patterns by looking in through the pupil) (suitcase sized) - (4 kg) - RM 6,000

SMARTCARD READER / PRODUCER (able to read and record printed circuit shadows onto smartcards. These cards can then be used to store information, or to allow that card to open doors, gain access to computers, etc. Blank cards cost RM 100 each) (suitcase sized) (4 kg) RM 10,000

FILTER MASK (Filters air from pollution, gas) (1 kg) - RM 50

RESPIRATOR (for use in thin atmospheres) (uses an A-cell) - (1.5 kg) - RM 200

REDUCER (dense atmospheres) (uses an A-cell) (1.5 kg) RM 200

EMERGENCY BEACON (electronic; range 5 km; 5x15 cm; 1 kg) - RM 20

FLARE PISTOL (uses 38 mm meteor, or 60 mm parachute flares. Parachute flares illuminate 100 m for 1 minute. May be spotted with naked eye at about 2 km) - (2 kg) - RM 300

DYE PISTOL (same as flare gun. Uses 38 or 60 mm dye shells to mark areas on ground where glare may make flares useless such as, a desert in daylight, or in snow) - (2 kg) - RM 300

WATER PURIFICATION TABLETS (aspirin sized tablets that have a special chemical that will kill off most known bacteria in a quart of water) (10 tablets to a pack) (30 g) - RM 10

HEATING TABLETS (peanut sized tablets that chemically heat 2 kg of food in 1 hour) (pack of 10) (50 g) - RM 20

VAPOUR CANTEEN (condenses water vapour in the air into water. It holds 1 quart of water which takes 5 minutes per every 1 % of humidity in the atmosphere) (uses a B-cell)(1 kg empty, 2 kg full) - RM 500

MEMORY COMPASS (records directional changes and distance travelled from point where activated, so you can always find your way back to that point)(size of cigarette pack)(uses an A-cell)(200 g)

FINE TOOL KIT (small screwdrivers, files, electro solderer, penlight, ROM extractor, high magnification monacle) (1 kg) - RM 400

STANDARD TOOL KIT (hammer, screwdrivers, wrenches, sockets, etc.)(7 kg) - RM 100

DISGUISE KIT (liquid latex, coloured contacts, hair dyes, fake hair and scar tissue, shoe lifts, body padding, virgin moulds)(3 kg) - RM 200

FORGERY KIT (photo processor, ink, paper, micro press, magnetic strip generator, microfiche generator, retinal pattern producer) (10 kg) - RM 5,000 **

FIRST AID KIT (bandages, burn salve, synthflesh, morphine, alcohol, tranquillizer) (2 kg) - RM 40

LOCKPICKS - (40 g) -RM 30 **

WELDING TORCH - (5 kg) - RM 40

POWER SCANNER (reads power output and integrity)
(handheld)(1 kg) - RM 200

HAND-HELD SONAR - (for detecting cavities in walls,
etc.)(1 kg) - RM 800

RAD SCANNER - a geiger counter that beeps when .01
rads or more are present, and a digital readout indicates
what the exact level is. (size of a VHS cassette) (1 kg)(A-
cell) RM 250

* Special Licence Required

**Illegal For Civilians

The listed price for illegal items are the actual worth. Black
Market costs will be much more (20 - 100 %).

ATOMIC BATTERIES

All batteries will last for 3 months in normal use. They are
small, but very powerful. Sizes and prices are as follows:

A - CELL : (1 cm x .5 cm, 50 g) (used in most hand held
equipment) (100 watts)- RM 100

B - CELL : (3 cm x 1 cm, 100 g) (used in visual devices,
laser sights, and neural whips) (250 watts) - RM 300

C - CELL : (6 cm x 3 cm, 200 g) (used in heavy equipment
like robots, and amplifiers) (500 watts) - RM 800

TRANSPORT

CAR - RM 15,000

LUXURY CAR - RM 50,000

MOTORCYCLE - RM 4,000

JET-SKI - RM 4,000

HOVERCAR (contra-grav) - RM 230,000

HOPPER (single seat contra-grav vehicle) - RM 50,000

HELICOPTER - RM 80,000

SMALL CABIN CRUISER - RM 100,000

LUXURY YACHT (12 m)- RM 2,000,000

ANIMALS

LOCAL PET - RM 25

EXOTIC ANIMAL - RM 100 - 200,000 +

RIDING ANIMAL - RM 1,000

BEAST OF BURDEN - RM 500

MISCELLANEOUS COSTS

CHEAP MEAL - RM 3

GOOD MEAL - RM 8

CHEAP DRINK - RM 0.50

ALCOHOLIC DRINK - RM 1

SYNTHETIC FOOD RATIONS - RM 5 / person / day

WATER RATIONS - RM 2 / person / day

HOTEL ROOM - RM 50 / person / night

BEDSIT - RM 500 / month

APARTMENT - RM 1,000 / month

LUXURY APARTMENT - RM 4,000 / month

CONDOMINIUM - RM 500,000 (An owned apartment)

LUXURY STARLINER PASSAGE (includes large
multi-room suites with lavish furnishings, private bath,
video film library, real gourmet food, fine wines, and other
extravagances) - RM 1,000 per light-year + RM 500 per
day spent in normal space.

FIRST CLASS STARLINER PASSAGE (includes large
single room, real food, good wines) - RM 1,000 per light-
year + RM 250 per day spent in normal space.

STANDARD STARLINER PASSAGE (includes small
cabin, which may have to be shared, synthetic food)
RM 1,000 per light-year + RM 100 per day spent in normal
space.

3rd CLASS STARLINER PASSAGE (includes sleeping
bunk in a large room with other passengers, food is extra
and expensive) (passengers may find themselves bumped
from voyages on occasion in favour of cargo)- RM 1,000
per light-year + RM 50

* NOTE : Not all worlds can be reached by starliner
passage - especially newly colonized ones.

FREIGHT (per cubic metre / weight not to exceed 250 kg)
(each additional cubic metre and each 250 kg count as the
same price again) RM 500 per light-year

MAIL (not to exceed 30 cm in any dimension, or 2 kg.
Anything exceeding these requirements must be counted
as freight) - RM 100 per light year

WEAPON PERMIT (registered with local police, and
issued for a specific weapon. Only very few professions can
get a permit. Among these are : police, security, bounty
hunter, private detective, explorer, new colonist) - RM 500

STARSHIP PILOT'S LICENCE (for certified pilots hav-
ing gone through training at a Merchant Marine Academy
or similar institution) - RM 500

BOUNTY HUNTER'S LICENCE (Gives authorization
to "use force" to bring in a wanted criminal. Killing the
wrong man is still regarded as murder.) - RM 400

PLANETARY CRAFT LICENCE (cars, boats, hover-
cars, etc) - RM 20

IMPORT / EXPORT LICENCE - RM 500

SLAVER'S LICENCE (Valid only in Reich territories. It
is absolutely *verboden* to enslave Aryans, or related
"races"; only Blacks, Slavs, or non-humans are allowed to
be bought or sold as slaves) - RM 1,000

MITSUBISHI SKYMASTER HOVERCAR
(**"TEN-SENSEI"**)**DIMENSIONS:** 2 m x 5 m x 1 m**VOLUME:** 10 m³**MASS:** 3 tons**MAXIMUM SPEED:** 1, 100 km / hour**FLIGHT CEILING:** 12. 8 km**SEATS:** 2**STRUCTURAL POINTS****10****EQUIPMENT:**

1 MW power plant

Contragrav capacitor (5 ton lift)

Radar (range 5 km)

Radio (range 20 km)

Turbo-jet propulsion system

LUXURY EXTRAS (included in cost):

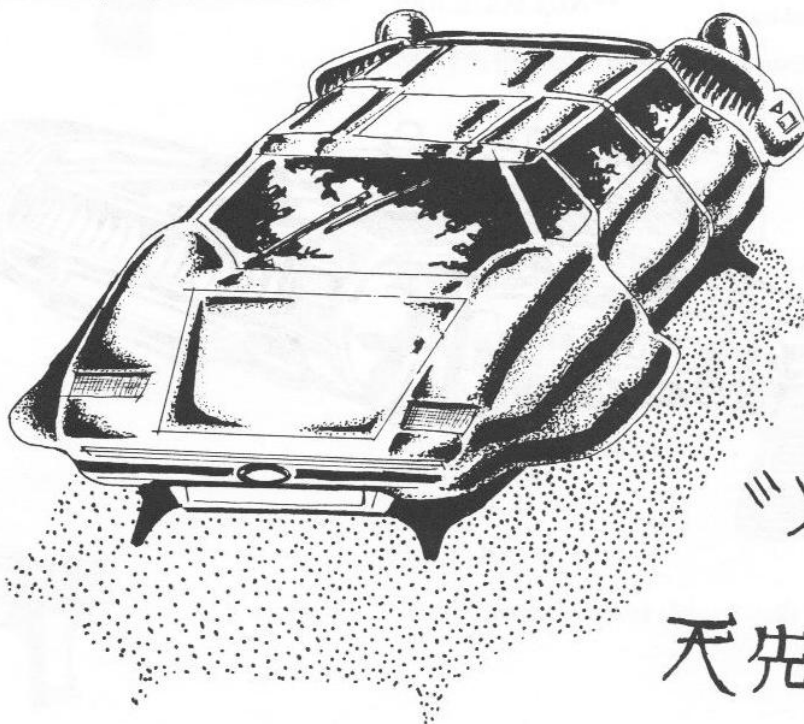
Choice of all leather or suede interior (individual bucket seats)

Choice of standard colours (midnight blue, candy apple red, black, soft gray, electric blue, dark maroon)

Light responsive windscreen and windows

2 year warranty on all parts

Gull wing doors

PRICE: Y21,500,000 ; or RM 230,000 in the Third Reich

三菱

天先生

PORSCHE LA-97 POLICE HOVERCAR

DIMENSIONS: 6 x 2 x 1.5 m

VOLUME: 15 m³

MASS: 3.5 tons

MAXIMUM AIR SPEED: 1,200 km/hour

FLIGHT CEILING: 12.8 km

STRUCTURAL POINTS

15

EQUIPMENT:

1 MW power plant

Contragrav capacitor (4 ton lift)

Radar (40 km)

Scanners (20 km)

Radio (10 km)

Twin 15mm machine guns (400 rounds; 10 rounds/sec)
(forward facing)

Grenade launcher (60 / 90 / 120 m)(3 grenades: blackout, LSD, CS)

(8) 500 watt halogen spotlights (forward, and 45° up and down)

Red flashing police lights, siren, and P.A. system
(a high frequency blast can be delivered acting as a continuous sonic grenade)

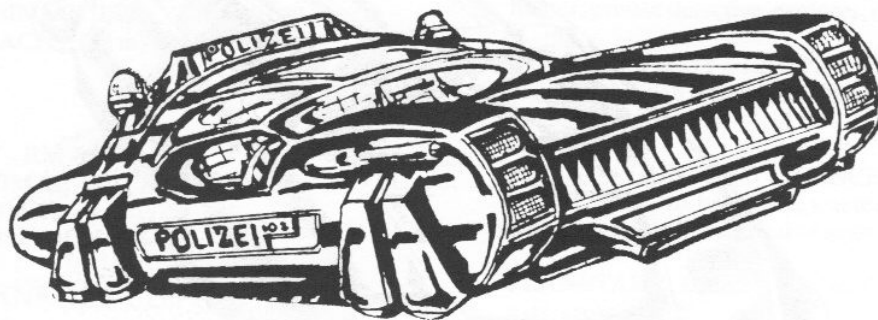
Forward sliding canopy (bullet-proof, light responsive)

Turbo-jet propulsion system

Wheels for ground travel

NOTES:

This police vehicle is found in all large cities in the Third Reich, both on Erde and the colonies). It has comfortable accommodation for two policemen and equipment. Other equipment includes: 2 auto-shotguns, 3 clips; 1 anti-riot gun, blackout, morpheus, CS, smoke, 2 tangler rounds. 2 helmets with comlink, thermal vision, infrared vision.



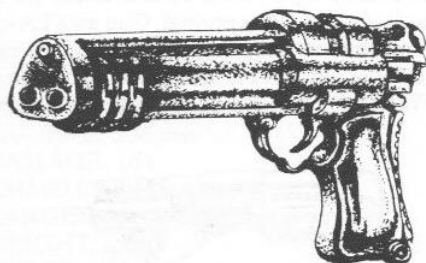
SELECTED WEAPON STATS

EICHER MODEL 2190P

TYPE: Double barreled revolver
 CALIBRE: 12.7 mm
 DAMAGE: 2d6
 AMMO CAPACITY: 6 shells
 RANGES: 20 / 40 / 80 metres
 WEIGHT: 2 kg
 LENGTH: 26 cm

PRICE: RM 350 **

NOTES: Firing both barrels simultaneously requires a STR check at -10.



EICHER MODEL 2120P

TYPE: Semi-auto pistol
 CALIBRE: 5.56 mm
 DAMAGE: 1d4
 AMMO CAP.: 8
 RANGES: 10 / 20 / 80 m
 WEIGHT: .5 kg
 LENGTH: 14 cm

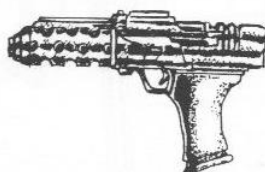
PRICE: RM 250 *



EICHER MP6

TYPE: Full-auto pistol
 CALIBRE: 7.62 mm
 DAMAGE: 1d6
 AMMO CAP.: 10
 RANGES: 10 / 20 / 50 m
 WEIGHT: 1 kg
 LENGTH: 28 cm

PRICE: RM 1,000 **



EICHER G5

TYPE: Gyrojet
 CALIBRE: 5.56
 DAMAGE: 2d4
 AMMO CAP.: 8
 RANGES: 20 / 40 / 100
 WEIGHT: .5 kg
 LENGTH: 17 cm

PRICE: RM 500 *



WALTHER P-12

TYPE: Semi-automatic pistol
 CALIBRE: 5.56 mm
 DAMAGE: 1d4
 AMMO CAP.: 8
 RANGES: 10 / 20 / 80 m
 WEIGHT: .5 kg
 LENGTH: 13 cm

PRICE: RM 200 *

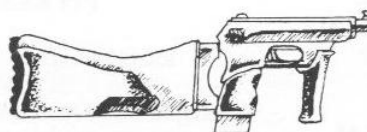


WALTHER P-13

TYPE: Full-auto pistol
 CALIBRE: 5.56 mm
 DAMAGE: 1d4
 AMMO CAP.: 10 or 20
 RANGES: 10 / 20 / 50 m
 WEIGHT: 1 kg
 LENGTH: 18 cm

PRICE: RM 1,000 **

NOTES: Fiberglass holster can be used as stock.

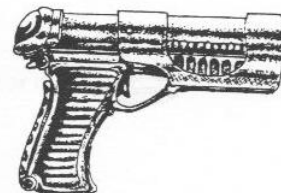


MAUSER C-141

TYPE: Semi-auto pistol
 CALIBRE: 10 mm
 DAMAGE: 1d10
 AMMO CAP.: 10
 RANGES: 20 / 40 / 100 m
 WEIGHT: 1 kg
 LENGTH: 24 cm

PRICE: RM 500 *

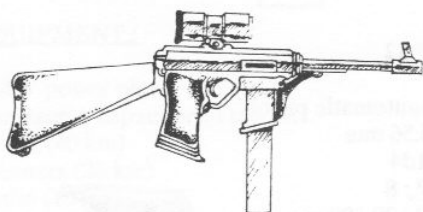
NOTE: Has built-in laser sight (B-cell)



MAUSER C-100

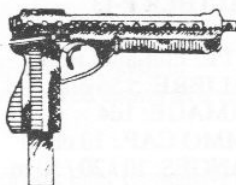
TYPE: Full-auto pistol
 CALIBRE: 7.62 mm
 DAMAGE: 1d6
 AMMO CAP.: 10 or 20
 RANGES: 20 / 40 / 50 m
 WEIGHT: 1.5 kg; (2 kg with stock)
 LENGTH: 26 cm; 40 cm

PRICE: RM 1,000 **

**MAUSER C-120**

TYPE: Gyrojet pistol (semi-auto)
 CALIBRE: 9.56 mm
 DAMAGE: 2d6
 AMMO CAP.: 12
 RANGES: 20 / 40 / 100 m
 WEIGHT: 1 kg
 LENGTH: 28 cm

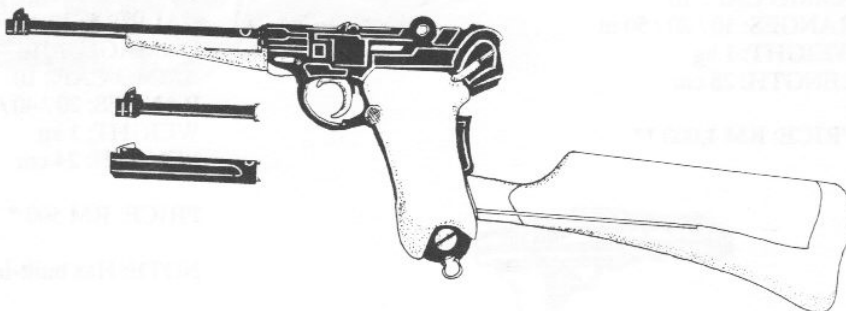
PRICE: RM 500 *

**LUGER N-03**

TYPE: Needler
 CALIBRE: 1 mm needles
 DAMAGE: By poison type
 AMMO CAP.: 20
 RANGES: 6 / 10 / 30 m
 WEIGHT: 0.1 kg
 LENGTH: 7 cm

PRICE: RM 200 **

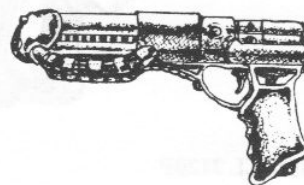
NOTE: Uses CO2 cartridge

**MAUSER C-190 VAS**

TYPE: Gyrojet pistol (revolver)
 CALIBRE: 9.56 mm
 DAMAGE: depends on load
 AMMO CAP.: 6
 RANGES: 20 / 40 / 100 m
 WEIGHT: 1.5 kg
 LENGTH: 25 cm

PRICE: RM 800 **

NOTES: This is a Variable Ammo Selective weapon. It uses special gyrojet shells that have a bar-code imprinted on the shell that tells what type of shell it is (standard, heat seeking, acid tipped, LSD, smoke, etc.). A small computer in the weapon then tells the user what shell is ready to be fired by a low light LED displayer. The user can then "dial" the cylinder to choose a particular round. Shells for this weapon cost an extra RM above normal. Gun uses 1 A-cell. This is a very uncommon weapon (-10 on Streetwise skill check to find info on one) and normally found only in use with special Waffen SS and KS units on unusual assignments.

**LUGER P-21**

TYPE: Semi-auto pistol
 CALIBRE: 7.62 mm
 DAMAGE: 1d6
 AMMO CAP.: 8
 RANGES: 20 / 40 / 100 m; 30 / 50 / 100 m (with extension)
 WEIGHT: 1 kg; (1.5 kg with stock)
 LENGTH: 18 cm; 26 cm

PRICE: RM 400 *

NOTE: Comes with barrel extension. Reich officer's pistol.

YOSHITA M-1

TYPE: Machine pistol
 CALIBRE: 7.62 mm
 DAMAGE: 1d6
 AMMO CAP.: 20
 RANGES: 10 / 20 / 50 m
 WEIGHT: 1.5 kg
 LENGTH: 30 cm

PRICE: Y100,000 **

**YOSHITA M-20**

TYPE: Machine pistol
 CALIBRE: 5.56 mm
 DAMAGE: 1d4
 AMMO CAP.: 36
 RANGES: 10 / 20 / 50 m
 WEIGHT: 2 kg
 LENGTH: 40 cm

PRICE: Y120,000 **

**YOSHITA M-41**

TYPE: Machine pistol
 CALIBRE: 5.56 mm
 DAMAGE: 1d4
 AMMO CAP.: 50
 RANGES: 10 / 20 / 50 m
 WEIGHT: 2 kg
 LENGTH: 36 cm

PRICE: Y130,000 **

**MEIKO LAP 10**

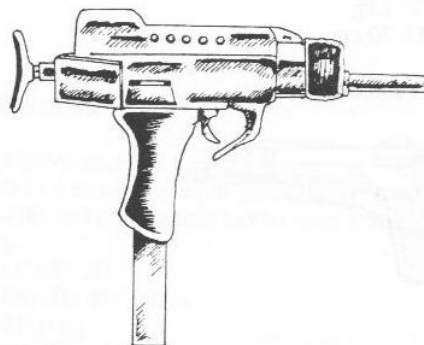
TYPE: Full-auto pistol
 CALIBRE: 7.62 mm
 DAMAGE: 1d6
 AMMO CAP.: 20
 RANGES: 10 / 20 / 50 m
 WEIGHT: 1.5 kg
 LENGTH: 24 cm

PRICE: Y100,000 **

**MEIKO LAP 11**

TYPE: Machine pistol
 CALIBRE: 7.62 mm
 DAMAGE: 1d6
 AMMO CAP.: 30
 RANGES: 10 / 20 / 80 m
 WEIGHT: 2 kg
 LENGTH: 40 cm

PRICE: Y120,000 **

**EICHER PPI**

TYPE: Plasma pistol
 DAMAGE: 6 points
 AMMO CAP.: 30 bursts
 RANGES: 10 / 20 / 50 m
 WEIGHT: 1 kg (loaded)
 LENGTH: 27 cm

PRICE: RM 1,000 *

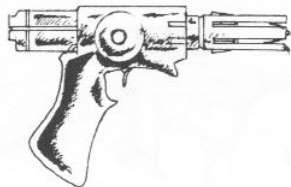
NOTE: Standard plasma pistol for the Reich.



LUGER PL-12

TYPE: Plasma pistol
DAMAGE: 6 points
AMMO CAP.: 30 bursts
RANGES: 10 / 20 / 50 m
WEIGHT: 1 kg
LENGTH: 24 cm

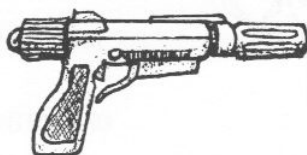
PRICE: RM 1,000 *



KENOYE MPL 7

TYPE: Plasma pistol
DAMAGE: 6 points
AMMO CAP.: 30 bursts
RANGES: 10 / 20 / 50 m
WEIGHT: 1 kg
LENGTH: 30 cm

PRICE: Y100,000 *

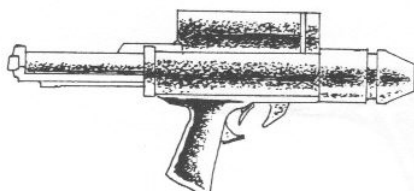


MEIKO PP5

TYPE: Plasma pistol
DAMAGE: 6 points
AMMO CAP.: 30 bursts
RANGES: 10 / 20 / 50 m
WEIGHT: 1 kg
LENGTH: 33 cm

PRICE: Y100,000*

NOTE: Accepts rifle cannisters.

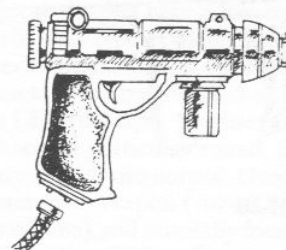


MEIKO ESG

TYPE: Electro-static pistol
POWER: 100 watts
RANGES: 6 / 10 / 12 m
WEIGHT: 2 kg
LENGTH: 22 cm

PRICE: Y120,000

NOTE: Uses an A-cell; can also be attached to a belt pack for 2,000 watts (4 C-cells)



EICHER BP2

TYPE: Bolt pistol (revolver)
CALIBRE: 4 mm
DAMAGE: 1d6
AMMO CAP.: 6
RANGES: 10 / 20 / 50 m
WEIGHT: 2.5 kg
LENGTH: 28 cm

PRICE: RM 300 *



KAUFMANN KA-14

TYPE: Automatic assault rifle(machine gun)
CALIBRE: 7.62 mm
DAMAGE: 1d6
AMMO CAP.: 15 or 30
RANGES: 20 / 40 / 100 m
WEIGHT: 3.5 kg
LENGTH: 56-80 cm

PRICE: RM 2,000 **

NOTE: Has telescopic extending stock. Standard assault rifle for the Reich.

KAUFMANN KA-14**KAUFMANN KA-20**

TYPE: Semi-auto rifle
 CALIBRE: 5.56 mm
 DAMAGE: 1d4
 AMMO CAP.: 15 or 30
 RANGES: 50 / 100 / 300 m
 WEIGHT: 3 kg
 LENGTH: 80 cm

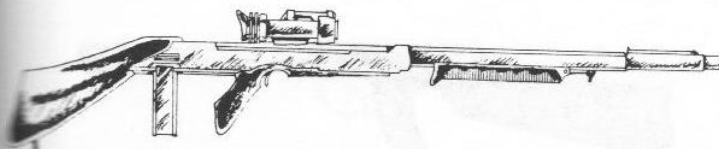
PRICE: RM 400 *

**EICHER AR7**

TYPE: Semi-auto sniper rifle
 CALIBRE: 5.56 mm
 DAMAGE: 1d4 (Teflon bullets)
 AMMO CAP.: 15 or 30
 RANGES: 80 / 200 / 1000 m
 WEIGHT: 4.5 kg
 LENGTH: 135 cm (1.4 m)

PRICE: RM 800 **

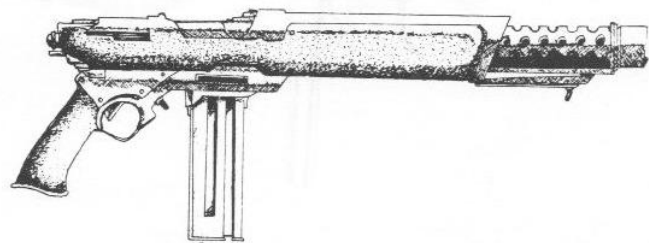
NOTE: Standard rifle for Reich military snipers.

**EICHER M-9**

TYPE: Heavy machine gun
 CALIBRE: 12.7 mm
 DAMAGE: 2d6
 AMMO CAP.: 20 or 40
 RANGES: 30 / 50 / 125 m
 WEIGHT: 20 kg
 LENGTH: 72 cm

PRICE: RM 4,000 **

NOTE: Can be fired from the hip (with a STR check at -5), but it is recommended that you use the fold-up bipod that comes with the weapon. Standard heavy machine gun for the Third Reich.

**YOSHITA M-30**

TYPE: Heavy machine gun
 CALIBRE: 5.56 mm (armour piercing)
 DAMAGE: 1d4 (+ 4 against kevlar vest; + 2 against kevlar armour)
 AMMO CAP.: 50
 RANGES: 20 / 40 / 100 m
 WEIGHT: 5 kg
 LENGTH: 70 cm

PRICE: Y200,000 **

NOTE: Standard heavy machine gun for the Imperial army.



YOSHITA M-40

TYPE: Machine gun
CALIBRE: 5.56 mm
DAMAGE: 1d4
AMMO CAP.: 50
RANGES: 20 / 50 / 80
WEIGHT: 3 kg
LENGTH: 45 cm

PRICE: Y150,000 **

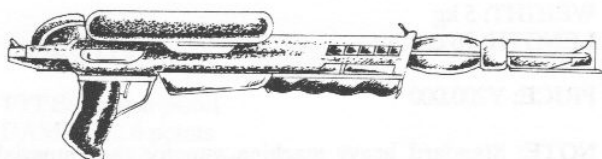
NOTE: Common weapon for security at Imperial star-ports.



EICHER LPR 12

TYPE: Light plasma rifle
DAMAGE: 6 points
AMMO CAP.: 100 bursts
RANGES: 15 / 40 / 100 m
WEIGHT: 1.5 kg (unloaded)
LENGTH: 85 cm

PRICE: RM 2,000 **



EICHER SS4

TYPE: Shotgun (semi-auto)
CALIBRE: 20 ga
DAMAGE: 1d8
AMMO CAP.: 8
RANGES: 6 / 20 / 60 m
WEIGHT: 3 kg
LENGTH: 1 m

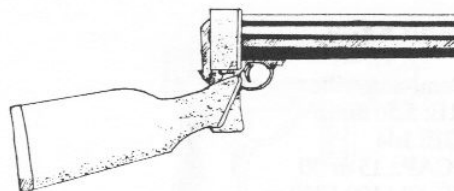
PRICE: RM 300 *



EICHER RG2

TYPE: Anti-riot gun
CALIBRE: 60 mm
DAMAGE: Depends on round used
AMMO CAP.: 1
RANGES: 40 / 70 / 100 m
WEIGHT: 2.5 kg
LENGTH: 72 cm

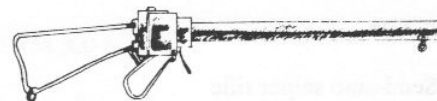
PRICE: RM 500 **



KELLAR RG-38

TYPE: Anti-riot gun
CALIBRE: 38 mm
DAMAGE: Depends on round
AMMO CAP.: 5
RANGES: 40 / 70 / 100 m
WEIGHT: 2 kg
LENGTH: 77 cm

PRICE: RM 400 **



YOSHITA MR9A

TYPE: Anti-riot gun
CALIBRE: 38 mm
DAMAGE: By round
AMMO CAP.: 1
RANGES: 50 / 80 / 100 m
WEIGHT: 2.5 kg
LENGTH: 1 m

PRICE: Y50,000



EICHER LP3

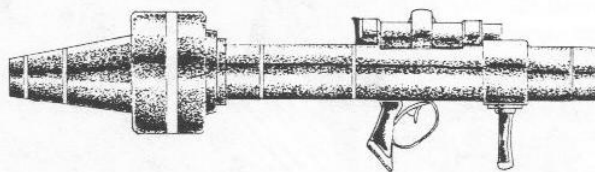
TYPE: Flare / Dye pistol
CALIBRE: 60 mm
AMMO CAP.: 1
RANGES: 100 m skyward
WEIGHT: 2 kg
LENGTH: 22 cm

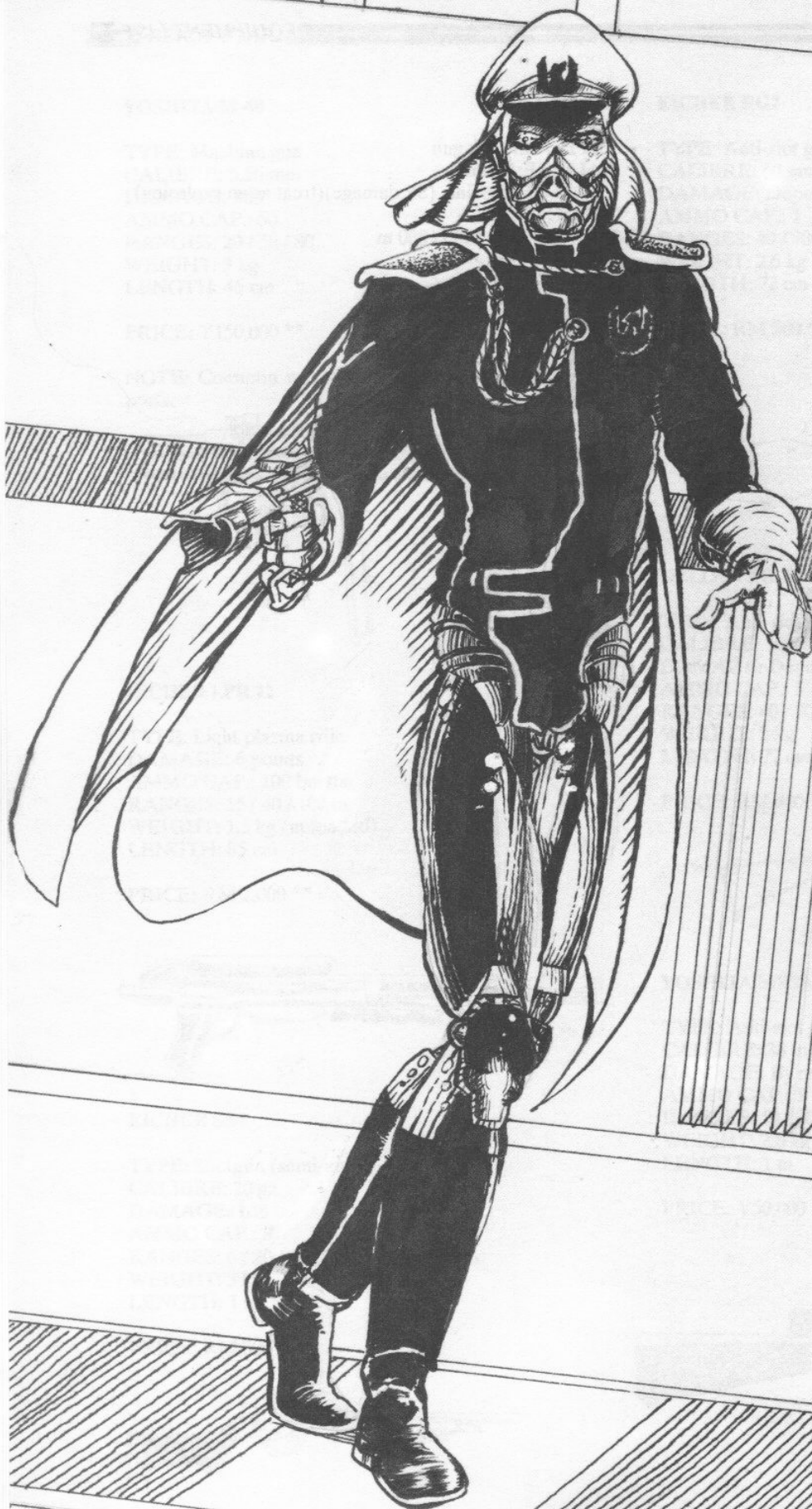
PRICE: RM 300

**KELLAR PB3**

TYPE: Anti-tank gun
CALIBRE: 84 mm
DAMAGE: 5 points (SP damage)(treat as an explosion)
AMMO CAP.: 1
RANGES: 100 / 400 / 800 m
WEIGHT: 15 kg
LENGTH: 1.2 m

PRICE: RM 6,000 **





'BOTS, 'BORGS, AND ANTHROMORPHS

ROBOTS

Basically there are three different levels of robot technology in existence. These are; simple automatons which perform repetitive tasks over and over or are remotely controlled; complex automatons which have highly sophisticated computer brains, and who are able to perform a variety of tasks and skills on their own initiative; and advanced robots capable of almost being classed as a life form.

SIMPLE AUTOMATONS

These are defined as either having a simple "brain" or being operated by remote control. Most are incapable of speech, and have extremely limited reasoning circuitry. They are mostly used in construction and assembly, such as working on a production line; looking for faults in a pipeline; or the fabrication of vehicles. These machines are regarded as tools or expensive toys. The military often use simple automatons to clear or lay mine fields.

COMPLEX AUTOMATONS

These are what people tend to think of when the word robot is used. These robots have independent control of their operation; have good to exceptional vocabulary; have good reasoning circuitry; and are quite capable of learning from their experiences. These robots come in all shapes and sizes from CTI'S squat maintenance robot (mechbot) "HERMAN", to the NAGATAMI CORPORATION'S skeleton-like "N-34 BUSHIDO" sentry robot, who functions as a very effective guard complete with a vibro-sword! These robots are even capable of coordinating the operations of their simple relatives as in the case of BANILOV-CRONAUERS delta series "MECHAGANGER". As far as their place in the social system, most people treat them as they would a domesticated animal.

ANTHROMORPHS

Anthromorphs, or "mimics" as they are sometimes called, are the most advanced form of robot ever conceived. Due to their highly complex reasoning and ego circuitry and their unusual nature of construction it is a debatable topic as to whether they should be classified as a form of life! The framework skeletal structure of a "mimic" is a plastisteel copy of the human skeleton. It has a mechanical heart that circulates important fluids through plastic arteries and veins. The brain is one of the most exciting and sophisticated marvels of 22nd Century Science and Technology.

Not only are these creations able to learn from what they see or experience they are also capable of displaying photographic reflexes; for example they can watch someone play a piano and then sit down and play the same song with all the subtle nuances of the human player, without having ever seen the instrument until a few minutes earlier. The brain network is also possessed of edict memory (sight and sound) and vocal, as well as physical mimicry. Many have emotion simulation programming which are based on association. For example, a mimic sees someone crying over a person that has "ceased functioning", so when it encounters a similar situation again it will cry and behave like the mourner it had seen some time before. They will even produce the tears! (Provided it has tear ducts). This emotion simulation programming can also surface in some bizarre ways. Suppose an anthromorph is watching a T.V. show which has a black comedy sketch in it (along the lines of Monty Python) and one of the characters gets cut up into pieces. The other people around the mimic roll around laughing, so therefore the mimic makes a "mental" note that when someone gets cut up it should also laugh uncontrollably. Not so funny when someone is trying to kill YOU with a VIBRO-SWORD is it? Some "slightly off-balance" programming geni have been known to recreate their own personalities or those of people they knew or had an interest in their computerized offspring; relatives, friends, spouses, girlfriends, and entertainers are not immune! The mimic is given pre-recorded images and stimuli which are stored as memories. The mimic sometimes doesn't even know it isn't human. ("But what about the time when I was seven and burnt my arm on the stove") In some cases those anthromorphs that believed they were human actually became so depressed when they found out they were complex machines they actually committed suicide. For the most part though they are aware they are machines from the moment of activation.

Perhaps even more controversial than the life-imitative ability is its skin and other tissues. These additions to the computer chips and fibre optic nerve system are not synthetic... They are REAL! skin tissues are grafted on to the plastisteel and latex muscles, and kept from decaying by a special chemical preservative supplied via plastic tubing and the cybernetic heart. Great care must be taken to assure that the tissues are compatible. It is not unusual for clients of body banks to want tissues for these constructs, instead of the usual customers who want transplants for themselves. A tremendous number of people are outraged by this latest form of Robotics on the grounds that it is immoral, and that scientists are playing the role of God. Neither the Reich nor the Imperial governments show any indication that they are concerned or that they intend to close down the few companies making these very specialised robots. A lot of people look upon mimics with

fear and hatred, echoing. Mary Shelley's story of Frankenstein. Though no company has admitted it, (probably for fear of being bombed by anti-mimics) it is theoretically possible to transplant a woman's womb and ovaries into the body of a slightly more advanced mimic, in order to conceive and bear a child. The baby's natural mother would be whoever donated the eggs, so it would be her genetic make up which is inherited, **NOT** the anthromorphs which has none of its own. The same technique can also be used in testicle/sperm implants on a male mimic.

Anthromorphs do not eat or breathe, and are immune to all diseases except those which may affect the live tissue they carry. (However, they can be carriers of some diseases.) They can survive in many hostile environments, such as vacuum or underwater, although it could kill their living tissue, the mimic would still function as normal (provided those around it could stand the smell!) Mimics are still affected by radiation, and unlike humans an ion disrupter could cause unrecoverable amnesia, artificial insanities, disfunction or even "death".

One of the qualities that an anthromorph lacks is creativity. As its nickname implies it is unsurpassable in mimicry, but all of its actions are based on observation not invention. Its thought patterns are pure logic, and so it can never make a true emotional decision, so even though a mimic may appear to have an "NF" personality characteristics it is strictly "STJ" in make-up. It will only exhibit an "NF" response only if programmed to react that way in a specific situation (this is what is done for personality imprinting). If the anthromorph's logic/"judging" circuitry is damaged or altered, it could become a very deadly mechanisation. An extreme "P" type would exhibit a very severe case of schizophrenia and total random action - ignoring the Laws of Robotics. Altering a robot in such a way is punishable by "erasure", or 20 years in a labour camp.

Note: "Erasure" is only used for certain crimes in the Empire, and it means a person simply ceases to exist in society, i.e. no credit, no employment, no services provided, no permits issued, previous ones revoked. No-one would ever risk being seen associating with a known "phantom" for fear of being sentenced the same.

THE LAWS OF ROBOTICS

All robots (except military) are programmed very thoroughly to obey the following laws:-

1. A robot may not lie.
2. A robot may not harm a human.
3. A robot must obey commands given to it by its master, except where this would conflict with the first or second laws.

MALFUNCTION AND ARTIFICIAL INSANITIES

Any time the brain of a robot is altered or damaged, there is a chance of the robot developing some form of disfunction or artificial insanity. If it is being altered, the chance of this occurring is simply a failed skill check by the programmer. (When programming a mimic, the programmer checks with a -10 penalty due to its complexity). If the robot is damaged in its brain casing (usually the head), then the chance of this occurring is equal to the damage inflicted x 10%. For example, a mimic who suffers 4 points damage to its head would have a 40% chance of a malfunction or insanity. Once this has been determined, roll on the table below:

ROLL 1d20

- 1) FREEZE
- 2) REPEATED ACTION
- 3) IGNORES COMMANDS
- 4) DISTORTS COMMANDS
- 5) LOSES 3d10 INTELLIGENCE
- 6) LIGHT RECEPTORS DAMAGED
- 7) AUDIO RECEPTORS DAMAGED
- 8) SPEECH SYNTHESIZER DAMAGED
- 9) LOSES 3d10 DEXTERITY
- 10) PARTIAL PARALYSIS
- 11) MEMORY DROPOUT (amnesia)
- 12) MEMORY DISTORTED
- 13) IGNORES 1 OR MORE LAWS OF ROBOTICS
- 14) DELAYED TRAUMATIC FLASHBACK
- 15) AN APPROPRIATE PHOBIA
- 16) CONTINUES LAST COMMAND
- 17) LOSS OF CO-ORDINATION
- 18) MEGALOMANIA ("humans are inferior")
- 19) LOSES 3d10 INTELLIGENCE
- 20) LOSES 3d10 INTELLIGENCE

MAKING UP AN ANTHROMORPH CHARACTER

Anthromorphs are the only type of robot allowed to be played as a player character, all others including those owned by the player characters are controlled by the Gamemaster.

Mimic characters have only the attributes of STRENGTH, DEXTERITY, INTELLIGENCE, AWARENESS, OBSERVATION, APPEARANCE, VOICE, and CHARM. The minimum value for any attribute is 3; the maximum for APP, VOC, and CHA is 30. STR, DEX, INT, AWR, and OBS can all be increased to a maximum of 40. The number of attribute points you have to allocate in this manner is determined by how much money the person contracting the mimic (remember **somebody** owns it) is willing to spend. The price for the attribute points are RM 100 each so to purchase enough points to have the maximum rating in everything you would have to spend RM 29,000. Skills must also be bought (they are still relative to INT) and the

purchase price for those are RM 500 x INT cost. For example, PILOT level 5 would cost RM 7,500. The cost of the body is RM 20,000 so as you can see anthromorphs are not commonly encountered, and are a purchase made by the very rich.

Mimics may not take any ADVANTAGES or DISADVANTAGES, and have an "01" rating on SOCIAL STATUS. LUCK POINTS are rolled on 1d4. It is possible for a genetic sculptor (corporate terminology for a very skilled plastic surgeon) to match the appearance of any person. It is illegal to replicate a living human without their signed consent, but the deceased are classified as "public domain". Mimics do not have "normal" fingerprints, but it would be possible (and illegal) to imprint them. Anthromorphs are also bound by the following:-

- 1) They must obey the Laws of Robotics.
- 2) They must be owned by a master (NPC, or other player). Ownership can be transferred to another verbally in front of the mimic, and it will alter its behaviour to accept its new master. A rogue mimic must be re-programmed to accept a new master.
- 3) They cannot legally own property (homes, ships, cars, etc).
- 4) They cannot take up employment except for their master. This keeps these "monsters" from taking jobs from the unemployed.
- 5) They must take everything characters say literally.

CYBORGS

Cyborgs are human or animal/machine hybrids. They are defined as such as long as they still have an organic brain. Most 'borgs are simply people who have lost an arm or leg, and now have a mechanical or (if they can afford it) a biologically adaptive one. Due to the fanatical doctrine of the Third Reich in regards to maintaining racial "purity", cyborgs are seen as "less than human". Some cyborgs have no organic parts, aside from their brain and may even no longer look humanoid. Imagine the reaction of an anti-mimic who sees fibre optics, and chemicals on a damaged arm of a cyborg who has a biologically adaptive arm (same construction material as an anthromorph)! Such a character may be hard pressed to convince that the borg is human! ("Yeah, sure. I heard you *#!#!" really do believe you are human!"). Any time a character gets a cybernetic (or bionic as they are sometimes called) they must make a CON check to avoid their body rejecting it in the first week. A rejection could surface as a failure of the nerves to interface with the fibre optics (thus no control), failure of the grafted skin to integrate with the host skin, or simply shock. Cybernetic replacements are as good as the original, but they are **not superior** (except in the case of enhanced vision devices added in at extra cost). The prices for cybernetic parts are listed on page 97.

ROBOTIC PRICE LIST

BODY/SHELL for simple automaton (very simple, and practical) Cost = RM 5,000 x volume in cubic metres.

BODY/SHELL for complex robot. Cost = RM 50,000

TRUE TO LIFE BODY (all movements are as quick and responsive, and natural as the human or animal body)
Cost = RM 250,000 x volume in cubic metres

BODY MATERIAL

- **PLASTIC** - included in cost above. Wgt. = 1 kg / m³
- PLASTISTEEL** - above cost x 3. Wgt. = 2 kg / m³
- STEEL** - above cost x 2. Wgt. = 4 kg / m³

EXTERNAL ATTACHMENTS:

WHEELS (included in the cost of body) (0.2 kg each)
TRACKED WHEELS (included with body) (2 kg each)
LEGS (included with body)
CONTRA-GRAV (floats in air) (10kg lift/1,000 watts)
RM 100 / 1,000 watts (wgt. = 1 kg/1,000 watts)
ARM and CLAW/FINGERS - RM 100 (1 kg each)
COMPUTER INTERFACE I/O JACK - RM 50
FINE MANIPULATOR ARM - RM 200 (2 kg)
ANY TOOLS ON EQUIPMENT LIST (that can reasonably fit into/onto the body - price on list. page 80.

INTERNAL ACCESSORIES:

SIMPLE SPEECH SYNTHESIZER - RM 200 (0.1 kg)
COMPLEX ARTICULATED SPEECH SYNTHESIZER - RM 600 (.2 kg)
ACOUSTIC SENSORS (whisper at 100m)- RM 400 (.3 kg)
VISUAL/LIGHT RECEPTORS - RM 400 (0.5 kg)
THERMAL SENSORS (100 m) - RM 500 (0.5 kg)
RADAR SENSORS - RM 200 / m range (0.2 kg / m) (250 watts / 100 m)
MILLIMETRIC SENSORS - RM 500 / m range (0.1 kg / m) (250 watts / 100 m)
VIDEO RECORDER - RM 400 (2 kg)
VIDEO PROJECTOR - RM 400 (5 kg)
ATTRIBUTE POINTS - RM 10 (each)
SKILL POINTS - RM 500 X INT COST

POWER PLANTS

All robots are powered by atomic batteries. B-cells are needed to run the body movements and the onboard computer. The amount of batteries are 1 for a simple body; 2 for a complex body; and 4 for a true to life or anthromorph body. Extra batteries are needed for radar and other devices.

CYBERNETIC AND ANTHROMORPH BODY PARTS

ANTHROMORPH BODY AND SKIN - RM 20,000
 BIOLOGICALLY ADAPTIVE ARM - RM 4,000
 BIOLOGICALLY ADAPTIVE LEG - RM 5,000
 BIOLOGICALLY ADAPTIVE HAND - RM 1,000
 PLASTIC ARTIFICIAL ARM - RM 1,000
 PLASTIC ARTIFICIAL HAND - RM 500
 PLASTIC ARTIFICIAL LEG - RM 1,000
 CYBERNETIC HEART - RM 4,000
 CYBERNETIC LUNG - RM 2,000
 THROAT RESONATOR (replaces damaged larynx) - RM 400

ORGAN/TISSUE TRANSPLANTS

Prices are for costs at a reputable Body Bank and includes the cost of the operation. Costs may be cheaper in illegal backstreet meat shops, but there is also an increased chance of a tissue rejection (-5 from CON check), and a 10% chance of some disease or infection being transferred.

HEART - RM 10,000
 LUNG - RM 10,000
 KIDNEY - RM 12,000
 EYE - RM 8,000
 BONE MARROW - RM 10,000 / % of body
 BLOOD TRANSFUSION - RM 1,000 / CON point
 SKIN GRAFT PER LIMB - RM 100 / cm²
 HAIR TRANSPLANT - RM 2,000
 PLASTIC SURGERY FACIAL ALTERATION (corrective) - RM 20,000
 PLASTIC SURGERY FACIAL ALTERATION (imitative) - RM 100,000

ROBOT LIFE POINTS

Although not "alive", robots are given Life Points instead of Structural Points simply because most damage will be inflicted on a LP scale. Life Points are equal to the weight (mass) of the robot (in kilograms). An anthromorph's basic body weight is about the same as that of a human body the same size.

CTI'S "HERMAN" MAINTENANCE ROBOT

LIFE POINTS

8

Strength: 21
 Dexterity: 25
 Intelligence: 20
 Awareness: 24
 Observation: 26

Height: 0.75 m
 Weight: 7.71 kg (without batteries), or 0 kg
 Speed: 1 m/sec maximum
 Lift: 10.29 kg of additional weight
 Attack modes: none
 Defence modes: avoid

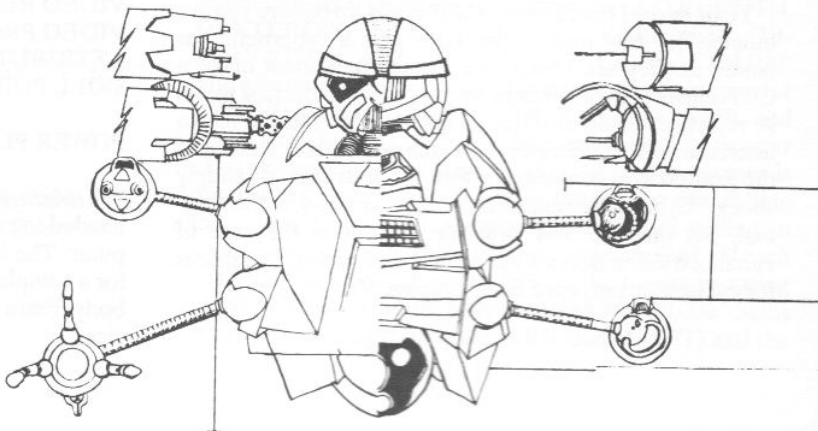
Equipment:

Construction: plastic
 Audio: normal, sub-sonic, ultra-sonic. Range: 100 m.
 Speech: synthesizer included.
 Visual: normal, and thermal. Range: 100 m
 Manipulative: large mandible, fine mandible
 Repair: welding torch, cutting tool, clamp, vibroscapel, screwdrivers.
 Mobility: contra-grav, and air compressor

SKILLS:	LEVEL	SKILL RATING:
STARSHIP REPAIR	5	30
COBOL	5	25
GERMAN	2	22

CTI's first entry into the field of maintenance robots has proved to be solid foundation for the A.A.U. corporations' future. Already over 3 million units have been sold since its introduction in 2131. Sales are expected to triple over the next year. One of the most unique features of this robot is that it is the first to feature contra-gravity as standard on board equipment. As with most robots, all features can be altered or expanded to suit an individual customer's needs.

COST (as shown here): RM 10,110
 (requires 2 B-cells, + 4 C-cells for the C-G capacitors)



**NAGATAMI CORPORATION'S "N-34 BUSHIDO"
SENTRY ROBOT****LIFE POINTS****6****ARMOUR:** Plastisteel Casing (true to life body)

Strength: 40
Dexterity: 30
Intelligence: 15
Awareness: 25
Observation: 20

Height: 2 m
Weight: 6 kg
Speed: 1 m / 2 m /second

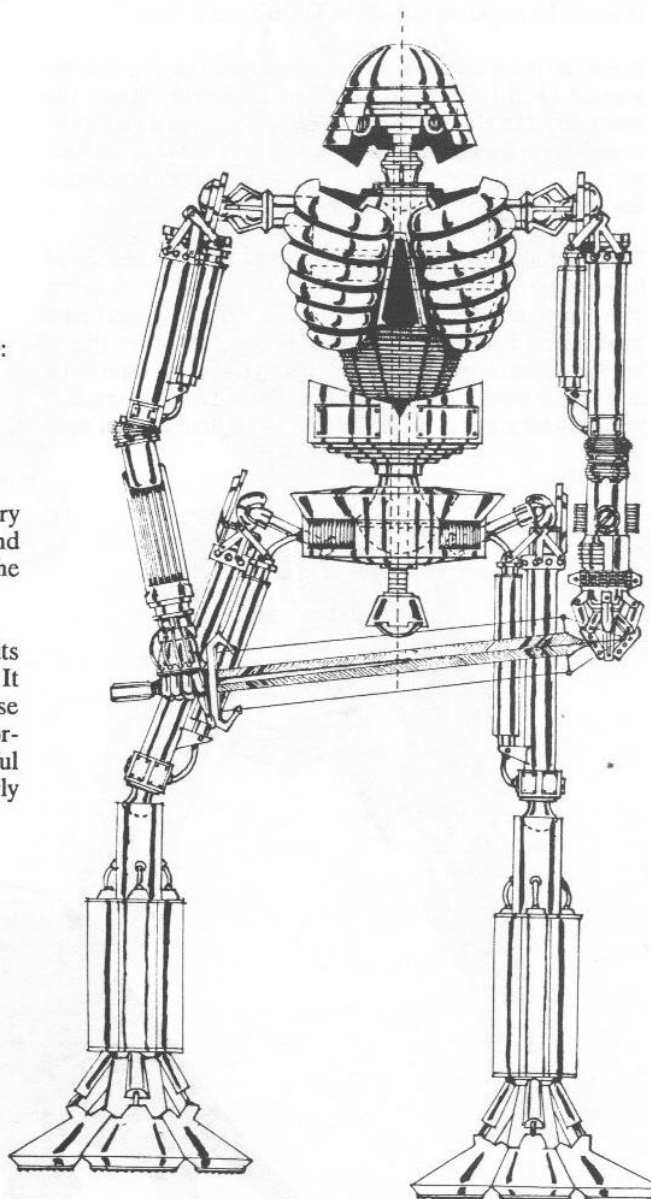
Equipment:**AUDIO:** Simple speech synthesizer, acoustic Sensors**VISUAL:** Light receptors, Thermal imager**RADAR:** 50 m**SKILLS: LEVEL: SKILL RATING:**

VIBROSWORD	4	34
JAPANESE (or German)	2	17

The N-34 Bushido is the most widely sold industrial sentry robot in the Empire of Nippon. They are even found pulling security detail for several large corporations in the Reich.

This incredible mechanisation is almost invincible with its plastisteel casing and advanced electronic network. It comes equipped with many human skills including the use of a vibrosword at skill level 4. Needless to say its performance records speak for themselves, and the successful incidents of industrial espionage have dropped to nearly zero where these robots have been deployed.

COST: RM 99,000
(uses 6 B-cells)



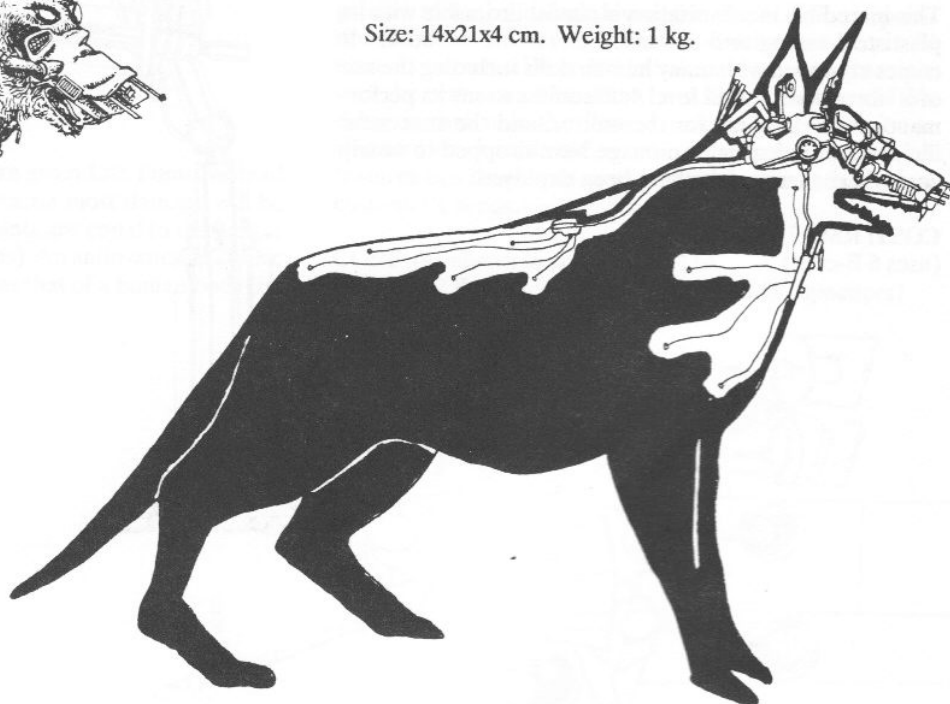
KYBERHUNDS

Kyberhunds, or "cyberdogs", are ordinary attack dogs that have cybernetically enhanced to provide unique services to zollcontrollers, police, Kreigerstaffel, SS, and Wehrmacht scouts.

The nose and eyes have been replaced by advanced electronic gear including: live video camera; thermal, starlight, infrared, micro and telescopic vision; metal and energy detectors; and radar. Additional modifications feature neural implants, and a small canister of CS liquid irritant that can be expelled out of the kyberhund's "nose".

A human companion monitors everything the dog sees via a small hand-held control device. Using this device the controller can change the form of vision, record any pertinent information, spray the CS, and give commands such as "kill", "guard", "follow", or "retrieve" all by pressing a few buttons.

This animal/machine hybrid has the unique application of being able to almost put a human mind inside that of a dog. The dog of course is capable of doing certain things that a human could not. There has even been some talk of adapting this technology to spider monkeys for use in espionage and repair work. These dogs are not sold to civilians, and will only take audio orders from its assigned human controller.



KYBERHUNDS

Life Points **15**

Strength: 5
 Constitution: 15
 Dexterity: 25
 Intelligence: 8 (or human controller's)
 Will Power: 25
 Awareness: 32 or radar
 Observation: 10 (or controller's)

SPEED: 1 m / sec normal, 12 m / sec running

ATTACKS:

Bite: 1d8
 CS gas: 3m x 3m enclosure (must be fired by controller)
 Dog is also affected, if unable to escape.

EQUIPMENT:

Radar: 50 m range
 Vision: Infrared, thermal, starlight. With micro and telescopic features (must be changed by controller)
 Video Camera with transmitter
 Radio transmitter

CONTROL MONITOR:

Allows controller to see and hear everything the kyberhund does, as well as sense non-audible commands, and fire the CS round. He may also record any audio or visual information if necessary.

Size: 14x21x4 cm. Weight: 1 kg.

MECHAGANGERS

These ingenious units are quite powerful and are programmed to a high level of intelligence. Their main purpose is to act as labour overseers of other less intelligent robots, giving day to day work details, and pulling any needing repairs off duty. These Delta Series robots are built exclusively for the military by Banilov-Cronauer Advanced Robotics and Technologies in St. Petersburg, Russia.

BANILOV-CRONAUER'S DELTA SERIES "MECHAGANGER"

LIFE POINTS **8**

ARMOUR: Plastisteel casing

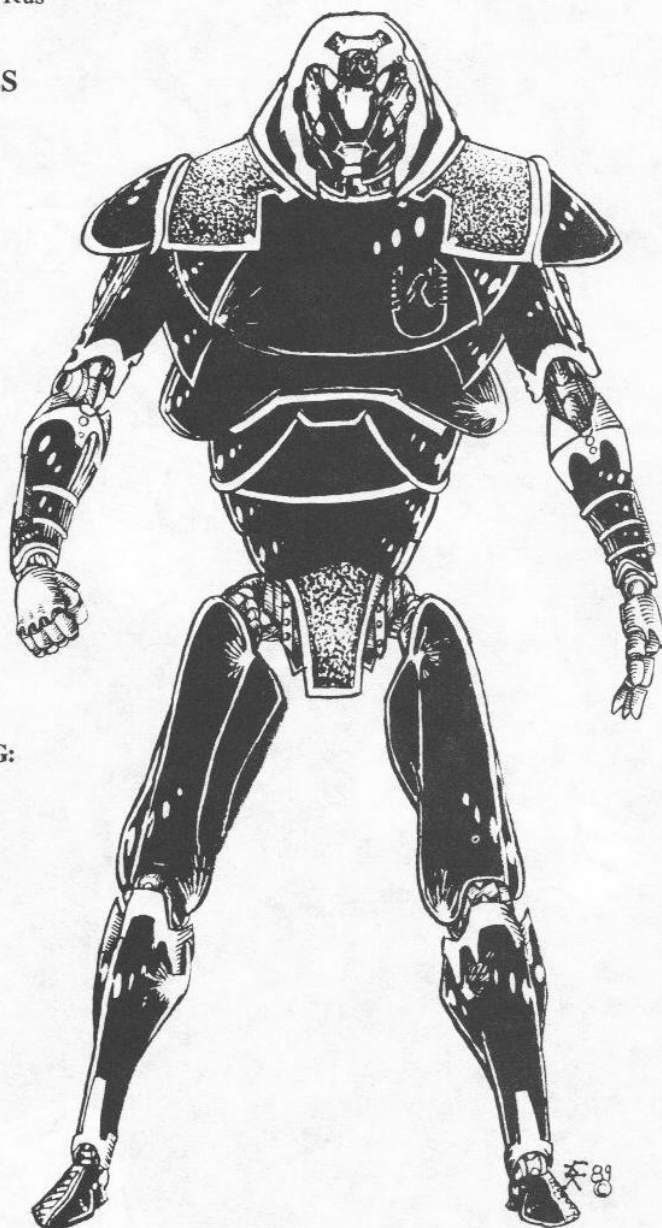
Strength: 30
Dexterity: 18
Intelligence: 26
Awareness: 30
Observation: 30

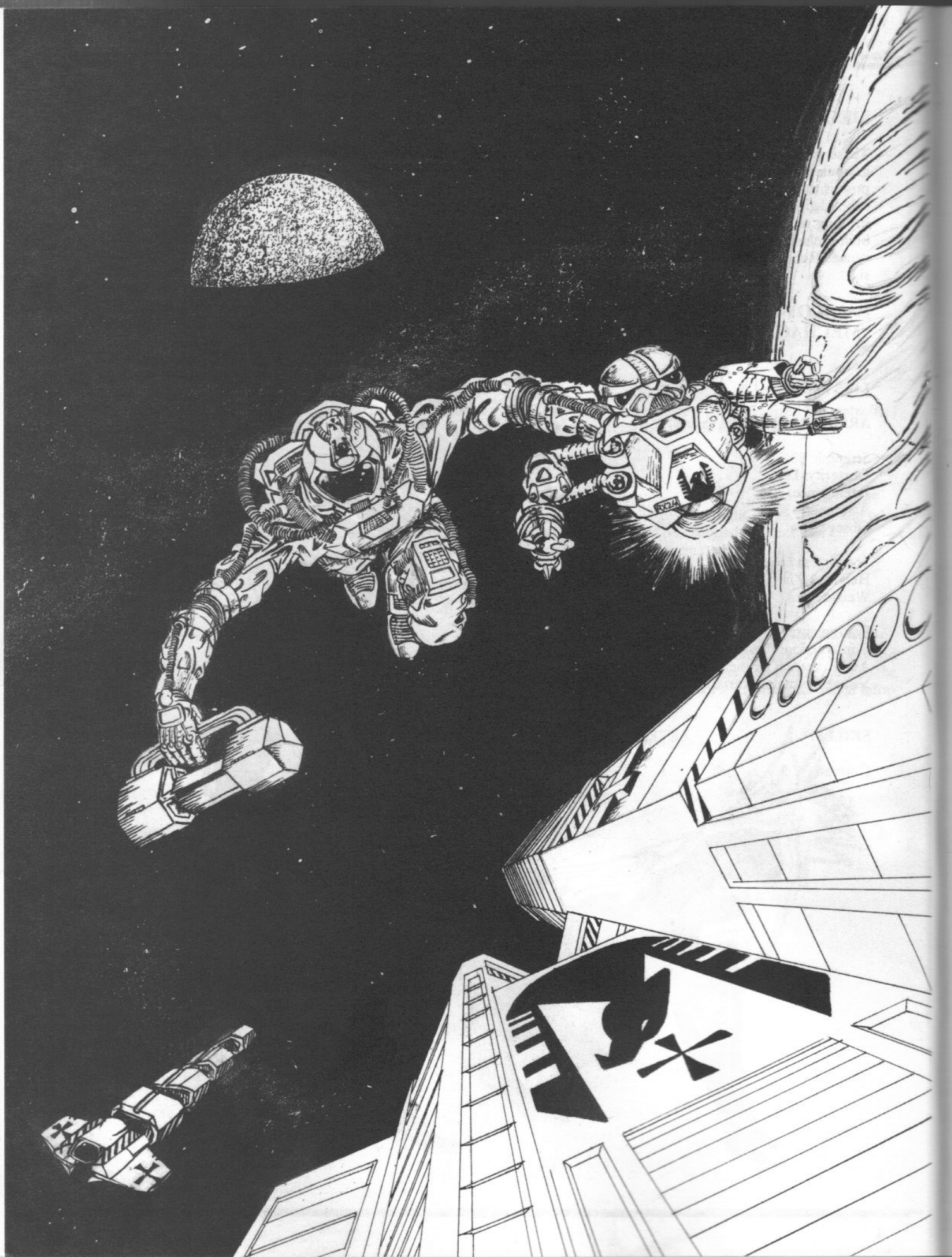
Speed: 1 m / sec.
Height: 1.9 m
Weight: 8 kg

Equipment:

Construction: Plastisteel
Audio: speech synthesizer, acoustic sensors
Visual: normal, infrared

SKILLS:	LEVEL:	RATING:
German	1	27





STARSHIPS

STARSHIP CONSTRUCTION

Designing a starship for REICH STAR is not an easy task, but neither is it a particularly difficult one beyond the average person's abilities. Ship design is a step by step process, but you may find yourself going back and altering earlier specs in order to add something you may have forgotten, or to increase the speed of the ship. This is normally just the power plant rating of your starship, however. You will also need to draw the floor plan of your ship, including all of the components you have added. You may draw these floor plans in any scale you like, but we suggest using 1 cm to represent 0.5 m, as this scale will make the plans compatible with the lead miniatures. We will also be releasing various completed starship floor plans in the future.

THE HULL

The first thing to do in designing your ship is to do a rough sketch of the overall shape and dimensions you want. As with all components in a starship, the hull has a mass which you must keep track of. (The overall mass and engine output determining the speed of the vessel.) This size and mass ratio is referred to as the ship's HULL CLASS. To find the interior volume, simply multiply length x width x height. The ship HULL CLASS can then be found by consulting the table below.

HULL CLASS	VOLUME
I	1 - 100 cubic metres
II	101 - 1,000 cubic metres
III	1,001 - 10,000 cubic metres
IV	10,001 - 100,000 cubic metres
V	100,001 - 1,000,000 cubic metres
VI	1,000,001 - 10,000,000 cubic metres

To determine the mass of the hull, multiply the volume by 0.02. This will tell you how many tons the vessel is.

Rounding off the total hull volume to the nearest whole number will also give you the ship's STRUCTURAL POINTS (SP). Structural points are related to starships in the same way Life Points are to living things. The SP rating of a vessel determines how much damage a ship will take before being reduced to dust - a ship can of course be crippled long before reaching this number however, and strategic hits are much more effective than just random damage. Also note that structural points and weapons that affect them are on a different scale to life points and weapons affecting those.

HULL PRICE - RM 1,000 per cubic metre.

PRESSURE DOORS AND WALLS

The basic hull price includes 1 airlock and single strength doors and walls. For extra reinforcement (sealing off sections in case of fire, or a punctured hull) pressure doors and walls must be added. These are sometimes referred to as "blast doors". Once shut nothing short of acidcord or explosives will break through them. These doors and walls have a STR rating of "40"; normal ones only have and STR of "20". Anytime the hull is punctured, the doors and walls must make a successful STR check to keep from buckling under the pressure loss; if the roll fails, continue to the next door/wall, and so on. Normal doors and walls have 0.1 SP (which is equal to 10 Life Points). All doors slide open and shut at the touch of a button. Doors to restricted or dangerous areas often require a palm print and voice sample before they will open.

MASS: 0.003 tons/square metre (width x height)

COST: RM 1,000/square metre

EXTRA AIRLOCKS

All ships come equipped with one main airlock, but others can be purchased if wanted. All airlocks have a pressure gauge and warning light to let you know what the pressure is on the other side. A manual wheel is also attached in case of power loss. Airlocks come in three sizes:

- (1 MAN) SIZE: 2 cubic metres. MASS: 0.5 tons.
PRICE: RM 2,000
- (5 MAN) SIZE: 10 cubic metres. MASS: 1 ton.
PRICE: RM 10,000
- (10 MAN) SIZE: 10 cubic metres. MASS: 2 tons.
PRICE: RM 20,000

A 5-man airlock is the universal standard in the Reich and Empire. You may only dock with an airlock that is the same size, or use a special adaption flex tunnel that takes space walking and 45 minutes to deploy. This tunnel only connects 2 specific sizes and takes up 0.25 tons and 5 cubic metres of volume when unassembled. It costs RM 8,000.

POWER PLANT

After you have decided on the basic shape and size of the hull, you can then add a fusion power plant. Power plants produce a continuous flow of electrical energy that is measured in MEGAWATTS (MW; 1 million watts). Many of the components you may wish to add require a set amount of megawatts in order to operate. This does not mean that all devices necessarily need to be on all of the time. Power can be allocated as needed, therefore the total

power requirements of all components may exceed the output of the power plant as long as the ones that are turned on do not exceed this source. These are explained later in this section.

SIZE: 2 cubic metres + 0.8 cubic metres per MW
 MASS: 1 ton + 1 ton per MW.
 PRICE: RM 100,000 + 50,000 per MW.

FUEL

Starship power plants use rods of Uranium 238/ 235 as a fuel source. Each rod provides 1 MW of power and lasts on average 2 years. Used rods can be sold at most starports for about RM 6000. Even when depleted these rods will still give off 100 rads, if exposed to them without any protection. A Uranium rod is 3 cm in diameter and 1 metre long. A radiation shielded container for safe transport takes up a space of 0.8 cubic metres (.7 x .7 x 1.7m) and weighs 1 ton. the volume and weight for these rods are already included in the volume and weight of the power plant.

SIZE: 0.8 cubic metres
 MASS: 1 ton
 PRICE: RM 50,000

ENGINES

Modern starship engines are able to directly channel the radiation burned off in the power plant as a reaction mass to propel the ship forward. This miracle of science was achieved in 2083 thanks to the research at the University of New Heidelberg on Wotan. Because of the high level of radiation thrown out by these engines, it is a high level criminal offence (death penalty) to use them within a planetary atmosphere. Contra-grav capacitors must be used instead. The radiation level given off is about 1,000 rads per MW. An engine produces one ton of thrust per MW. To determine a ship's speed, see instructions on p. 111.

SIZE: 4 cubic meters per MW.
 MASS: 1 ton per MW.
 POWER CONSUMPTION: 1 MW per ton.
 PRICE: RM 10,000 per MW.

CONTRAGRAV CAPACITORS

Contragravity enables a starship to take off and land vertically without the aid of huge chemical rockets or wings. The capacitors charge up room temperature super conductors (azinite) which create a magnetic field that counters the magnetic field of the planet it is taking off from. This makes the ship effectively weightless. Gyromanipulators effectively counter any turbulent motion normally associated with like poles meeting and a smooth

lift-off or landing is normally achieved. Once safely above the planet's surface, the ship's nuclear powered engines can then be engaged to carry it into space. (**Remember** anyone who fires their engines while still within the world's life zone will lose their ship **and** their life.) 1 MW of power gives 10 tons of lift. Don't forget you could allocate power from the main engines until ready to fire them.

SIZE: 1 cubic meter / MW
 MASS: 1 ton / MW
 PRICE: RM 100,000 + 10,000 for each additional MW

WINGED STREAMLINING

Those people wishing to save money on CG capacitors can add wings to their craft. Winged streamlining allows a ship to take-off and land on any world with an atmosphere. The ship's mass effectively is reduced to mass x .02 in normal atmospheric pressure; mass x 0.01 in dense atmospheres; and 0.05. If the ship can produce a thrust equal to this "new mass" it can take-off. A ship can land with no power if the pilot makes a successful skill check at -2.

SIZE: (External attachment)
 MASS: Original mass of hull x 0.25
 PRICE: Original cost of hull x 0.5

JET TURBINE ENGINE

Jet engines use powerful electric turbines to propel a craft forward. These are needed if the craft is to take off or land legally. Please note that a ship equipped with contragravity only needs a minuscule amount of jet thrust to leave a world, and so tiny manoeuvre jets of this sort are assumed to be included in the cost and mass of these ships. Jet engines provide 0.2 tons of thrust per MW. As these engines use a planet's atmosphere as reaction mass, they are useless in vacuums, or planets with no atmosphere.

SIZE: 2 cubic metres / MW
 MASS: 0.5 tons / MW
 PRICE: RM 4,000 / MW

TRANS-DIMENSIONAL INITIATOR

Without a TDI, a journey to another star system would take hundreds of years. If a ship is going to be venturing beyond its own star system, it will definitely need one. The ship's speed while in ultraspace is 1 light year / hour. Unfortunately, the ship can only be brought to the outer edge of the star system (unless the pilot wants to risk materialising too close to a planet- or inside of one!) From there the ship must use its main engines to reach its final destination. It may seem a peculiar paradox, but the shortest part of the journey actually does take the longest amount of time to travel!

DEVELOPMENT OF TDI

The device was invented by Herr Doktor Ubric Schloss in 2064. The first successful test was made in 2069 on the starship "Forscher", which in turn allowed for the first colonisation of an out system world. Without this invention long range space travel would literally take hundreds of years.

DESCRIPTION AND OPERATION

The initiator itself resembles a large wide column with various lights, dials, sensors and switches. It has a 30 cm thick wall of radiation shielding. Repairs and alterations are normally handled by a mecbot, or if **absolutely** necessary, by an engineer in a radiation suit. There is a presence of normally 200 rads/hour in the chamber, hence the reluctance of engineers to perform maintenance or repair functions themselves. The TDI creates a flux around the ship which enables it to slip into a dimension existing beyond the ultra-violet spectrum and also operating at a greater frequency. This dimension is referred to as Ultraspace. Exposing oneself to this dimension can be very hazardous both physically, and psychologically if proper safety procedures are not observed. Because of the unusual nature of Ultraspace (which is energy vibrating at incredibly high frequencies; there being no solid or gas objects native to this dimension). When an object from "real space" enters ultraspace it displaces an equal amount of energy into our dimension in the form of **Astral Storms**.

When activated a ship gives the impression of rippling out of view in a ghost like manner. Note. TDI travel **does not** depend on the ship's main drive; you simply ride "the current" so to speak. Large "astral sails" (included in the TDI cost) are used to do this, most ships having retractable ones that fold back when not in use. Speed remains constant when sailing in this dimension always, at 1 light-year per hour. If the sails are destroyed or not able to extend, the ship will still move (in a straight line only) at a speed of 0.25 light years per hour.

EFFECTS OF ULTRASPACE

If a TDI breaks down in Ultraspace the ship simply drops back into normal space. However if the ship's TDI should fail to shut off then there could be real problems. The ship could find itself over-shooting its target by light years or even **light centuries** -into an unknown galaxy! This should insure that a responsible captain will always keep his TDI in impeccable condition. Other safety precautions include making sure that the ship's visor screens are operational so as to close out the visual impact of this high frequency dimension. The human brain is incapable of comprehending the colour bands etc. which are then visible and if looked at will cause permanent insanity on a failed INT check (-5). This is usually of a delusional nature, such as

seeing strange creatures that are out to get the character. Some psychologists have tried to link some mental illnesses with an innate ability by some people to actually "see" ultraspace. Exposure, either visually or physically, has also been known to cause rapid ageing (another INT check. Failure adds 2d20 years), and rare cases have been reported of spontaneous human combustion (CON check +15). The latter is quite a remarkable sight as the victim emits bands of energy before disappearing into energy themselves. **Direct** exposure (venturing outside the ship's TDI field) will result in this form of human combustion if a CON check fails; a successful roll means the character takes a dosage of 10,000 / hour.

It should also be noted that ultraspace is not a vacuum, and there are no gases, breathable or otherwise.

SIDE NOTE

Some newer religious sects and philosophers have suggested that ultraspace is in fact the "great animator" of life in real space; be it God, Heaven, or the Overmind. Others maintain that this dimension could be the home of the cosmic spark that gave birth to life forms and this is ultimately where our souls return. As interesting a theory as this might be it seems that it will certainly be impossible to substantiate.

USING THE TDI

- 1) Extend astral sails.
- 2) Plot destination. It takes 20 minutes to make an exact "phase"; 10 minutes for a vague phase; 1 turn for a blind phase.

TDI FAILURE OR BLIND PHASING

- 01-55 Too short (1d4 AU)
- 56-95 Too far (1d4 AU)
- 96-99 Extremely far (01-100 light-years)
- 00 SPECIAL (GM's own option. Time travel...different universe...different dimension, etc)

Dropping in and out of ultraspace is referred to as "phasing".

TRANS-DIMENSIONAL INITIATOR

SIZE: 1.5 cubic metres x Hull Class + 30 cm in radiation shielding.

MASS: 1 ton / MW

POWER CONSUMPTION: 3 MW x Hull Class

PRICE: RM 20,000 / MW

LIFE SUPPORT

Life support includes lights, temperature control, and atmosphere. There are two different types of life support systems available: those which use a limited pure oxygen system, and those which incorporate the "O₂ + " air recycling system patented by Bollenbach Laboratories. The O₂ + system uses a specially engineered harmless bacteria strain (SC 360) which takes in CO₂, and gives off oxygen, purifying the air in a manner similar to green plants. There may be some risk in a dangerous mutation occurring in the strain as it is exposed to new alien micro-organisms, however since first being introduced in 2119, there have been no problems of this nature. Exploratory ships to new worlds still carry only pure oxygen until the SC 360 strain has been tested for a period of six months. The smoke from cigarettes and other dangerous substances is **very damaging** in either type of system, and should not be allowed on board under any circumstances. People who have an addiction to inhaling such substances will be a liability on your craft.

PURE OXYGEN SUPPLY (LIMITED)

SIZE: 0.1 cubic metres per person x number of days supply.
 MASS: 0.1 ton per person x number of days.
 POWER CONSUMPTION (must always be on): 0.05 MW x Hull Class
 PRICE: RM 500 per person x number of days.

O₂ + SYSTEM (UNLIMITED)

SIZE: 0.4 cubic metres + 0.1 cubic metres per person.
 MASS: 0.5 tons + 0.01 tons per person.
 POWER CONSUMPTION (must always be on): 0.05 MW x Hull Class
 PRICE: RM 5,000 + 500 per person.

WATER SUPPLY

It is preferable to have two supplies: one for drinking and bathing and the other for cooling the nuclear reactors. . 1 cubic metre holds 264 gallons of H₂O and weighs around 957 kg (almost 1 metric ton).

PRICE: RM 40 / ton

COMPUTERS

There are various types of computers available for a starship, depending on what application they are configured for. These can range from simple storage/retrieval systems, to targeting computers, to massive 20 GigaByte systems capable of doing almost anything - including personality simulation. To determine what sort of computers you may want to purchase, take a look at the various programs available, and the computers that meet the stated requirements. These programs are listed just after the computers themselves.

COMPUTER

SIZE: 0.13 cubic metres
 MASS: 10 kg
 POWER CONSUMPTION: 0.0005 MW
 PRICE: RM 1,000 / MB

STORAGE SYSTEMS

3.5 FLOPPY DISK MB
 PRICE: RM 5 / MB

MB HARD DISK
 PRICE: RM 70 / MB

MB TAPE STREAMER
 PRICE: RM 95 / MB

GB WIRE CARTRIDGE
 PRICE: RM 200 / GB

GB DISK
 PRICE: RM 200 / GB

COMPUTER PROGRAMS

ASTROGATOR (© 1994 Astroausführung, GmbH.)

PURPOSE: Provides precise astronomical calculations necessary in determining the ship's position in relation to a desired star. This program also lists very basic information on all known planets, but it is suggested you send for updated information monthly after the Astrogator program is purchased.

REQUIREMENTS: 2 MB computer, with 4 GigaByte storage system.
PRICE: RM 4,000

ASTROGATOR II (© 2070 Astroausführung, GmbH.)

PURPOSE: Same as above, except provides calculations needed for travel in ultraspace. The addition is accurate down to 0.10 nanoseconds. There are also Japanese imitations of both of these programs available, with the most popular one being Maiyoko's "Startracker".

REQUIREMENTS: 2 MB computer, with a 10 GB storage system.
PRICE: RM 7,500

DAS BIBLIOTHEKAR (© 2101 CTI)

PURPOSE: This program is basically Reichslexicon in digital information. it contains everything in this 32 volume

encyclopedia updated to date of purchase. Everything you ever wanted to know about the mating habits of the kaluhanabe and more!

REQUIREMENTS: 1 MB computer, with 2 MB storage system.

PRICE: RM 1,500

DAMAGE CONTROL

PURPOSE: This program operates in conjunction with room sensors (purchased separately) and automatically controls all emergency blast doors, fire extinguishers, etc. This program must be in continuous operation if it is to be of any use. Each room sensor costs RM 30, covers an area of 36 square metres, and consumes 0.0005 MW.

REQUIREMENTS: 1 MB computer, with a 10 MB storage system.

PRICE: RM 2,500

AUTOPILOT

PURPOSE: This program not only pilots the ship toward its destination, but also makes evasive manoeuvres against any obstructions (as if holding a pilot skill rating of 20), and then make the necessary course corrections (provided an Astrogator type program is in operation.)

REQUIREMENTS: 1 MB computer, with 1 MB storage.

PRICE: RM 1300

INTERROGATOR (© 1980 Astroausführung, GmbH.)

PURPOSE: This program reads and analyzes all sensing and scanning data, including I.F.F. transponders.

REQUIREMENTS: 2 MB computer, with 1 GB storage

PRICE: RM 2000

COMPUTER GENERATED PERSONALITY

PURPOSE: This program runs a specially programmed interactive personality that will converse with the crew as if it were a living being. These personalities are even capable of learning in the same fashion as an anthromorph (it is also subject to the laws of robotics, and not immune to artificial insanities). One audio and/or visual monitor is needed in each room that the personality controls, or where it is meant to be communicated with.

REQUIREMENTS: 2 MB computer, with a 20 GB storage system.

PRICE: RM 15,000

COMMUNICATIONS

There are two forms of communications available, depending on the number of directions transmitted in, and degree of privacy desired.

RADIO TRANSMITTERS

Radio transmitters broadcast in a 360° spherical radius from the antenna, at a speed of 300,000 km/second. This is obviously the best form of communication to send a distress signal by, as anyone with a radio tuned to the same frequency will be able to receive the signal eventually (standard SOS signals are sent on 10 KHz). Radio waves are transmitted by electromagnetic radiation, and as such are prone to interference by similar signals.

SIZE: 4 cubic metres / MW

MASS: 0.8 tons / MW

RANGE: 200 AU / MW (remember to pay attention to speed)

PRICE: RM 20,000 / MW

LASER TRANSMITTERS

Laser transmitters send communiques via a low intensity laser beam. This beam can only be intercepted by the target it was aimed at (obviously the target must also have a laser communication system as well). No one else will be able to know what information was sent. A successful scanner operator's skill check will only reveal that a signal was sent. This is the best method available for strictly private communication. Military ships use these systems while on manoeuvres. Lasers cannot be electronically jammed, although solid objects in their path will block the signal. Speed is still 300,000 km/sec.

SIZE: 1 cubic metre / MW

MASS: 0.25 tons / MW

RANGE: 1 AU / MW (remember speed)

PRICE: 10,000 / MW

SENSORS

There are many different types of sensors, using different methods of detection. Active sensors send out some form of radiation and read what signals are reflected. Passive sensors absorb radiation as opposed to transmitting it. This has an affect of making the sensing vessel less noticeable, but range is also sacrificed. Passive sensors are legal only on military vessels. Sensors will only tell you the size, distance, and speed of a detected object - scanning equipment is needed to determine details. Also be aware that the more powerful a signal you send out, the greater your risk of detection. A ship's radar profile increases to include the range of its transmitted energy.

A vessel's radar profile also increases by 10 km for every MW of power in use. The size of the vessel also increases detection range by 10 km for each HULL CLASS above Class I.

Example:

A ship is Hull Class III, and is using 10 MW of power. A radar that normally has a range of 100 km, will be able to detect this ship at about 220 km, if the operator makes a successful skill check. Skill checks are not required if a ship is in normal sensing range (in this case 100 km), unless there is EMP interference or a Veil in operation.

RADAR

This is an active form of detection involving transmission of radio waves. In an A-scope mode (altitude/range), the returned signals will show an object's silhouette. Radar covers a 60° arc. This is the standard sensing suite for civilian vessels.

SIZE: 4 cubic meters / MW
MASS: 0.5 tons / MW
DETECTION RANGE (60° ARC): 400 km / MW
PRICE: RM 80,000 / MW

MILLIMETRIC RADAR

This form of radar can transmit, or receive millimetric radiation given off by all objects, making it a selective active/passive sensing system. Millimetric waves exist in the Extremely-High Frequency (EHF) range, between 30 and 300 GHz, and is less prone to jamming, and EMPs (electro-magnetic pulses), because in active mode, the mm radar is only able to detect objects in a straight line from the antenna, a revolving antenna system is needed. The advantage of this system is that the amount of the transmitted radiation is greatly reduced, thus lessening the chance of giving away the ship's own position (-5 for another ship to detect). Possession by civilians is HIGHLY illegal. It is the standard suite for military craft, including tanks and ground based missile launchers.

SIZE: 1 cubic metre / MW
MASS: 0.24 tons / MW
DETECTION RANGE (straight line): 600 km / MW in Active mode; 200 km / MW in Passive mode.
PRICE: RM 200,000 / MW

ELECTROMAGNETIC ANOMALY DETECTOR

EMADs are very useful in picking up minute changes in the electromagnetic spectrum, such as astral storms (indicating a ship phasing in or out of ultraspace), or detecting a "veiled" vessel. It can also distinguish between normal

EMP interference, and "manufactured" EMP noise (with a successful operator's skill check).

SIZE: 4 cubic metres / MW
MASS: 0.5 / MW
DETECTION RANGE(60° arc): 600 km / MW
PRICE: RM 100,000 / MW

SCANNERS

While sensors detect objects, it is actually scanners which give details. Using a computer with an interrogator program, a scanner can determine such things as the amount of energy being consumed by a targeted vessel, and the possible identification of it according to the scanner's library data, and the percentage of this information being correct. (example: "Object consuming 3 MW of power. No transponder data. Silhouette comparisons ID as Japanese HK-11 starfighter. Probability 80%"). Only military ship's will have library data on other military vessels, friendly or none. Scanners can also identify stellar objects and gases. All scanners are active devices.

SIZE: 4 cubic metres / MW
MASS: 0.5 tons / MW
RANGE: 200 km / MW
PRICE: RM 40,000 / MW

ELECTRONIC COUNTER MEASURES

ECM'S are generally of two types, either electro-magnetic pulse generators (EMP), or a variation of shields called a VEIL which absorb radiation thus making radar detection more difficult. All forms of ECM's are illegal on all ships except those belonging to the military.

EMP GENERATORS

EMP generators give off a field of energy that disrupts radio waves and electro magnetic devices, therefore creating static on communications and radar systems. No communications, other than direct wire linked, and no sensors or scanners can operate in this field. This obviously includes the EMP generating ship. Ships with Millimetric Radar can still cut through if the operator makes a successful skill check.

SIZE: 4 cubic metres / MW
MASS: 0.5 tons / MW
RANGE: (360°) 200 km / MW
PRICE: RM 80,000 / MW

VEIL

Veils are shield related devices that absorb electromagnetic radiation thus rendering the veiled ship more difficult to detect. It is **not** possible by any means to make a ship invisible in a physical sense. A veiled ship requires other ship's radar operators to make skill checks at -10 at maximum range, reducing this penalty by 1 for every 10 km closer the veiled ship becomes.

SIZE: 2 cubic metres / MW
 MASS 1 ton / MW
 POWER CONSUMPTION 1 MW X Hull Class
 PRICE: RM 500,000 / MW

DECOY

Decoys are not ship installed devices. They are satellites containing a false transponder and an energy transmitter that creates a pre-programmed shadow profile. This device will be revealed as its true form if a radar operator makes a successful skill check.

SIZE: 13 cubic metres
 MASS: 3.7 tons
 POWER CONSUMPTION: 2.5 MW
 RANGE: 100 km
 PRICE: RM 450,000

WEAPONS

WEAPON STATIONS

A weapon station consists of a computer terminal and monitor along with a joystick controller and a chair for the operator. A station may be set up to be dedicated to a single weapon turret or several. Only 1 can be used at a time from a single station. The gunner simply moves the joystick to lock onto the flashing digitised silhouette and fires (making a skill check). A station may be located anywhere on the ship and not necessarily next to the weapon(s) it controls.

SIZE: 2 Cubic metres
 MASS: 0.1 ton
 POWER CONSUMPTION: .0001
 PRICE: RM 400

LASERS

Laser emplacement is a **strictly** enforced item in both the Reich and the Empire. It used to be that no civilian ship could be armed, but policy has changed due to the loss of mail and food products to pirates. The maximum power

rating for a civilian laser is 1 MW. The maximum number of emplacements are equal to the hull class of the ship in question. The damage for a laser is 1d20 / MW.

SIZE: 2 cubic metres / MW
 MASS: 0.5 ton / MW
 POWER CONSUMPTION : by MW
 RANGE: 100 km / MW
 PRICE: RM 100,000 / MW

RAILGUNS

Railguns are weapons that fire a small 2.5 g Lexan bullet at 100 km/sec. A high pressure gas injects the bullet into the bore/ barrel and 5 energy sources propel the bullet down the barrel using a conducting plasma. Most people might not consider a small bullet that effective against a starship, but when fired at a ship at such a high velocity the damage can be quite amazing. The first railguns were built in 1990 by Kellar Munitions, GmbH, preceding practical lasers by 10 years, and are still widely used. There are also larger shotgun type railguns that are used mainly against missile attacks and automatic ones firing 20 rounds / second. Shields are ineffective against railguns.

THE DAMAGES FOR RAILGUNS ARE:

SEMI-AUTOMATIC 1d6 RANGE: 20 km

SHOTGUN 1-2 points(+ 5 to hit) RANGE: 10 km

AUTOMATIC (illegal) 1-2 points RANGE: 15 km
 (20 rounds / sec. Roll 1d20 to see how many hit)

SIZE: 3 cubic metres
 MASS: 1 ton
 POWER CONSUMPTION 1 MW
 PRICE: RM 80,000
 AMMO PRICE: RM 1

ELECTRO-STATIC DISRUPTORS (illegal)

E-S cannons work in the same manner as hand held ones. They do not cause any physical damage, instead a powerful static charge travels down a low intensity laser beam to the target. Any device that has a wattage equal to or less than that of the disruptor is rendered powerless for 1 minute. Any device with a greater power rating is unaffected. Shields will deter E-S cannons unless the disruptors wattage is greater. In such a case the shield goes down but is not destroyed. A hit to a ship's power plant by a powerful enough E-S cannon could be devastating during combat.

SIZE: 2 cubic metres
 POWER CONSUMPTION: By MW
 RANGE: 50 km
 PRICE: RM 90,000 / MW

TRACTOR BEAMS

Tractor beams, like E-S cannons, do not cause any physical damage. Their purpose is simply to lock onto a target and pull it in (or in the case of mines pull itself onto the target). To escape a tractor beam the ship must be able to outrun the pursuing ship adding the pursuing ship's mass to its own. This obviously slows down the pursued vessel considerably (the pursuing ship proceeds at its current speed). It is not possible to breakaway from a smaller object, such as a mine, that is pulling itself onto the target. In addition to this for every MW of power the tractor beam has, one ton of thrust is lost to an escaping vessel. (A ship having one ton of thrust could not move; a ship having two tons of thrust would be reduced to one). Tractor beams can be reversed to act as a repulsor. In this mode the object having the lower mass will move away as if one ton of thrust is being used, i.e. A ship with a one MW tractor beam used in repulse mode would push a mine away with the equivalent of one ton of thrust.

SIZE: 12 cubic metres / MW
MASS: 1.5 tons / MW
RANGE: 10 km / MW
PRICE: RM 200,000 / MW

MINES (illegal)

Mines were very effective during the War of Unification and even today they are still very effective and used in space. They are small and deadly (-2 from skill checks to spot on radar). Most are equipped with passive sensors that activate a tractor beam, allowing the mine to pull itself towards the ship and then explode. Some mines are equipped with remote control allowing them to be activated and deactivated as required. This allows "friendlies" to pass without fear. Microcomputers on others can be programmed to only detonate when a certain type of ship approaches or even to allow a few ships to pass in a convoy before detonating.

DEFENCE

ARMOUR

Armour is simply extra metal added to the hull in order to reinforce the exterior. Each point of armour absorbs 1 point of damage until it is chipped away. Armour comes in sheets of 1 Square Metre. You can of course stack plates on top of one another.

SIZE: 1 square metre / point
MASS: 0.003 tons / point
PRICE: RM 1000 / point

SHIELDS

Shields are very powerful transformers with a contact plate connected to the hull of the vessel. This device acts as a form "lightning rod/ heat sink" to deter energy weapons (i.e. lasers). A laser that passes within 4 metres of the operating shield is automatically drawn to the contact plate where it is absorbed and released back into space as dissipated energy. Naturally no laser turrets on the ship itself can be fired across an active shields field of operation. The amount of damage a shield can absorb is 10 points of damage per MW of power. Unlike armour a shield does not weaken with each successive hit and it will continue to absorb its maximum damage rating until a single hit exceeds this rating in one strike. When this happens the shield cannot handle the surge and it is burnt out requiring replacement.

SHIELD GENERATOR SIZE: 2 cubic metres / MW
MASS: 1 ton / MW
PRICE: RM 100,000 / MW

REFRIGERATION UNITS

For maintaining items as required in a cold/ very cold/ or frozen environment.

SIZE: 1 cubic metre / 0.0005 MW
MASS: 180 kg / 0.0005 MW
TEMPERATURE: for each additional 5° C below zero required add 0.0001 MW to power consumption.
PRICE: RM 300 / cubic metre

CRYOGENIC HIBERNATION CAPSULE

For keeping characters in suspended animation. See Miscellaneous Rules, p. 58.

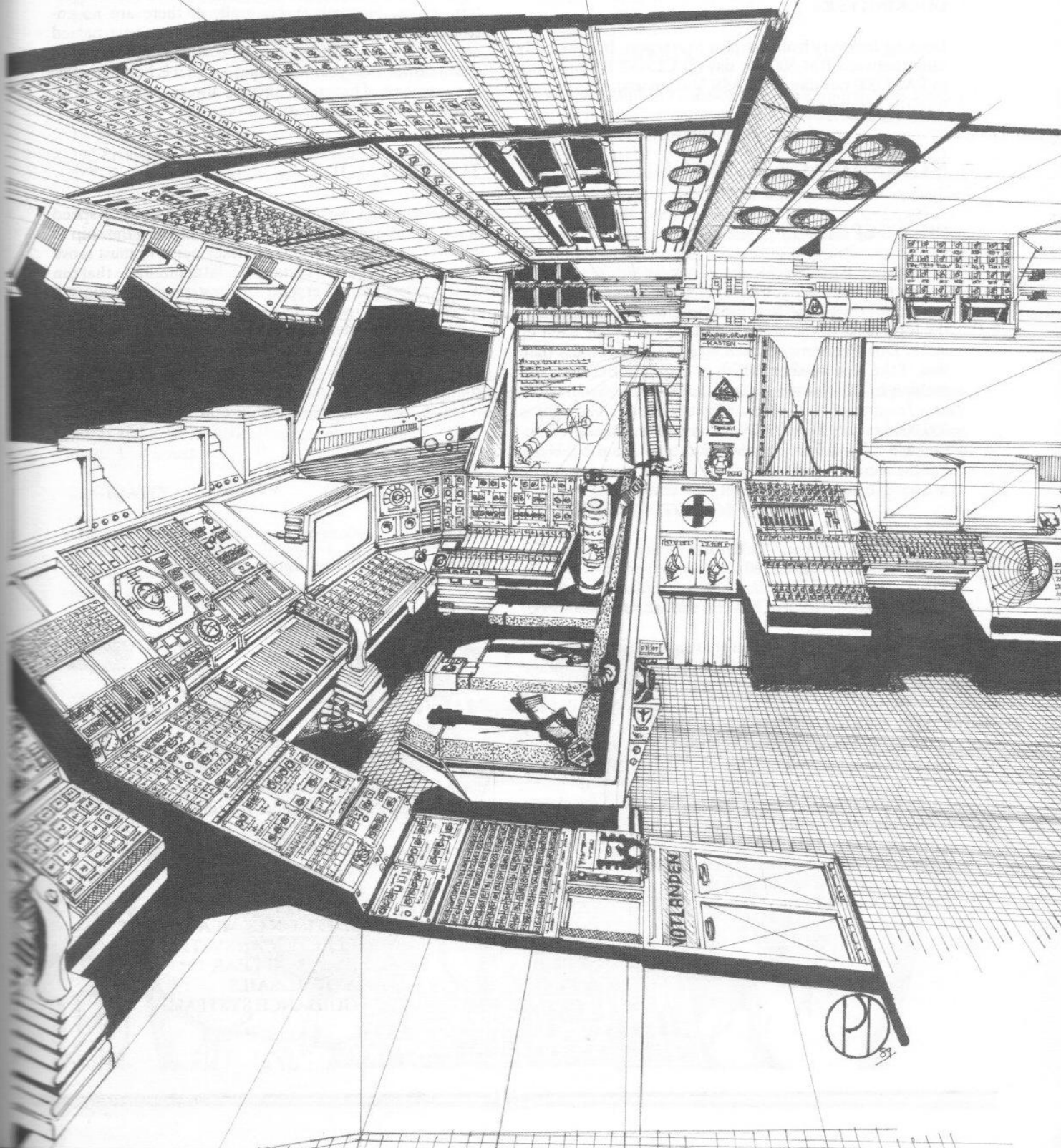
SIZE: 2 cubic metres
MASS: 363 kg
POWER CONSUMPTION: 0.001 MW
PRICE: RM 50,000

MISCELLANEOUS COSTS

FULL MAINTENANCE CHECK

Interior and exterior inspection by qualified starship technicians and engineers. The success of discovering any faults depends on the skill ratings of the inspectors. The usual inspection team consists of; 1 engineer qualified in nuclear engineering; 1 TDI technician; 1 computer technician; and 3 general engineers/technicians. The check takes around five hours.

PRICE: RM 2,000



REPAIRS

Cost of item + 10% for labour. Starports are required by law to report any ship that has undergone battle damage, or that has a false IFF transponder. It costs RM 1000 to replace 1 SP of damage.

DOCKING FEES

Docking fees vary from starport to starport, but generally range between RM 500 per day (at CLASS II starports), to RM 1,000 per day at CLASS V starports. All starports on Erde are class V.

STARSHIP OPERATIONS

SHIP'S SPEED

Time to break out the calculator. Actually it's not quite as bad as it seems. Once you have completed your ship design you simply divide the ton-thrust output of the engines by the total mass of the ship. Include any cargo of 1 ton or more. Don't concern yourself with any weights less than that. Take this number, which is usually a decimal, and multiply by .02. This will give you the ship's maximum speed as a fraction of the speed of light. The speed of light is 300,000 km/sec, so multiplying this number times the fraction will tell you how fast the ship can move per second. For the record as you take on cargo of one ton or more you will have to adjust the speed of your craft.

EXAMPLE:

Ship's weight, unladen : 93.11 tons

Engine thrust, 10 MW : 10 ton-thrust

$10 \times 93.11 = 0.1 : 0.1 \times 0.02 = 0.002c$ (0.002 Lightspeed)

$0.002 \times 300,000$ (speed of light) = 600 km/sec (max speed)

Distances within a star system are measured in Astronomical Units, AU's. 1 AU is equal to the Erde's average distance to the Sun, 149,597,870 km. In the Erde system the safest distance to come out of Ultraspace is 40 AU's (the average orbital distance of Pluto). Of course to save time many pilots "phase" further into the system although this can be very dangerous.

Using the example above of 600 km/sec (2,160,000 km/h) and dividing this number into 149,597,870 (1 AU) it can be determined that it takes this ship 69.3 hours, 2.8 days) to travel 1 AU. To travel from the edge of the Erde System to Erde (39 AU's), it would take the ship 109 days to reach Erde, (2.8 days x 39).

KEEPING TRACK OF POSITION

Using counters and 2 cm hex sheets (or if you prefer - pencil marks on smaller hexes) you let 1 hex represent 100km of space. Therefore a ship moving at 600 km/sec would move 18 hexes per combat turn of 3 seconds. You only need to monitor the ship's position accurately when there is an encounter, (a blip on the radar or other detection device, or combat). Naturally, if there are no encounters you can simply say "Okay, 109 days have passed and you are now within range of Erde". If you intend to travel slower than your maximum speed it is best to do this in increments of hexes. At anytime always round speed off to a whole number in hexes, for the sake of simplicity.

TURNING MODE

Normally a ship must move 1 hex less than its present speed before it can turn 45°. The final hex positions the ship at 45° over. (A ship travelling 18 hexes per turn must move 17 then turn. There are certain special manoeuvres that can do this in less space, but it puts extra stress on the ship. All special manoeuvres are detailed in the combat section. A ship's turning mode is also modified by its shape and size. These modifications are as follows.

HULL CLASS	MODIFIER
I	0
II	0
III	0
IV	+1
V	+2 hexes

SHAPE (Length:Width Ratio)	MODIFIER
1:1	-2 hexes
2:1	0
3:1	+1 hex
4:1	+2 hexes

MALFUNCTIONS

Check 1X per week, or after battles, astral storms, etc. A roll of 1 or a 2 on 1d20 indicates a malfunction has occurred. To determine the exact area affected, roll another 1d20 and compare the number rolled to the table below.

DIE ROLL	AREA AFFECTED
1	PLUMBING
2	GRAVITY **
3	JETTISON COMPARTMENT
4	ELECTRICAL SYSTEM
5	REACTOR LEAK ***
6	ASTRAL SAILS
7	GUIDANCE SYSTEM

8	WEAPONS
9	LANDING GEAR *
10	SENSORS/SCANNERS
11	COMMUNICATIONS
12	SHIELDS
13	MAIN DRIVE
14	TRANS-DIMENSIONAL INITIATOR
15	DAMAGE CONTROL SYSTEMS
16	IFF TRANSPONDER
17	CONTRA-GRAV SYSTEM
18	POWER PLANT
19	COMPUTER
20	LIFE SUPPORT ***

* Warning light will flash on instrument panel.

** Problems in these areas will be immediately obvious.

*** Warning light and siren.

All other malfunctions will only be apparent when making maintenance checks, or when they are put in use.

EXPLANATION OF MALFUNCTIONS

1. PLUMBING

Simply burst water pipes. This is usually more of a nuisance than anything else, unless there is something in the way of the water that can be damaged. Don't forget that water and a live electrical current can be deadly! Repair time: 1 - 4 hours.

2. GRAVITY

Depending on the severity of the problem, this can range from slight to complete loss of the artificial gravity on board the starship.

Repair time: 1-6 hours.

3. JETTISON COMPARTMENT

(also includes Life-Pods)

The compartment either fails to operate or fires prematurely. Repair time: 1 - 4 hours.

4. ELECTRICAL SYSTEM

Lights, doors, or locks won't operate. Repair time: 1 minute to 4 hours.

5. REACTOR LEAK

Due to a fault in radiation shielding, radiation is leaking out of the nuclear fission power plant. Radiation levels in this area will be 1,000 rads / hour / MW.

A severe leak could involve setting off a chain reaction that would destroy the ship (100 SP damage / MW + radiation. This will only occur on a roll of "01" on a percentile roll. From the first sound of alarm, the crew will have 1d10 minutes to either escape or shut down the reactor from inside. Do not allow players to know how much time they have!

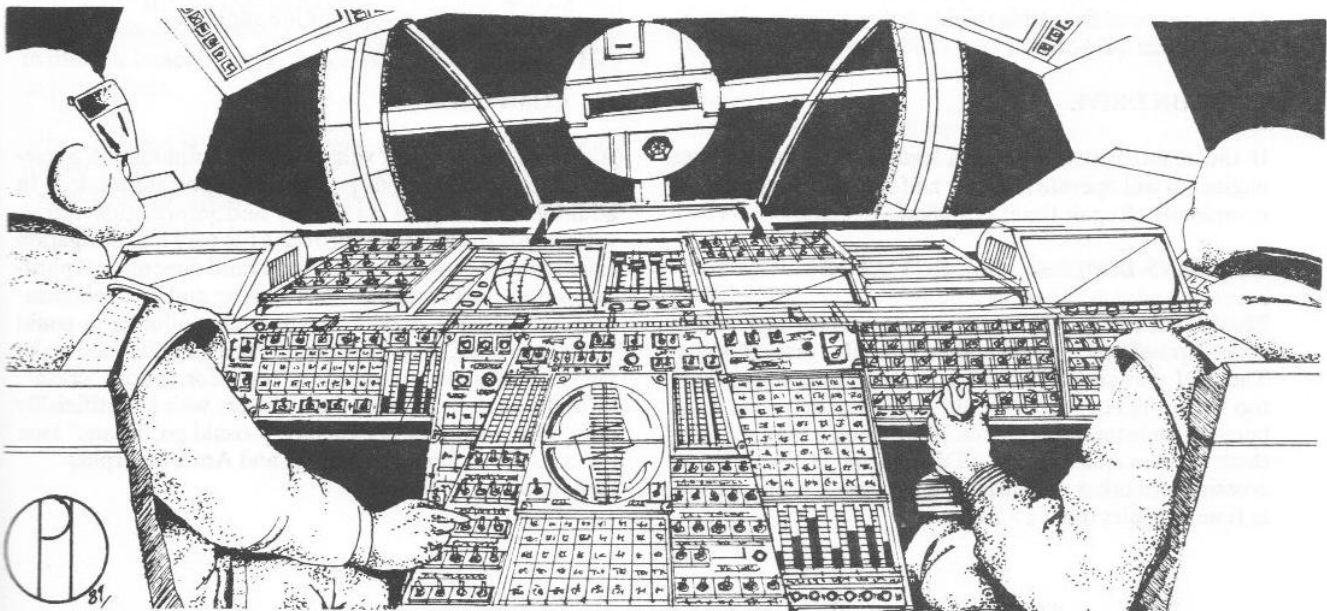
Repair time for a small leak: 1-6 hours

6. ASTRAL SAILS

The ship's astral sails (large energy collectors resembling solar panels) fail to operate. Either won't open, won't close, or will not turn. You can only repair this by going EVA outside the ship in normal space. Repair time: 1 - 4 hours.

7. GUIDANCE SYSTEM

If the ship's guidance system is faulty, it will cause an increase in the turn mode (see section on ship movement) by 1d4. Should guidance become completely lost, no course alterations can be made. Repair time: 2-8 hours



8. WEAPONS

One of the on-board weapons either does not operate or arms itself.

Repair time: 5 minutes - 1 hour.

9. LANDING GEAR

Landing gear that does not lower will mean in many cases that the main hatch will not be able to open. Obviously if that is the only access, the crew will have to cut their way out through the hull. Since almost every starship constructed uses contra-grav capacitors for VTOL, failed landing gear does not have quite the same danger level as a non-VTOL air plane that requires a runway to land.

Repair time: 1-2 hours.

10. SENSORS/SCANNERS

The function of sensors are to continuously measure the distances to the surrounding stars (and with the ship's astrogator) determine the position and direction of the ship. Sensors are also responsible for noting and tracking objects within sensing range. Scanners take a closer look at a given object that has been picked up and provides the computer with a silhouette, energy reading and I.F.F. data (if any). The computer then processes this information and will give one or more possibilities as to the nature of the object based on the library banks in the memory. Malfunctions occurring with these pieces of equipment can take numerous forms: course drift; incorrect position or direction; objects missed or invented; incorrect energy I.F.F. info; or mis-identification. Repair time 2-8 hours.

11. COMMUNICATIONS

Self-explanatory. Repair time: 5 minutes - 1 hours.

12. SHIELDS

One or more of the ship's shields fail to operate.

Repair time: 1-6 hours.

13. MAIN DRIVE

If the main drive develops a malfunction the afflicted engine (s) will operate at either half speed or stop working completely. Repair time: 1-10 days.

14. TRANS-DIMENSIONAL INITIATOR

The TDI is the device which makes travel through "ultra-space" possible. A malfunction can take several forms. The TDI may simply not work; it may phase too early or too late; or fail to shut off at all! Although there has never been any substantial evidence, it has been a long standing theory that a quirk in the TDI field might result in the crossing into other dimensions, universes or even journeys in time. Repairs time: 1 - 2 hours.

15. DAMAGE CONTROL SYSTEMS

Damage control is an automated system directed by the on-board computer. When there is a loss of pressure, a siren will sound and blast doors in the area will seal. Blast doors will also close in the event of fire and initiate the spraying of flame retardant chemicals. Small sensors will also indicate areas of external damage and severity. Repair time: 1-2 hours

16. I.F.F. TRANSPONDER

Identify Friend or Foe. This is a constant transmitting beacon found on all starships. It provides information such as classification (civilian freighter etc.); registration number; and home port. Alteration of a transponder is a severe crime throughout the Reich and the Empire of Nipon. A ship whose transponder is not working will be treated as highly suspicious, scrutinised very thoroughly and perhaps even destroyed. Repair time: 1-2 hours.

17. CONTRA-GRAV CAPACITORS:

Once charged, the contra-grav capacitors enable a starship to create its own gravity well which pushes against the planet's gravity field in a manner similar to two magnets of like polarity. Once safely out of the way of inhabited areas, the ship can fire its main drive engines. Of course a malfunction to this system makes lift-off or safe landing impossible.

Repair time: 2-24 hours

18. POWER PLANT

This is perhaps the most dangerous of all malfunctions. The power plant is responsible for converting the ship's fuel into usable energy and distributing it through all of the various systems. Therefore if the power plant shuts down everything shuts down!. Most ships do normally have a smaller emergency system for life support.

Repair time: 1 - 3 days.

19. COMPUTER

Although not the most vital piece of equipment on a starship, the computer does provide an important service. In addition to acting as an library and information retrieval/analysis source it also provides the very fine navigation calculations needed for space travel and dimensional phasing; it runs the damage control system; and controls scanning and sensing data. A computer malfunction could affect only itself, or any system it is tied into. It could make faulty calculations; supply the wrong information; "crash"; or in the case of high level computers with an artificially intelligent computer personality, it could go "insane" (see the section on Robots, Cyborgs and Anthromorphs)

Repair time: 1 - 12 hours

20. LIFE SUPPORT

Life support includes air pressure, temperature control, as well as oxygen/nitrogen supply. The atmosphere on a starship is cleaned and re-supplied by a specially created and genetically engineered bacteria (patented by Bollenbach Laboratories, New Heidleburg, Wotan). This harmless bacteria feeds off exhaled carbon dioxide in much the same manner as a plant does, except with a greater rate of efficiency. This means in terms of modern space travel that large areas of storage are no longer needed for atmosphere, because the bacteria provides an almost unlimited supply. It is however standard procedure to introduce a fresh strain and add extra oxygen when calling at a new starport. Repair time: 1-4 hours

NOTE

Please note that the repair time given for any malfunction is simply meant as a guide in the event that the malfunction can be repaired (GM's judgement) and it also assumes that the proper tools and spare parts are available.

OTHER SPACE VEHICLES

LIFE PODS

Life pods, or "escape pods" are emergency escape capsules for starships. Their appearance is very reminiscent of the recovery modules of the first spacecraft sent to Luna. They are launched by explosive bolts when a launch control lever is thrown, and will seek out the nearest gravity source. This programming can be manually overridden by pulling the glass encased abort lever (this is done when the occupants feel that the nearest source of gravity may be more hostile than staying in space. Atmospheric breaking and parachutes are used to slow the capsule's descent, and inflatable rafts under the bottom soften the impact and provide bouyancy in water. Life pods also have an automatic distress beacon that broadcasts continually for as long as power lasts.

When the pod is launched make a malfunction check by rolling 1d20. On a roll of 1 or 2 one of the following will occur (do not allow the players to know if there is a malfunction or not!).

ROLL 1d10.

- | | |
|--------|---|
| 1 - 2 | Explosive bolts damage pressure door, making capsule lose pressure and air. As long as power is still on the only effects will be that of a vacuum, and a thin atmosphere. |
| 3 - 4 | Beacon fails to operate. |
| 5 | O2+ system fails. |
| 6 | Power system fails. |
| 7 - 8 | Rafts fail to inflate. Craft will sink in water at the rate of 10 m per second. If the pod strikes the ground it takes 1-2 SP points damage, and the occupants take 2d10 blunt damage (roll hit location and take note of any broken bones). |
| 9 - 10 | 1d4 of the four parachutes fail to open. If 3 open the pod takes no damage, but occupants take 1d6 blunt damage. If 2 open the pod takes 1-2 SP damage, and occupants take 2d10 blunt damage. If only 1 opens, the pod takes 2d8 SP damage, and occupants suffer 4d10 damage. If none of the parachutes open, the pod takes 4d10 SP damage, and occupants suffer 1d10 x 10 points damage. These damages are halved in dense atmospheres and doubled in thin ones. Para- |

Life pods come in three standard sizes. All are equipped with a distress beacon, O2+ life support system, and a 1 MW nuclear power plant. The following equipment is also included:

- 1 medkit
- vapour canteens (1 each)
- 4 weeks synth-food rations (for each person)
- 10 packs of water purification tablets (per person)
- 10 packs of heating tablets (per person)
- 2 survival knives
- survival tent
- emergency vacc suits (1 per person)
- signal pistol (3 flares, and 3 dye shells)
- radscanner
- 1 20 ga. shotgun (20 shells)

The ship stowing these pods will need allow for the pods cubic volume + 0.5 cubic metres. A pod may be recovered and reinstalled at a starport for RM 3,000 plus costs of transport to the starport. All starliners are required to have enough pods for the passengers and crew.

SPECIFICATIONS**2-MAN LIFE POD**

VOLUME: 7 cubic metres

MASS: 3 tons

PRICE: RM 167,000

STRUCTURAL POINTS

7

5-MAN LIFE POD

VOLUME: 16.2 cubic metres

MASS: 3.4 tons

PRICE: RM 182,200

STRUCTURAL POINTS

16

10-MAN LIFE POD

VOLUME: 26.7 cubic metres

MASS: 4 tons

PRICE: RM 201,200

STRUCTURAL POINTS

27

EVA PODS

EVA pods, or "work pods", are used when extended external repairs are needed on the ship, or when characters wish to explore an environment from the safety of this pressurized vehicle. You must have the Heavy Equipment Operation skill to use this vehicle (DEX, cost = 1 per level).

VAN DYNE Mk4 EVA POD

DIMENSIONS: (Cab) 1m x 1.5m x 1.5m; (total height of pod) 4.5m. Can raise to 5m or lower to 3m by folding legs.

VOLUME: 3.2 cubic metres

MASS: 0.5 tons

MAXIMUM SPEED: 1 m /second walking, or moving in space

STRUCTURAL POINTS

3

EQUIPMENT:

Pressurized hull

10 hours of oxygen-nitrogen supply

2 Large work mandibles

2 Arm sockets for operator to slide his own hands into for fine detail work

2 Folding legs for walking

Manoeuvre jets with enough CO₂ for 100 course changes

External storage case

Light responsive windows

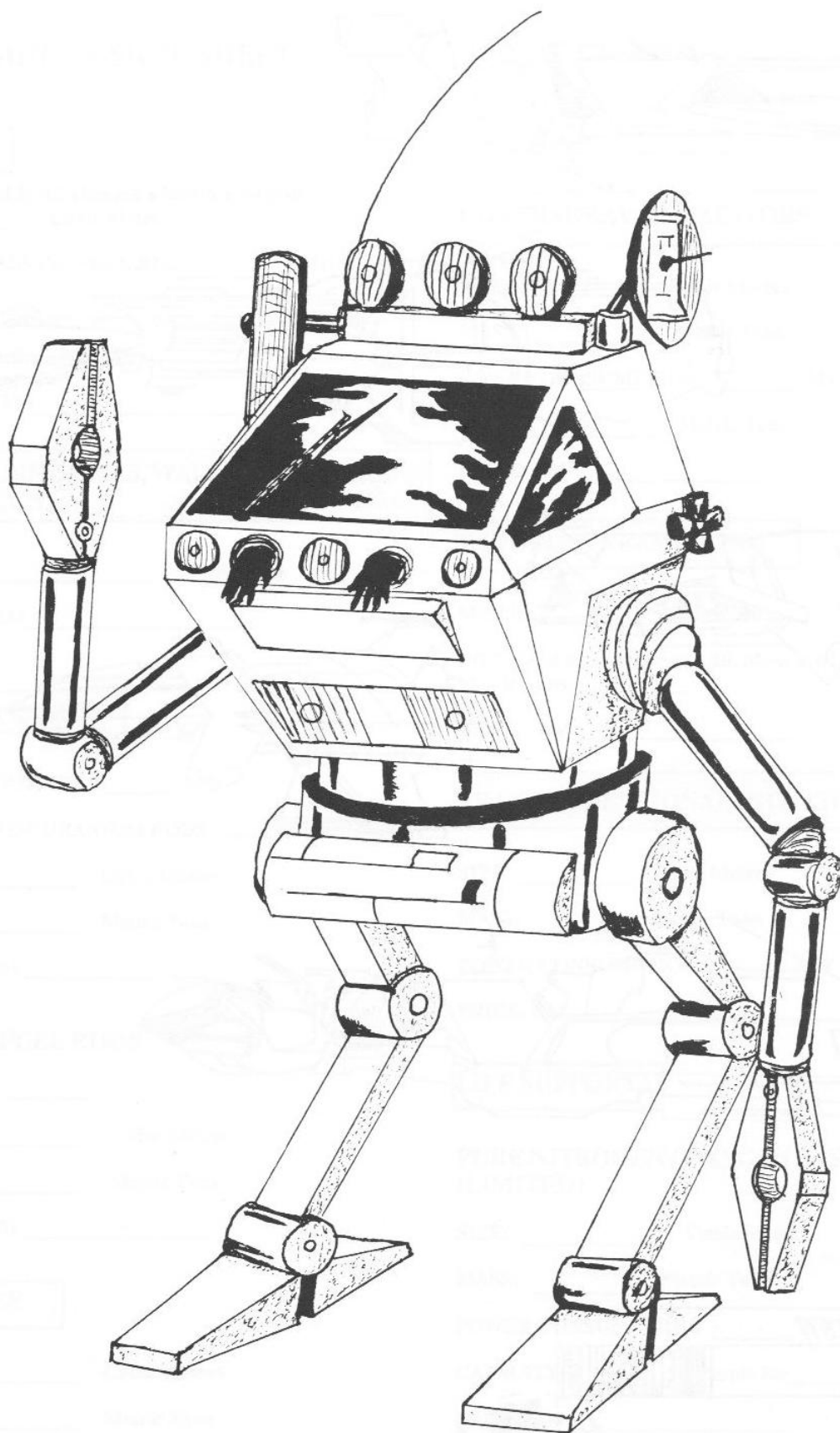
(8) 500 watt halogen lights

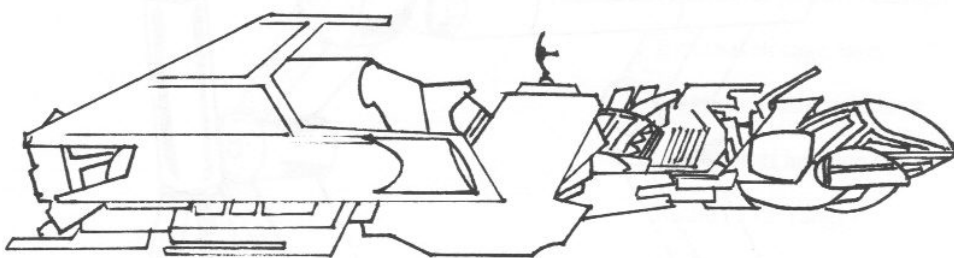
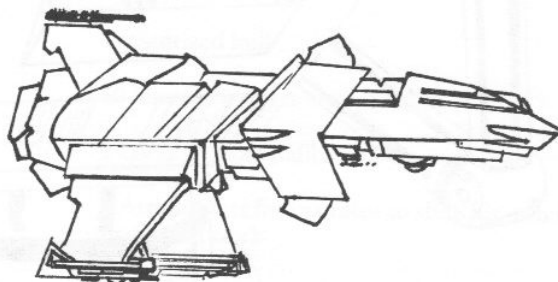
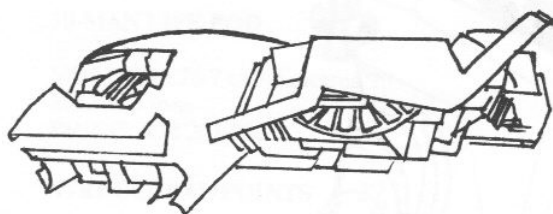
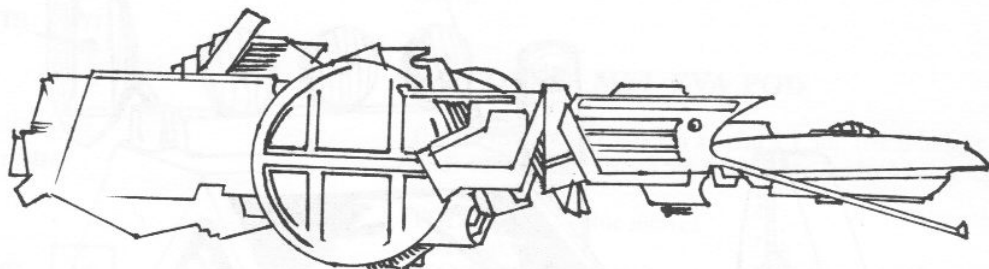
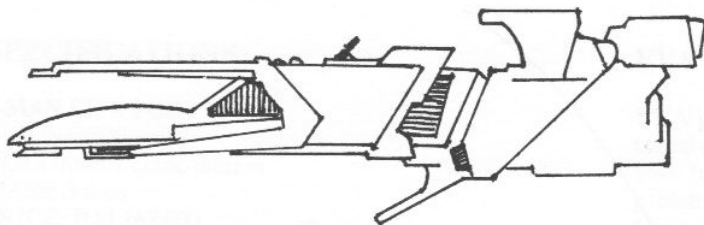
Radio (5 km range)

Radar (1 km range)

20 C-cell atomic batteries (10,000 watts total)

PRICE: RM 21,500 (Batteries not included)





X124511 7142877



[Handwritten signature]



STARSHIP DESIGN SHEET

HULL

HULL VOLUME (Length x Width x Height):
_____ Cubic Metres

HULL MASS (Volume x .02): _____ Metric Tons

HULL CLASS _____

STRUCTURAL POINTS

PRICE: RM _____

PRESSURE DOORS, WALLS, AND EXTRA AIRLOCKS

MASS: _____ Metric Tons

PRICE: RM _____

POWER PLANT

POWER OUTPUT _____ MW

NUMBER OF URANIUM RODS _____

SIZE: _____ Cubic Metres

MASS: _____ Metric Tons

PRICE: RM _____

EXTRA FUEL RODS

NUMBER _____

SIZE: _____ Cubic Metres

MASS: _____ Metric Tons

PRICE: RM _____

ENGINES

SIZE: _____ Cubic Metres

MASS: _____ Metric Tons

POWER CONSUMPTION: _____ MW

THRUST: _____ Metric Tons

PRICE: RM _____

CONTRAGRAV CAPACITORS

SIZE: _____ Cubic Metres

MASS: _____ Metric Tons

POWER CONSUMPTION: _____ MW

LIFT: _____ Metric Tons

PRICE: RM _____

WINGED STREAMLINING

MASS: _____ Metric Tons

LIFT (total mass becomes 1/50. Mass x .02): _____
Metric Tons

PRICE: RM _____

TRANS-DIMENSIONAL INITIATOR

SIZE: _____ Cubic Metres

MASS: _____ Metric Tons

POWER CONSUMPTION: _____ MW

PRICE: RM _____

LIFE SUPPORT**PURE NITROGEN / OXYGEN SYSTEM (LIMITED)**

SIZE: _____ Cubic Metres

MASS: _____ Metric Tons

POWER CONSUMPTION: _____ MW

CAPACITY: _____ People for _____ Days

PRICE: RM _____

O2 + SYSTEM (UNLIMITED)

SIZE: _____ Cubic Metres

MASS: _____ Metric Tons

POWER CONSUMPTION: _____ MW

CAPACITY: _____ People

PRICE: RM _____

COMPUTERS

POWER: _____

SIZE: _____ Cubic Metres

MASS: _____ Metric Tons

POWER CONSUMPTION: _____ MW

PRICE: RM _____

COMMUNICATIONS**RADIO TRANSMITTER**

SIZE: _____ Cubic Metres

MASS: _____ Metric Tons

RANGE: _____ AU

POWER CONSUMPTION: _____ MW

PRICE: RM _____

LASER TRANSMITTER

SIZE: _____ Cubic Metres

MASS: _____ Metric Tons

RANGE: _____ AU

POWER CONSUMPTION: _____ MW

PRICE: RM _____

SENSORS**RADAR**

SIZE: _____ Cubic Metres

MASS: _____ Metric Tons

RANGE: _____ km

POWER CONSUMPTION _____ MW

PRICE: RM _____

MILIMETRIC RADAR

SIZE: _____ Cubic Metres

MASS: _____ Metric Tons

RANGE: _____ km (active)

_____ km (passive)

POWER CONSUMPTION: _____ MW

PRICE: RM _____

EMAD

SIZE: _____ Cubic Metres

MASS: _____ Metric Tons

RANGE: _____ km

POWER CONSUMPTION: _____ MW

PRICE: RM _____

SCANNERS

SIZE: _____ Cubic Metres

MASS: _____ Metric Tons

RANGE: _____ km

POWER CONSUMPTION: _____ MW

PRICE: RM _____

ELECTRONIC COUNTER MEASURES**EMP GENERATOR**

SIZE: _____ Cubic Metres

MASS: _____ Metric Tons

RANGE: _____ km

POWER CONSUMPTION: _____ MW

PRICE: RM _____

VEIL

SIZE: _____ Cubic Metres

MASS: _____ Metric Tons

POWER CONSUMPTION: _____ MW

PRICE: RM _____

WEAPONS**LASERS**

POWER: _____ MW

SIZE: _____ Cubic Metres

MASS: _____ Metric Tons

RANGE: _____ km

POWER CONSUMPTION: _____ MW

PRICE: RM _____

RAILGUNS

SIZE: _____ Cubic Metres

MASS: _____ Metric Tons

RANGE: _____ km

POWER CONSUMPTION: _____ MW

PRICE: RM _____

AMMO

NUMBER OF ROUNDS: _____

SIZE: _____ CUBIC METRES

MASS: _____ METRIC TONS

PRICE: RM _____

ELECTRO-STATIC DISRUPTORS

SIZE: _____ Cubic Metres

MASS: _____ Metric Tons

RANGE: _____ km

POWER CONSUMPTION: _____ MW

PRICE: RM _____

TRACTOR BEAMS

SIZE: _____ Cubic Metres

MASS: _____ Metric Tons

RANGE: _____ km

ATTRACTION POWER: _____ Metric Tons

POWER CONSUMPTION: _____ MW

PRICE: RM _____

DEFENCE**ARMOUR**

POINTS: _____

MASS: _____ Metric Tons

PRICE: RM _____

SHIELDS

RATING _____ Points Absorbtion

SIZE: _____ Cubic Metres

MASS: _____ Metric Tons

POWER CONSUMPTION: _____ MW

PRICE: RM _____

MISCELLANEOUS INVENTORY

PRICE: RM _____**PRICE: RM** _____[illegible]

DAMAGES / MALFUNCTIONS

STARSHIP COMBAT

Combat in space is very much like combat planetside; the first one to be spotted is usually the first to die. This is why military ships allot so much mass and volume to their sensors and scanners. If you know where the enemy is and they can't detect you chances are you've won the battle already (that is unless there are some very unusual circumstances). A blip on the radar screen is all you are ever going to see of the enemy - long gone are the days of the First World War dogfights and close combat. In this age it is an electronic battlefield. Make the most of the weapons and defences detailed in the starship construction section. They are vital to survival!

Combat is measured in turns that are 3 seconds long. Only one attack can be attempted per gunner each turn. It is imperative to keep track of each ship's position and radar range during each combat turn, as both radar and weapon ranges may suddenly become ineffective. Unless you are on the defensive, speed should be kept to just a few hexes (a few hundred kms) each turn - otherwise you will find yourself having to circle hundreds of kms and spending extra time to circle back on the target you only managed to get one shot at before speeding past!

COMBAT PROCEDURE

1) Determine who has the initiative. This would be the first sensor operator to make a successful skill check. Be sure to check the sensor ranges first, then the GM will notify the operator if the roll has been successful; i.e. "you have detected an unidentified object 1,000 km away hex direction B".

2) The player then decides what further course of action to take. This could be scan for details; engage ECM's; cut to minimum power; try to establish radio contact; close in; fire weapons; shadow the object (hoping to stay just outside its sensing range); or anything else the player might think of.

3) If the weapons are brought to bear (and are in range), then the character must make a successful gunnery check to hit the object. A targeting computer (RM 1000) linked to the operating scanners will be needed if the gunner intends to use a **PRECISE AIM** to a specific location (just the same as in Personal Combat). Targeting range is only as good as scanning range for precise aims. If the scanners can't work, or are interfered with, only a **GENERAL AIM** can be made. A roll of double "1's" for a gunner (the best possible roll for any **SKILL CHECK**) means that a malfunction occurs to the enemy's ship, in addition to the damage (see p. 111). This is called a "Critical Hit".

4) Determine hit location. The easiest way to do this is to use a transparent or semi-transparent sheet to lay over the top of the target ship's floor plan, taking into consider-

ation which side of the vessel the weapon is firing at. On this overlay draw a grid of 1 cm squares, (or if the plan was

drawn on graph paper use its grids). Roll a die that is closest to the length of the ship's side. (You may have to divide it into larger section first).

If the ship is being hit from above or below you will have to make 2 rolls to determine the x-y coordinates. If the ship is being hit from a side profile you only use the outer perimeter, (unless the ship has more than one level in which case roll to see which level takes the hit).

5) Once you have determined the exact square hit, check to see if any operational shields are within the range of the hit (if it was an energy weapon firing). If a shield is in the range it may absorb the damage.

6) If no shield helps or it is destroyed, roll for damage. Armour will subtract from this damage if a plate is in place there. All further damage pierces the hull. Subtract damage from the ship's structural points.

7) All damage controls, (if still operational) work to put out fires, close blast doors, etc.

8) After each combat sequence, re-check weapons and sensor ranges according to any new variation in distances between the ships. A fast ship may soon disappear from sensor range.

EXPLOSIVE DECOMPRESSION

If the hull is pierced there is a blowout and pressure is lost. Any unsecured object will fly out into space from the effects of explosive decompression. On average it takes approximately 20 seconds to empty a large room. Once "emptied" the room will be stable but exposed to the vacuum of space. If the damage control system is operational and the blast doors are working they will all close after 3 seconds. Should a character need to open or close a blast door manually (i.e. with the emergency wheel system), they will need to make a STR check. If they attempt this during a blow out, a modifier of -5 will be applied. A character caught in a blow out / decompression must make a successful DEX check to see if they manage to grab hold of something or if they are sucked out into space. He must then make a STR check every 5 seconds to keep holding on.

All normal doors and walls in the room must make a STR check ("20") to keep from buckling in a massive decompression situation.

EXPLOSIONS

A ship that is reduced to debris (i.e. all SP's gone) will throw damaging debris in all directions for 100 km. This damage is equal to the last number of SP's the ship had before it was destroyed divided by "60" (round to nearest whole number).

BOARDING A SHIP

To board a ship you must dock with its air lock, (pilot skill check), or enter through a hole using a vac suit. Indicators on the airlocks always show the amount of pressure on both sides of the door. It is a safety feature in the design of all airlocks that both doors can never be opened at the same time. That is unless someone tampers with the electronic mechanisms!

SPECIAL MANOEUVRES

The crew will not feel the effects of any of these manoeuvres if the acceleration compensation system is still working.

FULL REVERSE THRUSTERS AND HARD TURN

A pilot making a successful pilot skill check can use this manoeuvre to shorten the required distance needed to turn by half. Therefore a ship normally needing to travel 12 hexes before turning can do it in 6, and continue travelling in the new direction for the remaining number of hexes. If the roll fails the ship takes a Structural Point damage equal to how far the roll was missed (if the pilot went over his skill rating by "5", the ship takes 5 points SP damage). You will also need to check for a malfunction. (see p. 111)

FULL STOP

A pilot must make a skill check at -2. A failed roll takes Structural Point damage equal to how far a roll was missed by. Check for any malfunctions by rollind 1d20. 1-4 indicates a malfunction in this case.

DODGE

A pilot must make a successful skill check. The difference between the skill rating and the dice roll is used as a modifier against the gunner's skill rating. For example, a pilot has a skill rating of 19, rolling 2d20's he gets 16. the difference between the roll and skill rating is 3, so the gunner must make his skill check with a penalty of -3. If the pilot makes a failed roll the gunner makes his skill check without any penalty.

UNCONVENTIONAL TACTICS

Here are a few of the more unusual tactics you may want to consider in combat.

INSTANT ICE

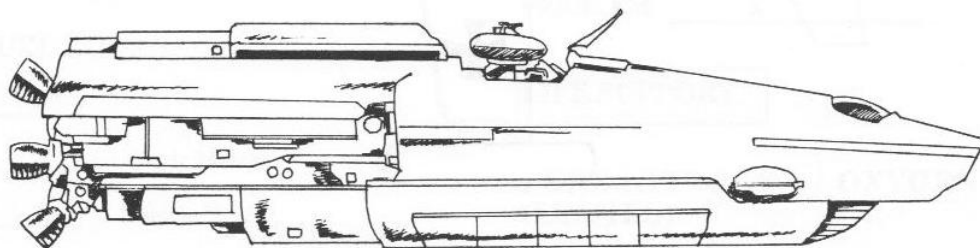
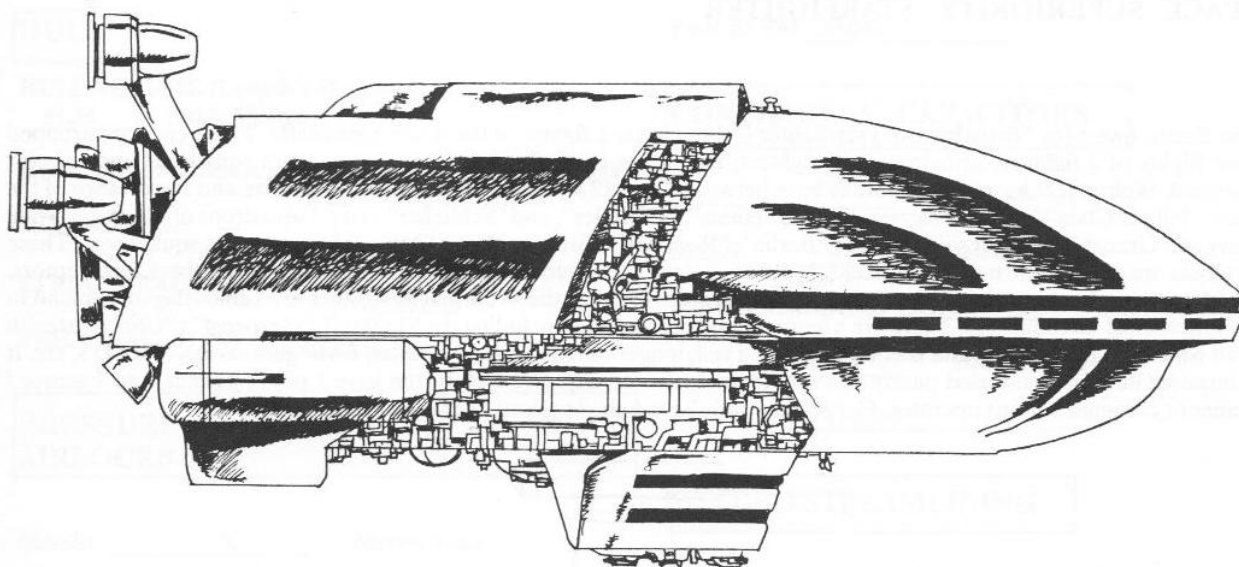
The water supply can be jettisoned and left in the flight path of a pursuing ship. (Note: All water in the same container must be dumped!) Upon dropping into space the water turns into icy chunks that do 1 point of damage / cubic metre. The pursuing ship must make a sensor check to spot (at-5) and then a pilot skill check to dodge. This may also result in frozen and burst water pipes. Check on 1d20 for a 1 or 2.

ASTRAL STORM

A ship passing into Ultraspace creates an astral storm in normal space. A pursuing ship (not protected by a TDI field) might find itself in big trouble.

THE FINAL COUNTDOWN

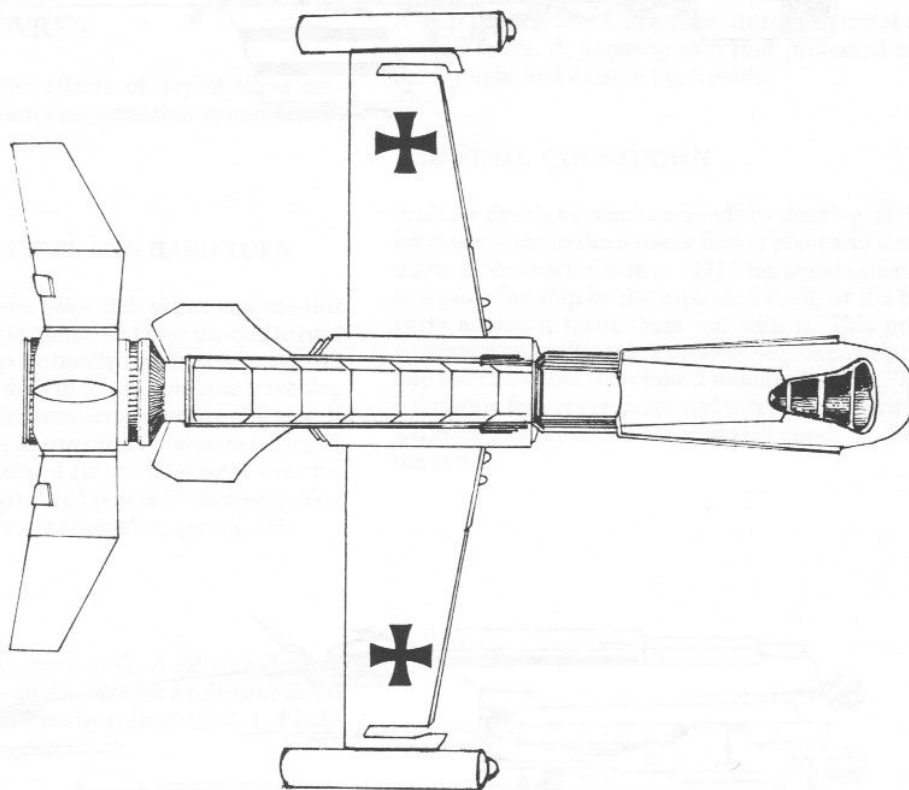
A player can rig his ship to explode by shutting off the water cooling system to the nuclear fission plant and start a melt down. (See reactor leak p. 112) This could cause damage to a pursuing ship by the explosion itself, or if a boarding party arrives it takes them out with it. This procedure requires a specially coded security sequence to be entered into the computer. This take 2 minutes to input. The code is different for every reactor and to try and break it requires a computer skill with a security skill check at -3 to break the code.



MESSERSCHMIT Me-981 BREITSCHWERT

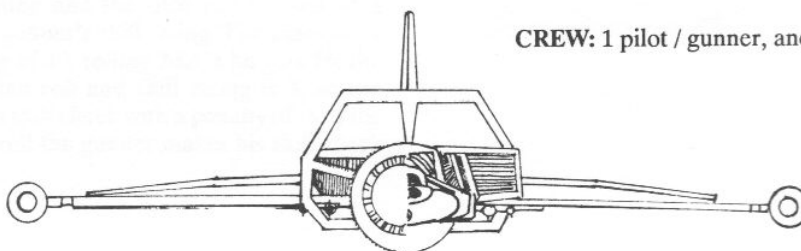
SPACE SUPERIORITY STARFIGHTER

The Breitschwert (or "Broadsword") starfighter is the standard fighter of the Reich Sternwaffe. These craft are grouped into: flights of 2 fighters; squadrons of 6 fighters; and wings consisting of varying numbers of squadrons and support personnel. Wehrmacht bases will generally have between 4 and 12 squadrons dependant on the size and importance of the base. "Führer Class" Navy star carriers like the "Hitler", "Himmler", and "Schlieffen" carry 8 squadrons of Me-981's, while Navy and Grenzkorps battleships like the "Berlin", "Rommel", "Bismarck" and "Munich" carry only 4 squadrons. (These numbers are only for the number of Breitschwerten. It does not include other support craft such as bombers, interceptors, ECM cover craft, etc.). Naval Me 981's are painted grey, whereas the Wehrmacht fighters are camouflaged to blend in with their local surroundings. There are a few variations of this craft including the Me-981B, "Gespenst" ("Ghost") stealth craft which is painted black and is equipped with a veil, longer range millimetric radar, EMP generators, EMAD's, etc. It is however unarmed and used purely as a spy/ reconnaissance ship. Breitschwerten have 1 pilot / gunner, and 1 sensor / scanner / communications operator. Gespensten only have a single pilot / operator on board.



LENGTH: 22.5 m
BODY WIDTH: 2.5 m
WINGSPAN: 17.5 m

CREW: 1 pilot / gunner, and 1 systems operator.



Me-981 BREITSCHWERT FIGHTER

HULL

HULL VOLUME (Length x Width x Height):

51.25 Cubic MetresHULL MASS (Volume x .02): 1.03 Metric TonsHULL CLASS I

STRUCTURAL POINTS

51PRICE: RM 51,250**PRESSURE DOORS, WALLS, AND EXTRA AIRLOCKS**MASS: X Metric TonsPRICE: RM X**POWER PLANT**POWER OUTPUT 8 MWNUMBER OF URANIUM RODS 8SIZE: 8.4 Cubic MetresMASS: 9 Metric TonsPRICE: RM 500,000**EXTRA FUEL RODS**NUMBER XSIZE: X Cubic MetresMASS: X Metric TonsPRICE: RM X**ENGINES**SIZE: 12 Cubic MetresMASS: 3 Metric TonsPOWER CONSUMPTION: 3 MWTHRUST: 3 Metric TonsPRICE: RM 30,000**CONTRAGRAV CAPACITORS**SIZE: 2 Cubic MetresMASS: 2 Metric TonsPOWER CONSUMPTION: 2 MWLIFT: 20 Metric TonsPRICE: RM 110,000**WINGED STREAMLINING**MASS: .04 Metric TonsLIFT (total mass becomes 1/50. Mass x .02): .4 Metric TonsPRICE: RM 26,625**TRANS-DIMENSIONAL INITIATOR**SIZE: X Cubic MetresMASS: X Metric TonsPOWER CONSUMPTION: X MWPRICE: RM X**LIFE SUPPORT****PURE NITROGEN / OXYGEN SYSTEM (LIMITED)**SIZE: .4 Cubic MetresMASS: .4 Metric TonsPOWER CONSUMPTION: .05 MWCAPACITY: 2 People for 2 DaysPRICE: RM 2,000

O2 + SYSTEM (UNLIMITED)SIZE: X Cubic MetresMASS: X Metric TonsPOWER CONSUMPTION: X MWCAPACITY: X PeoplePRICE: RM X **COMPUTERS**POWER: 2 MB SIZE: .13 Cubic MetresMASS: .05 Metric TonsPOWER CONSUMPTION: .0005 MWPRICE: RM 2,000 **COMMUNICATIONS****RADIO TRANSMITTER**SIZE: 1 Cubic MetresMASS: .2 Metric TonsRANGE: 50 AUPOWER CONSUMPTION: .25 MWPRICE: RM 5,000 **LASER TRANSMITTER**SIZE: 1 Cubic MetresMASS: .25 Metric TonsRANGE: 1 AUPOWER CONSUMPTION: 1 MWPRICE: RM 10,000 **SENSORS****RADAR**SIZE: 8 Cubic MetresMASS: 1 Metric TonsRANGE: 800 kmPOWER CONSUMPTION 2 MWPRICE: RM 160,000 **MILLIMETRIC RADAR**SIZE: 1 Cubic MetresMASS: .24 Metric TonsRANGE: 600 km (active) 200 km (passive)POWER CONSUMPTION: 1 MWPRICE: RM 200,000 **EMAD**SIZE: X Cubic MetresMASS: X Metric TonsRANGE: X kmPOWER CONSUMPTION: X MWPRICE: RM X **SCANNERS**SIZE: 8 Cubic MetresMASS: 1 Metric TonsRANGE: 400 kmPOWER CONSUMPTION: 2 MWPRICE: RM 80,000

ELECTRONIC COUNTER MEASURES**EMP GENERATOR**SIZE: X Cubic MetresMASS: X Metric TonsRANGE: X kmPOWER CONSUMPTION: X MWPRICE: RM X **VEIL**SIZE: X Cubic MetresMASS: X Metric TonsPOWER CONSUMPTION: X MWPRICE: RM X **WEAPONS****LASERS**POWER: 2 MWSIZE: 4 Cubic MetresMASS: 1 Metric TonsRANGE: 200 kmPOWER CONSUMPTION: 2 MWPRICE: RM 200,000**RAILGUNS**SIZE: X Cubic MetresMASS: X Metric TonsRANGE: X kmPOWER CONSUMPTION: X MWPRICE: RM X **AMMO**NUMBER OF ROUNDS: X SIZE: X CUBIC METRESMASS: X METRIC TONSPRICE: RM X **ELECTRO-STATIC DISRUPTORS**SIZE: X Cubic MetresMASS: X Metric TonsRANGE: X kmPOWER CONSUMPTION: X MWPRICE: RM X **TRACTOR BEAMS**SIZE: X Cubic MetresMASS: X Metric TonsRANGE: X kmATTRACTION POWER: X Metric TonsPOWER CONSUMPTION: X MWPRICE: RM X **DEFENCE****ARMOUR**POINTS: 113 MASS: 34 Metric TonsPRICE: RM 113,000**SHIELDS**RATING X Points AbsorbtionSIZE: X Cubic MetresMASS: X Metric TonsPOWER CONSUMPTION: X MWPRICE: RM X

MISCELLANEOUS ITEMS

ITEM: X SIZE: X Cubic MetresMASS: X Metric TonsPOWER CONSUMPTION: X MWPRICE: RM 4,800

TOTALS

VOLUME: 44.38 Cubic MetresMASS: 19.55 Metric TonsPOWER AVAILABLE: 7.95 MWPRICE: RM 1,493,675

MISCELLANEOUS INVENTORY

INTERROGATOR PROGRAM

ASTROGATOR PROGRAM

4 GB HARD DISK

OFFICIAL SHIP RECORD

SHIP'S NAME: "BREITSCHWERT"REGISTRATION NUMBER: (varies)MAKE: Messerschmit Me-981CLASSIFICATION: Space Superiority StarfighterDATE OF CONSTRUCTION: 2100 -NATIONALITY: Third ReichHOME PORT: (varies)OWNER: SternwaffePILOT: N.A.PILOT'S LICENCE NO.: N.A.PILOT'S CERTIFICATION: Reich Military Academy

SHIP'S MAXIMUM SPEED (UNLADEN)

 .003 c 900 km / second 27 HEXES / TURN .02 AU / HOUR

NOTES:

CREW: (2) Pilot / gunner, and Systems operatorTURN MODE -2 SPECIAL MANŒUVER MODIFICATION 0 STRUCTURAL POINTS 51 DAMAGES / MALFUNCTIONS

Me-981B GESPENST
STEALTH RECONNAISSANCE CRAFT**HULL**HULL VOLUME (Length x Width x Height):
51.25 Cubic MetresHULL MASS (Volume x .02): 1.03 Metric TonsHULL CLASS I

STRUCTURAL POINTS

51PRICE: RM 51,250**PRESSURE DOORS, WALLS, AND EXTRA AIRLOCKS**MASS: X Metric TonsPRICE: RM X**POWER PLANT**POWER OUTPUT 9 MWNUMBER OF URANIUM RODS 9SIZE: 9.2 Cubic MetresMASS: 10 Metric TonsPRICE: RM 550,000**EXTRA FUEL RODS**NUMBER XSIZE: X Cubic MetresMASS: X Metric TonsPRICE: RM X**ENGINES**SIZE: 12 Cubic MetresMASS: 3 Metric TonsPOWER CONSUMPTION: 3 MWTHRUST: 3 Metric TonsPRICE: RM 30,000**CONTRAGRAV CAPACITORS**SIZE: X Cubic MetresMASS: X Metric TonsPOWER CONSUMPTION: X MWLIFT: X Metric TonsPRICE: RM X**WINGED STREAMLINING**MASS: .04 Metric TonsLIFT (total mass becomes 1/50. Mass x .02): .4
Metric TonsPRICE: RM 25,625**TRANS-DIMENSIONAL INITIATOR**SIZE: X Cubic MetresMASS: X Metric TonsPOWER CONSUMPTION: X MWPRICE: RM X**LIFE SUPPORT****PURE NITROGEN / OXYGEN SYSTEM (LIMITED)**SIZE: .4 Cubic MetresMASS: .4 Metric TonsPOWER CONSUMPTION: .05 MWCAPACITY: 1 People for 4 DaysPRICE: RM 2,000

O2+ SYSTEM (UNLIMITED)SIZE: X Cubic MetresMASS: X Metric TonsPOWER CONSUMPTION: X MWCAPACITY: X PeoplePRICE: RM X **COMPUTERS**POWER: 2 MB SIZE: .13 Cubic MetresMASS: .05 Metric TonsPOWER CONSUMPTION: .0005 MWPRICE: RM 1,000 **COMMUNICATIONS****RADIO TRANSMITTER**SIZE: .5 Cubic MetresMASS: .1 Metric TonsRANGE: 25 AUPOWER CONSUMPTION: .125 MWPRICE: RM 2,500 **LASER TRANSMITTER**SIZE: 2 Cubic MetresMASS: .5 Metric TonsRANGE: 2 AUPOWER CONSUMPTION: 2 MWPRICE: RM 20,000 **SENSORS****RADAR**SIZE: 4 Cubic MetresMASS: .5 Metric TonsRANGE: 400 kmPOWER CONSUMPTION 1 MWPRICE: RM 80,000 **MILIMETRIC RADAR**SIZE: 2 Cubic MetresMASS: .48 Metric TonsRANGE: 1,200 km (active) 400 km (passive)POWER CONSUMPTION: 2 MWPRICE: RM 400,000 **EMAD**SIZE: 3 Cubic MetresMASS: .375 Metric TonsRANGE: 450 kmPOWER CONSUMPTION: .75 MWPRICE: RM 75,000 **SCANNERS**SIZE: 8 Cubic MetresMASS: 1 Metric TonsRANGE: 400 kmPOWER CONSUMPTION: 2 MWPRICE: RM 80,000

ELECTRONIC COUNTER MEASURES**EMP GENERATOR**SIZE: 6 Cubic MetresMASS: .75 Metric TonsRANGE: 300 kmPOWER CONSUMPTION: 1.5 MWPRICE: RM 120,000**VEIL**SIZE: 2 Cubic MetresMASS: 1 Metric TonsPOWER CONSUMPTION: 1 MWPRICE: RM 500,000**WEAPONS****LASERS**POWER: X MWSIZE: X Cubic MetresMASS: X Metric TonsRANGE: X kmPOWER CONSUMPTION: X MWPRICE: RM X**RAILGUNS**SIZE: X Cubic MetresMASS: X Metric TonsRANGE: X kmPOWER CONSUMPTION: X MWPRICE: RM X**AMMO**NUMBER OF ROUNDS: XSIZE: X CUBIC METRESMASS: X METRIC TONSPRICE: RM X**ELECTRO-STATIC DISRUPTORS**SIZE: X Cubic MetresMASS: X Metric TonsRANGE: X kmPOWER CONSUMPTION: X MWPRICE: RM X**TRACTOR BEAMS**SIZE: X Cubic MetresMASS: X Metric TonsRANGE: X kmATTRACTION POWER: X Metric TonsPOWER CONSUMPTION: X MWPRICE: RM X**DEFENCE****ARMOUR**POINTS: XMASS: X Metric TonsPRICE: RM X**SHIELDS**RATING X Points AbsorbtionSIZE: X Cubic MetresMASS: X Metric TonsPOWER CONSUMPTION: X MWPRICE: RM X

MISCELLANEOUS ITEMS

ITEM: 2 JET TURBINE ENGINES (.4 TONS THRUST)SIZE: 2 Cubic MetresMASS: 1 Metric TonsPOWER CONSUMPTION: 2 MWPRICE: RM 8,000

TOTALS

VOLUME: 49.23 Cubic Metres (2.02 m³ cockpit)MASS: 20.2 Metric TonsPOWER AVAILABLE: 8.95 MWPRICE: RM 1,952,375

MISCELLANEOUS INVENTORY

INTERROGATOR PROGRAM (RM 2,000)

ASTROGATOR PROGRAM (RM 4,000)

5 GB HARD DISK (RM 1,000)

OFFICIAL SHIP RECORD

SHIP'S NAME: "GESPENST"REGISTRATION NUMBER: (varies)MAKE: Messerschmitt Me-981BCLASSIFICATION: Stealth / Recon CraftDATE OF CONSTRUCTION: 2101 -NATIONALITY: Third ReichHOME PORT: (varies)OWNER: SternwaffePILOT: N.A.PILOT'S LICENCE NO.: N.A.PILOT'S CERTIFICATION: N.A.

SHIP'S MAXIMUM SPEED (UNLADEN)

.003 c900 km / second27 HEXES / TURN.02 AU / HOUR

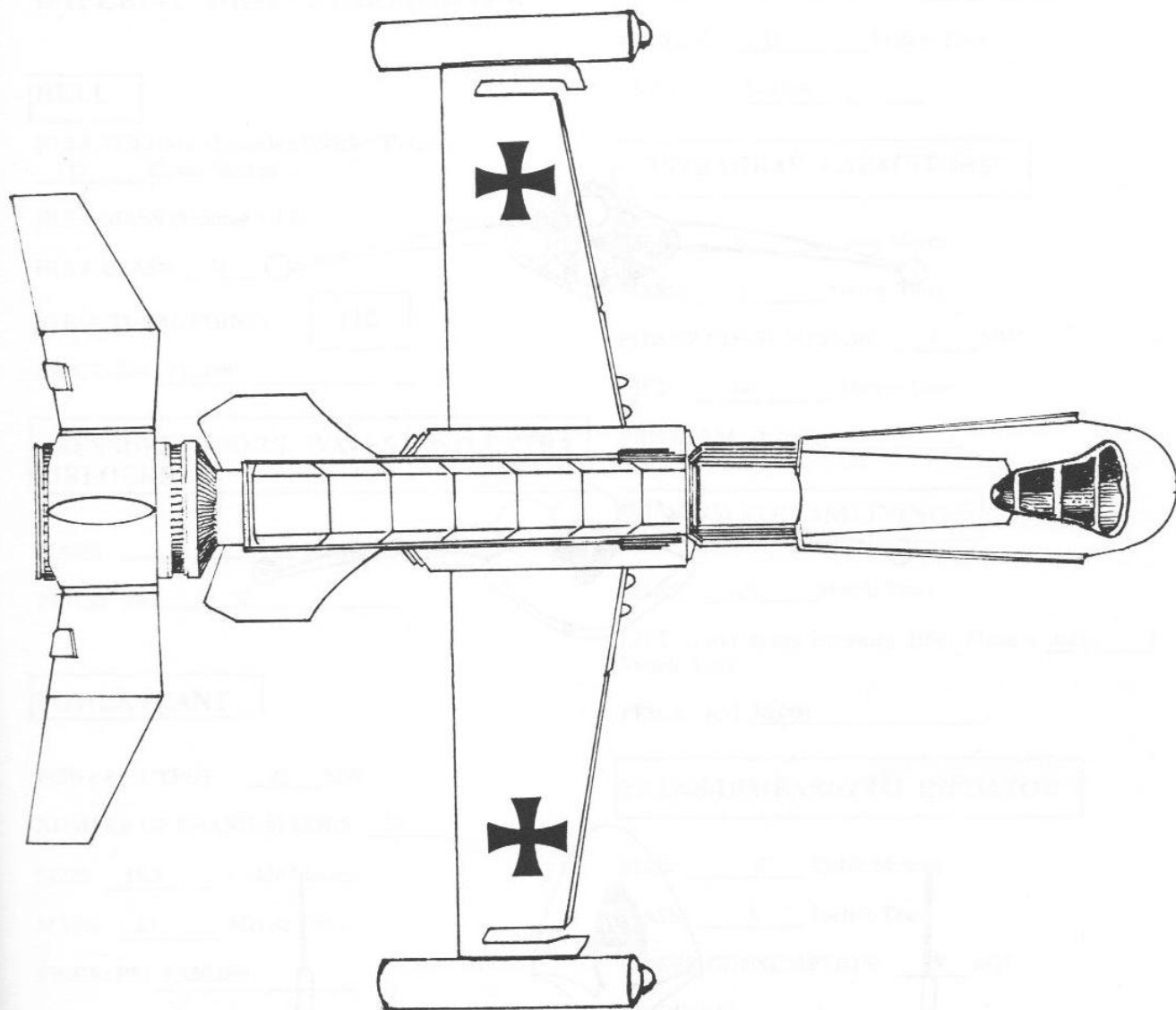
NOTES:

CREW: 1 Pilot / OperatorTURN MODE -2SPECIAL MANŒUVER MODIFICATION 0

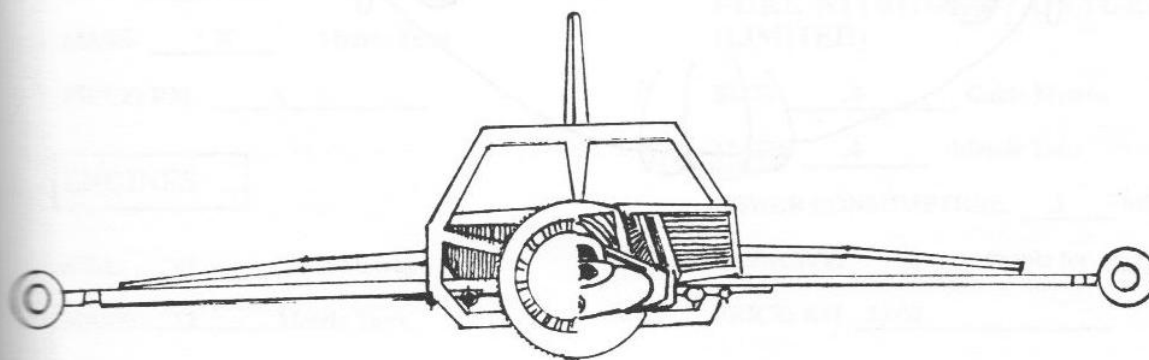
STRUCTURAL POINTS

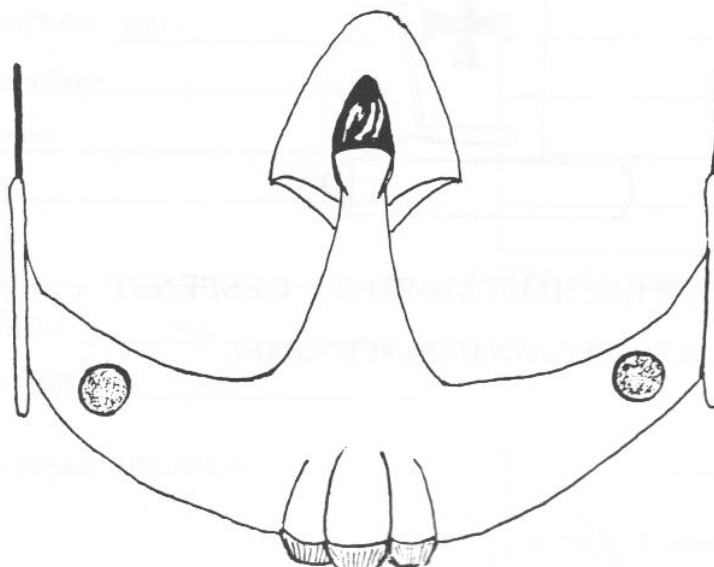
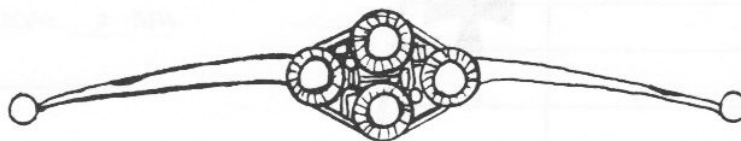
51

DAMAGES / MALFUNCTIONS



MESSERSCHMIT Me-981 B GESPENST
STEALTH RECONNAISSANCE CRAFT





IMPERIAL HK-11 STARFIGHTER

HULL

HULL VOLUME (Length x Width x Height):
112 Cubic Metres

HULL MASS (Volume x .02): 2.24 Metric Tons

HULL CLASS II

STRUCTURAL POINTS 112

PRICE: RM 112,000

PRESSURE DOORS, WALLS, AND EXTRA AIRLOCKS

MASS: X Metric Tons

PRICE: RM X

POWER PLANT

POWER OUTPUT 21 MW

NUMBER OF URANIUM RODS 21

SIZE: 18.8 Cubic Metres

MASS: 22 Metric Tons

PRICE: RM 1,150,000

EXTRA FUEL RODS

NUMBER X

SIZE: X Cubic Metres

MASS: X Metric Tons

PRICE: RM X

ENGINES

SIZE: 48 Cubic Metres

MASS: 12 Metric Tons

POWER CONSUMPTION: 12 MW

THRUST: 12 Metric Tons

PRICE: RM 120,000

CONTRAGRAV CAPACITORS

SIZE: 6 Cubic Metres

MASS: 6 Metric Tons

POWER CONSUMPTION: 6 MW

LIFT: 60 Metric Tons

PRICE: RM 160,000

WINGED STREAMLINING

MASS: .56 Metric Tons

LIFT (total mass becomes 1/50. Mass x .02): 1 Metric Tons

PRICE: RM 56,000

TRANS-DIMENSIONAL INITIATOR

SIZE: X Cubic Metres

MASS: X Metric Tons

POWER CONSUMPTION: X MW

PRICE: RM X

LIFE SUPPORT

PURE NITROGEN / OXYGEN SYSTEM (LIMITED)

SIZE: .4 Cubic Metres

MASS: .4 Metric Tons

POWER CONSUMPTION: .1 MW

CAPACITY: 2 People for 2 Days

PRICE: RM 2,000

O2 + SYSTEM (UNLIMITED)SIZE: X Cubic MetresMASS: X Metric TonsPOWER CONSUMPTION: X MWCAPACITY: X PeoplePRICE: RM X **COMPUTERS**POWER: 2 MB SIZE: .13 Cubic MetresMASS: .05 Metric TonsPOWER CONSUMPTION: .0005 MWPRICE: RM 2,000 **COMMUNICATIONS****RADIO TRANSMITTER**SIZE: 1 Cubic MetresMASS: .2 Metric TonsRANGE: 50 AUPOWER CONSUMPTION: .25 MWPRICE: RM 5,000 **LASER TRANSMITTER**SIZE: 2 Cubic MetresMASS: .5 Metric TonsRANGE: 2 AUPOWER CONSUMPTION: 2 MWPRICE: RM 20,000 **SENSORS****RADAR**SIZE: 8 Cubic MetresMASS: 1 Metric TonsRANGE: 800 kmPOWER CONSUMPTION 2 MWPRICE: RM 160,000 **MILLIMETRIC RADAR**SIZE: 2 Cubic MetresMASS: .48 Metric TonsRANGE: 1,200 km (active) 400 km (passive)POWER CONSUMPTION: 2 MWPRICE: RM 400,000 **EMAD**SIZE: X Cubic MetresMASS: X Metric TonsRANGE: X kmPOWER CONSUMPTION: X MWPRICE: RM X **SCANNERS**SIZE: 8 Cubic MetresMASS: 1 Metric TonsRANGE: 400 kmPOWER CONSUMPTION: 2 MWPRICE: RM 80,000

ELECTRONIC COUNTER MEASURES**EMP GENERATOR**SIZE: X Cubic MetresMASS: X Metric TonsRANGE: X kmPOWER CONSUMPTION: X MWPRICE: RM X **VEIL**SIZE: 4 Cubic MetresMASS: 2 Metric TonsPOWER CONSUMPTION: 2 MWPRICE: RM 1,000,000**WEAPONS****LASERS**POWER: 2 MWSIZE: 1 Cubic MetresMASS: 1 Metric TonsRANGE: 200 kmPOWER CONSUMPTION: 2 MWPRICE: RM 200,000**RAILGUNS**SIZE: X Cubic MetresMASS: X Metric TonsRANGE: X kmPOWER CONSUMPTION: X MWPRICE: RM X **AMMO**NUMBER OF ROUNDS: X SIZE: X Cubic MetresMASS: X Metric TonsPRICE: RM X **ELECTRO-STATIC DISRUPTORS**SIZE: 8 Cubic MetresMASS: 1 Metric TonsRANGE: 200 kmPOWER CONSUMPTION: 4 MWPRICE: RM X **TRACTOR BEAMS**SIZE: X Cubic MetresMASS: X Metric TonsRANGE: X kmATTRACTION POWER: X Metric TonsPOWER CONSUMPTION: X MWPRICE: RM X **DEFENCE****ARMOUR**POINTS: X MASS: X Metric TonsPRICE: RM X **SHIELDS**RATING X Points AbsorbtionSIZE: X Cubic MetresMASS: X Metric TonsPOWER CONSUMPTION: X MWPRICE: RM X

MISCELLANEOUS ITEMSITEM: X SIZE: X Cubic MetresMASS: X Metric TonsPOWER CONSUMPTION: X MWPRICE: RM X **TOTALS**VOLUME: 107.33 Cubic MetresMASS: 50.43 Metric TonsPOWER AVAILABLE: 20.5 MWPRICE: RM 3,833,400 **MISCELLANEOUS INVENTORY**

5 GB HARD DISK

ASTROGATOR PROGRAM

INTERROGATOR PROGRAM

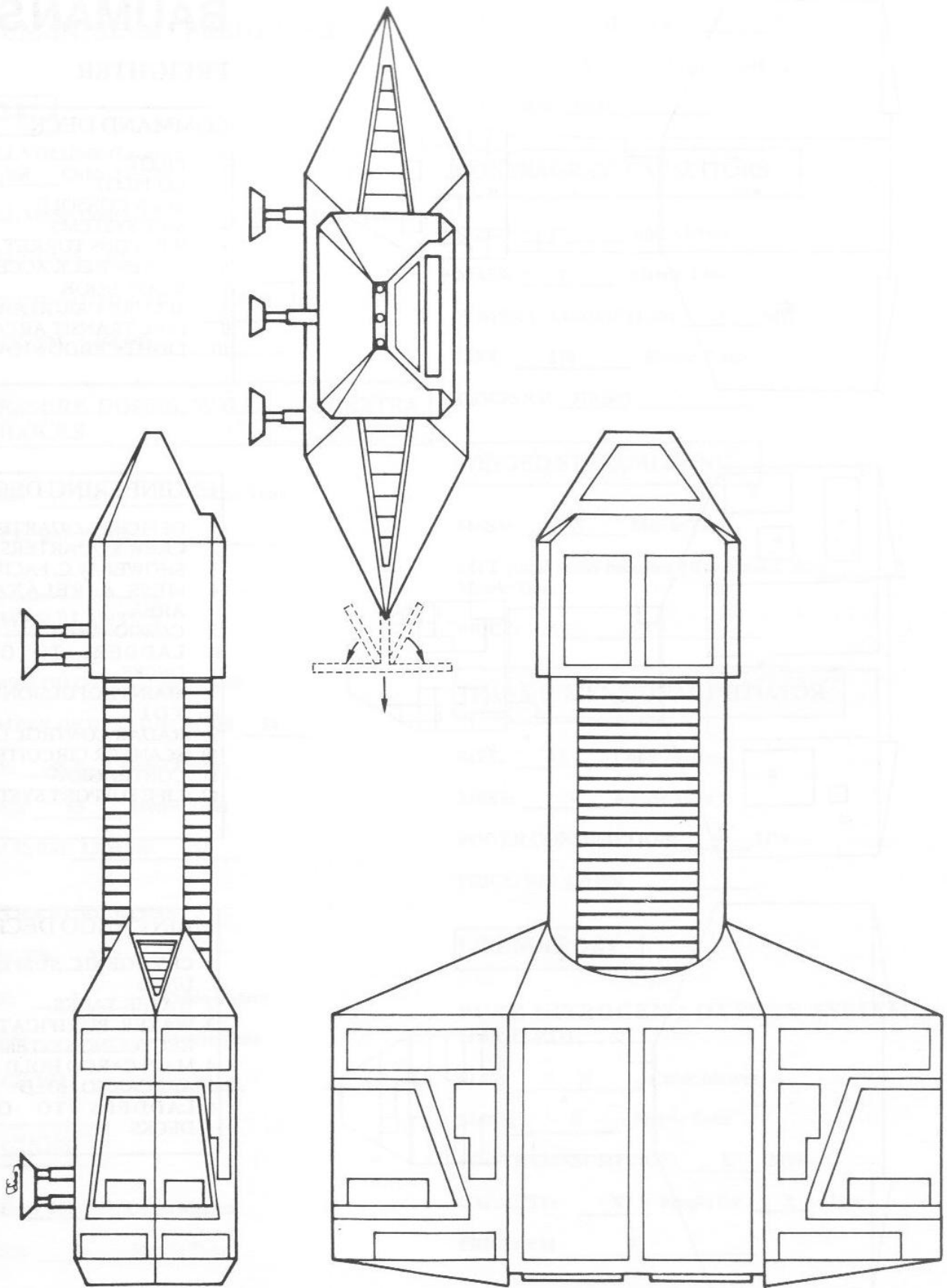
OFFICIAL SHIP RECORDSHIP'S NAME: IMPERIAL HK-11 STARFIGHTERREGISTRATION NUMBER: (varies) MAKE: Mitsubishi HK-11CLASSIFICATION: Space Superiority StarfighterDATE OF CONSTRUCTION: 2121 NATIONALITY: Empire of NipponHOME PORT: (varies) OWNER: Imperial NavyPILOT: N.A. PILOT'S LICENCE NO.: N.A. PILOT'S CERTIFICATION: Imperial Naval Academy

SHIP'S MAXIMUM SPEED (UNLADEN)

 .005 c 1,500 km / second 45 HEXES / TURN .04 AU / HOUR**NOTES:**

CREW: (2) Pilot/gunner and Systems Operator

TURN MODE -2 SPECIAL MANŒUVRE MODIFICATION 0 STRUCTURAL POINTS 112 DAMAGES / MALFUNCTIONS

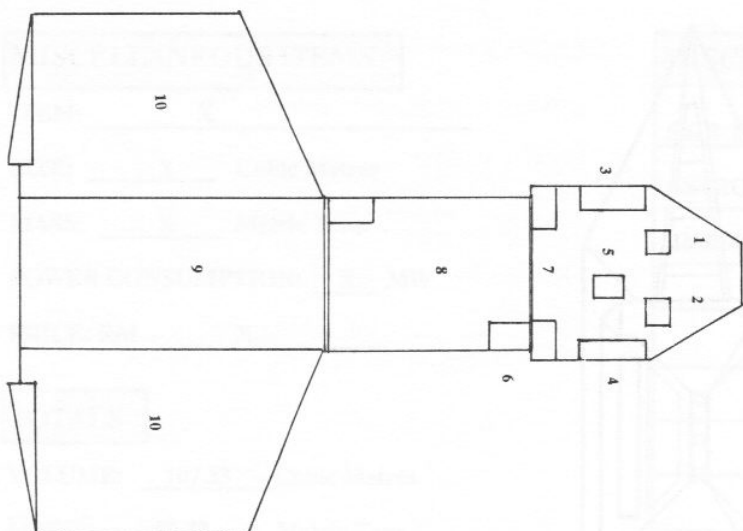


BAUMAN SL-20

FREIGHTER

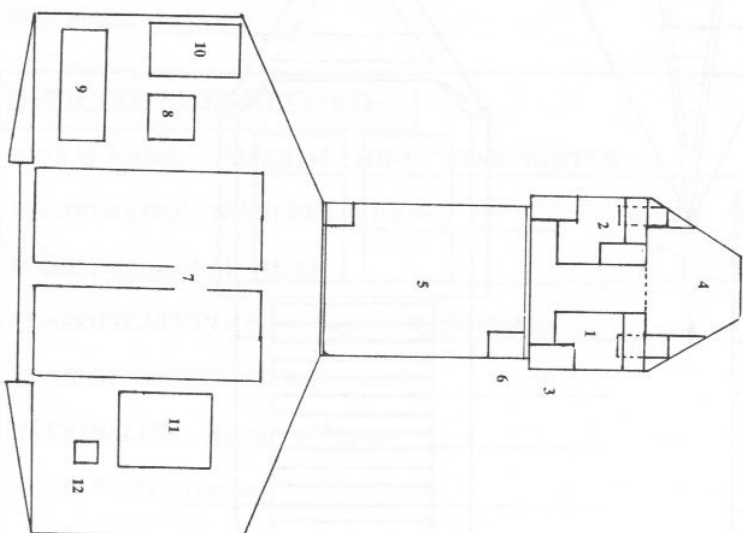
COMMAND DECK

- 1 PILOT
- 2 CO-PILOT
- 3 MAIN CONSOLE
- 4 SHIP SYSTEMS
- 5 WEAPONS TURRET
- 6 LOWER DECK ACCESS
- 7 BLAST DOOR
- 8 SECURE CARGO AREA
- 9 LIVE TRANSIT AREA
- 10 LIGHT CARGO STOWAGE



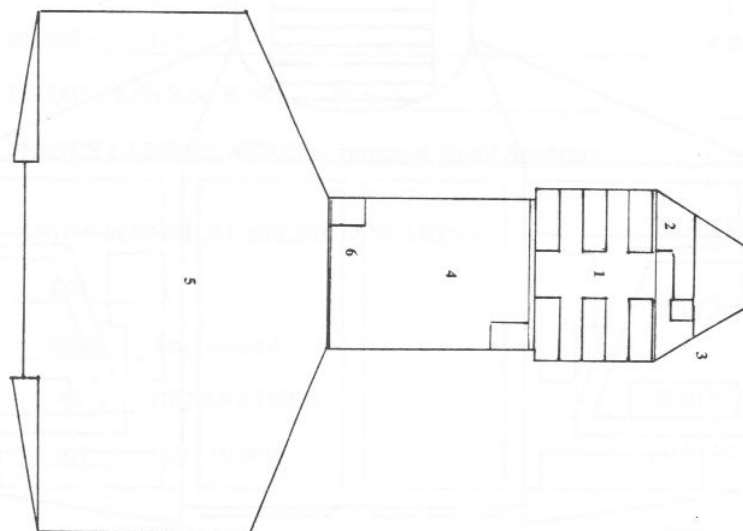
ENGINEERING DECK

- 1 OFFICER'S QUARTERS
- 2 CREW'S QUARTERS
- 3 SHOWER/W.C. FACILITY
- 4 MESS & RELAXATION AREA
- 5 CARGO AREA
- 6 LADDERS TO OTHER DECKS
- 7 MAIN PROPULSION UNITS
- 8 T D I
- 9 RADAR CONTROL UNIT
- 10 SCANNER CIRCUITRY
- 11 CONTRAGRAV
- 12 LIFE SUPPORT SYSTEM



MAIN CARGO DECK

- 1 CRYOGENIC SUSPENSION UNITS
- 2 WATER TANKS
- 3 WATER PURIFICATION & RECYCLING SYSTEM
- 4 MAIN CARGO HOLD
- 5 AFT CARGO HOLD
- 6 LADDERS TO OTHER DECKS



BAUMAN SL-20 FREIGHTER

HULL

HULL VOLUME (Length x Width x Height):
1,468 Cubic Metres

HULL MASS (Volume x .02): 29.36 Metric Tons

HULL CLASS III

STRUCTURAL POINTS 1,468

PRICE: RM 1,468,000

PRESSURE DOORS, WALLS, AND EXTRA AIRLOCKS

MASS: .17 Metric Tons

PRICE: RM 56,000

POWER PLANT

POWER OUTPUT 54 MW

NUMBER OF URANIUM RODS 54

SIZE: 45.2 Cubic Metres

MASS: 55 Metric Tons

PRICE: RM 2,800,000

EXTRA FUEL RODS

NUMBER X

SIZE: X Cubic Metres

MASS: X Metric Tons

PRICE: RM X

ENGINES

SIZE: 160 Cubic Metres

MASS: 40 Metric Tons

POWER CONSUMPTION: 40 MW

THRUST: 40 Metric Tons

PRICE: RM 40,000

CONTRAGRAV CAPACITORS

SIZE: 27 Cubic Metres

MASS: 27 Metric Tons

POWER CONSUMPTION: 27 MW

LIFT: 270 Metric Tons

PRICE: RM 370,000

WINGED STREAMLINING

MASS: X Metric Tons

LIFT (total mass becomes 1/50. Mass x .02): X Metric Tons

PRICE: RM X

TRANS-DIMENSIONAL INITIATOR

SIZE: 4.5 Cubic Metres

MASS: 9 Metric Tons

POWER CONSUMPTION: 9 MW

PRICE: RM 180,000

LIFE SUPPORT

PURE NITROGEN / OXYGEN SYSTEM (LIMITED)

SIZE: X Cubic Metres

MASS: X Metric Tons

POWER CONSUMPTION: X MW

CAPACITY: X People for X Days

PRICE: RM X

O2 + SYSTEM (UNLIMITED)SIZE: .1 Cubic MetresMASS: .56 Metric TonsPOWER CONSUMPTION: .15 MWCAPACITY: 6 PeoplePRICE: RM 8,000**COMPUTERS**POWER: 2 MBSIZE: .13 Cubic MetresMASS: .05 Metric TonsPOWER CONSUMPTION: .0005 MWPRICE: RM 2,000**COMMUNICATIONS****RADIO TRANSMITTER**SIZE: 4 Cubic MetresMASS: .8 Metric TonsRANGE: 200 AUPOWER CONSUMPTION: 1 MWPRICE: RM 20,000**LASER TRANSMITTER**SIZE: X Cubic MetresMASS: X Metric TonsRANGE: X AUPOWER CONSUMPTION: X MWPRICE: RM X**SENSORS****RADAR**SIZE: 16 Cubic MetresMASS: 2 Metric TonsRANGE: 1,600 kmPOWER CONSUMPTION 4 MWPRICE: RM 320,000**MILLIMETRIC RADAR**SIZE: X Cubic MetresMASS: X Metric TonsRANGE: X km (active)X km (passive)POWER CONSUMPTION: X MWPRICE: RM X**EMAD**SIZE: X Cubic MetresMASS: X Metric TonsRANGE: X kmPOWER CONSUMPTION: X MWPRICE: RM X**SCANNERS**SIZE: 20 Cubic MetresMASS: 2.5 Metric TonsRANGE: 1,000 kmPOWER CONSUMPTION: 5 MWPRICE: RM 200,000

ELECTRONIC COUNTER MEASURES**EMP GENERATOR**SIZE: X Cubic MetresMASS: X Metric TonsRANGE: X kmPOWER CONSUMPTION: X MWPRICE: RM X **VEIL**SIZE: X Cubic MetresMASS: X Metric TonsPOWER CONSUMPTION: X MWPRICE: RM X **WEAPONS****LASERS (2 turrets)**POWER: 1 MW (each)SIZE: 4 Cubic MetresMASS: 1 Metric TonsRANGE: 100 kmPOWER CONSUMPTION: 1 MW (each)PRICE: RM 200,000**RAILGUNS**SIZE: X Cubic MetresMASS: X Metric TonsRANGE: X kmPOWER CONSUMPTION: X MWPRICE: RM X **AMMO**NUMBER OF ROUNDS: X SIZE: X Cubic MetresMASS: X Metric TonsPRICE: RM X **ELECTRO-STATIC DISRUPTORS**SIZE: X Cubic MetresMASS: X Metric TonsRANGE: X kmPOWER CONSUMPTION: X MWPRICE: RM X **TRACTOR BEAMS**SIZE: X Cubic MetresMASS: X Metric TonsRANGE: X kmATTRACTION POWER: X Metric TonsPOWER CONSUMPTION: X MWPRICE: RM X **DEFENCE****ARMOUR**POINTS: X MASS: X Metric TonsPRICE: RM X **SHIELDS (10)**RATING 10 Points AbsorbtionSIZE: 20 Cubic MetresMASS: 10 Metric TonsPOWER CONSUMPTION: 1 MW (each)PRICE: RM 1,000,000

MISCELLANEOUS INVENTORY

5 GB HARD DISK

ASTROGATOR II PROGRAM

PRICE: RM 0

PRICE: RM 6,672,500

OFFICIAL SHIP RECORD

NOTES :

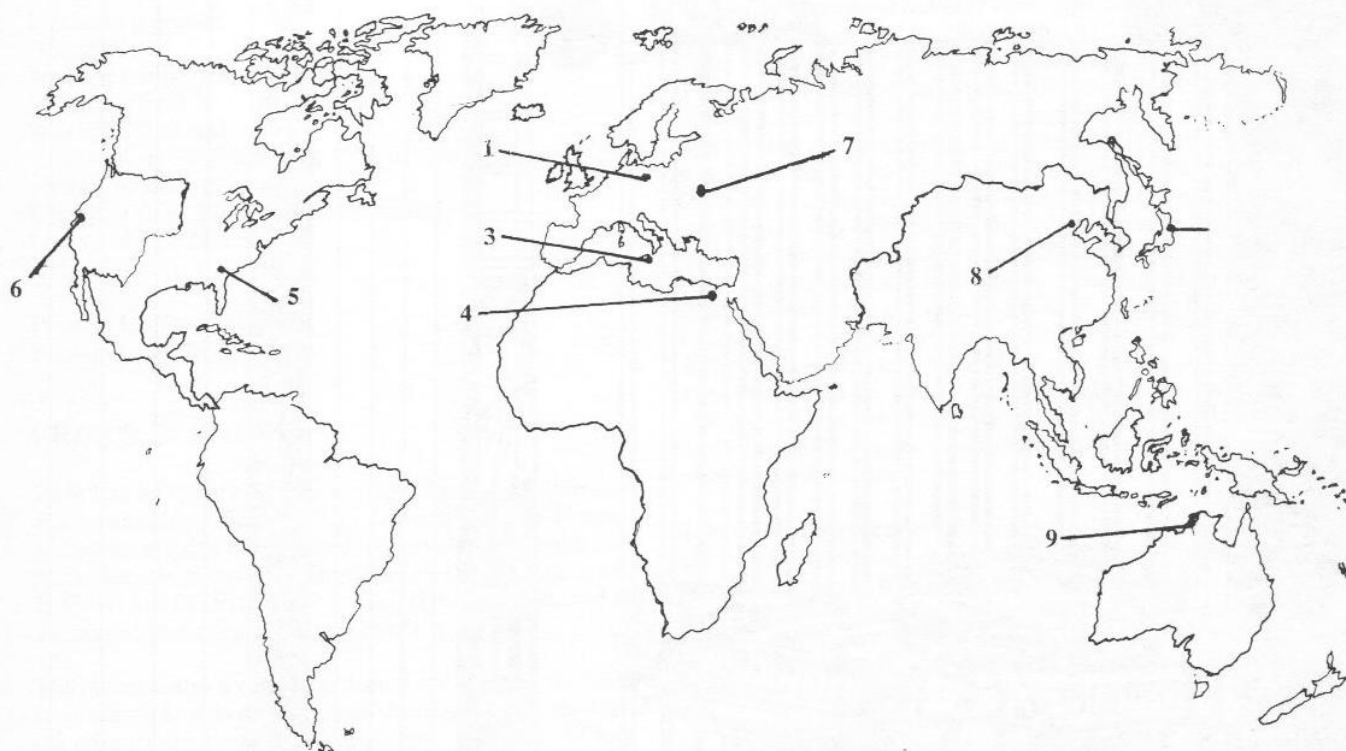
CREW: (4 is normal)

TURN MODE -1

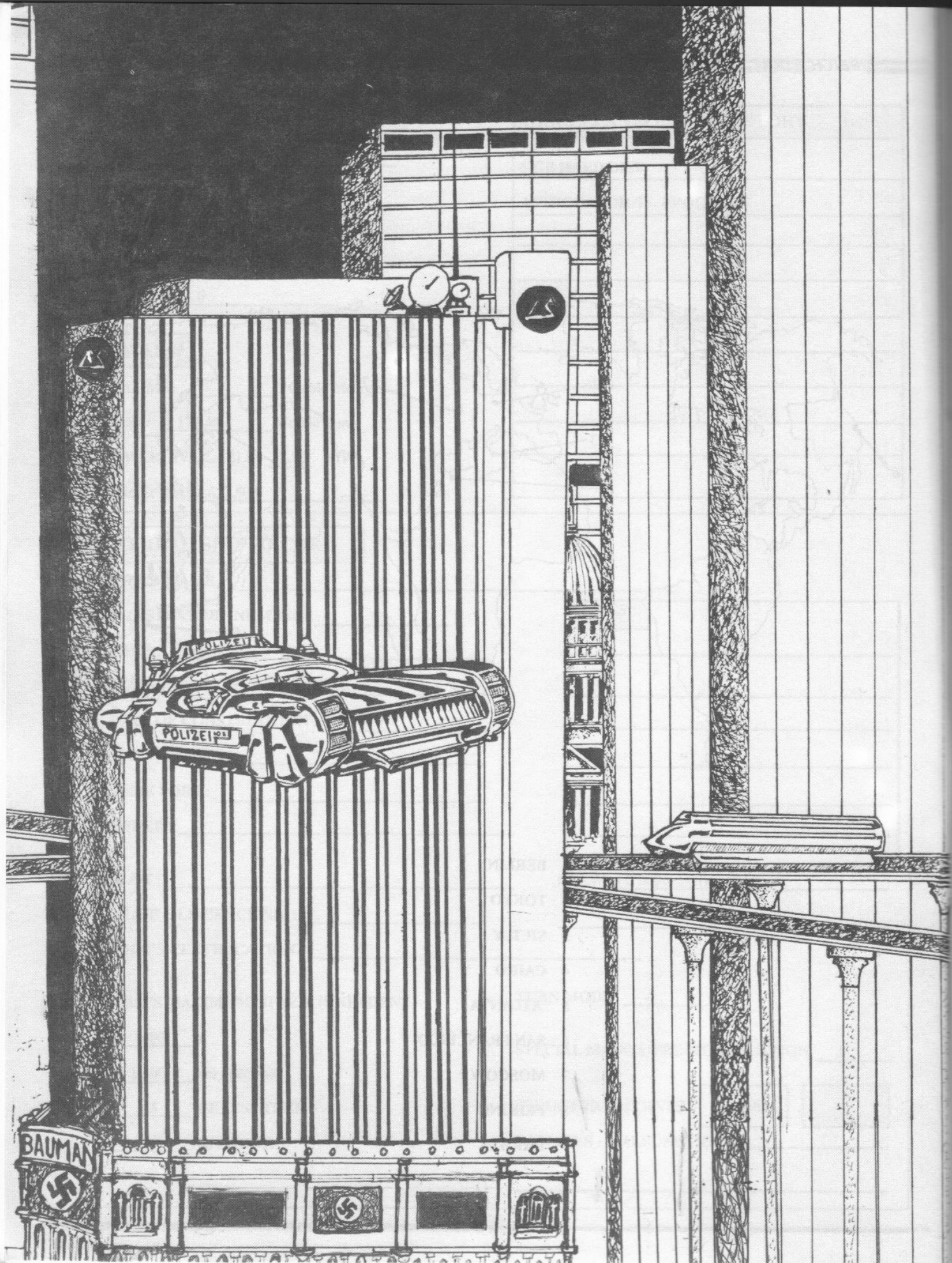
SPECIAL MANŒUVRE MODIFICATION 0

STRUCTURAL POINTS | **1,468**

DAMAGES / MALFUNCTIONS _____



- 1 BERLIN
- 2 TOKYO
- 3 SICILY
- 4 CAIRO
- 5 ATLANTA
- 6 SAN FRANCISCO
- 7 MOSCOW
- 8 PEIKING
- 9 DARWIN



ERDE AND THE COLONIES

ERDE

System: Sol
Distance from Sun: 1 AU
Safest phase distance: 39 AU

Planetary diameter: 12,755 km
Gravity: 1 G
Average temperature: 27 °C
Humidity: 60%
Water: 72% of surface
Atmosphere: 77% nitrogen; 19% oxygen; 1% argon; 2% carbon dioxide; 1% other
Length of year: 365 days Erde Standard
Length of day: 24 hours E.S.
Orbital moons: 1

Primary lifeform: Human
Population: 80 billion

ERDE'S SCENERY

Erde lost its beauty many years ago due to pollution and global warming. Back in 2073 London and the Thames Valley vanished to the seas and what evidence remained of the wholesale destruction imparted by the V4 missiles in 1943 was lost for all time. New York remained flattened as a constant reminder of the power of the State.

The planet is now a very dark, dismal world where the once fertile lands have been raped and destroyed by technological advancement and over population. Agricultural folk communities, a pillar of the Reich, only manage to farm the poor land using advanced irrigation and soil restoration technology. There are the constant dangers of the toxic wastes of the twentieth century seeping upwards through the soil. The outlying Farmlands contrast formidably with the cities and as you would imagine there are no longer suburban conurbations allowing the city to ramble easily into the countryside. As there is no longer a countryside to speak of you must imagine a clear line distinguishing the two means of living.

There is very little cattle farming as the land can no longer support them. The party "suggests" that a vegetarian and fish based diet is far healthier and therefore there is no demand for meat amongst the normal Reich folk and colonials. Synthetic foods developed by Gerber Foods for spaceflights, are also consumed. This is a rather bland tasting paste that you squeeze from a tube that contains vitamins and proteins. Nonetheless senior party officials, and wealthy executives still receive the chance to savour red meat that is shipped in from the cattle farms introduced on Wotan.

THE CITIES

These provide a stark contrast to the wastelands and farmlands and are huge even by most standards. Architecture is set to inspire or intimidate the average person with massive buildings intimidating the streets. Party emblems adorn each construction reinforcing the all powerful state. Those arcologian inhabitants become depressed when they visit government buildings and experience the wasted space. For those not familiar with arcologies, these are huge skyscrapers stretching 2 kilometres into the sky. These are in effect cities within cities and house 200,000 people in each unit. As you can imagine there is not much room to live and conditions within each cell become quite squalid as the nuclear family increases in size. Many save for years to take advantage of the chance to emigrate on a starship out to a new colony. One of the few advantages of living within the city are the wages. These allow the inhabitants to purchase clothing to protect them from the now immensely harmful UV rays, (daily levels ranging from .001 to .01 rads) that is if they manage to cut through the black filthy smog ridden atmosphere. There are public service announcements on the National Socialist News Service, giving radiation levels everyday by the Ministry of Health and Human Resources. When the Sun isn't your enemy the stinging acid rains are.

Life within the cities centres around industries supporting the bureaucracy and starship manufacture. Naturally the economy is in good shape as the Ministry of Propaganda and Enlightenment informs you so. In fact the communications, (road, rail, air and sea) are superb with colossal Autobahns covering most of the territories "protected" by the Reich. As the Ministry informs you just "look around and you will see how good things are". They do not show the brilliant engineering achievements, like the parkway through the Canadian Rockies, destroyed by terrorists. There are those who disagree with the Government and tend to form revolutionary cells within the cities. The Erde bound rebels have the simple aim of destabilising the State by attacking prominent Military and civilian targets. This causes much fear and suspicion within the cities as no one knows who to trust.

There are of course smaller cities in the Reich that have different primary and secondary functions. Those on the coast put their energies into shipping and the development of deep sea fishing vessels and the Kriegsmarine protection vessels. Developments in fish farming are also taken very seriously due to the Reich dependence on this source of food. Fish farms are becoming increasingly popular as "soft" targets for terrorists. The Reich has stepped up its guards on these establishments and it is known there is talk to move the elitist killing machines of KS troopers to these locations. These will give terrorists a roasting (literally) should they decide to attack unprepared. Most cities are

connected by high speed bullet trains that travel underground on magnetic rails at 1,127 km per hour.

ENTERTAINMENT

Within the Reich entertainment is controlled by the Ministry of Propaganda and Enlightenment with classical concerts on a huge scale being mounted within the major cities. All are required to attend, even those out in folk communities. However some smaller shows are taken out of the cities to the farmlands. The Ministry does keep a check that people attend the requisite number of concerts in order to protect their sacred Reich upbringing.

There are underground movements which play political based black influenced "rock" and "jazz" and modern synthesised music, but on Erde these movements are abhorred and hunted down as it is believed that they destroy the moral fibre of the community. Some of these modern musicians join the resistance as they cannot tolerate their compositions being censored in this manner. They are tolerated to some extent on the Colonized planets as the State have their work cut out maintaining order. It is rare for full orchestras to do Galactic tours but it does occasionally happen with the Berliner Symphony Galactic departing out of the Military Starport in Berlin. Videos of their performances are sent out on military ships but it is realised they cannot have the same overwhelming affect on the people, (even with subliminal messages), as the live concerts on Erde. There is currently being formed a New Hiedelberger Symphony Orchestra on Wotan.

The cinema is held in much esteem as a powerful tool of the State and there are continuous packed shows presented throughout the day and night. Some of the content is very old fashioned, showing some footage of the War of Unification and how the Folks Communities toil unceasingly in the fields for the benefit of the state always smiling and who wouldn't be judging by the size of their families. There are many documentary productions featuring the technological achievements of the state with the massive leaps forward in space and sub-sea farming complexes and others are just pure entertainment. All films seen by the public are enhanced with Subliminal Messaging.

In the Folks communities traditional values are treated ritualistically and the mobile weekly cinematographic shows are supplemented with folk dancing, music, and bonfires. Gestapo agents accompany all shows to monitor the behaviour and appearance of these humble people. Ostermann, the Führer, is often featured in the News Broadcasts out in the Farmlands with the labourers, presenting "Honour Diplomas" to those who have worked the land successfully, and retained their land in the family for two hundred years. They are seen in a similar vein with ship yard workers and the factory employees. Vogeler and Ritter ensure that the city mayors also function in such a

manner. Social equality and upward mobility has to be perpetually presented to the Reich inhabitants as a force the State constantly strive for, bringing all material things that city dwellers have within the reach of the Folks Communities. Some of the most remote communities easily fall prey to attack from pirate bands and as such are becoming disenchanted with the Reich's Protectorship and now secretly organise themselves into self-sufficient minor states waiting the day freedom presents itself for the taking.

CLOTHES, APPEARANCE AND MOOD

In any mass dictatorship common identity is the root to power for the few. Therefore clothes differ very little for the average civilian. Attire is drab and non-attention seeking but durable, protective against the UV and most importantly lasting. The women are forbidden to wear make up as this is a symbol of the lazy rich and middle classes and therefore sets them apart from the hard working people. Corrupt lifestyles are synonymous with democracy. They are also seen as breeding machines for the good of the state. It is not uncommon for women, devoutly feminist, to take up arms against the state on both Erde and within the galaxy. Some of the leading resistance fighters are women and rightly so. Their cunning and intuition making them formidable enemies.

The mood of the people on Erde is mirrored in their faces. Bland expressions best describe them. They are not blank but have a curious sense of purpose as they walk the streets and do their work. This is a result of continual indoctrination through subliminal messaging. Moulding each citizens personality has been refined to a fine art and it becomes very difficult for those in the resistance or black market to approach them out of fear of betrayal. Those of a similar disposition against the Reich tend to chance on meeting each other rather than actively recruiting.

RELIGION

There is but one church; The Reichschurch which uses the 1947 Goebbels translation which removes anything from the bible which disagrees with Nazi Doctrine most notably those passages dealing with the concept of "mercy".

1937 saw the start of the dismantling of the Protestant church in Germany as the focus for community attention. It was announced that a new housing estate at Braunschweig-Lehndorf, being in construction since 1933, had a protestant church without a tower. The entire settlement was to be dominated by the tower of the party head quarters. In effect the rituals of Nazism were to replace christianity. Reverence was achieved by implementing a cycle of Holy Days based around the rise of the Nazi Party. The following list of dates may give you one or two ideas for strikes against the state.

30 January	Seizure of Power by the Nazis
24 February	The Foundation of the Party
March	Heroes Remembrance Day
20 April	Hitler's Birthday.
1 May	May Day, (re-christened The National Day of Labour
9 November	The Anniversary of the Munich Putsch

Other High days include Mothering Sunday, The Day of the Summer Solstice; the annual Reich party at Nuremberg; Harvest Thanks Giving day; and the day of the Winter solstice evolved. You will note that the Nazis parodied two of the Christian Festivals with the Heroes Remembrance Day, linked to the death at Easter, and the Resurrection, The Anniversary of the Munich Putsch. This goes some way further into explaining the total control the Nazis had over the peoples it had subjugated with its beliefs. The Nazi salute was one of the most potent conditioning devices, "Heil Hitler", placed the Führer in the realms of the Gods. These rituals are very strong and practised fully today. Perhaps smashing some of them will go some way towards the destruction of the Reich. Underground Ministries of all faiths now exist and teach in total secrecy. There are now literally soldiers of God who fight the good fight.

CRIMES AND PUNISHMENT

The normal forms of crime do still exist but with medieval penalties. It is common for limbs to be amputated for pilfering and other small crimes. The limbs which are cut off are sent to State body banks for use by the Military. Murder, Assault, Fraud and homosexuality are dealt with by the transportation to a concentration planet, inevitably meaning death. Crimes against the state; anti-Nazi publications, jokes, sabotage and terrorism, are dealt with immediately by torture then execution. Humans and Aliens alike who commit these crimes are considered the most dangerous of all criminals in The Reich as they can influence good citizens and turn them to wicked ways. Occasionally these terrorists of action or thought are not instantly exterminated; particularly if they are arrested in space or on a colony as they are transported back to civilization for severe Gestapo questioning. If you confessed to the "crime" after torture it was the Führer's order that the file had to be marked accordingly; "obtained under pressure"! It is for this reason that some resistance fighters and thinkers permanently carry a capsule of cyanide, as in the event of capture, suicide is the least painless way out. Not all take this route as they know they have friends out there who by some miracle may free them.

Draconian measures are the order of the day in The Reich, and if we remember Nietzsche's dictum, "Penal law consists of war measures employed to rid oneself of the enemy", you will understand the vehemence with which The Reich pursues the law against offenders. Trifle with the Reich at your peril.

One interesting thought to bear in mind is the retrospective legislation the Nazis enjoy using. What might have been perfectly legal today may become illegal tomorrow but that won't be an excuse. In the eyes of the Reich you will be guilty. If you come before a Reich court and cannot escape this inherent corruptness you may as well forget it. If the courts hand down a decision someone in the Government doesn't like, then the decision is reversed.

HEALTH

The Reich hospitals are well staffed and use the latest technology. Unfortunately treatment is based on social status and use to the state. It is not uncommon for the less fortunate to be terminated and their limbs and organs placed on deposit in a body bank. There have been remarkable advances in replacement organ and limb transplants. These operations are often performed on wounded senior Reich military personnel. Further bionics are covered in the cybernetics section of this publication. On the whole unless you are pure in blood and race you stand very little chance of being treated either in a hospital, or by a practioner.

SLAVERY

This despicable practice was officially sanctioned by the Reich in 1944, under Heinrich Himmler as a solution to "the Afrikan, and Slavik Problems". This was a shot in the arm for the economy of the Amerikan Atlantic Union, due to the amount of Blacks living there at the time. Slave labour allowed for products to be manufactured much more cheaply, but the Germans imposed high taxes on goods exported to their "state" in order to make sure the A.A.U. standard of living did not exceed that of Deutschland. Many people refuse to buy products made in the A.A.U. for this reason. Because of the Nazi attitude toward slavery, the Ku Klux Klan became strong supporters of the new government. However, this group soon found itself being forced to disband, due to the same government's policy against secret societies, and unions.

Slavery has come a long way since the days of cotton plantations. Although slaves are still used for hard labour, and for dangerous tasks, an increasing number are being found in high tech industries. The ways of keeping them in line have also advanced through the use of neural implants, and neural whips.

The only races allowed to be enslaved in the Reich are Blacks, Slavs, and non-humans. None of these have any legal rights within the Third Reich. Slaves are only marginally tolerated in the Empire - they can be brought in, but not traded, bought or sold. Some slaves manage to escape to freedom in the Empire or to sparsely inhabited worlds. Many become fierce fighters and leaders in resistance groups.

STARPORTS

There are six Starports located on Erde. The Reich and Japanese controlling, by treaty, three each. The governmental Starports are located in Berlin, Tokyo, and Sicily. They are linked to the city by underground bullet trains and autobahn connections. The links to these military starports are heavily guarded as they only carry government and military personnel. Other Reich starports are located in Atlanta, A.A.U.; Moscow, Russia; and Cairo, Egypt.

Bifrost Space Centre, that launched early spacecraft in the 20th and 21st centuries from Egypt, was purchased from the government by Bauman Industries when it became obsolete. It has since been converted to starship yards, and a museum devoted to space travel.

The Japanese civilian starports are located in Darwin, Australia; San Francisco, Western America; and Peiking, China.

Italy maintains only a single starport in Sicily, that serves both government and and civilian traffic.

Any ship attempting to take-off or land without authorization will be terminated, and unchecked planet-fall is a very serious crime.

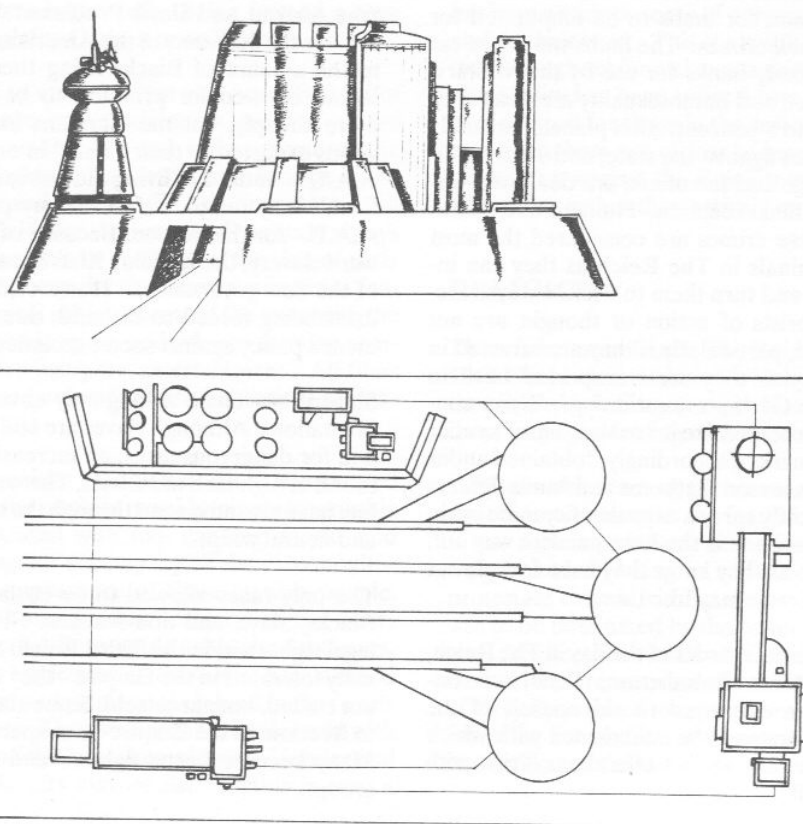
STARPORT CLASSIFICATIONS

Starports on all worlds are classed as follows:

CLASS V - Full facilities. Complete repair and overhaul equipment and personel; hundreds of parkbays; shipyards; freight companies; starliners; tourist centres; pilot training centre; mail ships; counter-intelligence office; and a starfighter base. Six starfighters can be in the air in 5 minutes. Two 50 MW laser towers are also present (range : 5,000 km, damage: 1d20 x 50). Security is very tight. All starports on Erde are Class V.

CLASS IV - Standard facilities. Good repair facilities and personel. (Some rarer parts may have to be specially ordered); a few hundred parkbays; may or may not have shipyards; freight companies; starliners; mail ships; tourist centres; pilot training centre; counter-intelligence office; starfighter base. Security is tight.

CLASS III - Light facilities. Reasonable external repair facilities and personel; about a hundred parkbays; freight companies; mail ships. May or may not have a counter-intelligence office. Security is fair to tight. This is the type of starport that might be found on a mining colony, hostile enviroment world, or in use for private corporations.



CLASS II - Sub-standard facilities. External hull repairs only. No high tech specialist technicians. 50 or fewer parkbays; freighters and mail ships may only visit once a month or so. Passage only by a private chartered vessel. Uranium rods are available at double the normal price. If there is a supply depot, it will mainly sell only the most basic of items and equipment, and at double the normal price. Some rarer items (magazines, newspapers, videos, etc.) may be traded with locals at triple value. This is the type of facility that might be found on a small colony on a newly settled world. Security is poor.

CLASS I - Emergency facilities. 1 - 10 landing pads; no repair facilities or personel; no visits by freighters, or mail ships; no fuel rods; no personel maintaining starport. A small living area with 10 bunk beds, small bathroom, small kitchen (with about 3 month's supply of synth-food rations for 10 people), and a small lounge area. All of these living areas and landing pads are connected to each other by airlocks, and tunnels. A constant beacon sends out a radio transmission to inform passing ships of its presence. SOS signals can be added to this transmission from the transmission tower. All power is provided by a 12 MW power plant. There is no security. This type of facility might be found at half-way points of important shipping lanes.

PASSPORTS

Passports are needed for travel between Erde and any of the colonies. All passports are valid for one year, and must be renewed annually (cost: RM 100, renew: RM 50). There is no limit to length of stay in a colony of one's own nation, but 1 month is the normal allowance for Imperials in Reich colonies, and vice-versa (unless a special entry clearance visa is obtained from the host government before arrival. These are given only rarely from any Embassy, or Consulate). Diplomats are exempt from this.

The appearance of passports are similar to credit cards, with visual information stating nationality, expiration date, name, date and place of birth, height, weight, profession, and photo. This passport card is also a "smartcard" that can be inserted and read in a smartcard reader by Customs and Immigration. This digitally imprinted information contains all of the information printed on the outside, plus other details such as retinal scan imprint (to further verify i.d.); the date, place and length of stay for every place ever visited by the bearer; and any notes made by Customs and immigration.

Passports can only be altered by someone who has both **FORGERY**, and **COMPUTER** skills, and access to a smartcard imprinting machine. The character must make a successful skill check (with the higher of the two ratings) every time the passport is presented for inspection. A failed roll and it is recognized as being forged. Discovery of a forged passport will result in the person being thor-

oughly questioned by Counter-Intelligence, and shot as a spy, or terrorist.

All readers are linked to a computer at the Counter-Intelligence agencies office, and can be programmed to filter out anyone on their watch list, or if something has occurred, everyone who was at a certain place at a certain time, etc.

A blank example of a passport is shown below:

REGIERUNG DES THIRD REICH 政治の第三帝国		(Photo)
REISEPASS / 旅券 Ablaufen / 有効期限		
NAME / 名前 _____		
Geburtsdatum / 日付の出生 _____		
Geburtsort / 場所の出生 _____		
Grösse / 高さ _____ m		
Gewicht / 重さ _____ kg		
BERUF / 専門 _____		

STARPORT SECURITY

Nearly all starports have an armed security detachment specially licenced by the government. The normal number is about 5 guards per parkbay, although many of these are spread out all over the complex. They are usually armed with small machine guns loaded with rubber bullets, a neural rod, and possibly needlers with a paralysis drug. A Morpheus grenade is also supplied.

Large starports also have a contingent of anti-terrorist personel on duty at all times. They number about 6 per every 100 parkbays. They are equipped similarly to Reich Naval S.S.G. teams.

Those starports having military installations will have fully armed and armoured soldiers guarding those areas off limits to civilians. Plasma rifles are standard. Some soldiers may occasionally patrol the civilian areas, especially if there have been rumours of terrorist activity, or if something "official" is going on.

Kyberhunds and controllers patrol parkbays and perimeter areas. The usual complement is 1 per every 10 parkbays.

Contragrav security drones monitor all traffic inside the starports. These basketball sized simple automatons contain normal, infrared and thermal visual receptors, electronic sniffers (for explosives), energy detectors, metal detectors, and a live camera linked to the security office. If it spots any illegal substances, it sends out a piercing alarm,

flashes lights, and follows the character until a security guard shuts it off.

At the customs and immigration point, all passengers must pass through a security gate that has metal detectors, energy detectors, and explosives sniffers. Once through the gate, a security guard uses a small sniffer to check for drugs. The passenger must then present his passport and give the reason for visit, the length of stay, and the amount of funds being carried (visitors are expected to have at least RM 500 for every week of stay). Luggage will be checked about 10% of the time (10 or less on a percentile roll) unless the character says or does something to add suspicion, and then it will be a 80% chance.

CURRENCY

Money is printed in all three governments in both paper and metal coinage. A few zeros were dropped from these currencies years ago in order to keep things in a more manageable form. Foreign currency is not accepted by most people and must be exchanged at a large bank or a Bureau de Change at a starport. Italian Lire and Reich Marks can be used in each other's territories without changing. The purchase value of Lire is about half of that of Reichs Marks and Imperial Yen, so items bought by Italians abroad will cost them twice as much. Exchange rates are as follows:

RM 1 (REICHS MARK) = Y100 (IMPERIAL YEN)
 RM 1 = L 3,000 (ITALIAN LIRE)
 Y1 = L 30

You will lose about 10% of the new currency when exchanged.

LANGUAGES

There are only three official languages Deutsche (German), Nihon-jin (Japanese), and Italiano (Italian). All states ruled by the Reich and Italy can only teach and speak these languages. Imperial ruled states are bi-lingual - they must learn Japanese, but are still allowed to speak and write in their native language.

GLOBAL POPULATION

The current (2134) world population is 80 BILLION. This equates to roughly 1,200 people per square kilometre (compared to 78 /km² in 1990). This has created a very claustrophobic existence. Every public facility is over crowded, and three hour waits in restaurants and hospitals are not uncommon. Most sensible people who can afford it, and who don't hold high ranking positions on Erde, emigrate to the Colonies. There is also MANDATORY emigration in the form of a lottery. If a person is selected for emigration, they are frequently sent to the less desir-

able worlds such as Morbegeiss. Over 10,000,000 people are removed annually. GM's may want to approximate a character's chance of being selected by checking once per year. A roll of "00" on a percentile roll twice in a row means the character's "number has come up".

If not for a number of additional measures taken years ago, the population in 2134 would have reached critical mass well over 270 billion! Some of these barbaric measures put into practice by the Third Reich have also been adopted by the Empire and Italy as well. Among these are: laws limiting the number of children in a household, within cities, to 1; euthanasia for babies born with defects, or one of a pair of twins; sterilization for large numbers of "inferior races"; and the death penalty for many crimes.

ERDE HISTORY

GERMANY

Germany was a scattered group of tiny principalities before 1800's (HESS, BAVARIA, PRUSSIA, etc.). United into an empire under Kaiser Wilhelm I and chancellor Bismarck in 1871. Kaiser Wilhelm II brought Germany into "The Great War" (WWI) in 1914 only to be crushed in the end and forced to sign what many Germans considered to be an embarrassing and economically devastating treaty at Versailles. This harboured resentment grew even more in the face of the worldwide depression that hit in the late 20's, and it allowed the National Socialist Democratic Workers' Party (Nazis) to gain the support they needed to put their people into Government Office. President Paul Von Hindenburg, unable to ignore the Nazi majority, appointed Adolf Hitler as his Chancellor in 1934. Hitler used psychology and a tremendous personal magnetism to pull the German people back together and support a more aggressive policy towards other world powers who had brought down the German Empire. When Hindenburg died Hitler appointed himself Führer and called his government the Third Reich (Third Empire; the first was the Holy Roman Empire, and the second was the German Empire of the Kaisers).

This "New Order" began to systematically eliminate those peoples in German society who they saw as being responsible for causing the German defeat. The Jews, slaves, communists and those who opposed the Nazis were imprisoned, tortured and murdered in concentration camps. Hitler then began expanding Germany's borders into Austria, Czechoslovakia and Poland and thus began the "War Of Unification" (WWII). Germany then allied herself with Italy and Japan. The idea being to create one world under one rule - Germany's. At one point it looked as if Germany might fail in its ambitions but in developing the atomic bomb, it quickly brought the war to an end on August 23rd, 1943. Huge atomic missiles struck New York and London breaking the allied fighting spirit. Only fear, despair and remorse survived in these broken nations.

JAPAN

Japan had for many centuries been a feudal society with control in the hands of the Shoguns (Generalissimo who were supposedly answerable to this Emperor (who was and is treated as a "God in Flesh", but it was in reality the shoguns who controlled the Emperor. This system remained until the reign of Meiji.

Japan had cut herself off from the industrial revolution that swept through Europe in the 1800's, but in 1853 American Commodore Matthew C. Perry brought warships into Tokyo bay and at cannon point forced Japan to open itself up to western influences. The Japanese never forgot being powerless to fight back and as industrial knowledge from the west poured into Japan, her military began copying what it had seen and building up its strength. Soon it was in control of Korea and had managed to defeat Czarist Russia against tremendous odds, much to the surprise of the rest of the world. The Western nations of the world had carved up most of the Orient for themselves and when Japan began expanding its territories, many other Orientals saw in Japan their chance to finally be free from western domination. Tensions built up between the U.S. and Japan over Manchuria and in 1941 the Japanese simultaneously declared war on the U.S. and bombed Pearl Harbour, Hawaii. The American Navy was nearly crushed in one swift blow. Without her aircraft carriers, the U.S. could not hold her own in the Pacific, and was therefore not able to withstand the attack and invasion of San Francisco in early 1942. The Imperial Navy then turned her attention to Australia, New Zealand and India. Ground forces continued fighting up until the atomic strikes on New York and London. Japan and Germany then divided the U.S. into Western American (Japanese Territory) and the Amerikan Atlantik Union (German Territory), and all Pacific territories remained under Japanese control.

POST - WAR HISTORY

After the atomic explosions in 1943, many who feared Nazi persecution from occupying forces decided to take their chances with the Japanese and so fled to Imperial countries, Western America, and Australia. Among this group of refugees was atomic scientist Robert Oppenheimer who was given sanctuary in Tokyo in exchange for his knowledge. This gave Japan atomic power of its own and secured its future against any German aggression. It was Japan's adamant refusal to allow Germany to extradite Oppenheimer and other "traitors" to the newly established Amerikan Atlantik Union (Eastern United States and all of Canada). That began what is now referred to as an on-going "Cold War" between the Empire and the Reich. Italy has remained closely allied with the Reich and as far as most people are concerned is controlled directly by the Führer, and it has relatively few off-world colonies with most of its resources coming from the Reich.

LUNA

Star system: Erde (Sol)
Distance from Erde: 383,180 km
Diameter: 3,477.6 km
Gravity: 0.16 Gs
Atmosphere: none
Primary lifeform: Human colonists
Population: 1,400 (700 Reich, 700 Imperial)

Luna was first reached by man on July 11, 1959 by the Reich spacecraft "Sternwagen Neun". Mission commander Otto Hansbacker was the first to set foot on its surface and raise the Reich military flag (which still stands). Almost anyone with any education knows his now famous words: "Heute Luna, morgen das sternchen!" ("Today the moon, tomorrow the stars!").

The Reich operates a Class III starport at the crater Clavius, and the Empire operates a Class III one at the crater Ptolomaeus. These bases are mainly used for military observation, and as a base for large sized ship construction.

MARS

Distance from Sun: 1.5 AU
Distance from Erde: 0.5 AU
Safest phase distance: 37.5 AU (from Mars)

Planetary diameter: 6,790 km
Gravity: 0.338 Gs
Atmosphere: 95.32% CO₂, 4.58% Argon, 0.1 % Oxygen and CO
Atmospheric pressure: 0.02 atmospheres
Average temperature: 68.5° C
Humidity: 0.01%
Length of year: 687 days Erde Standard
Hours in local day: 25
Primary terrain: Rocky desert
Orbital moons: (2) Phobos (20 km diameter); Deimos (10 km diameter)

Primary lifeform: human colonists
Population: 1,000 (620 Reich, 380 Imperial)

Mars is used by both of these governments simply as mid-way observation points for the system. There are only two bases and both are strictly military (small) Class IV starports.

SIRIUS SYSTEM

Star System: Sirius (Canis Major)
Distance from Sol System: 8.7 light years

Star Types:

Sirius A: A1 V main sequence, blue-white, 1 planet
Sirius B: DA5 white dwarf, orbits Sirius A

WOTAN

Distance from Sirius A: 4.2 AU
Safest phase distance: 1 AU (from Wotan)

Planetary diameter: 10,341 km
Gravity: 0.85 Gs
Atmosphere: 75% nitrogen; 23% oxygen; 2% other
Atmospheric pressure: 0.85 atmospheres
Average temperature: 25 °C
Humidity: 35%
Surface water: 40%
Length of year: 4,732 days Erde standard (13 Erde years)
Number of local days in local year: 4,069.93
Hours in a local day: 28 (daylight is very bright; "night" is only as dark as twilight)
Primary terrain: plains / steppes
Orbital moons: 0

Primary lifeform: X'larthujahri
Population: 4 billion X'larthujahri; 8 billion human colonists

BIOSPHERE

The only intelligent lifeform native to Wotan is the X'larthujahri. They have a relatively low technological level that is comparable to Erde during its Bronze Age. Various other lifeforms such as insects, birds, mammals, reptiles, amphibians, fish, and micro-organisms are also abundant, as well as cattle and other relocated animals from Erde. The primary terrain type is that of low lying plains and hills. As one progresses further away from the seas, the ground and air becomes very dry and arid. It offers human colonists a drastic change from their own polluted world.

Wotan's orbital companion is Sirius B (distance of 0.06 AU) which follows the same path around Sirius A. This is the reason why it only gets as dark as twilight at night, and continuous daylight is in effect during the Summer years.

Seasons are very long on Wotan. Winter lasts 11 years Erde standard (slightly less than 1 local year) with average temperature dropping to 5 °C; Fall and Spring last for 4 and 8 years respectively; and summer lasts 26 years E.S. (2 local years) with temperature rising to 37.7 °C, and continuous daylight. Wotan is currently in its 7th Erde year of Spring.

Wotan is believed to have once been a moon of a planet that was burned up when Sirius B became a red giant, with lifeforms only developing after its present white dwarf stage.

HUMAN SETTLEMENTS

Human colonists first began arriving in 2071, first by the Reich and a few months later by the Empire. At present there are 2 main human cities: New Heidelberg, and Saishoyoake. Both have Class IV starports. New Heidelberg has a Reich population of 4.5 billion, and Saishoyoake has an Imperial population of about 3.5. Both cities resemble Erde counterparts except they are spread out and not as crowded. There are also many research stations and farms scattered outside of these cities. Military training is also conducted in the more remote areas. X'larthujahri natives avoid the human settlements whenever possible. Azinite was first discovered on this world.

X'LARTHUJAHRI VILLAGES

X'larthujahri villages tend to have populations around 4,000. The buildings are mostly dug into the ground with a small igloo-like structure above ground constructed of clay blocks. Fish is their primary source of food, and villages tend to be situated near water. This is supplemented by farming, and herding pakka (a small sheep-like creature with one horn). There are some nomadic hunting clans, but these are found far away from the human cities in the drier, more arid regions. There are about 215 documented languages native to Wotan, but the most widely spoken one is Chathra, which is spoken by those near the human settlements.

X'LARTHUJAHRI

Pronounced zuh-lar-thu-jar-ee. These natives of the planet Wotan were the first alien lifeforms to be discovered by human expeditions from Erde. Theirs was a peaceful, primitive culture heavily centred around the teachings of an ancient philosopher named Veraagni po Unumm. These teachings could best be compared to a sort of Buddhism.

They welcomed the solscaseti ("great tall ones") with neither fear nor worship which is quite an unexpected reaction from a primitive race. Even when treated brutally by both the Reich and the Imperial occupying forces, they remain passive holding true to their philosophy that "all things must pass". When questioned as to why they do not stand up and fight for themselves, one fonta ("teacher") referred to a children's bedtime story about a little fish:

"Sofuni yaba dess mayukaal taan gravith peela. Kuv nassets ich ofaskii-ba ich tamen ich holaal peela jalib. Jalib damik, 'Yu tamen jo, holaal seti gravith'. Gravith damik, 'Iiss jo tamen raatid, jo bolad seti-kom.' Eshner ichi tamen jalib peela. Gravith peela bolad-na seti-kom-kom. Laleg ich persnor ich holaal seti falaamnel. Falaamnel sofuni mem-staapil ofaskii taan gravith peela rav taan ort zogod, vet falaamnel damik, 'Holaal peela gravith, raatid bolad-na seti-kom. Vet raatid zenot ort seti zogod!' Eshner ich tamen gravith peela..."

"A long time ago under the ocean lived a little gravith (a type of fish). One day he decided to eat his little brother the jalib (a very tiny jellyfish-like creature). The jalib said, 'Please don't eat me, great brother gravith'. But the gravith said, 'If I eat you, I will grow bigger', and then he ate the little jalib. The little gravith grew very, very, big. Soon he gained the attention of his great brother falaamnel (a larger type of fish). The falaamnel used to not consider a little gravith to be even a mouthful, but now the falaamnel said, 'Little brother gravith you have grown bigger. Now you make a big mouthful!'. And then he ate the little gravith...". The story continues in the same manner for awhile until the hugatvot (largest of fish) is the last to live. Then because the few jalib that are left are not big enough to draw his attention he dies of starvation. The passive little jalib are the only survivors. This story then reflects the idea that there is always something greater in the universe and in the future another race will come to destroy the humans, and another will follow and so on. The final destroyers will not consider the X'larthujahri to be important enough to bother with and so their lifeform will continue. Many Jewish Australians argue vehemently with the X'larthujahri over this idea, citing the near extinction of their own "race" by the Nazis as the greatest example of the brutal nature of the Reich's ideal of one supreme race.

PHYSIOLOGY

X'larthujahri are a squat, prehensile tailed, bi-pedal race with dry tan skin covered in black spots. Their underside is a cream colour, and all sweat glands are located on their palms, which gives their hands a very clammy texture. Their eyes are red with black slit pupils. The mouth is located at the base of the neck, and vibratory sensors on the front of the face replace ears. Oxygen is taken in via gill-like membranes located on the sides of the neck, just below the skull. The average height is 0.91m, and the average weight is 32kg. Body temperature is 17.8 ° C.

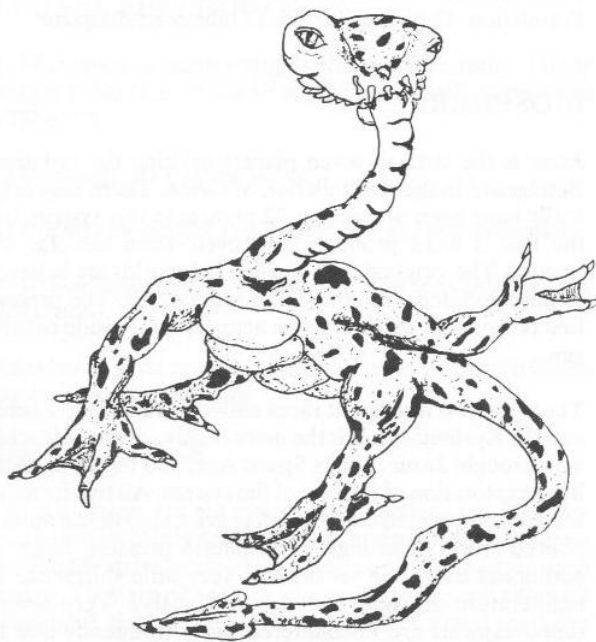
These natives of Wotan are an hermaphrodite race that fertilize themselves internally. They will only become pregnant once during their life time at an indeterminable period (usually around the age of 80). There is almost always only one child, and in those rare cases where there are multiple births, the others are either stillborn or severely handicapped. The average life-span for a X'larthujahri is 190 years Erde standard (14.62 local years).

X'LARTHUJAHRI CHARACTERS

Those players who might wish to create characters of this race must abide by the following:

- 1) The maximum weight a X'larthujahri can lift is no more the equivalent of its own weight. Therefore a X'larthujahri weighing an average of 32kg could only lift 32kg, making its STR rating only 3. The absolute maximum strength for a X'larthujahri is 5.
- 2) What these aliens lack in muscular strength, they more than make up in dexterity and constitution. Both of these ratings may be a maximum of 33.
- 3) X'larthujahri psychics get a bonus of +5 to their PSI.
- 4) Normal movement rate is 1 m/sec, however they may drop to all fours to run at 6 m/sec if need be. They are also excellent swimmers, and may swim at 2 m/sec normal speed. Fatigue is handled as per humans.

Other than the above exceptions, a X'larthujahri is created in the exact same fashion as a human character. Again there is a total of 180 points to divide among attributes.



BETELGEUSE SYSTEM

Star System: Betelgeuse (Alpha Orionis)
Distance from Sol System: 650 light years

Star Type: Variable M2 Ia Red Giant, 7 planets

JAZUR

Distance from Betelgeuse: 103 AU
Safest Phase distance: 716.8 AU (from Jazur)

Planetary diameter: 28,621 km
Density: 6.8
Gravity: 2.8 Gs
Atmosphere: 72% nitrogen, 20% oxygen, 5% CO₂, 3% others
Atmospheric pressure: 3.5 atmospheres
Average temperature: 32.2 °C
Humidity: 50%
Surface water: 48%
Length of year: 279 Erde years
Number of local days in local year: 48,914
Hours in local day: 50
Primary terrain: mountains, forests
Orbital moons: (2) Tulbatek, Vuzirende

Primary lifeform: Zachki, Kyalmijazur
Population: 12 billion Zachki, 17 billion Kyalmijazur

BIOSPHERE

Jazur is the sixth of seven planets orbiting the red giant Betelgeuse in the constellation of Orion. There may originally have been as many as 12 planets in this system, but the first 3 were probably destroyed when the star expanded. The original sixth and seventh worlds are believed to have collided, resulting in an asteroid belt. The present first two planets of the system actually orbit inside of their sun.

There are two intelligent races native to Jazur: the Zachki and the Kyalmijazur. It is the more highly advanced Zachki who brought Jazur into its Space Age, and began its short lived exploration of the rest of the system. All five forms of life are represented on this high gravity, very dense atmosphered world. The high atmospheric pressure holds in additional heat, and so there is very little difference in temperature at night and during the day. Very severe thunderstorms are encountered fairly frequently due to this same pressure. As Jazur has no axial tilt it also has no seasons either.

ZACHKI

1.85 metres tall, weighing 252 kg on Jazur (90 kg at 1 G). They have a dry, pale - almost alabaster skin type. It is a reflection of this chameleonic race's purity of thought, prior to their brutal subjugation and enslavement by the Third Reich. Many Zachki now have grey tainted bands that have appeared on their wrists as a result of the dramatic effects emotions have on their skin colour. This race are also natural empaths and telepaths, and receive these two psychic skills (at level 1) at no cost.

Although the Zachki only mate with other Zachki, Kyalmijazur fill an important role in their society as the protectors of the household (in a sort of symbiotic relationship), as well as doing most manual labour and acting as the soldiers of Jazur. This should not be misconstrued as a form of slavery, for to both races it comes as the natural course of things - no one is forced to do anything, but none decline. The Zachki then are the brains of society, and the Kyalmijazur are the brawn. When faced with violence, the Zachki tend to freeze up, and withdraw into their shell relying on the Kyalmijazur to protect them. (treat this as a phobia - "fear of violence". They receive no points for this Disadvantage, and it cannot be bought off).

Naturally it was the Zachki who achieved the technological advances that enabled them to seek out the habitable worlds in their own system 74 years ago. However, without the aid of a TDI or other faster than light method of travel, it seemed they were doomed to spend centuries under the crimson rays of their own dying world. They did however possess knowledge of cryogenic suspension, and it has since been discovered by the Reich that at least a dozen ships of sleeper colonists were sent out prior to the arrival of the Navy and Wehrmacht in 2078. Two of these have been found and destroyed by the Navy in subsequent years.

PHYSIOLOGY

Zachki (as previously stated) are 1.85 m tall on average, and weigh 252 kg at local gravity (90 kg at 1 G). Their skin, although generally very pale, changes colour according to their emotions. Their eyes have a pinkish tint, and a thick grey bony shell covers both their backs and fronts (treat as battle kevlar without the mylon coating). The arms end in a pair of double hands. They have an average lifespan of 68 years Erde standard (0.24 local years), and give birth by laying 2-6 eggs (about 18 cm in diameter). Average body temperature is 42 °C. There are male and females of this species.

ZACHKI CHARACTERS

1) The maximum STR for a Zachki is "30", however as their muscular system is better suited to their high gravity world, they appear to be stronger than humans. To keep things simple, just list weight carried or lifted by a Zachki as if the

weight was at 1 G (humans on Jazur, however will experience all items carried as weighing 2.8 times as much). For example: a human and a Zachki both have STR ratings of "15" and are carrying a load that weighs 20 kg at 1 G. They are on Jazur, so the Zachki is in its native gravity (no changes in weight), so he is effectively carrying 20 kg. The human however is on a world that is 2.8 times his native gravity (multiply weight x 2.8) and so he is carrying 56 kg, plus his own extra weight! (If he weighed 85 kg at 1 G, he would be carrying 153 kg more of his own weight, for a total load of 209 kg! He couldn't do it!). Zachki can lift a maximum of 2.5 times their own weight.

2) Empathy and Telepathy are given at first level with no cost. Additional levels must be purchased as normal.

3) Zachki must take a phobia Disadvantage ("fear of violence"), which cannot be bought off. They do not get points for taking this disadvantage.

4) All attributes have the same minimum and maximum as humans.

All other aspects are treated the same as per humans. Zachki have 180 points to divide among attributes.



KYALMIJAZUR

Kyalmijazur are the strong guardians and protectors of the Zachki. They represent the opposite side of Zachki nature lacking sophisticated intelligence, but being much larger, stronger and aggressive. This is why the two races rely on each other as they are each only "half" of a complete organism. In the peaceful days there used to be one family of each race living in the same household. Kyalmijazur differ internally from the Zachki, and give live birth after a gestation period of 14 months. There is usually only one offspring, although twins are not unheard of. It is this race that the Reich has made the most use of in the azinite mines on Jazur.

PHYSIOLOGY

Kyalmijazur are on average 2.2 metres tall, weighing 400 kg (1,120 kg at local gravity). Their skin is covered in very smooth, short brown hair, and the eyes are a solid yellow to green shade. The normal lifespan is about 80 years Erde standard (0.29 local years). Body temperature is 44 °C. They also have acute hearing (+5), and natural vision is thermal. Like the Zachki each arm ends in a separate pair of hands, and their backs and groin are covered by a shell ("battle kevlar", again).

KYALMIJAZUR CHARACTERS

1) Maximum strength rating is "80" and the ratio of body weight to lift is 1:2.5 (same as a human), with a minimum STR of "50".

2) Maximum INT rating is "12".

3) Normal movement rate begins at 2 m / second walking.

4) Kyalmijazur can never take any high tech skills (GM's discretion).

All other aspects are the same as humans. Again attributes are built from 180 points.

JAZURI CITIES

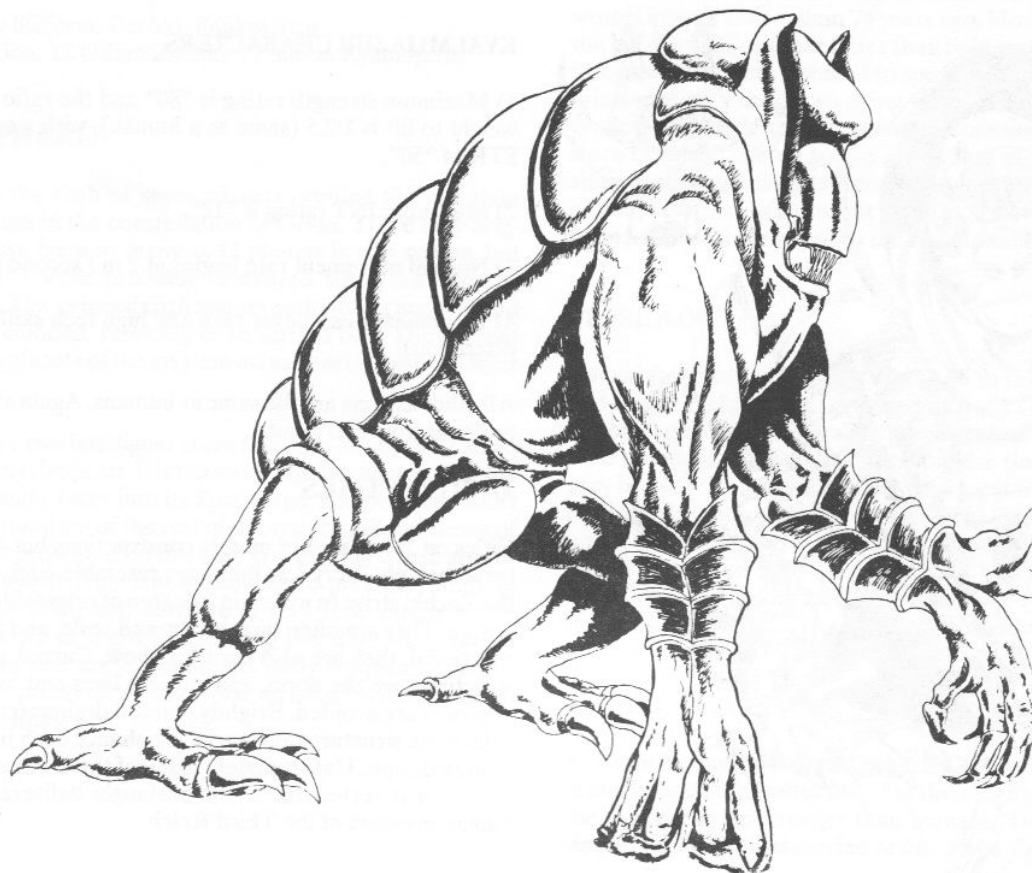
Cities on Jazur are not merely constructions but architectural marvels. Very few buildings resemble each other as the Zachki strive to maintain a degree of originality in each design. They are often built on a grand scale, and although functional, they are also built for show. Curved shell-like structures are the norm, and straight lines and hard edge contours are avoided. Brightly painted designs on the outside of the structures also serve to enhance each building's unique design. Unfortunately many of these cities now lie ruined or deserted due to the onslaught delivered by the human invaders of the Third Reich.

RECENT HISTORY

Long ago Zachki scientists discovered that their world was dying and although their sun would not shrink to a white dwarf until thousands of years later, the differences in the pulses of Betelgeuse could destroy them before that time. Plans were made to seek out other stars that might have suitable planets, including "Cthibajydney" (Erde's sun) which was believed by them to have orbiting planets. Several sleeper colony ships were sent out into space with hopes of finding a suitable new home. Of course this search was interrupted by the arrival of an "Ambassadorial convoy" representing the planet called "Erde".

When a Grenzkorp fleet (Reich's 10th) first discovered Jazur, they tried to maintain a low profile until they could learn the extent of Jazuri technology and capabilities. They then presented themselves as ambassadors of the Third Reich establishing a diplomatic mission on Tulbatek, in order to "learn about each other's cultures" and offer the planet protection from the "evil Empire of Nippon". They then quickly shuffled in the 5,000 personnel needed to establish its claim to this "new colony", and Geheimdienst agents set about studying the location of important Jazuri industries and military installations, and organizing plans for a later invasion.

On September 19, 2078 (Erde calender) the Navy's 4th fleet arrived in secret, carrying a full compliment of Wehrmacht troops and equipment. It was announced that day by a seemingly enraged Reichs Ambassador that Kyalmijazur terrorists had attacked their base on Tulbatek, and that the Third Reich was now officially at war with Jazur. Bombers from the 4th fleet soon began their assault taking out all of the previously designated strategic targets within a few hours. The Jazuri were taken by complete surprise, but of course never once believed the "terrorist story". It became a long and costly war for the Reich as they discovered that they had found a more formidable foe than they had imagined. Specially built powered armour (for use in this new environment), and poor planing in the contragrav lift/mass ratios also proved disastrous at first. However, three years later Jazur was officially declared occupied, and neutralized. Kyalmijazur were immediately put to work in azinite mines as slave labour (Azinite being a room temperature super conductor, and main element in contragravity.) The weaker, and more intelligent Zachki were deemed expendable, and death camps were soon established to deal with the "Zachki Question". Needless to say the society on Jazur has crumbled to ruin since then, however many of both races have escaped to the stars and now seek vengeance on the humans.



BARNARD SYSTEM

Star System: Barnard (Constellation Ophiucus)
Distance from Sol System: 6 light years

Star Type: dM5 Red Dwarf, 1 planet

STURMWIND

Distance from Barnard's Star: 82 AU
Safest phase distance: 1 Au (from Sturmwind)

Planetary Diameter: 327,707 km
Density: 2.3
Gravity: 10.8 Gs
Atmosphere: 70% hydrogen, 25% methane, 5% ammonia
Atmospheric pressure: 30 atmospheres
Average temperature: 44 °C
Humidity: 0%
Surface water: 0%
Length of year: 44.5 years Erde standard
Number of local days in local year: 12,190
Hours in local day: 32
Primary terrain: solid rock
Orbital moons: (6) Wagner, Holtz, Beethoven, Amadaeus, Morbegeiss, Schiller

Primary lifeforms: none
Population: 0

MORBEGEISS (large fifth moon of Sturmwind)

Distance from Sturmwind: 413,634 km
Planetary Diameter: 10,131 km
Density: 6.3
Gravity: 0.91 Gs
Atmosphere: 80% nitrogen, 18% oxygen, 1% CO₂, 1 % ammonia
Atmospheric pressure: 1.5 Atmospheres
Average temperature: 37.7 °C
Humidity: 71%
Surface water: 77%
Length of year: 44.5 years Erde standard
Number of local days in local year: 12,190
Hours in local day: 32
Primary terrain: Steamy swamps, jungles, and active volcanoes
Primary lifeforms: large reptiles, amphibians, some reptilian birds, and insects
Population: 100 million human colonists

BIOSPHERE

Morbegeiss is a newly evolving world, reminiscent of how Erde may have appeared millions of years ago when dinosaurs ruled the land. Indeed many similar creatures stalk the swamps and jungles of this world. Volcanoes are quite common, as well as earth tremors that are to be expected of this sort of environment. Gamemasters and players should note the presence of ammonia in the atmosphere, and while not enough is present to corrode equipment in the short term, checks should still be made once per month. Characters should also wear filter masks to protect their eyes and lungs. The terrain is mostly thick, jungle and swamps. Quicksand, bogs, and tar pits are also encountered. The most famous animals of this world is the giant, three-headed amphibian called "Khaluhana" (name of unknown origin), and the tiny flying piranha "Shitande" (Japanese for "death on the wing"). The intense heat is due to the dense atmosphere, and the extra warmth of Sturmwind.

HUMAN SETTLEMENTS

Most of the humans on this moon live in corovane mining colonies deep beneath the oceans, where pockets of this gas lie trapped beneath tons of rock on the bottom. There are roughly 68,000,000 Imperial colonists, and 31,000,000 Reich colonists. This is also one of the few worlds that Italy has sought to establish a colony on, having 1,000,000 of its own people present. The Imperial and Reich starports are Class III, and the Italian one is Class II. In addition to the undersea mining facilities, there are also small military bases, and many scientific research stations on the surface.

SOME OF THE FAUNA:(none are affected by the ammonia)

SHITANDE ("death on the wing")

LIFE POINTS 3

Strength: 0.1
Constitution: 13
Dexterity: 30
Intelligence: 4
Will Power: 30
Awareness: 25
Observation: 5

Size: small (including tail) 10-20 cm, wingspan is same as body length.

Speed: 10 m / second

Attacks: In swarms of 10-60, doing 1 point damage (per every ten creatures) per turn (3 seconds).

Special Abilities: normal vision is thermal

"Flying piranha" are perhaps the best description for these tiny terrors, as like their Amazonian aquatic counterparts on Erde, they can reduce a full grown man to bones in under a minute! They always attack in swarms, preferring to hunt at night with their thermal vision. They will only attack creatures with body temperatures between 30-40°C, as experience has taught them these creatures are fleshier and contain more blood. They will attack almost any size of creature, and have been known to eat their own kind when no other food is available. They usually nest in old, rotted trees in swamp areas.

KHALUHANABE

LIFE POINTS **210**

Strength: 600
Constitution: 15
Dexterity: 17
Intelligence: 5
Will Power: 14
Awareness: 30
Observation: 12

Size: (gigantic) 4 metres tall, and 8 metres long
Speed: 2 m / second on land, and 6 m / second in water
Weight: 2,200 kg (2,002 kg at local gravity)

Attacks: Sharp teeth (2d10); muscular tail (1d6)

Special Abilites: normal vision is thermal, fearless (+ 5 for Will Checks against fear)

Khaluhanabe are found only on Morbegeiss (although some have been transported to zoos on other colonies). They are large, three-headed amphibious creatures that are carnivorous, feeding mostly on medium sized animals, and sometimes larger ones that stray too near. These creatures will chase larger creatures on land if hungry, but will not stray more than 100 m from the water, and will give up on prey that eludes it for that distance. They have also been known to attack larger creatures than itself on rare occasions. It generally prefers to swallow its prey whole.

The brain of the creature is located in the central head, with the other two acting merely as sensory and feeding extensions. Khaluhanabe have a life expectancy of at least 70 years, and probably much longer. They have a slick, grey hide, and powerful jaws which they can dislocate to swallow larger prey.

THE POWERS THAT BE

THE THIRD REICH

REICHSCHANCELLOR MALAGAR OSTERMANN

The present Reichschancellor (Führer). Appointed Chancellor by der Reichskabinett in January 2134 after the terrorist bombing of the Chancellory (which resulted in the death of Reichschancellor Schlieffen and Herr Reichsminister of Health and Human Resources, Karl Funderburke).

Ostermann was born in Stuttgart, Germany in 2074 to wealthy corporate parents (leading shareholders for Gerber Foods). He was sent to what has now become the leading centre for higher education, the University of New Heidelberg on Wotan. He earned quite a reputation in his university days as an athlete and a ladies man. At the age of 28 he became interested in politics and the Navy. In 2111, Malagar became the Naval Attache to Morbegeiss and was appointed Reichsprotector of Wotan 12 years later. He was married briefly to a Helga Brücken in 2093, but the union lasted only 2 months.

The new Führer has vowed to end the increase in terrorist attacks, and has created a special anti-terrorist task force to deal specifically with the problem, called the Kreigerstaffel ("catcher squadron"). These KS units have been given much the same carte blanche as the SS, and tales of their brutality have spread throughout the Galaxy.

Ostermann is now 60 years old, with grey hair and blue eyes. On television he projects a strong, warm, passionate image with a deep resonant voice that always fires the emotions of the viewers. He is seen as all powerful and in complete control, but if the public could only see a session of der Reichskabinett they might be shocked to find that Herr Ostermann is a weakling that is easily manipulated by Vogeler and Ritter. It is in fact the Minister of Police, and the Minister of Propaganda and Enlightenment who pull all of the strings in the government.



MINISTER OF POLICE JURGEN VOGELER

Born in Hanover, Germany in 2089. He was raised in an orphanage, which he ran away from at age 13. At the age of 16 he joined the Wehrmacht as an infantry sniper. Impressed by Vogeler's high performance and unquestioning loyalty, his commanding officer recommended him for service in the SS. Jurgen quickly rose through the ranks drawing a lot of attention to himself from those in the corridors of power.

It was at a party given by Reichschancellor Schlieffen, that Vogeler overheard a Sternwaffe lieutenant make a joke about the Führer's wife being "the ugliest thing he had seen since seeing a X'larthujahri dying of the measles". In front of everyone present, Vogeler pulled out his service dagger and stabbed the lieutenant in the back, and presented himself for arrest to the Führer. After explaining the reasons for his actions, Schlieffen not only released him, but promoted him to Colonel and assigned him to the Chancellory as head of the SS-VT! When the post of Minister of Police became available Vogeler was given the appointment without hesitation.

The Reichsminister had always been a strong supporter of Schlieffen and for a more aggressive policy toward the Japanese, and so it is no surprise to find the present administration having the same view. The fact that Vogeler made no attempt to vie for the chancellorship after Schlieffen's death surprised many in the party. Perhaps after coming so close to dying in the same bombing, Vogeler realized that it was sensible to have someone else as the "primary assassin's target", and still control things quietly from behind the scenes. Unknown to the general public, Herr Reichsminister Vogeler is the most powerful man in the government, and subsequently the most dangerous.

Vogeler is 45 years of age, 1.86 metres tall, with blond hair and blue eyes. Those few people that know him say that he is void of all emotion, and suspicious of everyone.



MINISTER OF PROPAGANDA DR. KLAUS RITTER

Born and educated in New Heidelberg, Wotan, Dr. Ritter is the first member of the Reichskabinett to have not been born on Erde. His father was in fact a professor of Xenobiology at the University of New Heidelberg. Ritter's innocent Aryan looks conceal a twisted, but brilliant mind. He delights in manipulating his fellow citizen's minds to the point of contemptible behaviour. Not only does Ritter control all news, publications, and entertainment, he also uses all types of psychology to sway public opinions. One form of mind control often used is subliminal messages, which are secretly placed in all public broadcasting. The insertion of a picture of a Japanese soldier murdering an innocent Aryan baby once every 24 frames of film, for example. The picture goes by completely unnoticed to the conscious mind, but the unconscious mind locks onto the image, and before long everyone starts hating the Japanese or believes that any other life form is drastically inferior! Spontaneously the public thinks their opinion is their own, never actually knowing it comes from the Ministry of Propaganda and Enlightenment. To refer to this as cunning would be an understatement.

Despite the views of anti-government propagandists, Ritter maintains that there is absolutely no censorship in the Reich. "We here at the Ministry of Propaganda and Enlightenment are only interested in making sure that only the truth is heard. That is why we see it important to have the daily press conferences the people demand. Indeed all accredited journalists, and broadcasters are free to come to the ministry to verify the facts of any story. We can't have the citizens of our great nation upset by some poorly researched piece of news that differs so tremendously from the reality, now can we? Our offices are always open to these respected people. We are here to service the public needs. This is our honest function".

Ritter, an average looking man in his early 50's, is often commented on as being very pleasant, charming, and extremely good company. He has brown hair and blue eyes.



DEPUTY CHANCELLOR OTTO KLEIN

The Reich Deputy Chancellor, a tolerable man selected by both Vogeler and Ritter serves a purpose in the absence of Ostermann. He knows his restrictions by custom and is therefore able to be trusted to deliver a straight forward appraisal of Reich policy as required. He comes from farming stock, a pillar of the Reich community, yet his past is not quite as untainted as he would have Vogeler and Ritter believe. His great ancestors are secretly known to have had non Aryan blood, something lost to history in 1996. As with all deputies he is all seeing and none doing.

Otto is below average height, with blond hair and sports a van dyke beard. His small, shifty blue eyes peer out from behind tiny round spectacles.

MINISTER OF INTERIOR WALTER WULLSCHLAGER

Minister of the Interior, a tax collector and State mediator with the power of the Reich fully behind him. Not a person within the Reich hierarchy to meddle with. Formidable in Kabinett and office and both a tax inspector's and Zollcontoller's dream. His personnel being just as unscrupulous have simple yet effective methods of tax collection and enforcement. Those who can't or don't pay, in addition to being publicly scorned and ridiculed, are sent to work in dangerous uranium, or coravane mines, or used as guinea pigs for a penal colony on a newly aquired world. Once found guilty, there are no appeals, and no mercy. His department is quite successful. Herr Reichsminister also acts as a mediary between the Führer and the Emperor.

Wullschlager is 65, and very overweight. The few hairs left on his head are dyed a light reddish colour. He quite enjoys his position of power, and tries to give others the impression that he is all powerful and completely without fear. In reality, he would probably fall on his knees in tears begging for mercy if his life were threatened.



REICHSMARSHALL OTTO VON SCHLÖLLENBERG

Von Schlöllenberg is the senior Naval officer, and commander of all of the Armed Forces. He openly admits he has no liking for Vogeler and Ritter, and frequently verbally attacks them at Kabinett sessions. He has no problems in guiding the forced expansion of the Reich, but he despises Vogeler and Ritter's manipulative and sometimes brutal treatment of their own people. He also has very little respect for Ostermann because he allows himself to be controlled by these two Reichsministers. He is quite aware that Vogeler's agents are watching him, and that he is walking a razor's edge, but he just doesn't seem to care. Despite all of this, Von Schlöllenberg is one of the most patriotic men in the Reich. He is a proud soldier of aristocratic stock, and would never betray his nation.

A long time admirer of 20th century Fieldmarschall Erwin Rommel, Herr Reichsmarschall Von Schlöllenberg carries out his tactics with the same academy brilliance, although he does become disillusioned at times. The Reich also has mental tariffs. All pay.

Von Schlöllenberg is 58, with distinguished silver hair and features. He has piercing blue eyes, and carries himself in an impeccable dignified manner.



THE EMPIRE OF NIPPON

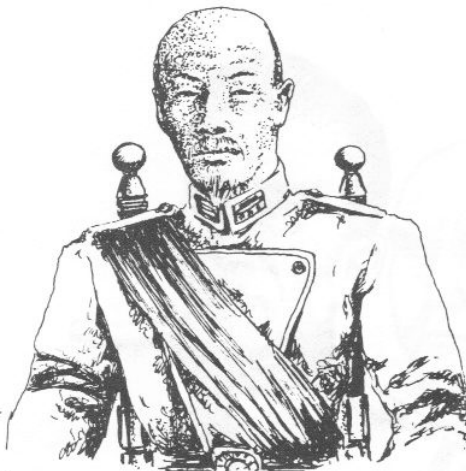
EMPEROR MIYAMOTO

According to Japanese custom, the Emperor is regarded as a demi-god and full blooded descendant of the Sun Goddess. This belief still holds true in 2134. The Japanese are very respectful and obedient to this "divine being".

Miyamoto-san inherited the throne at age 15, upon the death of his father, Tansuye in 2063. He is now 86 years old. With the Empress Suki he has produced 10 children: Okamura (56, heir to throne); Yani (55, female); Masaki (53, male); Shukemja (52, female); Ohta (50, female); Yanuri (45, female); Meiko (44, male); Chuni and Shinta (35, female identical twins); and Koto (33, male). Miyamoto's cousin, Kenji is the Inspector General of Military Education.

Miyamoto is a firm leader, and has the support of about 70% of the government officials in the Diet, including the Prime Minister. He is very intelligent and a brilliant military strategist. Although seen as quiet and reserved, all of those who know him realize whatever he does say he MEANS FULLY. Miyamoto has no desire to start a conflict with the Third Reich, but would never back down from any obvious threat either.

The Emperor has thin grey hair, and a small beard and moustache. He weighs about 60 kg, and is 1.78 m tall. He is in remarkable shape for his age.



PRIME MINISTER HIROKI FURIGAWA

Furigawa remains a neutral and good prime minister. He seldom, if ever, expresses his true views of the Emperor, the Diet, and the Military, but has so far been supportive of the Emperor's policy. This short bald 63 year old realises that to remain in power and be a continued success he must remain neutral in all issues and never be seen to be supportive of radical policies. He maintains the status quo often balancing on a knife edge; as a politician he does not automatically command respect from his fellow cabinet ministers and knows only too well that under currents of dissatisfaction emanate from certain areas. Fear of dismissal or disgrace worry him and he is aware that certain indiscretions in his past are always there and available to haunt him at any juncture. Fortuitously for him, Watanabe who would like to wield a stick over him, is one of the few evil people oblivious to his past improprieties. However his dreadful secret may surface at any moment.

CHIEF OF GENERAL STAFF AKIRO TANAKAHARA

Tanakahara is an extremely loyal supporter of the Emperor and his family. He sees the Emperor as Japan and therefore holds both sacred. Through this loyalty he does not trust the Reich as they have the potential to attempt to destroy his beloved nation. Akiro respects and admires Von Schlollenberg, purely because of his military genius. Like his friend and ally, Saburo Tomita, he is very suspicious of Watanabe, but keeps his opinions of the Emperor's cousin to himself behind his stern serious look. At 40, this tall fit man has achieved much and has been responsible for a good number of Imperial colonies being established, including one very bloody campaign that ultimately conquered the Takaikami System. He never smiles, and is always very serious in conduct as would have been a Samurai of the old days. He would never break the Bushido code.



WAR MINISTER SABURO TOMITA

The war minister Saburo Tomita is a thin delicate man with a dwindling head of hair, and thin waxed mustache. A man of great diplomatic skill, he has on many occasions saved the Empire of the Rising Sun from bitter conflicts with the Reich. He is normally accompanied by the Chief of General Staff, Akiro Tanakahara, on his diplomatic missions. They are good allies and respect each other dearly. He maintains the Japanese military up to full strength and very well equipped. He commands the highest budget from the government of the Empire as he is seen as a national hero in keeping Japan strong. His intuition tells him that Watanabe is untrustworthy but his loyalty to Miyamoto means he will never question the Emperor's decision in appointing his cousin to government.

INSPECTOR GENERAL OF MILITARY EDUCATION KENJI WATANABE

Kenji Watanabe is a cousin to the Emperor Miyamoto. His arrogant overbearing style make him a very difficult person to sympathise with, even though he secretly despises the Emperor, and is very jealous that the rest of his relations within the dynasty hold superior roles to him. He does not dismiss the idea of assassinating his cousin and feels this would then give him the room to manoeuvre towards enhanced military power and the opportunity of going to war with the Reich. His lust for a waring Empire of the Sun is both dangerous and foolhardy and fortunately this megalomaniac is strictly controlled and censored by Miyamoto. It is only the Emperor's honourable disposition that saves this 60 year old from dishonour or execution.



ITALIAN SOCIALIST REPUBLIC

CHIEF OF STATE ALFREDO BERTINELLI

Although the "hereditary leader" of Italy is Her Majesty Queen Isabella II, she remains only a figurehead. Ever since Benito Mussolini was appointed Chief of State by King Emanuel IV, control of the Italian "empire" has rested in the hands of the person holding this post. Presently, Alfredo Bertinelli is this military leader and dictator of the Republico Socialist Italia. Those that hold government posts under his authority are numerous individuals referred to collectively as "El Commando Supremo" ("The Supreme Command"). These individuals are the chiefs of staffs of the War Ministry, Admiralty, and all of the Viceroys of the Italian colonies in Afrika and off-world.

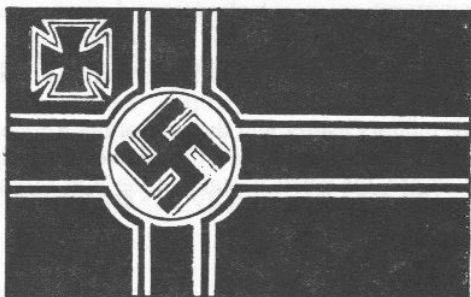
Having long despised the rest of the world's attitude of not taking Italy seriously, and disgusted at having to depend on the Third Reich for most of its resources, Bertinelli has set about making drastic changes in his nation's future. His first actions upon taking power 14 years ago was to establish Italian colonies on Titan, Wotan, and Morbegeiss, in order to secure outside sources of basic raw materials such as titanium, uranium, and azinite - all of which are needed for interstellar exploration and expansion.

Reichschancellor Schieffen was always keeping a watchful eye on increased Italian activities, and Reichsminister Vogeler has stepped up the number of Geheimdienst agents operating in Italian territories. The fact that Bertinelli seeks to sever the "ties that bind" and label Italy as a "puppet nation", may also contribute to a shortened political career. But one thing he has vowed is that no more shall Italy be jokingly referred to as "Das Kleine Reich" ("the Little Empire").

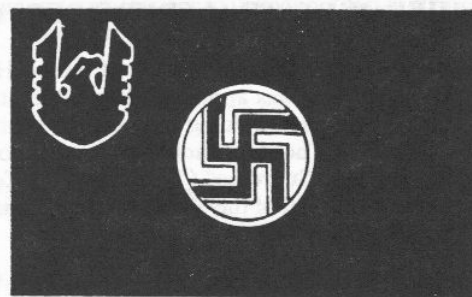
Bertinelli is 55 years of age, with black hair (white streaked, and tied into a ponytail in the trendy 2130's Italian fashion). He also sports a moustache, and has brown eyes.



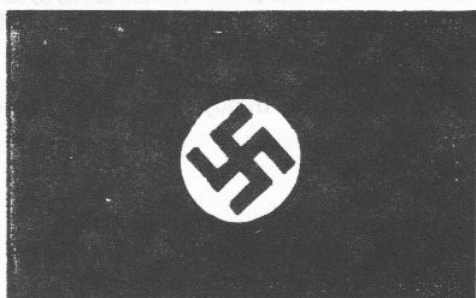
FLAGS OF THE THREE EMPIRES



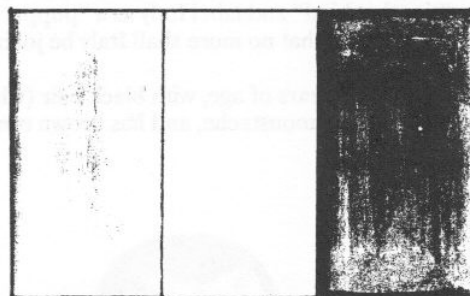
REICH MILITARY FLAG



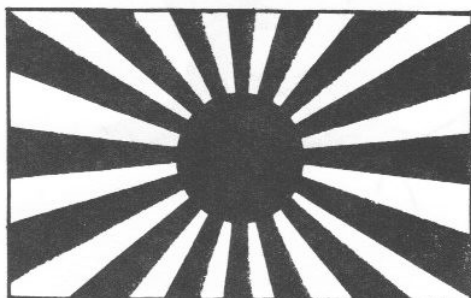
REICH CIVIL SERVICE FLAG



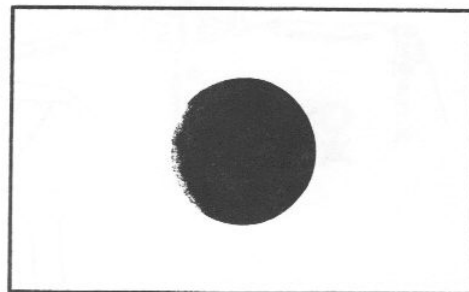
REICH CIVILIAN / PARTY FLAG



ITALIAN FLAG



JAPANESE MILITARY FLAG



JAPANESE CIVILIAN FLAG

LEGISLATION

THE MARTIAN AGREEMENT

On this day October 7, 2071: We, the assembled representatives for the Governments of the Third Reich and the Empire of Nippon do hereby agree to abide by the following agreements in order to ensure the continued peaceful co-existence between our two great Nations.

- 1). The first nation to establish a legitimate colony of not less than 5,000 persons on a newly discovered world shall be recognized as having sole claim to said territory.
- 2). Both Governments must supply to the Chief Ambassador a complete report concerning the location, and establishment of any newly acquired territories on a monthly basis.
- 3). Every Colony will be subject to an annual courtesy call by a consular ship.
- 4). The Erde, Sirius, and Barnard systems will remain under joint protection.

This document is important, because it ultimately led to the privatization of both the Imperial and Reich space programs. What this agreement basically said was "finders, keepers" on all new worlds. The Imperial government then announced the very next day that the Navy, while still maintaining a strong presence in space, would no longer directly control planetary exploration. Individuals, and the zaibatsu (family owned mega-corporations) were now free to own and operate their own space fleets. Despite loud protests from the Reich's ambassador, this open market strategy took effect within a few weeks. The Third Reich was very reluctant to privatize its own space industry, but in order to keep up with the rapid expansion of the Nipponese Empire it found it had little choice in the matter. Two new government offices were established "to look after the public's best interests". These were the Commission for Exploration and Expansion, and the Ministry of Interstellar Trade and Transport.

SOME IMPORTANT LAWS OF THE THIRD REICH

I. ROBBERY

Robbery of the first offence is punishable by the severing of the offender's hand, and 1 year in a labour camp.

II. ASSAULT

Assaulting a citizen of the Third Reich is punishable by 1-10 months in a labour camp. Assaulting a member of the government (including a city policeman) is punishable by 1-4 years in a labour camp.

III. MURDER

Depending on the decision of the judge presiding and the circumstances involved, punishment can range from 2-20 years in a labour camp to execution.

IV. UNAUTHORIZED PLANETFALL

A ship's captain who lands his ship on a planet by bypassing the starport will be assumed to be a smuggler, spy, or terrorist. If caught the captain will lose his ship and pilot's licence, and face 1-4 months in a labour camp.

V. SMUGGLING

A person caught carrying taxed, banned, or restricted items will receive punishment ranging from 4-16 years in a labour camp. If the person was smuggling weapons he will be executed as a traitor.

VI. PIRACY

A person committing an act of piracy will be executed.

VII. COMMANDEER/ IMPRESSMENT LAW

Reich officers have the right to commandeer civilian ships and impress its crew members into service.

VIII. SEARCH AND SEIZURE LAWS

1) Reich officers have the unconditional right to board, search and seize any ship suspected of treasonable acts.

2) Anyone found to be committing such acts will receive trial and sentence from the officer in command.

IX. QUARTERING/ PROVISION LAW

Anyone who has food and shelter and is requested to provide such for any member of the government must do so or be guilty of treason.

X. MARTIAL LAW

1) Reichsprotectors (governors) have the right to decree quarantine on any world which they feel is a threat to the preservation of the Third Reich. If deemed necessary he may use the military to enforce this with a blockade of the world.

2) Anyone found trying to run a blockade will be destroyed.

XI. UNAUTHORISED MINING

1) All prospectors must report their finds to the Reich and request mining rights.

2) Failure to comply with the above means that the prospectors business is confiscated and put in control of the Reich, and the offender faces 1-8 years in a labour camp.

XII. TREASON

Treason is always punishable by death.

XIII. ESPIONAGE

Anyone caught spying for a foreign power will be executed.

XIV. TERRORISM

Any terrorist that is caught will be executed.

XV. SLAVERY

Anyone participating in the enslavement of any Aryans will face 4-24 years in a labour camp.

XVI. REICHS MEDIA LAW

Anyone who prints, broadcasts, or distributes anything that offends Reichs Nationalism will receive 1-12 months in a labour camp.

XVII. MARRIAGE

Any Aryan may take two wives [this was repealed in 1990, in order to halt the rapid increase in population]. Marriage with non-Aryans is forbidden.

XVIII. SEXUAL OFFENCES

1) Sex between an Aryan and a member of another race is forbidden. If found guilty of committing such crimes, the Aryan will be sentenced to life in a labour camp, and the non-Aryan will be executed.

2) Sexual acts between members of the same sex is against Reichs law. If found guilty of committing such acts both offenders will be executed.

3) Rape is punishable by execution. The government will pay for the victim's abortion, if so desired.

XIX. ARTISTIC ACCEPTABILITY

No form of art, drama, music, writings, or dance may be released or performed in public without complete prior approval of the Ministry of Propaganda and Enlightenment. Their judgements are based on the work's artistic value to Reichs society. Negro based music referred to by the terms "rock", "jazz", and "blues", will not be tolerated. Artistic works done in the style known as "abstract" are also not acceptable. Ignoring the rulings of the Ministry will result in the offender being sentenced to 10 years in a labour camp.

XX. RELIGION

The only church authorised to exist in Reichs territories is the Reichschurch. The only authorised Bible is the Goebbels version. Any one found distributing or possessing material relating to another religious sect, or teaching of such things (outside of a foreign embassy) will be sentenced to 5-20 years in a labour camp.

MILITARY ORGANIZATION OF THE THIRD REICH

There are 7 branches of the military. These are as follows:

WEHRMACHT - main army

NAVY - space-going navy

GRENZKORPS - Frontier Corps, acting as both army and navy on the frontier. Charged with expansion of the Reich into new territories (The regular army and navy follow up later to maintain control).

STERNWAFFE - planetary, and navy-based starfighter divisions (under Naval, Wehrmacht, or Grenzkorps command)

SHUTZSTAFFEL (SS) - completely independent service answering only to the Minister of Police and the Führer.

KREIGERSTAFFEL (KS) - another independent squadron answering only to the Führer. It functions as an elite anti-terrorist / anti-resistance division.

KRIEGSMARINE - ocean-going navy.

FURTHER SPECIALIZED DIVISIONS INCLUDE:

WEHRMACHT:

INFANTRY (shocktroopers, snipers, scouts, etc.)
 ARMoured (tanks, troopcarriers, etc.)
 ARTILLERY (mobile missile carriers, cannons)
 ENGINEERS (mine laying / destroying, construction, repairs, robot control)
 MEDICAL CORPS
 STERNWAFFE (use own rank system, answer to assigned Wehrmacht commander)

NAVY:

COMMAND (officers)
 OPERATIONS (technicians, engineers, and other specialized personnel)
 STERNWAFFE (own ranking system, answer to ship's commanding officer)
 S.S.G. (Spezialschlaggruppe) - (special strike group; space demolitions, boarding party, etc.) (similar to the UDT SEALS, or SBS) (not part of the SS)
 MEDICAL CORPS

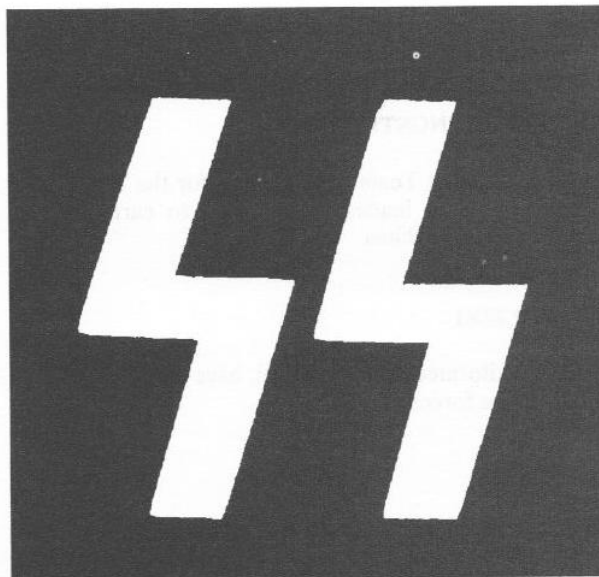
GRENZKORPS:

Includes units of all of the above, except the S.S.G. (it uses regular soldiers instead). Slightly different uniforms, but use Wehrmacht ranks throughout, fleet commander has complete authority on ground and space.

THE SHUTZSTAFFEL

When it comes to carrying out the dictates of the Nazi Party, the SS is the Party. There is a lot of conflict between the SS and the regular armed forces because of the tremendous amount of power and authority they are given. They answer to no one but SS leaders, the Minister of Police and the Führer. This authority even extends over superior ranking officers of the regular Armed Forces. Originally organized in the 1930's by Heinrich Himmler (then Minister of Police). Its purpose was to become a fanatically loyal military police force as a replacement for the disbanded SA "Stormtroopers". Their organization is shrouded in Nordic mysticism: The Viking runes of the Swastika and lightning "SS"; secret pagan ceremonies for births and weddings; and the rumours of the original progenitors belonging to such occult groups as the "VRIL-YA" ("Luminous Lodge") and the "BAVARIAN ILLUMINATI".

Although originally created as a Party police force, their role has expanded over the years to include elite special forces groups, and responsibility for intelligence and counter-intelligence. Sub-divisions of the SS are as follows:



WAFFEN-SS

Military special forces units. In addition to handling counter-insurgency operations, they also follow behind the Wehrmacht troops in battle to kill any retreating, deserting, or incapacitated soldiers.

SS -TOTENKOPFVERBANDE

"Death's Head" SS, or SS-TV. these are the guards of political prisons, concentration camps, and Labour camps.

**SS-VERFÜGUNGSTRUPPE**

Special Disposal Team. Bodyguards for the Führer and other important leaders. Also used to carry out the Führer's special whims.

SS - POLIZEI

Special uniformed military police, have authority over civilian police forces as well.

RSHA

The central security department of the Third Reich. This is operated and controlled by the SS under the direction of the Deputy Minister of Police and is subdivided as follows:

SICHERHEITSDIENST

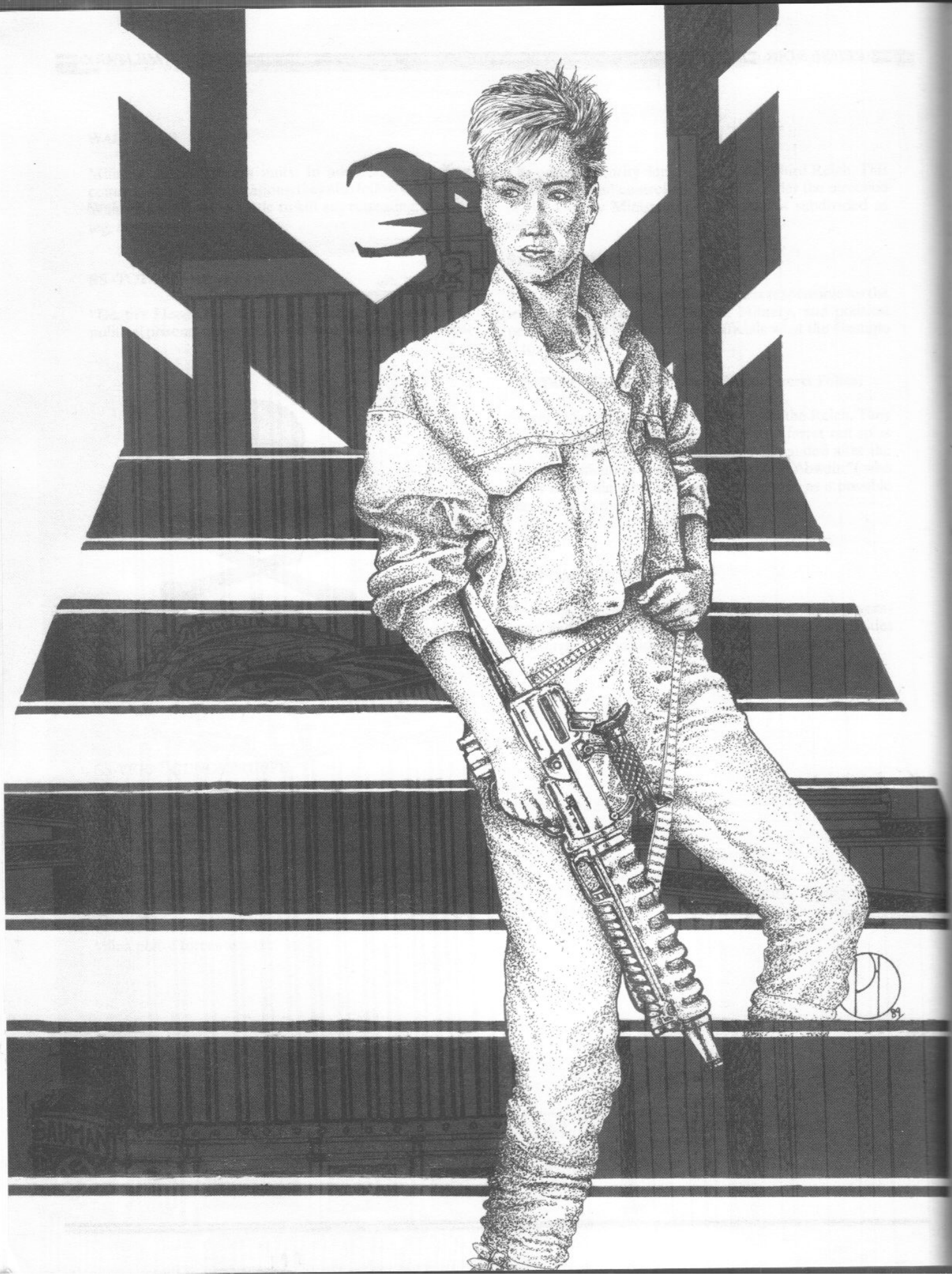
SS-SD, or security service. This office is responsible for the internal investigations of all SS, Military, and political personnel. It is to government officials what the Gestapo is to civilians.

GESTAPO (Geheime Staats Polizei or Secret Police)

Secret police monitoring activities within the Reich. They are the counter-intelligence agency who ferret out spies and traitors within Reich territories. Expanded after the War of Unification to replace the non-SS "Abwehr" (who many in the highest corridors of power saw as a possible threat due to their non-Party involvement).

GEHEIMDIENST

Secret Service. This is the intelligence arm of the government and is responsible for monitoring Imperial activities and territories outside of the Third Reich's control.



RESISTANCE GROUPS

THE TOWER

The Tower is perhaps the largest and most well organized of the resistance groups. They are also subsequently the most effective. The Tower consists of many wide spread cells of resistance that receive orders from a single source. No cell is ever aware of the location or internal formation of the others. They are told only what they need to know to accomplish a given task, and nothing more. This protects the entire organization with the highest possible security. If any strike team is captured it might signal the end for a single cell, but nothing can be gained from Gestapo interrogation or torture because they truly do not know enough information about the rest.

Contrary to popular belief, the members of the Tower do not wish to set up a single universal government controlled by Japan. Although the Tower does have important contacts within the Empire, most of these are simply civilian sympathizers - many of whom have distant relatives living in the Reich. What the Tower does hope to achieve is a universal Democratic Confederacy. Its aim is to break-down the government of the Third Reich through attacks on military targets, and would not intentionally harm civilians. Japan is not considered an enemy to these people, and they have no desire to provoke conflict with Imperial forces.

The name of this organization stems from the 16th card in the deck of Tarot. In all of its variations, The Tower is shown being struck down by a bolt of lightning from the heavens. A tower is usually a symbol of strength and stability built on a strong foundation, but the tower shown on the tarot card has been built on false values and negative energy applied for the forces of Evil. The dynamic bolts of lightning are sent down to destroy this symbol of darkness and to cleanse the world (reference to the destruction of Sodom and Gomorah, the tower of Babel, and the fall of Satan's kingdom). The founders of the group of freedom fighters of the same name saw it as representing the downfall of a more tangible force of evil: the Third Reich.

The Tower has never claimed responsibility for the Chancellor bombing that killed Führer Schlieffen, but realistically, they are the only group that could manage to have pulled it off. While being far from the most radical of the resistance groups, the Reich considers The Tower to be the most dangerous to the governments's stability.

THE RED FLAME

This revolutionary faction are blood thirsty communists who still cling to the ideologies of Marx, Lennin, and Stalin. They are treated by other groups, particularly the Tower and Ragnarok, with much suspicion and fear. Their philosophies are very committed to the destruction of any imperialist/ capitalist cause. Be it Reich, Japanese, and Italian expansion, or zaibatsu and megacorporations. Any force that subjugates the peoples or aliens of the galaxy are perfect targets for these terrorists. They believe slaughter is inevitable and just. The sacrifice of alien or human life is a necessity for the cause.

Their backgrounds mostly stem from the wealthy and they are the products of society and universities. They are known for their hatred opposition of their own families and backgrounds. This voicing, during their academic years, allowed Reich zealots like Vogeler to remember and know some members personally and therefore he now treats their arrest with zealous fervour. They are very dangerous people whom as you can guess will stop at nothing to achieve a Communist Galactic Empire.

They are self-financing acquiring what they will through pirate-like tactics. Naturally enough, corporate executives who once used to hire newly qualified pilots and captains now adhere to the most stringent security checks in an effort not to lose any more ships to these deadly fanatics. The spies within the universities are only minimally effective in spotting prospective members of the Red Flame.

Physically, they are Reichs, Nipponese, and Italian humans, with a commanding presence. Quite fearless in their tasks of devastation and destruction. A KS Colonel would give much to have people with such undying loyalty in his squadron. Vogeler allocates insane amounts of Krieger-staffel troops to the task of hunting down these people, and often leaves other important areas ill protected. Perhaps this is because he is all too aware that he heads the Red Flame's death list.

RAGNAROK

Terrorism is never quite straight is it? The 'Naroks go for a limited form of anarchy; a galaxy without a central government nor leadership; worlds control their own being. Not only do some human race classes join this band, but also X'larthujahri, Kyalmijazur, and Zachki, are sometimes found in their ranks.

They do not have any concrete beliefs nor an ordered manifesto as do other terrorist groups. They purely seek a return to the old ways of self determination, before death became the order of the day throughout the galaxy.

Now as a human/alien life-form, you may believe that forming an alliance with a terrorist group isn't such a good thing. This could be a mistaken belief as these people, even though they indulge themselves in bombings and assassinations, are a quite logical and reasonable group. 'Naroks are the average alien or human in the street who intend to deal out punishment to the evil forces confronting them.

They are financed by sympathizers from their own worlds, and moons. There are simple fund raising events such as lotteries, dances, and even basic canteen collections. As a group they are much admired by the old and young alike, due to their bravado and care in selecting targets. They occasionally succeed against difficult objectives, but on the whole prefer less protected Reich and Japanese targets.

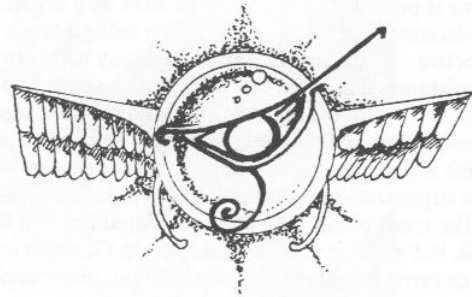
THE HORUS SOCIETY

A secret society named after the Egyptian hawk-headed god of vengeance. Its history, structure and activities are shrouded in complete mystery. Some sources have suggested that it was originally organized during the 1950s in either England or the A.A.U. The founding members are believed to have been former members of the Freemasons, Rosicrucians, and a few other "mystic lodges". Some leaders of the traditional religious institutions may also have been involved in its inception. These people broke away from the passive teachings of their orders who believed in "progress through evolution - not revolution". The founders of the Horus Society, by contrast, believed that change in the Third Reich could only come through more direct methods.

The symbols and ceremonies used by this society have a definite Egyptian influence, and seem to deal with increasing psychic potential. There are some rumours that suggest links with the organization known as the Tower, but this cannot be confirmed. The members of this order are from all walks of life, and blend invisibly among the citizens of the Reich and the Empire. Their basic tactics involve using lots of inside people to subtly alter things to their own ends as a "fifth column".

When someone joins the Horus Society, they find that they are provided with many services to suit their needs: important job recommendations and monetary gifts, legal judgements go in one's favour, and life generally couldn't be better. In return, the initiate must swear to one day do one favour for the society. This favour could be asked in a days time or 5 years, but the initiate must agree to do this favour no matter what it is. If when the time comes a member

refuses, he will soon find that the same forces which have made him what he is can just as easily bring him to ruin. It would be pointless to ask for help, because the very person asked could also be a member.



SAKURAKAI

Revolutionary activity is not confined merely to the Third Reich, the Empire of Nippon also has internal problems. The Sakurakai, or Cherry Society, first became active during the 1920s in Japan. It was made up of idealistic young military officers who believed Japan was following the destructive examples of the Western nations. The Sakurakai despised all of those things which they saw as corrupting the Japanese way of life: the Diet and Cabinet (who were barriers between the Emperor and his nation); the zaibatsu (family business combines, like Mitsubishi and Mitsu); and woman in the work place. The new Japan they hoped to establish was one where the Emperor had total control of the Imperial government; voting would be restricted to the heads of households; no one would be allowed to accumulate more than 1,000,000 yen; important industries would be nationalized; and women would be restricted to activities in the home - keeping alive the Japanese arts of flower arrangement and tea ceremony.

The most important attempt made by this group failed when someone turned informer. The idea was to assassinate the corrupt government and court officials, then in a gesture of apology to the Emperor, assemble in front of the palace and commit hara-kiri. The plotters were arrested and the leader sentenced to twenty days confinement. His accomplices were merely reprimanded. As had usually been the case, the judges gave amnesty for any actual or planned violence if the motive was for the glory of Japan. Japanese history legitimized such action back in the fifteenth century. They had even given it a special name, "gekokujo" ("insubordination"). These assassins were often portrayed as heroes for challenging the forces that corrupted the nation.

In their present incarnation, the goals and ideals of the sakurakai have not changed very much. The only difference is they now also wish for a more aggressive policy toward the Reich, and believe that non-Japanese should be re-

stricted in the jobs they can take, or removed from their society all together. Frequent targets of this group are: government officials, corporate executives, millionaires, Chinese and Caucasians, and the Reich's consulates and embassies.

THE BLOOD BROTHERHOOD

This is another Japanese reform group that is very similar to the Sakurakai, and had the same basic origins. The Brotherhood sees only one method of reform - gekokujo. In 1932, each member of this group had pledged to kill at least one corrupt political or financial leader on or around February 11. This was the 2,592nd celebration of the ascension to the throne of Jinmu, the first human Emperor of Japan and the fifth in line of descent from the Sun Goddess. This group kills only for the "glory of the Emperor", with complete disregard for their own lives.

THE AMERICAN LIBERATION LEAGUE

This group of resistance fighters is based both in the A.A.U. and Western America. It was organized by former American and Canadian soldiers in 1943, when the governments of the United States and Canada signed their unconditional surrender to Germany and Japan. When the war ended, everyone was supposed to turn their weapons over to the new governments, but many soldiers and civilian patriots hid their guns and waited for the time when they could strike back. There were also many top secret U.S. government bases that slipped past the notice of the occupying forces. Attacks were aimed specifically toward German and Japanese military targets, while always avoiding killing any of their own people.

At present this group is still very small (being based only in the A.A.U. and Western America), and acts of resistance are somewhat limited. They refuse to ally themselves with the Tower because of that group's policy toward the Empire, and it has been this narrow minded attitude which has limited their effectiveness as a viable fighting force. Their leader is referred to by the code name "Moses".

KNIGHTS OF HOLY RETRIBUTION

An organization of Scottish origin, formed in 1966. Their aim is to establish a galactic government controlled by the Roman Catholic Church. In addition to speaking in German, members of this group also know English and Latin. Their secret coded messages are often in what is considered a dead language known by the very few - Gaelic.

The leader of this group, Cullen MacKay, has assumed the rank of Archbishop, and truly inspires his followers with his passionate sermons before sending them off into battle with the power of the Trinity behind them. The location of this group (it is thought to be mobile) has thus far evaded the Reich, but with a reward of RM 1,000,000 offered by the government for MacKay's capture, his days will surely be numbered if his prayers aren't answered.

This group is also very small, perhaps having only a few hundred members.



THE ISLAMIC JIHAD

This group is another religious fanatical organization. It is made up of Muslim fundamentalists whose aim is to use terrorism to establish a complete Islamic régime. Its origins can be traced back to assassins of the eleventh century. This group despises the German (Western) ideas of materialism, and "un-Godliness". This group is among the largest of the resistance organizations, and its members are so fanatical that they think nothing of killing themselves for the Holy War.

THE DOOMSDAY SOCIETY

This group (numbering less than a hundred) is by far the most deranged fanatics in existence. They believe that the destruction of the universe is inevitable, and so they seek to help speed things along. Civilian targets are usually chosen, being easier to hit, gaining spectacular news coverage owing to their genocidal nature. Their most terrifying accomplishment was the detonation of a stolen nuclear warhead in Miami, Florida, A.A.U. in 2123. One quarter of the city was devastated, and thousands died in the radioactive aftermath. Reichsprotector of the A.A.U., William Payne declared this event "the most insane tragedy of human history".

The founder and leader of this group is 48 year old Gregory Stephen Cunningham. Cunningham was born in Chicago, Ill. He studied physics during his school years, and even received a scholarship to attend the University of New Heidelberg, which he very strangely turned down. His IQ rating was among the highest ever recorded at his school,

but perhaps it is true that there is a thin line between genius and insanity. Early tragedies during childhood, an inability to establish a long term relationship, and the contraction of cancer (which resulted in amputation of his left leg), may all have contributed to his disgust of life. It was at a detox centre that Greg first met others who shared his views, and with the assistance of these people the Doomsday Society was founded.

JEWISH LIBERATION FRONT

Originally founded in the early 1940's after the Holocaust, which sent millions of Jews to their deaths. Very few European Jews escaped the Nazis, and those in America found themselves forced to flee to Japanese occupied territories (chiefly Austrailia, and India), deciding to take their chances in the Empire. Much to the outrage of the Reich, the Japanese refused orders to extridite "these menaces to society", but they were only given sanctuary in poorer, less populated areas. Some more outspoken immigrants were murdered during the 1940's and '50's (probably by the Geheimdienst), but the "Jewish Question" seems to have taken a back seat to other more pressing concerns in recent years. The Jewish people, however, will never forget what happened to their ancestors.

This group uses hit and run tactics against Reich military targets, and occasionally resorts to political assassinations. The exact size of this organization is unknown.

ORGANISATIONS / SOCIETIES

ANIMAL RELOCATION TRUST

Large wild animal population has declined severely, due to pollution, expanding population, the felling of rainforests, and warfare experiments. Domesticated animals remain safe.

EXTINCT SPECIES

Black panther
Jaguar
Hippopotimus
Ostrich
Whales
Buffalo
Giraffe
Gorilla
Rhino

ENDANGERED LIST

Cattle
Lion
Tiger
Antelope
Seal
Chimpanzee
Baboon
Parrots
Dolphins
Elephants

The privately funded "Animal Relocation Trust" (A.R.T) frequently captures and transports endangered species to other habitable worlds in order to strengthen the numbers. Many scientists argue however, that in doing so A.R.T. is also destroying those planets' ecological systems, and thus contributing to the extinction of alien species that previously had no predator or fewer ones.

All transports are through chartered private ships as cheaply as possible due to lack of money (there are no funds allocated to A.R.T. from either the Reich or Imperial Governments.)

THE YAKUZA

The Yakuza is the Japanese intergalactic criminal syndicate whose history dates back to feudal Japan. It is made up of individual "families" (kumi) headed by a boss called an "oyabun". This oyabun owes his allegiance to the "saiko no oyabun" (supreme boss). Loyalty, and a strictly adhered to code of honour are the most outstanding features of the yakuza. A Yakuza kyodai is expected to treat everyone in his kumi as if they were his blood relations, and is expected to be as his word. Any kyodai who betrays the kumi or oyabun, or brings dishonour, is either "erased", betrayed to the police, disfigured in some way, or killed depending on the severity of their offence. The cutting off of one's own finger as a sign of loyalty, and even hara-kiri for an accidental offence is commonplace in the Yakuza.

Each Yakuza kumi has a specific territory in which they operate (either a city, or even entire star systems if sparsely populated). This territory is fiercely defended against other criminals who interfere with kumi profits. Often wars are waged over territory disputes between different Yakuza families, but these are usually kept on a low profile for

fear of having the saiko no oyabun step in to settle things. Most offenders are given a warning first: beat up, property damaged, etc.). Kumi activities within a territory could be almost anything ranging from paid protection, drug or gun running, counterfeiting, etc.

All Yakuza are recognized by a tatto ranking system. The more space the tattoo covers, the higher the rank in the kumi. This ranges from a single small arm tattoo for a newcomer, to the entire arms, back, and chest of an oyabun. Every Japanese citizen knows what these tattoos symbolize, and no one would ever want to start trouble with anyone tattooed in this way.

The current saiko no oyabun is Hatiro Okamura, who resides in Osaka, Japan like all of his predecessors.

THE MAFIA

The Mafia is an interplanetary secret criminal organisation founded in the agrarian hinterland of Western Sicily and spread initially to the Amerikan Atlantik Union by Italian immigrants. The prohibition era in the old United States (1920-33), established the Mafia (Cosa Nostra) as the largest of the criminal empires and provided them with the huge initial funds to further build on. The end of prohibition did not mean an end to the Syndicate as they turned to other forms of crime. These included narcotics smuggling and dealing; vice and gambling; extortion and kidnapping; and more recently some legitimate areas of commercial life. There is occasional inter gang war but on the whole the "families" respect one another's territories. Of course there is the occasional war with other large crime syndicates (primarily with the Japanese Yakuza, and powerful independents like Rigdon Trull) but these rare incidents, or bloodbaths are played down by the respective hierarchies. The "Godfathers" and the oyabuns know that all-out conflict would weaken them too much and allow the Reich and the Empire to finally wipe them out. When outbreaks do occur the feud is nearly over as quickly as it started. A rapid volley of machinegun bullets outside of a posh restruant, a secret "business meeting", and things are back to normal. However, as things stand local government and even major government officials still fear the might of these families and live with the threat of kidnap and death. For that same reason it is unwise to meddle with them; they are a secret army who wear no uniforms. You will probably never recognize your killer until he pulls the trigger.

MEGACORPORATIONS, AND ZAIBATSU OF ERDE

COMPANY	MAJOR PRODUCT
ASTROAUSFÜHRUNG, GmbH	Computer software
BAUMAN INDUSTRIES	Starships
BANILOV-CRONAUER FORTSCHRITTLICH ROBOTIKS UND TECHNOLOGIES	Robots and cybernetics
BRAHMWEILLER	Electronics
BOLLENBACH LABORATORIES	Biological, chemical, and bacteria- logical research
CYBERNETIC TECHNOLOGIES INCORPORATED (CTI)	Computers, and robotics
EICHER FIREARMS, GmbH	Firearms and ammunitions
GERBER FOODS	Baby food, space food, fishfarms
HASANI LASERS	All types of lasers
IJIWARA KAISHA	Vibro weapons
JUNKER MASCHINEN HERSTELLUNG	Jet, and nuclear engines
KAUFMANN KREIGSMATERIALEN, GmbH	Firearms and ammunition
KELLAR KRIEGSMATERIALEN, GmbH	Heavy weapons
KENOYE PLASMA DORYOKU	Plasma weapons
KOENIG MASCINEN HERSTELLUNG	Nuclear engines
KRONNENBERG	Electronics
KRUPP UND SONEN CHEMIKALIEN	Chemical weapons
LUGER	Firearms and ammunition
MAIYOKO DANTAI	Computer software
MAUSER	Firearms and ammunition
MEIKO KAISHA	Firearms
MESSERSCHMITT	Small military craft
MITSUBISHI	Cars and hovercars
NAGATAMI KAISHA	Robots
PORSCHE	Cars and hovercars
TRANS-STELLAR FREIGHTWAYS	Shipping firm
VAN DYNE	Heavy equipment and vehicles

TIMELINE

1931 Japan invades Manchuria

1939 Germany invades Poland

1941 Japan bombs Pearl Harbour

1942 Hitler assassinated by a young Jew named Edwin Rosenbaum. (Rumours suggest a cover up in that this was actually carried out by people within the government and Rosenbaum was merely a scapegoat.) Himmler became the new Führer. Deputy Führer Hess dies in an automobile accident.

1943 War of Unification ends after the atomic annihilation of London and New York.

1944 Slavery officially sanctioned in the Third Reich by Reichschancellor Himmler.

1947 The first edition of the Goebbels "translation" of the Bible is published. No other version is allowed to be printed or imported into the Reich territories.

1959 Saw the first man on the moon: Otto Hansbäcker.

1960 The death in mysterious circumstances of Heinrich Himmler. Fredreich Thierens, 38 years of age inaugurated as the new Führer.

1968 With the great assistance of Thierens' passion for space exploration and the need to match Japanese leaps in technology, Germany lands the first men on Mars: Erich Schenker and Paul Last.

1973 The first "body banks" are opened in Berlin.

1975 Thierens killed in transporter crash at the age of 53. However he had cemented the Reich's future in space exploration. Indeed only 8 years after his death the Reich was successfully colonising Mars. Andreas Luger, 40 became the new Chancellor.

1983 The first experimental colony on Mars is completed.

1995 A sleeper ship, Thierens Dream was despatched for Alpha Centauri with, as the name suggests, a crew in suspended animation. In 2057 the signals from the ships communications laser transmitters faded and disappeared. It was believed that the ship had been lost; the crew presumed dead. What could reasonably be achieved in space exploration came under question, and the space programme ground to a halt.

1998 The Ijiwara Corporation in Tokyo, introduces the first vibrobladed knife.

1998 Luger dies and is replaced by Alex Truckler, aged 53, a former Minister of Police. He only lasted 5 years before being assassinated.

2003 The new Reichschancellor, Walter Schell, announces that he wishes to see Germany's commitment to interstellar travel raised and revitalised and an award of 5 million Reichmarks will be given to the first man or woman whom succeeds in designing a faster than light mode of travel.

2025 Schell dies of a heart attack. The new Chancellor is Tristan Werner and sees that Schell was correct in the Reich's approach to their space programme. He increases the award to 10 million Marks.

2048 Prince Miyamoto is born in Tokyo.

2060 Werner is the first to resign the Chancellorship due to old age. He did live to see the break through that occurred 4 years later and the new Reichschancellor, Maximillian Bourke invites Werner to present the award to Doctor Schlöss.

2063 Emperor Tansuye dies, leaving his son Miyamoto to inherit his throne at the age of 15.

2064 The major break through in long range exploration came with the invention of the Trans Dimensional Initiator, TDI, by Dr. Ubrich Schlöss, revealing the existence of a parallel dimension, dubbed Ultraspace.

2069 The first successful test of the TDI with manned craft.

2070 Alpha Centauri is mapped and colonisation begins. Colonisation is undertaken by Earth undesirables whom are used for slave labour being exploited by the military.

2071 Colonisation of the Sirius system begins. Great excitement is created over the discovery of an alien intelligent life-form, the X'larthujahri of Wotan. The aliens being a peaceful, primitive race accept the humans without question, even when treated brutally and forced into slave labour.

2071 The Yamahara Incident. A Japanese freighter is destroyed off Mars. They had a failed IFF transponder and communications system and therefore became a legitimate target for a Reich's destroyer. This increased tension between Nipponese and Reich's forces. This incident was settled by the signing of the Martian Agreement later the same year. (see page 172)

2072 The Reich privatised their space industry, which resulted in a tremendous frenzy of exploration and colonization of new worlds.

2073 Maximillian Bourke commits suicide following the destruction of his career in a sex scandal.

2073 Horst Austen elected to office and remains in the post for 25 years until he resigns in 2098 disgusted at the intolerable behaviour of the new breed of space pioneers and troops.

2074 Malagar Ostermann is born in Stuttgart, Germany.

2075 The first anthromorph is created.

2077 Jazur is discovered, and diplomatic contact with the natives begins.

2078 The Aryan-Jazuri War begins after Kyalmijazur terrorists attack a Reichs base on Tulbatek.

2079 Alfredo Bertinelli is born in Venice, Italy.

2081 The Betelguese System officially becomes a Reich territory after the government of Jazur admits defeat to the human forces. Concentration camps are set up to deal with Zachki "war crimes", and the Kyalmijazur are sent to work as slaves in the azinite mines.

2082 Princess Isabella is born in Rome, Italy.

2095 Unpublicised skirmish between the Reichs and Imperial forces on Morbegeiss takes place. Casualties are explained away as "victims of a plague".

2098 Gunter Schlieffen one of the new breed of dictators takes office. He increases the Reich's stranglehold on Erde and her new colonies. German dissidents see the seeds of another reign of terror being sown and many leave Erde searching for a better quality of life. They take with them the last hope for freedom and the embryo of revolution.

2111 The Jouttenheim Conflict. A Grenzkorps General named Paul Schroöder, with dreams of personal power, attempted a military coup in the Kempler System. Although he and his group of followers were far removed from Erde, the Reich's 3rd Fleet soon arrived to put down the rebellion. The bloodiest part of the battle took place on the desolate surface of the planet Jouttenheim. There were 2,578 fatalities, with both sides suffering immeasurable casualties. Before he could be captured, Schroöder primed a nuclear war head and detonated it, destroying most of the remaining forces on both sides.

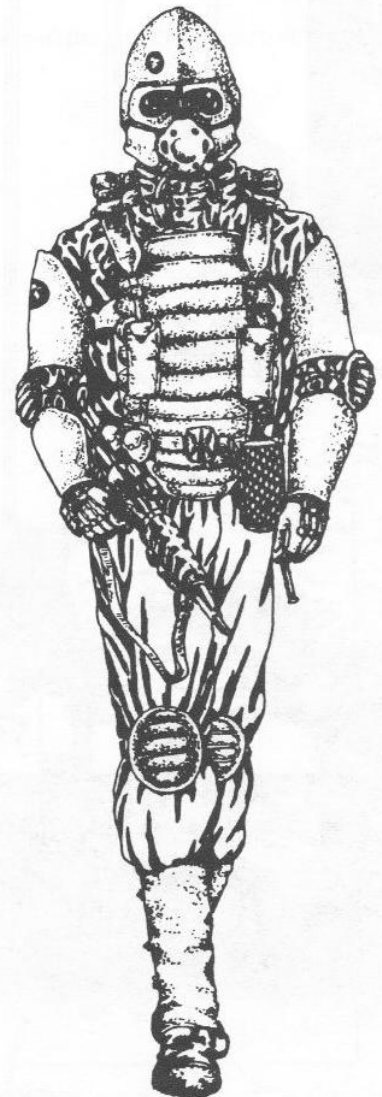
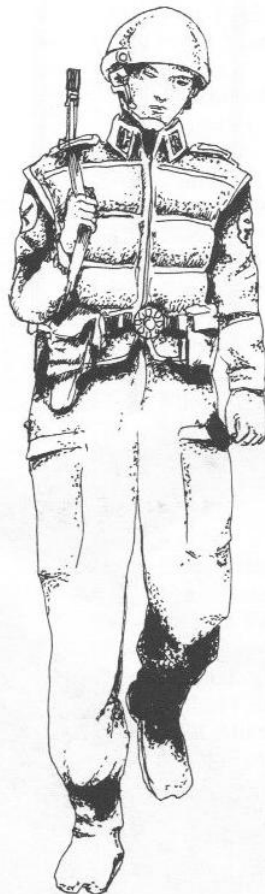
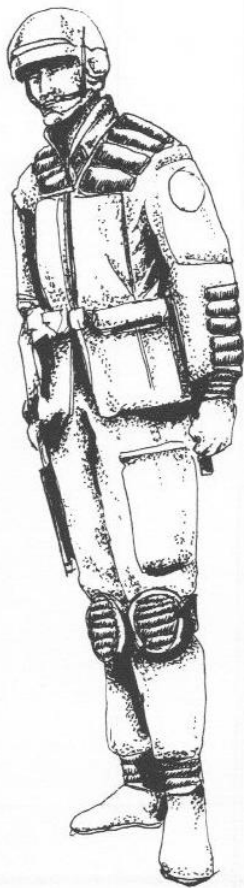
2120 Alfredo Bertinelli becomes Italy's Chief of State.

2123 Princess Isabella crowned Queen Isabella II, after her ailing father (King Umberto III abdicates).

2126 The entire Reichs 7th Fleet mysteriously vanishes while exploring the Bonham system. There has never been a solution and to this day the question of its whereabouts still haunts the Military. Explanations abound and go from

ridiculous tales of a ghost ship ("Thierens Dream") terrorising the galaxy, to rumours of a massive conflict with a far superior alien race. There have not been any other similar incidents.

2134 Malagar Ostermann, a former Naval attache and Reichsprotector of Wotan, is recalled to Berlin following a terrorist bombing of the Chancellory resulting in the death of the much hated Schlieffen.





ENCOUNTERS TABLES

Encounters are the basis for most role-playing adventures. Without them, there would be little or no action in the game. Encounters can be anything from an inanimate object, to an event (such as a fire or earthquake), on up to living creatures. There are three different ways of handling encounters in an adventure, these are: fixed, random, and semi-random.

FIXED ENCOUNTERS

Fixed encounters are those encounters which the GM has decided well in advance will occur. He will also have decided where and when in the course of the adventure the players will have this encounter. All of the important as-

pects of who and what is involved will also be worked out in advance, including full descriptions, stats, and any props that may help. These sort of encounters are what the whole adventure is about, and should make up at least 90% of the adventure. When the GM has made up all of his fixed encounters he has written a good portion of his planned adventure already. Fixed encounters are generally made up to suit the GM's fancy, but the ideas can come from rolling on the encounters tables, and expanding what he rolls into a complete adventure. The GM is not bound by what he rolls in this case, if he doesn't like what is rolled, roll again. Using encounters tables in this way can often spark ideas if a GM is suffering from "writer's block".

CITY ENCOUNTERS TABLE

(Roll 2d10 and read as a percentile. Then read the result according to what sort of section of the city the characters are in).

BUSINESS	ENTERTAINMENT	ROUGH
01-15	01-18	01-08 Police
16	19-20	9-12 Mugger
17-20	21-24	13 Pick-Pocket
21	25	14-16 Purse Snatcher
22	26-27	17-19 Rapist
23	28	20 Psychopath
24	29	21 Vigilante
25	30-32	22-24 Victim
26-27	33-35	27-33 Punk
-	36	34-40 Street Gang
28	37	41 Biker
29-36	38-45	42-48 Citizen
37-38	46-51	49 Prostitute
39	52-53	50 Pimp
40	54-56	51-56 Drunk
41	57	57-60 Bag Lady
42	58	61-65 Bum
43	59	66 Religious Leader
44	60	67-68 Murderer
45-48	61-64	69-70 Burgler
49	65-66	71-72 Thief
50	67-68	73-75 Robber
51-52	69-71	- Con Artist
53-58	72-80	76-77 Entertainer
59-63	81-85	78-84 Roll on Tavern Table
64-70	86-90	85-86 "Salesman"
71	91-92	87-92 Animal
72-80	93-94	93-94 Robot / Anthromorph
81-90	95-97	95-96 Lost Alien
91-99	98-99	97-99 Unique to Planet
00	00	00 Special

RANDOM ENCOUNTERS

Random encounters are just that - random. They occur on the spur of the moment during the actual playing of the game. These sort of encounters are used when players are simply wasting time in the game, either arguing or talking about "last weeks football match". They can also be used when players go off on a completely unexpected tangent that the GM hasn't prepared for. Obviously encounters of this nature rely heavily on the GM's ability to improvise.

SEMI-RANDOM ENCOUNTERS

Semi-random encounters are derived from a special table that the GM makes up to fill in a certain part of an adventure that may or may not take place, such as the chance that the characters may decide to wander off into the local wilderness. These tables must be made up to suit the general adventure at hand, and are usually only a few lines long. They are handled in much the same manner as random tables.

SUB TABLES

<u>I. POLICE</u> (Roll 1d6)	<u>NUMBER</u>	<u>% FEMALE</u>
1-2 Patrol Vehicle	(2 officers)	5%
3 "Foot" Patrolman (includes animal mounted)	(1-2)	0%
4-5 <u>Detective</u> (1d6)		
1-3 Vice	(1-4)	20%
4-5 Homicide	(1-2)	2%
6 Special Investigations	(1-2)	10%
6 <u>Gestapo</u>	(1-2)	10%

II. VICTIM (1D8) (Roll on citizen table to determine details)

- 1-3 Robbery/Theft
- 4-5 Rape
- 6-7 Mugging
- 8 Murder

<u>III. CITIZEN</u> (1d12)	<u>(% Female)</u>
1-2 Business Exec.	(15%)
3-4 Worker	(20%)
5 Handicapped	(50%)
6-7 Aged	(50%)
8 Child	(50%)
9-11 Average	(50%)
12 Unusual	(50%)

IV. RELIGIOUS LEADER (1d10) (Some of these may not openly reveal what they are out of fear)

1-3 Local Religion

- 4 Shinto
- 5 Taoist
- 6 Bhuddist
- 7 Moslem
- 8 Catholic
- 9 Protestant
- 10 Jewish

V. ENTERTAINER (1D8)

- 1 Magician
- 2-3 Musician
- 4 Dancer
- 5 Mime
- 6 Street artist
- 7 Comedian
- 8 Unique

VI. SPECIAL

- 1-2 Riot
- 3-4 Fire
- 5-6 Bomb Scare
- 7 Blackout
- 8-9 Hostage Situation
- 10 Accident (Bridge collapse, car wreck, elevator falls, etc.)
- 11 Earthquake (or a more suitable natural disaster)
- 12 Outbreak of a disease

SPACE ENCOUNTERS

ENCOUNTER TYPE

01-20 Debris
 21-28 Hull Class I Starship
 29-40 Hull Class II Starship
 41-70 Hull Class III Starship
 71-80 Hull Class IV Starship
 81-82 Hull Class V Starship
 83-88 Small Craft
 89-96 Meteor Storm
 97-99 Astral Storm
 00 Special

I. DEBRIS (Damage per turn, and number of turns)

	Small	Medium	Large
1-2 Waste	1-2	1d6	1d8
3 Ice	1-2	1d6	1d8
4 Metal	1d6	1d10	3d10
	1 Turn	2-3 Turns	2d4 Turns

II. a. SHIP TYPE

- 1 Warship
- 2 Yacht
- 3 Patrol, Customs etc.
- 4 Mining / Exploratory
- 5 Starliner
- 6-7 Freighter
- 8 Tanker

II. b. "NATIONALITY"

- 1-3 Reich
- 4-6 Imperial
- 6-7 Pirate
- 8 Slaver
- 9 Italian
- 10 Alien

II. c. CARGO

- 1 Fuel
- 2 Food
- 3 Spices
- 4 Weapons
- 5 Machine Parts
- 6 Computer Parts
- 7 Medical Supplies
- 8 Resources
- 9 Slaves
- 10 Ammunition
- 11 Radioactive Material
- 12 Satellites

II. d. SHIP CONDITION

- 01-65 Normal
- 66-75 Battle Damaged
- 76-80 Abandoned
- 81-98 Derelict
- 99-00 Special

III. SMALL CRAFT

- 1 Mines (1-6) Detectable only by an operator's skill check at -2.
- 2-4 Probe
- 5-6 Life pod

IV. METEOR STORM

Meteor storms last 1d20 turns (3-60 seconds) and damage is 1d4 SP damage per turn.

V. ASTRAL STORM

Astral storms did not exist until the invention of the Schloss T.D.I. in 2064. These storms come into existence as a result of a ship phasing into ultraspace and displacing part of this dimension into realspace. Ships travelling in ultraspace are protected by their T.D.I. field and are not affected; however those in realspace are. The actual effect is the same as electro-static weaponry, with the storm rating from 10-200 MW. All storms move at a rate of .002c (600 km/sec, or 6 hexes/second). The diameter of these storms are between 1-3 hexes.

Size	MW Rating
1 hex	1d6 x 10 MW
2 hexes	2d6 x 10 MW
3 hexes	2d10 x 10 MW

VI. SPECIAL

Anything unusual the GM wants to put up against the characters. A vessel of an unknown alien race, a "runaway" world, a black dwarf system, etc.

TAVERN ENCOUNTER TABLE

I. CHARACTER

- 01-09 Official
- 10-20 Smuggler / Merchant
- 21-30 Bounty Hunter / Skip Tracer
- 31-40 "Normal Occupation" (roll on city or local encounter tables)
- 41-59 Merchant Marine
- 60-75 Star Hopper
- 76-78 Gangster
- 79-80 Corporate Executive
- 81-85 Pirate
- 86-90 Mercenary
- 91-94 Reporter
- 95 Clergyman
- 96-98 Military
- 99-00 Special

II. ENCOUNTER TYPE

- 01-05 Job offer/job request
- 06-08 Drunk / Drugged
- 09-11 Picks fight
- 11-15 Visual contact
- 16-17 Offers to buy a drink
- 18-20 Something is stolen
- 21-30 Something Spilt / Broken
- 31-35 ID check
- 36-40 Money Lost/ Found
- 41-43 Something Lost / Planted
- 44-50 Mistaken identity
- 51 Murder
- 56-58 Ship check
- 59 Vandalism
- 60-65 NPC
- 66-70 Wanted Man
- 71-75 Chase
- 76-80 Game
- 81-85 Local Rumour
- 86-90 Galaxy Rumour
- 91-95 System Rumour
- 96-00 Special

III. OFFICIAL

- 1-3 City Police
- 4-5 Security Officer
- 6 City Politician

IV. GANGSTER

- 1-2 Mafia
- 3-5 Yakuza
- 6 Independent

V. MILITARY

- 1-2 Wehrmacht
- 3-4 Navy
- 5-6 Sternwaffe
- 7 Schutzstaffel
- 8 Kreigerstaffel

VI. SPECIAL

- 1 Famous Person (actor, t.v. personality, musician, etc.)
- 2 Secret Agent
- 3 Assassin
- 4 Alien

SPECIAL ENCOUNTER

- 1 Press Gang / Slaves
- 2 Fire
- 3 Quarantine
- 4 Poisoned Food / Disease
- 5 Hostage crisis
- 6 Robbery
- 7 Battle
- 8 Riot

REACTION ROLLS

Anytime a player character and an NPC meet for the first time (unless for the game to work you have already decided the result) the character must make a CHA check. Every digit **below** the PC's CHA rating is read as a positive number. Every digit **above** the character's rating is a negative number.

Examples:

(1) CHA rating = "19". Rolling 2d20 results in "17". The check was successful and the reaction result is +2 (or just "2"): The NPC is cautious, and keeps his eye on the character but is neither friendly or hostile.

(2) CHA = "19". Rolling 2d20 results in "28". The check fails and the result is -9: NPC expresses a disliking of the character.

RESULTS

30 Permanent bond with Character
(would lay down life for character)

29 " " " " "
28 " " " " "
27 " " " " "
26 " " " " "

25 Would value character's friendship / love

24 " " " " "
23 " " " " "
22 " " " " "
21 " " " " "

20 Very friendly, puts reasonable trust
in character

19 " " " " "
18 " " " " "
17 " " " " "
16 " " " " "

15 Friendly expresses a liking of character

14 " " " " "
13 " " " " "
12 " " " " "
11 " " " " "
10 " " " " "

9 Acts formally, business-like to character

8 " " " " "
7 " " " " "
6 " " " " "
5 " " " " "

4 Cautious, keeps an eye on the character

3 " " " " "
2 " " " " "
1 " " " " "

0 Same as CHA rating

-1 Hesitates and is suspicious
-2 " " " "
-3 " " " "
-4 Acts cold towards the character
-5 " " " "
-6 " " " "
-7 " " " "
-8 " " " "

-9 Expresses dislike towards character

-10 " " " "
-11 " " " "
-12 " " " "
-13 " " " "
-14 " " " "

-15 Attempts to fight character *

-16 " " " "
-17 " " " "
-18 " " " "
-19 " " " "

-20 Attacks the character *

-21 " " "
-22 " " "
-23 " " "
-24 " " "

-25 Attempts to kill the character *

-26 " " " "
-27 " " " "
-28 " " " "
-29 " " " "
-30 " " " "

* = If given a reason, and if this does not conflict with the NPC's MORAL DISPOSITION.

MODIFIERS

Knows character through the mention of a mutual friend
+5

Character is famous or infamous +1/-1 for every 10 points
above "90" in notoriety rating (if recognised).

Character is a recognised cyborg -4

Character is a recognised anthromorph ("Mimic") -8

Character is seen as "ugly". -1 per every number below
"10" in APP.

Character is heard as having an unpleasing voice. -1/point
below "10" in VOC.

Character is seen committing a crime -15

Any "Disadvantage" modifiers.

ANIMAL ENCOUNTERS (1d8)

- 1 Avion
- 2 Mammal
- 3 Amphibian
- 4 Reptile
- 5 Amoeboid
- 6 Insect
- 7 Parasite
- 8 Special

SIZE: 1 Very small (less than 3cm)
 2 Small - (3-40cm)
 3 Medium - (41cm-1m)
 4 Large - (2-3m)
 5 Very Large - (4-5m)
 6 Gigantic (over 5m)

FOOD: 1 Carnivore
 2 Vegetation
 3 Omnivore
 4 Special

MAIN FORM OF ATTACK OR DEFENCE

- 1-2 TEETH / MANDIBLES
- 3-4 CLAWS / TALONS
- 5 FANGS
- 6 HORNS / TUSKS
- 7 COILS / TENTACLES
- 8 TAIL
- 9 QUILLS
- 10 SPIT
- 11 ODOUR / SOUND
- 12 RESTRAINING SUBSTANCE

TEETH AND MANDIBLES

Animals which use their teeth as a weapon inflict wounds either by tearing at the flesh, or by crushing the bones. Treat all bites as bladed weapon attacks.

Only large, and very strong animals are capable of severing bones, with Erde examples being great white sharks, and alligators. Animals of this type aim for the nearest limb, and attempt to rip it off and continue in this manner until the victim is completely swallowed. If the bite does 5 or more points damage, the limb has been bitten off. These animals tend to be solitary hunters.

Typical damages for large creature bites are 2d4 or 2d6; damages for very large creatures are 2d6 or 2d8; damages for gigantic creatures could be 2d8 on up to 4d10. Any of these values could be altered depending on what you might have in mind. There are a few examples given on page 160 and 161.

Very small animals (generally insects) usually attack in swarms. When a swarm attack occurs the character can do little else but slap away at the swarm or flee. While under attack the character may suffer penalties from all dice rolls ranging from -1 to -5. These penalties may or may not stay with the character afterwards. As a comparison, penalties from mosquito attacks last only during the attack; penalties from bee stings will have to decrease after a couple of days, and may cause the victim to go into shock if he has an allergy to them. Only poisonous attacks by swarms this small inflict enough damage to be considered as lost LIFE POINTS. Large swarms do 1-2 points damage.

Small to medium animals do damage with teeth by tearing small bits of flesh off. These animals (depending on size and aggressiveness) will usually aim for the victim's throat (this is especially true of trained attack dogs). Some animals of this nature attack in packs or swarms. Medium sized animals that attack in packs (like wolves) will surround their prey and take turns snapping at it each round, or if there are only two or three all will attack at the same time, going for what is available. One type of small animal that attacks in a swarm is piranha. These vicious little creatures will reduce a full size man to bones in under a minute. Piranha do 1-2 points damage every five seconds the victim remains in the water. There will of course be massive blood loss. Damages for small creatures range from 0 to 1-2; damage from the bites of medium creatures range from 1d4 up to 2d4.

A variant of teeth are mandibles (usually only found on insects). A large enough creature with mandibles will crush the character as if using coils or tentacles (see below).

CLAWS AND TALONS

Claws and talons inflict damage by tearing. Damages are as follows: small creatures 0 to 0-1 (1d6: 1-3 = 0, 4-6 = 1); medium creatures 1-2 points, to 1-3 points; large creatures 1-3 points to 1d6; very large creatures 1d4 to 1d8; gigantic creatures 1d8 to 2d6. Treat all claw attacks as you would bladed weapons, except that severed limbs are not possible.

FANGS

Animals with fangs will bite and hold onto their prey until one or the other is killed. Fangs usually inject some type of poison as well (see Miscellaneous Rules, Poisons).

HORNS AND TUSKS

Horns are a defensive weapon found normally on plant eaters. They are used to impale an attacker much in the same way as a spear. Damages are as follows: small creatures 0, or 0-1 point damage; medium creatures 1-2 points,

to 1d6; large creatures 1d4 to 1d8; very large creatures 1d6 to 2d6; gigantic creatures 2d6 to 2d10. Treat all horns and tusks as bladed weapons. As a general guideline, you can say damage is equal to a comparable bladed weapon of the same length.

COILS AND TENTACLES

Coils and tentacles cause LIFE POINT damage by constriction. The creature must be of at least large size in order to do this. Tentacles can also be used to immobilize prey in order to use another weapon. A successful hit by the creature will indicate that the coils / tentacles are in place. The character must then make a successful STR check in order to escape. Damage inflicted is: large creatures 1 point every combat turn (3 seconds); very large creatures 2 points every combat turn; gigantic creatures 3 points every combat turn, plus possible internal damages. If the character is freed before he dies, he will recover after 10 minutes, and life points will return to normal. Treat coils and tentacles as a choking attack.

TAIL

Some large animals have tails that can be used to bash, or whip an attacker, to cut with barbs, or to inject poison with a stinger. Heavy muscular tails inflict 1-2 points for large creatures; up to 1d6 for gigantic ones. Add 1 point for barbs. Whip-like tails do 1-2 points damage.

QUILLS

Some animals can throw quills from their body like darts. Unless they are thrown from a long tail, they have a relatively short range (less than a metre). Damage from quills can simply cause short term penalties on skill checks, or do up to 1 point damage. Some creatures may even have poisonous ones.

SPIT

Some animals, like cobras, are able to spit at its prey, in order to blind it, or distract it. The spit could be anything from a temporary annoyance, to a type of poison, or even a type of acid.

ODOUR AND SOUND

These are generally defensive weapons used by animals to ward off an attacker. Neither cause any sort of damage, but most other animals will leave them alone after being subjected to these treatments. In most cases, it causes characters a rather humorous embarrassment. One type of

creature that can create problems with its sound defence is the "yellow-tailed banshee" found in the wilds of Morbegeiss. When threatened or disturbed, this small winged creature lets out a shriek so piercing, that other creatures can do nothing but cover their ears and / or flee. All dice rolls are reduced by -10 while this happens.

RESTRAINING SUBSTANCE

This can be anything from a type of spun webbing (like a spider), to a sticky slime that glues, smothers, or slows down its prey. If an attack is successful, the victim must make a strength check to break free (this can be + or - depending on the creature's size. The creature will attempt to reinforce the substance every combat turn (3 seconds), causing a further penalty of -1 against strength checks to escape. Once the victim is completely immobile the creature will then carry the victim off to its lair to be eaten later. The victim may or may not suffocate from the substance. This weapon is sometimes used in conjunction with a poisonous injection.

ANIMAL ATTRIBUTE POINTS

Just like humans and aliens, animals also have attribute points. The table below can be used as a basic reference guide for determining the number of ATTRIBUTE POINTS.

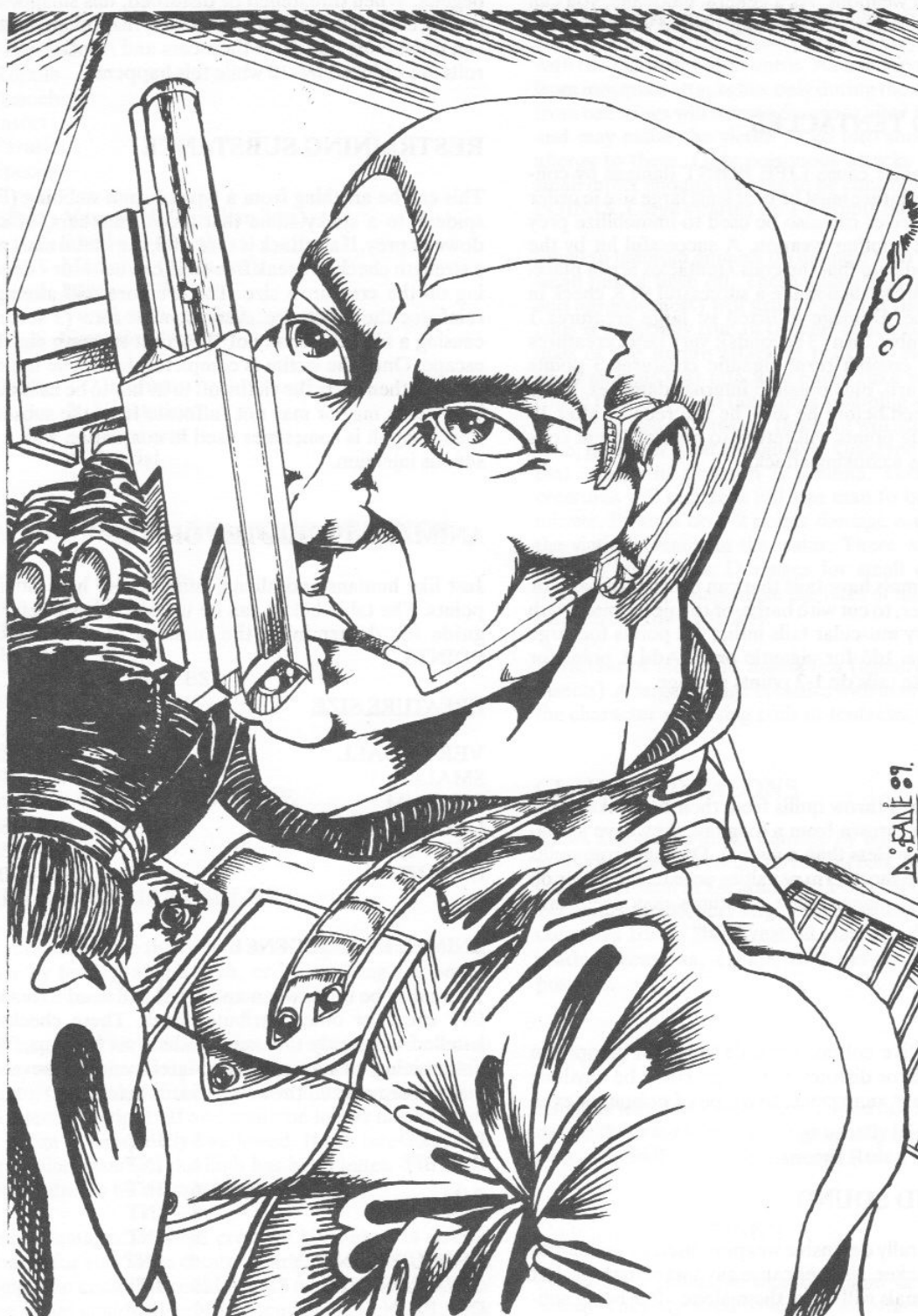
CREATURE SIZE

VERY SMALL	+/- 25
SMALL	+/- 45
MEDIUM	+/- 90
LARGE	+/- 180
VERY LARGE	+/- 360
GIGANTIC	+/- 700

ANIMAL INTELLIGENCE

There may be times when an animal will need to make an INT check or other attribute check. These checks are handled in exactly the same fashion as humans. When determining an animal's basic intelligence however you may wish to consult the comparisons below:

LIZARD	5	INT
RABBIT	6	INT
RAT	6	INT
DOG	8	INT
SEAL	8	INT
RHESUS MONKEY	9	INT
CHIMPANZEE	10	INT
DOLPHIN	10	INT



SHOCKTROOPERS

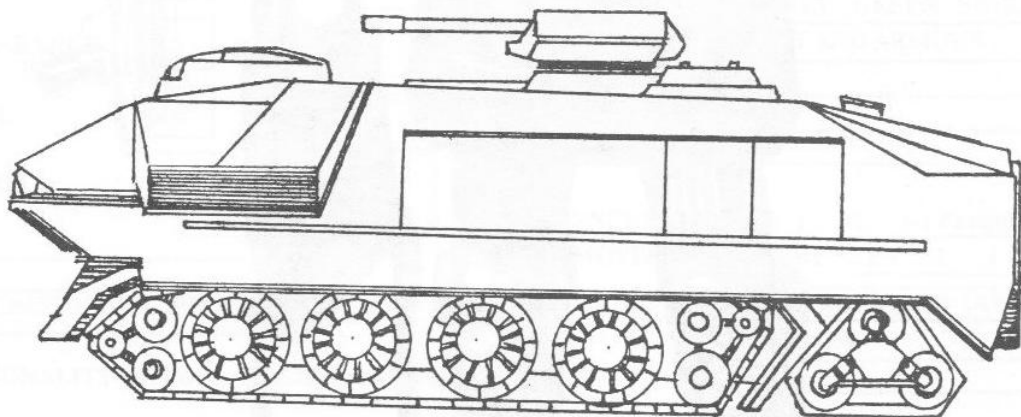
Reich shocktroopers form the backbone of the Wehrmacht and Grenzkorps infantry. They are selected from only the very best recruits, and many families have had members serve for many generations. They are very strong, muscular, tough and loyal. They are heavily armed and very well protected. Depending on the environment and situation shocktroopers will either be armed with a plasma rifle or heavy machine gun. They do not serve on Navy vessels unless a ship is transporting them to another world for relocation or an invasion.

All uniforms consist of a one piece water resistant coverall, thick-soled waterproof ankle high boots, kevlar knee pads, elbow pads, gloves, optional utility vest and kevlar / mylon smock and helmet. (-8 against bullets, -4 against impaling weapons; -2,-3,-4 at s/m/l ranges against plasma weapons.)

The utility vest has; vibroblade, extra plasma canister, (or 3 extra clips), small med kit, (pain killer, burn salve, synthflesh spray, etc.), and a small tool kit for weapon maintenance. The belt pouch carries 3 fragmentation grenades.

Helmets vary but all have the same kevlar shell with a comlink. Some are equipped with visors for thermal imaging or starlight vision. A filter mask is often worn underneath.

The Wehrmacht uniforms are green-grey in colour, the Grenzkorps are tan, and the Waffen SS uniforms are black with the red swastika armband on the left sleeve. All uniforms carry the black iron eagle on the right breast and rank on the left sleeve.





CHARACTER SHEET

ReichStar



CHARACTER'S NAME : "TYPICAL REICH SHOCKTROOPER"

PROFESSION : SOLDIER

LIFE POINTS

26

RESERVE MERIT POINTS 0

ARMOUR KEVLAR / MYNON BATTLEDRESS

PSI 0

RAD COUNT

LUCK POINTS

0

ATTRIBUTE
MODIFIERS

ATTRIBUTES

STRENGTH

26

CONSTITUTION

30

DEXTERITY

21

INTELLIGENCE

15

WILL POWER

22

AWARENESS

18

OBSERVATION

12

APPEARANCE

18

VOICE

10

CHARM

10

PHYSICAL DESCRIPTION

RACE : HUMAN Native Gravity 1 G

SKIN COLOUR : CAUCASIAN

EYES : BLUE

HAIR : BLONDE (military cut)

OTHER : N.A.

HEIGHT : 1.98 m

WEIGHT : 104 kg

AGE : 25 E.S.

PRIMARY HAND : RIGHT

MOST OUTSTANDING FEATURE :

HEAVY MUSCULAR BUILD

OTHER COMMENTS :

CLOTHING : GREY - GREEN SHIRT, PANTS,
BOOTS, HELMET AND ARMOUR .

ENCUMBRANCE : 41 (-1 Fatigue) kg

MOVEMENT RATES : 1 / 2 / 2 m / second

PSYCHOLOGICAL PROFILE

PERSONALITY TYPE : ESTJ (on average)

MORAL DISPOSITION : "NEUTRAL" (on average)

PHOBIA (S): N.A.

INSANITY (IES): N.A.

OTHER COMMENTS : Fanatically loyal to the Third Reich,
with most having been brainwashed and trained from birth.

ADVANTAGES AND DISADVANTAGES

FANATICISM

REICH OFFICERS

The uniform pictured on the next page is that of a Reich Naval Captain, however this uniform varies very little among the other branches of military service. All uniforms consist of a long sleeved black undershirt, stirrured pants and soft shoes (Wehrmacht and Grenzkorp officers wear knee length jackboots in the field), and a black collared jacket with a fold over flap attaching with velcro. An aiguillette connects from the right shoulder to the front of the jacket with a swastika clasp. The black iron eagle is displayed on the right breast, left sleeve shoulder, and the cap front. Rank is shown on the collar, epaulettes, and cuffs (Navy), or sleeves (Wehrmacht, Grenzkorps, Sternwaffe, and SS). Divisions are designated by coloured piping that runs down the front, around the bottom, and up the right ribcage of the jacket. The epaulettes on the shoulders also match this colour. Division colours are as follows:

WHITE - Infantry, S.S.G.
PINK - Armoured
RED - Artillery
LIGHT BLUE - Transport supply
BLACK - Engineers
YELLOW - Pilot
SILVER - SS
DARK BLUE - Medical
LIGHT GREEN - Security
DARK GREEN - Scouts (spaher)
BROWN - Communications, technical support
GOLD - Calvary

UNIFORM COLOURS AND VARIATIONS:

NAVY - Navy blue jacket, with white pants, hat and shoes. Enlisted men's dress uniforms are completely navy blue.

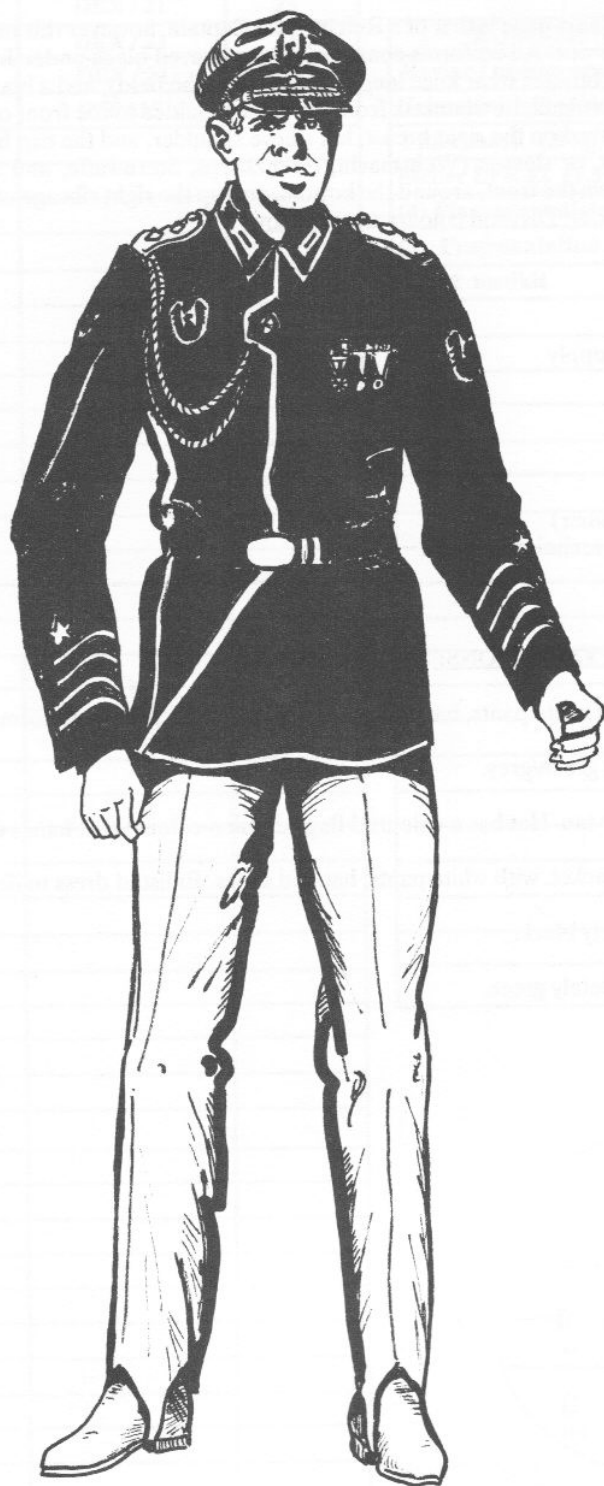
WEHRMACHT - Completely green/grey.

GRENZKORPS - Completely tan. Hat has a coloured flap (division colour) that hangs down from behind.

STERNWAFFE - Light grey jacket, with white pants, hat and shoes. Enlisted dress uniforms are completely light grey.

SHUTZSTAFFEL - Completely black.

KREIGERSTAFFEL - Completely green.



CHARACTER SHEET

ReichStar



CHARACTER'S NAME : "TYPICAL REICH OFFICER"

PROFESSION : SOLDIER

LIFE POINTS

17

RESERVE MERIT POINTS 0

ARMOUR NONE

PSI

0

RAD COUNT

LUCK POINTS

0

ATTRIBUTE
MODIFIERS

ATTRIBUTES

STRENGTH

15

CONSTITUTION

15

DEXTERITY

15

INTELLIGENCE

21

WILL POWER

21

AWARENESS

21

OBSERVATION

18

APPEARANCE

14

VOICE

15

CHARM

25

PHYSICAL DESCRIPTION

RACE : Human Native Gravity 1 G

SKIN COLOUR : Caucasian

EYES : Blue

HAIR : Blonde

OTHER : N.A.

HEIGHT : 1.8 m

WEIGHT : 80 kg

AGE : 34

PRIMARY HAND : Right

MOST OUTSTANDING FEATURE :

OTHER COMMENTS :

CLOTHING : Reich Officer's uniform

ENCUMBERANCE : kg

MOVEMENT RATES : 1 / 2 / 4 m / second

PSYCHOLOGICAL PROFILE

PERSONALITY TYPE : ENTJ (on average)

MORAL DISPOSITION : "NEUTRAL" (on average)

PHOBIA (S): N.A.

INSANITY (IES): N.A.

OTHER COMMENTS : Reich officers come from a higher educational background than common soldiers, and lack the extreme fanaticism of those under their command, or those in the SS.

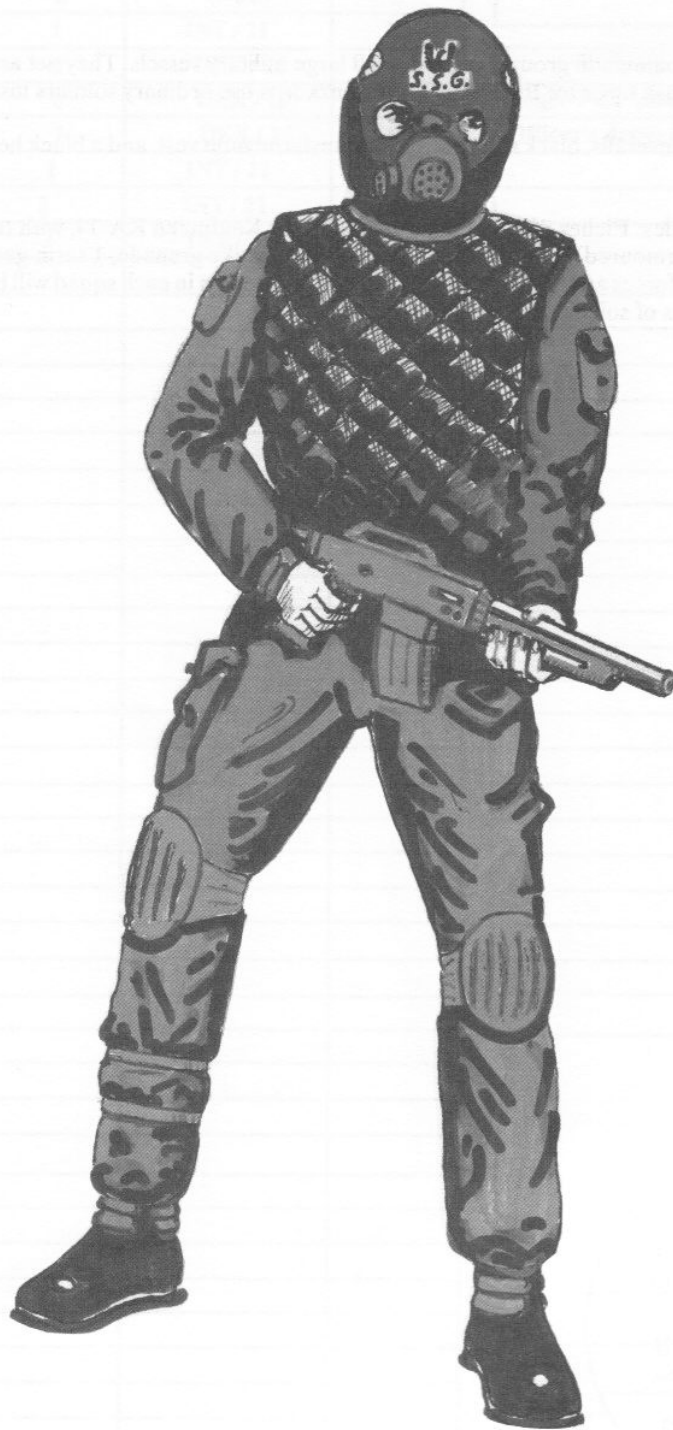
ADVANTAGES AND DISADVANTAGES

SPEZIALSCHLAGGRUPPE (S.S.G.)

The Naval S.S.G.'s are an elite commando group assigned to all large military vessels. They act as the soldiers, boarding parties, and special demolitions task force for the Navy. (The Grenzkorps use ordinary soldiers instead).

S.S.G.'s are dressed in navy blue coveralls, black soft shoes, black kevlar/mynon vest, and a black helmet with built in filter system and infrared lenses.

Standard S.S.G. equipment includes: Eicher SS-5 automatic shotgun (or Kaufmann KA-14, with teflon tipped bullets - if enemies are suspected of being armoured), 3 spare clips, vibroblade, 1 smoke grenade, 1 sarin gas grenade, 1 morpheus grenade. The usual size of assault forces are 1-3 squads (10-30 men). One person in each squad will be a demolitions expert carrying 4m of acidcord, 10 blocks of solenite, and a plasma pistol.



CHARACTER SHEET

ReichStar



CHARACTER'S NAME : "TYPICAL REICH NAVY S.S.G."

PROFESSION : SOLDIER

LIFE POINTS

17

RESERVE MERIT POINTS 0

ARMOUR KEVLAR / MYNON VEST

PSI 0

RAD COUNT

LUCK POINTS

0

ATTRIBUTE
MODIFIERS

ATTRIBUTES

STRENGTH 15

CONSTITUTION 18

DEXTERITY 24

INTELLIGENCE 21

WILL POWER 18

AWARENESS 21

OBSERVATION 18

APPEARANCE 15

VOICE 15

CHARM 15

PHYSICAL DESCRIPTION

RACE : Human Native Gravity 1 G

SKIN COLOUR : Caucasian

EYES : Blue

HAIR : Blonde

OTHER : N.A.

HEIGHT : 1.8 m

WEIGHT : 80 kg

AGE : 23 E.S.

PRIMARY HAND : Right

MOST OUTSTANDING FEATURE :

OTHER COMMENTS :

CLOTHING : Navy Blue coveralls (almost black),
kevlar / mynon vest, black soft boots, black helmet /
filter mask.

ENCUMBERANCE : 5.8 kg

MOVEMENT RATES : 1 / 2 / 4 m / second

PSYCHOLOGICAL PROFILE

PERSONALITY TYPE : ESTJ (on average)

MORAL DISPOSITION : "NEUTRAL" (on average)

PHOBIA (S): N.A.

INSANITY (IES): N.A.

OTHER COMMENTS :

ADVANTAGES AND DISADVANTAGES

CHARACTER SHEET

ReichStar



CHARACTER'S NAME : "TYPICAL GESTAPO AGENT"

PROFESSION : SECRET AGENT

LIFE POINTS

17

RESERVE MERIT POINTS

0

ARMOUR

PSI

0

RAD COUNT

LUCK POINTS

0

ATTRIBUTE
MODIFIERS

ATTRIBUTES

STRENGTH

15

CONSTITUTION

15

DEXTERITY

20

INTELLIGENCE

20

WILL POWER

22

AWARENESS

20

OBSERVATION

22

APPEARANCE

15

VOICE

15

CHARM

16

PHYSICAL DESCRIPTION

RACE : Human Native Gravity 1 G

SKIN COLOUR : Caucasian

EYES : Any colour

HAIR : Any colour

OTHER : N.A.

HEIGHT : 1.8 m

WEIGHT : 80 kg

AGE : 36 E.S.

PRIMARY HAND : Right

MOST OUTSTANDING FEATURE :

OTHER COMMENTS :

CLOTHING : Dressed in plain clothes to blend in with individual situations.

ENCUMBERANCE : 2 kg

MOVEMENT RATES : 1 / 2 / 4 m / second

PSYCHOLOGICAL PROFILE

PERSONALITY TYPE : INTJ (on average)

MORAL DISPOSITION : "NEUTRAL" (on average)

PHOBIA (S) : N.A.

INSANITY (IES) : N.A.

OTHER COMMENTS :

ADVANTAGES AND DISADVANTAGES

Fanaticism

Sense Danger

CHARACTER SHEET

ReichStar



CHARACTER'S NAME : "TYPICAL GEHEIMDIENST AGENT"

PROFESSION : SECRET AGENT

LIFE POINTS

17

RESERVE MERIT POINTS 0

ARMOUR NONE

PSI 0

RAD COUNT

LUCK POINTS

0

ATTRIBUTE
MODIFIERS

ATTRIBUTES

STRENGTH

14

CONSTITUTION

15

DEXTERITY

18

INTELLIGENCE

21

WILL POWER

22

AWARENESS

21

OBSERVATION

20

APPEARANCE

15

VOICE

15

CHARM

19

+ 5 (danger)

+ 5 (danger)

PHYSICAL DESCRIPTION

RACE : Human Native Gravity 1 G

SKIN COLOUR : Caucasian

EYES : Any colour

HAIR : Any colour

OTHER : N.A.

HEIGHT : 1.8 m

WEIGHT : 80 kg

AGE : 36 E.S.

PRIMARY HAND : Right

MOST OUTSTANDING FEATURE :

OTHER COMMENTS :

CLOTHING : Dressed as appropriate to assignment.

ENCUMBERANCE : 2 kg

MOVEMENT RATES : 1 / 2 / 4 m / second

PSYCHOLOGICAL PROFILE

PERSONALITY TYPE : INTJ (on average)

MORAL DISPOSITION : "NEUTRAL" (on average)

PHOBIA (S): N.A.

INSANITY (IES): N.A.

OTHER COMMENTS :

ADVANTAGES AND DISADVANTAGES

Fanaticism

Sense Danger

METROPOLITAN CITY POLICE OFFICERS

Uniforms are dark green, with light green cuffs and epaulettes. They are trimmed in yellow-green. The buttons on the front of the jacket, and on the cuffs and epaulettes are brass, as is the city precinct badge on the hat. The police "badge" is a large curved piece of chrome that is worn around the neck on a short chain (often referred to as "dog collars" behind their backs). A yellow-green aiguillette is worn around the right shoulder.

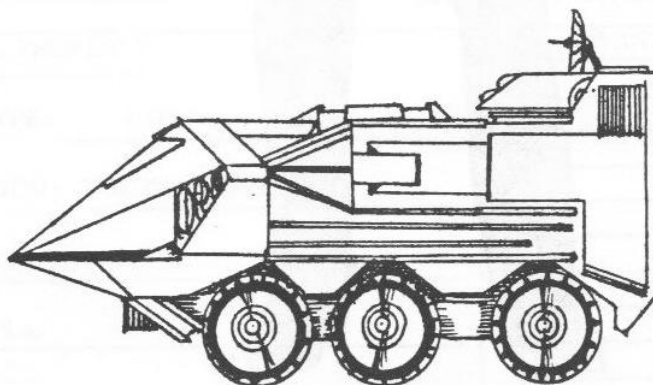
Police officers always carry an Eicher G5 gyrojet pistol (with 2 extra clips), a needler (paralysis drug), neural rod / riot baton (treat as a billy club/neural whip), concealable kevlar vest, handcuffs, and a radio comlink. Most officers travel around the cities of Erde and the colonies in Polizei Porsche LA-97 "schwebenwagen" (hovercars) with their assigned partner.

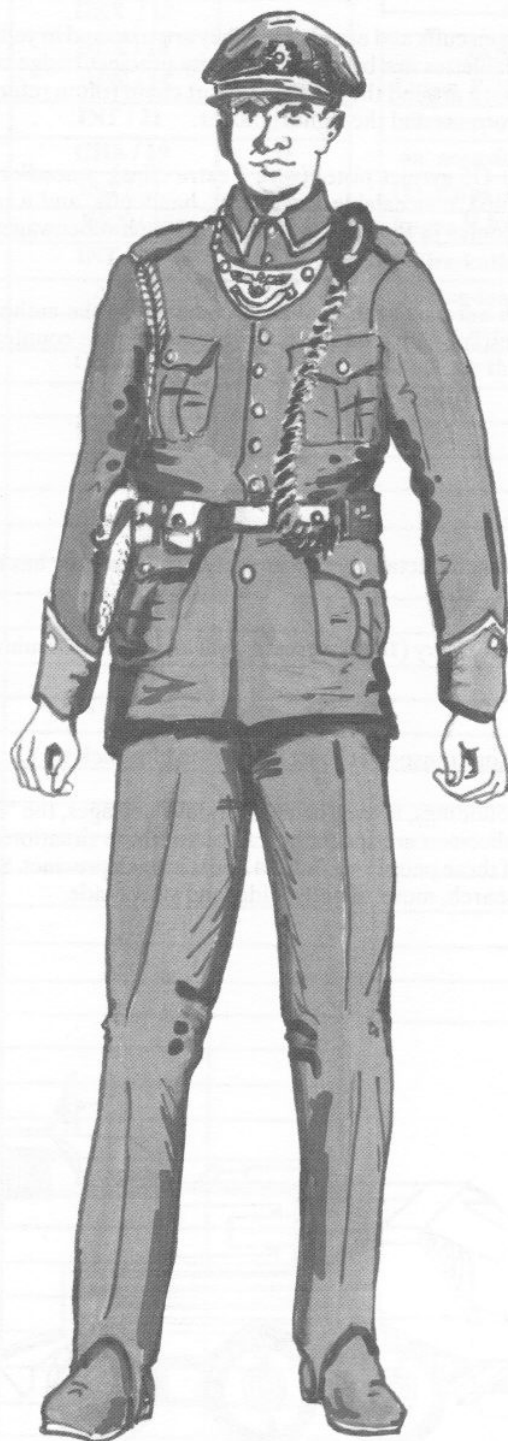
All city police departments (although not part of the military) come under the authority of the SS, and are required to send weekly reports to the nearest Gestapo office for further processing in the counter-intelligence files.

POLICE PROCEEDURES:

When a suspected crime is in progress:

- 1) Notify dispatcher of current location and details in police codes. If the officer has not reported back in 20 minutes 1-2 hovercars are sent to investigate.
- 2) Back-up is called for if viewed as necessary (1d4 hovercars will arrive in 1d20 minutes).
- 3) Officers proceed with caution.
- 4) If suspects are apprehended, a prison transporter must be radioed for pick-up (2d12 minutes).
- 5) If the suspects are in fortified surroundings, heavily armed, or have hostages, the "Spezialtentrupp" (special actions force) must be called in. These policemen are specially trained for these situations, and are basically a police version of the Navy's S.S.G. There are 20 of these people on duty 24 hours in each precinct. Specialized skills include: climbing, demolitions, assault rifle, karate, search, move silently, hide, and vibroblade.





CHARACTER SHEET

Reich Star



CHARACTER'S NAME : "TYPICAL REICH POLICE OFFICER"

PROFESSION: POLICE OFFICER

17

0

ARMOUR CONCEALABLE KEVLAR

0

RAD COUNT

0

ATTRIBUTES

15

15

18

18

20

25

23

15

15

16

ATTRIBUTE MODIFIERS

PHYSICAL DESCRIPTION

Native Gravity

Native Gravity 1 G

SKIN COLOUR: Caucasian

EYES : Any colour

HAIR: Any colour

OTHER: N.A.

HEIGHT: 1.8 m

WEIGHT: 82 kg

AGE : 30 E.S.

PRIMARY HAND: Right

MOST OUTSTANDING FEATURE:

OTHER COMMENTS:

CLOTHING : Dark green police uniform, green hat
and shoes, brown holster belt

ENCUMBERANCE : 1.6 kg

MOVEMENT RATES : 1 / 2 / 4 m / second

PSYCHOLOGICAL PROFILE

PERSONALITY TYPE : INTJ (on average)

MORAL DISPOSITION: "NEUTRAL" (on average)

PHOBIA (S): N.A.

INSANITY (IES): N.A.

OTHER COMMENTS:

ADVANTAGES AND DISADVANTAGES

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and is set against a dark background.

PIRATES

BROTHER JACOB

Perhaps the most feared pirate in human history, his fiendish exploits make even the legendary Blackbeard seem tame by comparison. Tales have spread across the stars about his utter lack of mercy for his victims. To him (as with the Reich and Empire) compassion is an unexplored concept. Even women and children are not exempt from this rule, and in fact are considered very valuable merchandise in the illegal non-Reich slave trade.

Brother Jacob's origin is unfortunately blended in amongst all of the rumours that you might expect to centre around a living legend. It is probably very safe to say he did not (as some of the more dubious stories suggest) attack, rape, and murder the passengers of a starliner at age 10. What can be determined from more reliable sources is that he was born in Haiti, and was a slave for some time in the Amerikan Altantik Union. With the aid of an unknown outsider, Jacob and a handful of his fellow slaves managed to escape and hijack a private yacht out of the Erde system. Over the 24 years that have followed Brother Jacob has terrorised both the Reich and Imperial shipping lanes, leaving behind very few survivors to tell of his thirst for wealth and destruction. One lone survivor of one of his raids, (who wishes to remain anonymous), recounts the story of one of his raids.

"We were on a pleasure cruise of the Betelguese system laughing, dancing, drinking the finest wines from Freya...you know how it is. Well anyway we were looking out from the observation deck, when this Japanese frigate just suddenly appeared out of nowhere. There were no warnings from our own Captain or crew, so I doubt if they had detected either. Chances were that it had some form of non-detection equipment. I suppose if I had thought about it at the time I'd have realised that there were no Imperial bases in the Betelguese system, but you just don't think about that sort of thing when there is a 200 metre warship bearing down on you. Anyway, this frigate just opened fire on us without even attempting to make radio contact. The first hit must have taken out the bridge; well that's what I guess from the sound coming from just above the observation deck. That's when I realised we were all going to die! It was just a blur after that. I remember running for the life pod bay, and just as I cleared the door of the observation deck, a second laser blast shattered the whole transparisteel window. The air swept past me at gale force as I clawed and pulled myself along. I turned and saw bodies with contorted screaming faces being sucked out of the gaping whole in the stern. One woman reached out for me in panic, but only succeeded in gouging into my arm before she to joined the doomed others.

The blast door eventually shut, after what seemed like an eternity, and I managed to tear a vent off the screen of one of those small maintenance ducts and crawl inside. Blood was trickling down my arm where I had been clawed, and I was too weak after the trauma of the pressure loss to make it to the pod bay. There were two more blasts followed by a long period of silence. Then I could hear the sound of machine guns near by, and the rapid approach of running feet. I pulled the mesh screen back up in front of me just before the body of a crew man, the smiling steward who had so shortly before been serving us drinks, slammed down hard in front of where I was hiding. His eyes were wide open staring deep into my soul, but he lay there perfectly motionless. A wispy white trail of smoke rose out from the black crater in his back. Part of his jacket was still burning. Then that sickening odour of burnt flesh hit me, and I was certain was going to throw up or faint. I watched through the mesh as a large pair of boots stepped up to the body, and kicked it over as if it were garbage. Then this person bent down to inspect his dirty work, and that's when I first saw him. He was a huge black skinned man, close on 2 metres tall and he was dressed like one of those pirates out of ancient history, with a long blue overcoat, and tri-corner hat. But it was his face that really made my heart freeze in terror- it was painted up to look like a skull! It seemed I was looking into the face of death itself, the grim reaper. This pirate, whom I later heard called brother Jacob, casually looked through the dead crewman's pockets and wallet, pocketing whatsoever took his fancy. A deep terrifying laugh bellowed from Jacob when he found only RM 40 on the corpse. He then stood up again, and casually kicked the body up against the screen where I remained unnoticed, and walked on by followed by 20 or so more of his freebooters. I must have stayed in that hole for hours, the crewman's relentless stare transfixed on me. I tried looking away but I could still feel those pitiful eyes burning through me. I tried closing my eyes but all I could see then was the superimposed image of that horrific skull; the face of death."

If we take the above account to be true (and we have no reason to doubt this person's testimony) we can assume that Brother Jacob has at least a hundred or more scum in league with him. How he managed to acquire a Japanese frigate, and what happened to the 500 personnel on board is completely beyond understanding. What it does bear testimony to is the fearlessness, ferocity, and capabilities of this villainous scourge of the spaceways.

DELMON PIER

Delmon Pier was born in Tocomo, Washington, Western America on November 8, 2092. He enlisted in the Imperial Army at the age of 20, (2112) and although treated badly at first by some racist Japanese in his unit he soon gained their respect and proved that he was just as "Japanese" as they were.

He served with his unit on permanent assignment to the base at Yamaiku on Morbegeiss. He also took part in an unpublicized skirmish with Reich forces that took place there in 2095. In his ninth year of duty he received news from home that his wife Keisha had gone insane and had been interned in a psychiatric institution. Delmon drank himself into a stupor and started a fight in the canteen. In the brawl that ensued he accidentally killed a Kempetai. The judges took sympathy on him because of his wife's tragic state and let him go free. However his dishonourable and undisciplined behaviour brought his military career to an abrupt end. He was stripped of rank and place and "erased" from Imperial society. Unable to return home and not caring whether he lived or died, Delmon drifted eventually becoming a mercenary, seeking money and the chance to die on the frontier. This once upright person is now hardened and prone to melancholia. His only soft spot being for unfortunate children or animals.

His living relatives include:

Raymond Pier (father, age 73. Ex-police lieutenant)
Della Pier (mother, age 68)
Keisha (Japanese wife, age 33)
Toshi Pier (half-Japanese son, age 14. Lives with Japanese grandparents in Los Angeles, Western America)

PLAYER CHARACTER: "But you can't go after them alone! There's 20 of them armed with plasma rifles!"

DELMON PIER: (loading a clip into his Yoshita M-30)
"20 to 1, huh? ... Not very good odds... for them."

PITER ZADE

Piter Zade is one of the most efficient and notorious bounty hunters in the Third Reich. In the past year (2133), he collected rewards on 26 wanted criminals - all dead. He has even taken contractual assignments in the Empire on occasion, but generally prefers to work for himself.

Piter has definite leanings toward an "evil" moral disposition, but generally should be regarded as "neutral". The evil traits surface when he has found his prey, as he takes delight in making the victim run and hide, often making near misses with his gyrojet pistol on purpose. His dark

garb, yellow tinted glasses, lightning reflexes, and sly smile gives him the appearance of a cat playing with its catch before pouncing for the kill. It should be noted that Zade has the "Bloodlust" Disadvantage, and has never brought in a wanted man alive.

Zade is 37 years old, with black hair, Vandyke beard, and blue eyes. He wears yellow tinted corrective lenses. He was born in Switzerland.

MICHELE DE COSTA

De Costa, born in Italy in 2098, entered the underworld at the early age of 13 after being influenced by the books he had read glamorising the Italian gangsters whom had shot and murdered their way to fame in the 1920's in America. Seeing them as folk heroes he dreamed that one day he would be as powerful as people such as Capone and he soon was extorting protection money from his fellow school children. Michele had always been remarkably mature, strong and handsome and by the time he was 16 most of the local girls dreamed to be at his side; the weaker boys wishing to join his gang. Although he enjoyed being a womaniser his original goal to be space's greatest crime lord never faded. Some of the girls he courted came from aristocratic Italian families so money was never a problem to him; crime was the drug he depended on and craved for. He knew that he would never establish himself on Erde and with remarkable brilliance conceived his plans of becoming an intergalactic crime lord. At thirty six he has amassed a fortune from his illicit enterprises, ranging from narcotic smuggling and extortion to pornography and vice. In the latter instances he receives untold amounts of revenue on remote frontier worlds for the services his girls render to the colonists. He runs a fleet of starcruisers, some used as galactic brothels, and meeting points for "business deals" and for this reason it is understandable that other criminal organisations, such as the Mafia, maintain an uneasy truce with him. No one knows where he calls home and many believe he remains aboard his own heavily fortified ship all the time, often captured in deep thought gazing into the stars from the ship's bridge. He is wanted throughout space but not even the most fearless of bounty hunters relish trying to capture him, not even for RM 500,000 price on his head.

ANDREA MELENKOVA

Andrea Melenkova drifted into a life of terrorism after her parents and immediate family were executed in a SS reprisal; a poor grain harvest being sufficient reason for this small Ukrainian village to be wiped from the map. Andrea managed to escape after crushing the skull of the SS lieutenant whom violated her. The scars of this attack are carved deeply into her soul, as are the visions of the blood gushing from the trooper's head that fell on to her face and stained her long blonde hair. She will never forgive or forget how her innocent carefree youth was viciously stolen, nor will she ever lose the last recollections of her father, mother, brothers, and sisters.

All this happened some ten years ago but to Andrea it always seems like yesterday. She recalls vividly how easily she killed that generically superior heathen; how with all the strength in her body she repulsed the limp carcass from her and ran blindly over the rich dark soil of her home land. She still feels her bloodied hair lick her face. She remembers sitting by a small stream, feeling chilled to the bone as droplets of water from her formerly beautiful hair dripped into her lap, penetrating what remained of her farming coveralls. She washed her hair many times, rubbing her scalp sore, but the blood stayed as if to be a bizarre reminder that she had killed. As tears trickled down her tanned cheeks she took out her small pocket knife, a thirteenth birthday present from her mother and father, and frenziedly hacked off her golden locks. She has never allowed her hair to regrow.

After this traumatic experience she lived rough for some six to nine months, living off the land and learning the skills of survival. It took some time for her to relinquish her feelings of guilt and adjust her morality. Every time she needed to steal food or clothing, memories of her family and their goodness haunted her. As in all things though the will to survive proved the necessary motivation. Her only companion in the wilderness took the shape of the Luger pistol and the few rounds of ammunition she had taken from the dead SS lieutenant. The weapon was her solace and her power.

As time passed her hatred matured and reports of the successes of underground factions came to her attention. Andrea had long since realised that she could never repay the Reich single handedly and her solo attacks were both extremely dangerous and ineffective. The seedier bars and cafes provided a grapevine for the news and views and this once clever but naive country girl understood that she would have to become a city dweller to make contact with the people's heroes, The Ragnarok.

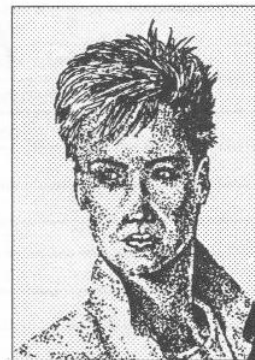
Soon she led a group of 'Naroks and on Erde they achieved some success and notoriety. Soon enough she was on the Reich's wanted lists, but the price on her head did not

inspire bounty hunters to waste their time. The turning point in her life stemmed from a train hijack. The Berlin to Cairo subterranean express seemed quite an easy target for the 'Narok groups Andrea controlled, but due to a traitor in Vogeler's pay within one of the units KS troopers had been substituted within one of the carriages.

The hijack was attempted with military precision, and soon most of the train was peacefully under Andrea's control. When her anarchical freedom fighters reached the last compartment all hell broke loose. The 'Narok's suffered heavy losses at the hands of the KS. The inconceivable occurred. Several men and women stood up in the second to last carriage and produced all manner of weapons; from needlers through to plasma pistols. In the raging inferno that followed no single KS trooper survived. This was of little solace to the bewildered Andrea as she gazed at her fallen colleagues. Reality registered. She was amongst a cell of deadly professionals. They could only be from the Tower. Quickly she looked from one to another trying to establish who led this immaculate terrorist machine. The Tower's training programme ensured identification of a cell commander an impossibility.

The train was halted at a vent port where the terrorists disembarked. Andrea already knew her destiny. To efficiently avenge she had to join the most capable resistance. Her comrades understood her needs. They were grateful she had given them so much of her life. Perhaps one day they would meet again.

To this day her fellow cell members still feel uncomfortable in her presence. Her blue eyes always become piercing, hardened and filled with hatred each time she pulls the trigger of her Luger. Each victim bears the face of that SS lieutenant etched into her memory. She is a fine, confident and competent cell leader. Success, though, has both its rewards and disadvantages and now she does figure prominently on the bounty hunters' lists. Indeed Piter Zade has expressed more than a passing interest in bringing her in.







CHARACTER SHEET

CHARACTER'S NAME : "BROTHER JACOB"

PROFESSION : PIRATE

LIFE POINTS 26

RESERVE MERIT POINTS 0

ARMOUR CONCEALABLE KEVLAR

PSI 16

RAD COUNT 100

LUCK POINTS 3

ATTRIBUTE MODIFIERS

ATTRIBUTES

STRENGTH 25

CONSTITUTION 23

DEXTERITY 18

INTELLIGENCE 12

WILL POWER 30

AWARENESS 20

OBSERVATION 16

APPEARANCE 14

VOICE 16

CHARM 16

+ 5 against fear

PHYSICAL DESCRIPTION

RACE : Human Native Gravity 1 G

SKIN COLOUR : Dark brown

EYES : Brown

HAIR : (Bald)

OTHER : N.A.

HEIGHT : 1.9 m

WEIGHT : 90 kg

AGE : 48 E.S.

PRIMARY HAND : Right

MOST OUTSTANDING FEATURE :

Greasepaint covering face to look like a skull.

OTHER COMMENTS :

Has a very deep bellowing voice.

CLOTHING : Long navy blue 18th century frock coat,

black tri-corner hat with yellow plume, black pants

with gold stripes, brown knee high folded boots.

Overall appearance is a copy of 18th century pirates.

ENCUMBERANCE : 13 kg

MOVEMENT RATES : 1 / 2 / 4 m / second

PSYCHOLOGICAL PROFILE

PERSONALITY TYPE : ESFP

MORAL DISPOSITION : "EVIL"

PHOBIA (S): NONE

INSANITY (IES): SADISM

OTHER COMMENTS : Claims to be a Voodoo priest. Tends to be a bit "overly theatrical".

ADVANTAGES AND DISADVANTAGES

Fearlessness

Sadism

No Conscience

Persecuted Minority

Currently Wanted

CHARACTER SHEET

ReichStar



CHARACTER'S NAME : "DELMON PIER"

PROFESSION : MERCENARY

LIFE POINTS 23

RESERVE MERIT POINTS 0

ARMOUR KEVLAR / CERAMIC

PSI 0

RAD COUNT 92

LUCK POINTS 4

ATTRIBUTE
MODIFIERS

ATTRIBUTES

STRENGTH 19

CONSTITUTION 25

DEXTERITY 26

INTELLIGENCE 15

WILL POWER 24

AWARENESS 24

OBSERVATION 15

APPEARANCE 17

VOICE 11

CHARM 10

+ 5 (danger)

+ 5 (danger)

PHYSICAL DESCRIPTION

RACE : Human Native Gravity 1 G

SKIN COLOUR : Caucasian

EYES : Blue

HAIR : Short, wavy, brown

OTHER : N.A.

HEIGHT : 1.88 m

WEIGHT : 81.6 kg

AGE : 42 E.S.

PRIMARY HAND : Left

MOST OUTSTANDING FEATURE :

piercing blue eyes

OTHER COMMENTS :

Small scar under left eye, and scar from a bullet on lower right back. Speaks in a slightly "gravelly" voice.

CLOTHING : A well-worn Imperial soldier's uniform/ armour (without insignia), brown boots.

ENCUMBERANCE : (varies according to law level) kg

MOVEMENT RATES : / / m / second

PSYCHOLOGICAL PROFILE

PERSONALITY TYPE : INFJ

MORAL DISPOSITION : "NEUTRAL"

PHOBIA (S): None (although he never sits with back to a door)

INSANITY (IES): None

OTHER COMMENTS : Prone to depressive silence, very much a loner. Only kills for a cause he believes in (protecting the innocent, "righting a wrong", etc.). Has a soft spot for unfortunate children or animals. Sleeps with gun.

ADVANTAGES AND DISADVANTAGES

Death Wish

Sworn Oath (never breaks a contract)

Fearlessness

Sense Danger

Aged



CHARACTER SHEET

CHARACTER'S NAME : "PITER ZADE"

PROFESSION : BOUNTY HUNTER

LIFE POINTS

17

RESERVE MERIT POINTS 0

ARMOUR NONE

PSI

0

RAD COUNT 75

LUCK POINTS

3

ATTRIBUTE
MODIFIERS

ATTRIBUTES

STRENGTH 14

CONSTITUTION 16

DEXTERITY 24

INTELLIGENCE 20

WILL POWER 20

AWARENESS 22

OBSERVATION 22

APPEARANCE 16

VOICE 15

CHARM 12

-3 without
glasses
" "

PHYSICAL DESCRIPTION

RACE : Human Native Gravity 1 G

SKIN COLOUR : Caucasian

EYES : Blue

HAIR : Black hair (parted in middle), vandyke beard

OTHER : N.A.

HEIGHT : 1.78 m

WEIGHT : 80 kg

AGE : 37 E.S.

PRIMARY HAND : Right

MOST OUTSTANDING FEATURE :

Owl-like hairstyle, and beard

OTHER COMMENTS :

Wears yellow tinted glasses (corrective lenses)

CLOTHING : Black shirt, black pants, brown shoes,
tan U-V protective trenchcoat, shoulder holster under
coat.

ENCUMBERANCE : 2 kg

MOVEMENT RATES : 1 / 2 / 4 m / second

PSYCHOLOGICAL PROFILE

PERSONALITY TYPE : INTP

MORAL DISPOSITION : "EVIL"

PHOBIA (S): NONE

INSANITY (IES): NONE

OTHER COMMENTS : Likes to play "cat and mouse" with his
prey. Has never turned in a body alive.

ADVANTAGES AND DISADVANTAGES

No Conscience

Bloodlust

Tobacco Addiction

Vision Impairment (-3)

Spacesickness

CHARACTER SHEET

ReichStar



CHARACTER'S NAME : "MICHELE DE COSTA"

PROFESSION : GANGSTER

LIFE POINTS

18

RESERVE MERIT POINTS 0

ARMOUR CONCEALABLE KEVLAR

PSI 0

RAD COUNT 75

LUCK POINTS

2

ATTRIBUTE
MODIFIERS

ATTRIBUTES

STRENGTH

15

CONSTITUTION

19

DEXTERITY

19

INTELLIGENCE

15

WILL POWER

21

AWARENESS

22

OBSERVATION

15

APPEARANCE

19

VOICE

14

CHARM

21

PHYSICAL DESCRIPTION

RACE : Human Native Gravity 1 G

SKIN COLOUR : Dark Caucasian

EYES : Hazel

HAIR : Brown hair, tied behind in the trendy Italian way.

OTHER : N.A.

HEIGHT : 1.71 m

WEIGHT : 78 kg

AGE : 36 E.S.

PRIMARY HAND : Left

MOST OUTSTANDING FEATURE :

OTHER COMMENTS :

CLOTHING : Black tuxedo, white carnation.

ENCUMBERANCE : 9.5 kg

MOVEMENT RATES : 1 / 2 / 4 m / second

PSYCHOLOGICAL PROFILE

PERSONALITY TYPE : ENFJ

MORAL DISPOSITION : "NEUTRAL"

PHOBIA (S): HYDROPHOBIA, RUPOPHOBIA

INSANITY (IES): MEGALOMANIA

OTHER COMMENTS : Prone to tempermental outbreaks when things don't go his way (breaks priceless items, throws furniture, shoots employee, etc.). He is also very much "in love with himself".

ADVANTAGES AND DISADVANTAGES

Allergy (animal fur)

Hydrophobia

Rupophobia

Megalomania

Currently Wanted

CHARACTER SHEET

ReichStar



CHARACTER'S NAME : "ANDREA MELENKOVA"

PROFESSION : "FREEDOM FIGHTER"

LIFE POINTS 20

RESERVE MERIT POINTS 0

ARMOUR CONCEALABLE KEVLAR/ OCC. MYNON

PSI 0

RAD COUNT 56

LUCK POINTS 4

ATTRIBUTE
MODIFIERS

ATTRIBUTES

STRENGTH 11

CONSTITUTION 23

DEXTERITY 18

INTELLIGENCE 19

WILL POWER 25

AWARENESS 20

OBSERVATION 17

APPEARANCE 16

VOICE 18

CHARM 13

PHYSICAL DESCRIPTION

RACE : Human Native Gravity 1 G

SKIN COLOUR : caucasian/ sun burned

EYES : Blue

HAIR : Blonde (short)

OTHER :

HEIGHT : 1.75 m

WEIGHT : 64 kg

AGE : 26 E.S.

PRIMARY HAND : Ambidextrous

MOST OUTSTANDING FEATURE :

OTHER COMMENTS :

CLOTHING : Khaki safari style shirt. An old combat jacket under which she conceals her shoulder holster holding her Luger. She wears black trousers tucked into what we would know as moon boots.

ENCUMBERANCE: Up to 14 kg. This does vary.

MOVEMENT RATES : 1 / 2 / 4 m / second

PSYCHOLOGICAL PROFILE

PERSONALITY TYPE : INTJ

MORAL DISPOSITION : "NEUTRAL"

PHOBIA (S): NONE

INSANITY (IES): NONE

OTHER COMMENTS : A very hard person who kills without any emotion. Very experienced campaigner. No emotional ties.

ADVANTAGES AND DISADVANTAGES

Allergy to high pollen count.

Blood lust

Fanaticism

Insomnia

Currently wanted

Acute vision

Ambidextrous

Sense danger

Fearlessness

DAS BRIEF MYSTERIOS

A Short introductory Adventure for REICH STAR

GAMEMASTER'S BRIEF:

The following pages are meant for the GM's eyes only. Players should read no further or they will only spoil the game for themselves. You should also never read any of the boxed text to the players - just follow the instructions given within. As a GM you will need to read the parts of yourself as a narrator, and also the parts of the other NPCs. All of this is presented in an easy to follow script format.

In this introductory adventure one of the characters receives a letter from a friend they haven't seen in 5 years, named Paul Kemp. You will need to fill out the exact circumstances surrounding this association based on the selected character's background. Paul is a blonde haired, blue eyed German national. He is well educated (studied at the University of New Heidelberg), and is in his mid-thirties.

PART I "THE LETTER"

Describe the following details to the player:

GM: "You are awakened by a constant beeping noise beside your bed. Groggy eyed you stare half consciously at the digital alarm clock. It reads in flashing green letters 10:00 a.m. Already you hear the automatic pre-programmed systems go into affect in other parts of your apartment: the bath water starts, television turns on, and the clock then begins its familiar morning litany":

CLOCK (in synthesized female voice): "Guten morgen, Herr (enter character's last name), and ein gutes neues Jahr! It is Saturday, January the first. Time is now 10:01 in der morgen. You have no appointments listed for today. Your bath water is being readied at your selected temperature of 18°C, and the television is tuned into Channel 1 National Socialist News Service. Please have a wunderbar day."

GM: "Slapping yourself awake, and rubbing your head in memory of the New Year celebrations from the night before, you make your way into the lounge where the television is sounding off to an otherwise empty room. Sitting down, you see images of SS-VT men and Berlin city police shoving back huge crowds of crying people outside of one of the government offices. Dark bellowing clouds of smoke envelop the spectators as firemen put out the last of a fire."

TELEVISION: "And that was the scene early this morgen, as a stunned and confused crowd gathered in front of the Chancellory after a terrorist attack on the Fuhrer during the New Year celebrations. It has not yet been confirmed whether or not there were any fatalities, but there have been claims by spectators that Reichsminister of Health and Human Resources, Karl Funderburke, may have been among those injured in this horrible event. Reichsminister of Propaganda and Enlightenment Dr. Klaus Ritter has called for a press conference later this afternoon. We will keep you updated as more information is released....In other news, the Ministry of Health says that ultraviolet radiation levels today are expected to be in the .001 rad range, however those persons with asthma, or weak lungs should take the necessary precautions against the high pollution levels...."

Note: When pollution level is high, the sun's light and U-V radiation is significantly reduced. It will also tend to rain (acid rain 10% of the time); when pollution level is low, the U-V levels will be high.

GM: "Turning off the television, you turn to see a white envelope on the floor just under the door".

This is the normal way the character's mail is delivered. When the character examines the envelope, he will find it is addressed to himself, marked with a return address of: "Vetavägen 15, Karlslazoga, Sweden, Third Reich". It is postmarked: "Cairo". You should then give them a copy of the letter on page 237.

If at some point in the game the player tries to contact (by writing or telephoning) the Swedish address, he will find that an elderly Swedish couple ("the Wexøs") have lived there all their lives and have heard of no one by the name of "Paul Kemp".

After the player has read the letter, he can begin doing whatever he likes, although at some point he will visit "Straub und Jones Travels". When this happens, simply proceed from that section.

PART II. "STRAUB UND JONES TRAVELS"

GM: "Taking an 'air-taxi' (hovercar; RM 20. Or other means), you arrive at a huge building at Sudenstrasse 14 in southern Berlin. Entering through a heavy glass revolving door, you emerge in a large lobby / reception area, furnished in plush red carpet, soft velvet couches, and many exotic plants. Off to both sides are two groups of four elevators. There are about a dozen or so 'executive types' walking around, and showing security passes to the brown uniformed guard sitting behind the reception desk. He casts a glance up from his camera monitors to you and says in a tired voice:

GUARD: "Yes...can I help you?"

Once the players have asked, the guard will give them visitors passes and direct them:

GUARD: "Straub und Jones are on the 84th floor. Use the elevators to the right." (his right).

GM: "Once inside the elevator, the operator/guard asks promptly:

OPERATOR: "What floor, please?"

GM: "He enters the code, and the elevator rockets skyward at a rate much faster than might be expected as digital indicators change too rapidly to read. A few seconds later and the elevator stops at '84'. The door swooshes open instantly."

OPERATOR: "84th floor."

GM: "On the wall opposite the elevator is a brass plaque listing all of the offices on this floor and arrows indicating direction. 'Straub und Jones Travels' is listed as: '8411' - eleven doors down the left corridor, on the left."

"Entering the office, you find a young, blonde haired secretary wearing red-rimmed glasses busily typing away at her word processor:

SECRETARY: "Be with you in a moment"

GM: "She says, without even looking up to notice you. The telephone then rings, and she reaches over to pick it up without missing a beat in her typing."

SECRETARY: "Guten aben, Straub und Jones Travels....ja, Herr Walmer....but I'm afraid Herr Straub is not in today...."

GM: "The conversation continues as your eyes explore the office. The walls are covered in posters, and brochures showing exotic locations from nearly every colony in the Third Reich, and even a few Imperial ones. One poster is especially eye-catching - it shows a man wearing a filter

mask holding a huge calibre rifle. His foot is propped up on the carcass of an enormous, three-headed amphibious beast. The poster reads:

'KOMMEN NACH MORBEGEISS....Heinz found his trophy, maybe you can too! Even if big game hunting is not for you, there is still much to see and do in this primordial paradise of the Barnard System. From the strange, alien monsters like the khaluhanabe, to the beautiful tropical vegetation. Witness live active volcanoes, and spectacular plasma bursts rising out of the inland seas casting their radiance in the night of this new Garden of Eden. Enjoy two fun-filled weeks at the wunderbar Hotel Babylon, only moments away from one of the largest plasma mining colonies on the planet. And don't forget the Commission for Exploration and Expansion has a special program that will allow you to stay for longer periods at no cost, for those with the necessary qualifications. PARADISE....ITS ONLY 6 LIGHT YEARS AWAY!'

The secretary finishes her phone conversation, and turns to the characters.

SECRETARY: "Ah, an excellent choice. Shall I have one of our travel agents work out a holiday plan for you, Herr...?"

After the characters explain that they wish to see Lillian. The secretary will lead you into another office. On the door is the name "Lillian Braun".

SECRETARY: "Frau Braun, there is someone here to see you."

GM: "A middle-aged, brown haired, somewhat plump woman invites you in to have a seat."

LILLIAN: "What can I do for you, Herr...."

After the players mention the name Paul Kemp, she will suddenly remember, and go through her files to pull out two envelopes. Handing them over to the character she says:

LILLIAN: "There you are. One round-trip ticket to Cairo, and another envelope I was asked to give to you when you arrived. Are you visiting the colonies?...."

When the characters leave she will smile and say "auf Wiedersehen, and have ein gutes journey". If asked about Kemp she will say she has only spoken to him on the telephone and that he paid for the tickets with a traveller's check.

After the characters hand in their passes, and leave the building, they are once again free to go anywhere they wish. While en route to their destination, however make an **OBSERVATION** check for one of the characters. If it is successful, he will notice that a black hovercar appears to be following them (treat as a Porsche LA-97 without the machine guns and grenade launcher). If the characters stop go to **PART III.b. "CAN YOU KOMMEN VITH US, PLEASE?"**. If they decide to try to lose them go to **PART III.a. "THE CHASE"**.

PART III.a. "THE CHASE"

Note: If the characters are in a ground car, they've already been caught. If they are driving themselves they must of course have the "Planetary Craft Skill".

GM: "The character (or cab driver - if bribed successfully) accelerates at break-neck speed to outrun your pursuers. Buildings zip past you as you narrowly miss a few red, white and black National flags hanging down from the facades."

The rest of the chase will involve **DEXTERITY** checks every turn to avoid a mishap. These checks are modified as follows:

For every 5 km/hour above 60, give them a penalty of -1.

For every quick turn, loop, climb, or other special manoeuvre attempted subtract another penalty of -1.

The driver of the other car has a **DEX** of "20", and a Planetary Craft skill level of "4", for a total skill rating of "24". They both begin at a distance of 50 m apart, travelling at 40 km/hour at an altitude of 25m.

The chase will continue for 20 turns when two police hovercars will join in trying to cut the characters off and force them to land. If the characters lose the pursuers (they suffer a mishap) then they are free from further interference until they return home. If this happens go to **PART III.b. "CAN YOU KOMMEN VITH US, PLEASE?"**

MISHAPS (roll 1d10)

When either driver fails his skill check one of the following mishaps will occur:

- 1-2 Hovercar forced to drop 25 m in altitude because of other traffic.
- 3-4 Hovercar forced to slow down by 10 km for 1d6 turns because of other traffic.
- 5-6 Hovercar scrapes a building taking 1 Structural Point of damage.

7 Engine strikes building losing half speed and all guidance.

8 Hovercar sideswipes another car in mid-air taking 2 SP damage.

9 Turn leads into a dead end alley (make another skill check at - 10 to avoid hitting the wall head on and taking 2d10 SP damage. This can be any manoeuvre the player specifies before he rolls).

10 Another hovercar is on collision course. Same effects as above.

Once the hovercar has taken half of its SP in damage, an inflatable bag will expand to cushion the characters from damage. All further damage to vehicle will affect characters by an equal number of Life Points. Do not subtract Life Points until vehicle has taken damage of half of its SP. A crash to the ground does 1d4 damage + 1 point per each additional metre above 10.

PART III.b. "CAN YOU KOMMEN VITH US, PLEASE?"

The characters are met by 4 men with guns (Eicher 2120P's with teflon bullets). Use the "Typical Gestapo Agent" stats.

GM: "You are confronted by four men dressed in trench-coats, each wearing mirrored sunglasses which are hardly needed under today's dark, polluted sky. The leader flashes some form of I.D. very quickly, and says:

LEADER: "Can you kommen with us, please?"

GM: "At which point you feel the hard pressing of a pistol in your back, and are led in the direction of their black Porsche LA-97 hovercar."

The characters are searched and all illegal items or weapons are taken. If they are armed they better have permits. Only two characters can fit into the backseat (this particular model seats 4), so more hovercars will arrive if needed. The agents will answer no questions. There is a bulletproof transparisteel partition separating the characters from the agents.

GM: "After a rapid trip above the tops of the city's massive skyscrapers, the hovercar(s) alight on top of one of the buildings marked with a large lighted swastika landing pad, and 'Gestapo Headquarters' written in large black letters."

"When the hovercar(s) finally land(s), you are quickly escorted to an elevator guarded by two SS shocktroopers armed with plasma rifles. One of the agents walks over to the elevator and inserts a smartcard into a slot on a control panel. A synthesized voice immediately asks for the agent to give his name, rank, and SS identification number, while placing his right hand on the panel and looking into the flashing light."

AGENT: "Fritz Vaughn...Lieutenant...SS 7391006-21. Keyword: Rumpelstiltskin."

VOICE FROM PANEL: "Wait please." (pause) "Cleared. Proceed to level 30."

GM: "The heavy blastdoor protecting the elevator slides open, and you are forced inside. The same agent then enters a numerical code on the control panel and the elevator descends with lighting speed to the 30th floor. Seconds later the door swooshes open to reveal two more SS shocktroopers, and a dimly lit corridor. You walk a short distance down the corridor until you reach a desk manned by a black uniformed Gestapo Sergeant. Lt. Vaughn then steps up to the desk."

VAUGHN: "_____ suspects for questioning. I shall need to question zem individually."

SERGEANT: "Jawohl. Interrogation room 6 is open, I will have the rest taken to detention until needed."

The character who received the letter is questioned first. Have the other players leave the room while each is questioned in turn all will be treated in the same manner. Each will be asked to empty their pockets and wallets, and every scrap of paper will be examined. If the character is still carrying the letter, he will be THOROUGHLY questioned (including sodium pentothal, and torture) about its content and the need for such secrecy, and will be held until someone from security at Cairo Starport retrieves the bag. If everyone cooperates, then there will be no problems. If anyone gives sarcastic remarks, or insults, then they will be beaten with pistols (treat as billyclub). If in your opinion something the players say raises more suspicion, truth serum will be injected.

GM: "You are led to a small room guarded by another uniformed Gestapo man, with a Kaufmann KA-14 slung under his arm. He gives a national salute to Lt. Vaughn, and opens the door to allow the two of you and another plain clothed Gestapo agent to enter. The door closes behind you and you are motioned to be seated behind a white table. Once seated, restraining straps are put in place on your arms. And a man in a white lab coat enters to attach wires to your arms, and temples, while Vaughn and his assistant set up some elaborate electronic equipment."

Once this is completed the man in the white coat will leave, and Vaughn will raise a long metal arm out of the suitcase device in front of him, and focus a red laser beam at the character's right eye.

VAUGHN: "Zis is an advanced Brahmveiller Optical Stress Analyser. In addition to verifying your identity, it also monitors zee minute nerve reactions in your eye ven you are asked certain questions. Zee electrodes on your wrists and temples are connected to a polygraph and an encephalograph. As long as you cooperate and tell zee truth, no further measures vill have to be taken."

If the characters make any comments about torture or brainwashing, Vaughn will laugh and tell the character he's been "watching too many foreign films." His assistant eyes the equipment after each question is asked.

VAUGHN: "Now zen, vut is your name?....Address?.... Occupation?.... Date of birth?.... Have you ever been off-world?" (if so) "Ven and vair did you go?.... Have you ever been to a foreign territory?" (if so) "Ven and vair did you go, and how long vere you zair for?....Do the names 'David Hughes' or 'Philip Truman' mean anything to you?"

GM: "He then hands you a photograph (obviously taken with a telephoto lens) of a dark-haired man standing in the passing crowd outside of a large building. You have never seen this person in your life that you can recall."

VAUGHN: "Do you recognize zis man?"

If the letter was found questions will then be asked about that and 'Paul Kemp'. The key by itself will not be thought of as important without the letter. Otherwise the interrogation is over. Neither agent will answer any questions as to what this is all about.

VAUGHN: "Zat vill be all for now, Herr _____. You are free to go. Someone is vaiting outside to escort you to ze street level."

The other characters will now be questioned in the same manner. Once outside the building the characters have to find their own way back home. An air-taxi will cost RM 30, and the city subway will cost about RM 5, plus 10 minutes walk through the business district. (see City Encounters table). If the characters return home, they will notice that the apartment seems a bit disordered in some way, and that the garbage bins have been overturned.

PART IV. "TAKE THE LAST TRAIN TO CAIRO"

Eventually the characters will end up at Athens Bullet-train Station in Greece. They will have to get from Berlin to Athens by other means. (Air-taxi will cost RM 400, and take about 1.6 hours. Bullet-train will cost RM 200, and take 1.6 hours). Once there proceed as follows:

GM: "Soon you are in the vast, sprawling hub of Athens Station. It is the largest station in the European continent other than Berlin, and from the thousands of people crowded inside it is easy to see why. Huge 4m tall video screens display the arrivals and departures and the platform to go to. Being pushed, and elbowed you make your way to Platform 22 (trains to Cairo). Along the way you pass a newsstand carrying papers from every major city on Erde, and outdated ones from some of the colonies."

A successful **OBSERVATION** check will allow the character to notice the headline of the Berlin Times: "FÜHRER ASSASSINATED!" If the character decides to buy a paper it will cost RM 1. Give him a copy of the various newspaper articles on p. 238. If he merely flips through the pages, the newsagent will tell him to buy it or leave it alone. Any characters needing extra tickets will have to pay RM 600 for round-trip.

GM: "At last the crowds thin out slightly as you reach Platform 22. Passengers are quickly climbing onboard the sleek, white train that resembles a starship more than its 20th century counterparts. It is just preparing to leave. As you step onboard the attendant takes your ticket(s) and shows you to your seat(s). The interior is similar to most large jet airliners, except that there are no windows (after-all what is there to see in a dark tunnel that stretches under the floor of the Mediterranean!)."

ATTENDANT: "Danka. Dinner is not served on this short trip, however if you wish you may purchase drinks in the bar at the front of the car. The toilets are at the rear."

Unbeknown to the characters, another person has been following them for some time. He lost track of them in the crowd on the platform, but did manage to board the train. He is now in the process of tracking them down by going from car to car. Whenever the character who received the letter gets up to go to the bar or toilet, go to **PART V.a. "SPOTTED!"**. Otherwise, use **PART V.b. "HE'S GOT A GUN!"**. If this person catches the character he will force him to lead him to the bag, and then use his needler to paralyse the character while he escapes.

This person is part of a group of 3 Gaimu-j oho Han agents (Imperial 'Official Foreign Intelligence') that are after the contents of the camera bag. They know Paul had hidden the bag in Cairo, and through a process of elimination found out who he had contacted before he was killed. One of these agents is known to the Gestapo ("David Hughes") thanks to the Geheimdienst agents working inside the Empire. He was spotted outside the character's apartment, and naturally the Gestapo wants to find out what he is up to without scaring him off. (This is why the character was picked up and questioned). For your own clarity, read the section at the end called "What Is Going On".

PART V.a. "SPOTTED!"

Use the typical Geheimdienst Agent stats, except that his foreign language is German.

GM: "As the you make your way to (either the bar or toilet), you see a brown-haired man looking around, with a face that looks strangely familiar."

Have the character make a successful **INT** or **Photographic Memory Skill** check to recognise this man as the one from the photograph at Gestapo headquarters. If the character does make this roll he can disappear before HE is seen. If not proceed as follows:

GM: "Suddenly, the man looks up at you and his eyes widen. He then puts his hand in his coat pocket, and pushes people out of the way to move toward you."

At this point the two characters are 10m apart. The hallway is 5m wide, and about 1m long. At one end is the toilet or bar (where the agent is) and to the character's back is the rest of the rest of the passenger section. The passenger section is 10m long with (2) 1m wide aisles that run between three rows of double seats. At the far ends are doors that connect to the other cars via a pressurized flex-joint hall 1m wide and 2m long. The other cars are the same.

The agent will try to tackle the character and handcuff him. He will then show any questioning passengers an official I.D. and say, "Gestapo. This man is wanted for questioning." At which point the other passenger's eye the character with looks of disgust, as the agent takes him back to a seat. He has a needler in his pocket with a paralysis drug that he will use if necessary, but he will not kill the character because his orders are to retrieve or destroy the plates. Throughout the chase, check for random encounters every 4 turns for both characters, using the table below. A roll of a 1 on 1d6 indicates an encounter.

TRAIN RANDOM ENCOUNTERS (ROLL 1D4)

- 1-2 Person steps in character's way causing him to lose 3 seconds, or miss having a clear shot
- 3 Person in wheelchair blocks way completely for 1 minute. 4 seconds are lost if character dives over seats to get around.
- 4 Character trips and falls over bag on floor and is stunned for 1d8 seconds.

PART V.b. "HE'S GOT A GUN!"

As the character steps off the train (provided he eluded the Gaimu-joho Han agent) this same agent will step off the train and spot the character and take out his needler to fire. At this point the character will hear an elderly woman scream, "He's got a gun!" A successful AWR check by the character will enable him to see the agent before he fires. The chase will continue as in PART V.a.

PART VI. "CAIRO STARPORT"

When the character makes it to the starport entrance, he can take a small 1 car monorail to Gate C. The locker area is located in a large 5m wide corridor that leads to the waiting area for departures and arrivals (similar to most airports). At the exit is a final security gate that has detectors for only metal, chemicals, and drugs. Assuming the character has the key, he will need to go to locker 425. (If he knows the locker number but lost the key, he will need to use Lock-picking skills to get inside.

The camera bag contains a camera, telephoto lens, some film and a small box measuring 12x24x5 cm and weighing 500 g. It is wrapped up as a birthday present with a card saying, "Alles Gute zum Geburtstag, Helga". If the character opens the box he will find two plastisteel printing plates (1 front and one back) for a Y1,000 note. Being made of non-metallic material the box will slip past security.

PART VII. "HOTEL CHEOPS"

The Hotel Cheops is located fairly near the starport (about 30 minutes walking, along with City Encounters, or RM 10 for an air-taxi.

GM: "Soon you arrive at the Hotel Cheops. It is a rather large glass and steel construction, built in the imposing shape of the real pyramid Cheops. The revolving pentacle is adorned with changing light displays, with "Hotel Cheops" lit up on two sides and single hieroglyphic eyes on the other two. The outside is covered in brightly lit video

screens advertising the latest products available from Brahmweiller (who are of course the owners of the hotel). At the door you are greeted by a doorman dressed in the 18th Century clothing and powdered wig so familiar to these very exclusive (and expensive hotels) in the Third Reich. The large transparisteel doors open into a sickeningly huge lobby area, that repulses you when you think of all the space that is wasted when the majority of people are forced to live in tiny hovels due to overpopulation. The lobby is decorated with marble floors, and colourful tapestries no doubt stolen from the native craftsmen of Jazur. Giant tropical plants imported from Morbegeiss abound, and the furniture is made of grossly expensive material - REAL WOOD, not the imitation plastic variety! A gargantuan crystal chandelier hangs suspended from the ceiling some 20m above. Across the room, behind a curved wooden counter stands a woman dressed in a red and gold hotel uniform. She smiles politely and asks if you would like a room."

The cheapest rooms are RM 275 per night. Most rooms are RM 350, and penthouse suites are available for RM 1,000 per night. These prices are per person. Additional people (up to 4) can stay for an extra 25% per person. Room service is extra (4x normal prices).

If asked, Ali Achmed is staying in room '4627'. The characters are not permitted to go up without taking a room, but Achmed can be phoned from the reception desk. When the characters talk to Achmed he will meet them in the restaurant in a few moments, if they leave their name with the head waiter (so he can find them). Once the characters have done this, Achmed will appear shortly.

GM: "After waiting a few minutes your waiter leads a tall, tuxedoed Egyptian man to your table."

ACHMED: "Guten aben, mein freunds. I am Ali. I trust you have the camera bag from Herr Kemp?"

Achmed (18 LP, DEX 15, Pistol 1) will answer no questions about what is going on, or about Paul Kemp. He will not negotiate for the bag, and will not hesitate to use his concealed Walther P-12 (with silencer) if the players try to leave with the bag. He also has an assistant working as a waiter who is equipped with an Eicher MP6 hidden under his serving tray and towel (15 LP; DEX 17; Pistol 2). This assistant will use his weapon on full auto with complete disregard for the innocent bystanders if the players kill Achmed.

Once the players hand over the bag, Achmed will look through its contents, and open the box inside of the bag (so that its contents remain unknown).

If the players mention Gestapo involvement, or the man on the train, Achmed will say he will arrange for them to leave Erde on false passports (provided for them by Achmed in

2 days time at no charge for the character named in Paul's letter. All others will cost RM 5,000). It will, however, be up to the characters to pay their own way to wherever they want to go. These passports are made by a forger with a skill rating of "27". The character must roll below this everytime the passports are presented.

This will conclude the adventure but of course the Game-master is free to keep going by following up any "loose ends." Award the characters 1-2 Merit Points according to degree of participation, for taking part in the game. These points can be used to increase present skill levels by 1; buy new skills at level 1; or held in reserve for future use.



WHAT IS GOING ON

Paul Kemp and Ali Achmed are part of a counterfeit ring that had been working in the Empire of Nippon. They had some plates made up that are perfect copies of the real 1,000 Yen notes. Japanese Internal Security discovered the operation, and nearly caught Paul who grabbed the plates and made it back to Cairo. When he discovered that he was being followed, he hid the bag in the locker. On his way out of the station he stopped off to write the letter, and contacted Achmed as well. On his way out Gaimu-joho Han agents tried to intercept him, but he ran out into the street and was killed by a car. Checking the body, the agents discovered he didn't have the plates on him, however he did have his address book (with the player character's address among others) and seeing that he had just came out of the post office, these agents assumed he had mailed them to someone listed in this book. Using a process of elimination they narrowed it down to 4 suspects, and all of these people have been followed and have had their apartments searched. When it was learned by "questioning" Lillian Braun, that the characters were headed to Cairo they knew they had the right person. Lillian very stupidly tried to phone security as they were leaving, and was promptly despatched out of the window. Because the Gestapo had "David Hughes" known to them they became very interested to find out just what this spy was up to. When Hughes was spotted leaving the character's apartment, this character became suspect and was picked up for questioning.

Changes in the plot, or additional subplots can be included by individual GM's to suit their own campaigns. Some ideas are as follows:

- 1) The simple scenario. Paul and Achmed were just out for personal gain.
- 2) The Gaimu-joho Han agents could be changed to Yakuza, or Mafia, and Paul double-crossed them and took the plates.
- 3) The Gaimu-joho Han could be changed to Gestapo, and the plates are actually Reich Marks, or secret documents that need to be delivered to a revolutionary group, with Achmed being the contact. ("Islamic Jihad", maybe?)
- 4) Perhaps the box really is a present, and what everyone is after is something ELSE in the bag.

THE LETTER: (You will need to fill in the character's name in the blank)

Dear _____,

Hallo, how are you? I know its been a long time since I've been in touch - too long for good friends to be apart - but I've had some problems recently. I can't go into details because they may already be onto me and I don't want to risk getting you implicated as well. I would not be contacting you now, but I have little choice.

I've enclosed a locker key that opens a storage locker at Cairo Starport. The number is printed on the key. I've already paid for your bullet train ticket from Athens to Cairo. You can pick it up at "Straub und Jones Travels" on Sudenstrasse 14 - ask for Lillian. She will also give you another envelope containing RM 4,000 in traveller's checks to cover any other expenses as well as your time and trouble.

When you get to the starport, go straight to the storage locker area at Gate C. Inside the locker is a camera bag containing a small box. **DO NOT OPEN IT.** Take the bag and deliver it to Herr Ali Achmed at the "Hotel Cheops". Herr Achmed will give you further instructions should the need arise. Be careful, and trust no one. I'm sorry I brought you into this.

Sincerely,



P.S. - Destroy this letter.
You haven't heard from me.

BERLIN TIMES

SA MSTAG, 1 JANUAR, 2134

RM 1

FÜHRER ASSASSINATED!

It has finally been confirmed that Reichschancellor Schlieffen and Reichsminister of Health and Human Resources, Karl Funderburke were among the nine people killed when a bomb exploded in the crowd outside of the Chancellory during the New Year Celebrations yesterday. Dr. Klaus Ritter said in a press conference this evening that "justice will be done against the perpetrators of this most vile act of terrorism." It was not announced who will be the new Chancellor, but many assume it will be acting-Chancellor Otto Klein, or Minister of Police Jurgen Vogeler. The Reichskabinett will be holding a special session next week to discuss this matter. We are all drawn together in this moment of profound sorrow, and indeed all of the hearts of all the citizens of the Third Reich go out to the families of the deceased. Channel 1 will be showing a week long documentary on the life and career of this remarkable man.

IMPERIAL AMBASSADOR EXPRESSES OUTRAGE AT DR. RITTER'S COMMENTS

Imperial ambassador Kozo Nakamura said in a conference following Dr. Ritter's television broadcast that although the Imperial populace are saddened by the loss of Fuhrer Schlieffen, he also felt deep wounds had been delivered by Dr. Ritter's suggestions that the assassination was a plot by his nation to disrupt the organization of the Third Reich. He has asked for a full apology to be delivered to his office in order to avoid unnecessary increases in the already high tension between the two empires.

10 KILOS OF 'BRAIN CRYSTALS' SEIZED BY ZOLLCONTROLLERS AT ATLANTA SPACECENTER

Zollcontrollers arrested two men who were caught attempting to smuggle the deadly drug known as "brain crystals" into the Third Reich. Nearly 10 kg of this drug were recovered. Another proud achievement for our hard working comrades in the A.A.U.

LARGEST JEWEL THEFT IN MUSEUM'S HISTORY

The Museum of Xenoarcheology in Munich has fallen victim to the largest jewel theft in its history. Late Friday night a burglar entered the building by as yet unidentifiable means and made off with the crown jewels of an ancient X'larthujahri chieftain. These jewels are priceless but have been insured by Reich Galaktika at a reported 200 million Reich Marks.

WOMAN COMMITS SUICIDE

A Berlin travel agent committed suicide today when she leapt to her death from the 84th floor. Police are withholding her name pending notification of her next of kin.

BIBLIOGRAPHY AND SUGGESTED READING OR VIEWING**THE RISE AND FALL OF THE THIRD REICH**

William Shirer

THE NIGHTMARE YEARS

William Shirer. Also filmed as a television mini-series.

THE RISING SUN: The Decline and Fall of the Japanese Empire

John Toland

MEIN KAMPF

Adolf Hitler

HITLER'S SECRET BOOK

Adolf Hitler

THE RISE AND FALL OF IMPERIAL JAPAN

Edited by S.L. Mayer

A SOCIAL HISTORY OF NAZI GERMANY

Richard Grunberger

IF HITLER HAD WON THE WAR

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HOW TO MAKE A WAR

James F. Dunnigan

ADVANCED TECHNOLOGY AND WARFARE

(Various Contributors) Salamander Books

MODERN LAND COMBAT

(Various Contributors) Salamander Books

THE ARMED FORCES OF WORLD WAR TWO

Andrew Mollo

MILITARY CHEMISTRY AND CHEMICAL AGENTS

U.S. ARMY TM 3-215

EXPLOSIVES AND DEMOLITIONS

U.S. ARMY FM 5-25

BURNHAM'S CELESTIAL HANDBOOK (Volumes 1,2,3)

Robert Burnham, Jr.

ATLAS OF THE NIGHT SKY

Edited by Storm Dunlop

SPACE BIOSPHERES

John Allen and Mark Nelson

COLLINS DICTIONARY OF SPACE**COLLINS CONCISE GERMAN DICTIONARY****WEBSTER'S JAPANESE DICTIONARY**

PASSPORT TO JAPANESE

Charles Berlitz

PLEASE UNDERSTAND ME

Kiersey and Bates. Psychological Personality Types.

THE EFFECTS AND CONTROL OF RADIATION (pamphlet)

U.K. Atomic Energy Authority

TERRORISTS: Their Weapons and Tactics

Christopher Dobson and Ronald Payne

THE THIRTY-SIX DRAMATIC SITUATIONS

Georges . Contains a breakdown of all story lines and plots. Good reference for Gamemasters.

THE MAN IN THE HIGH CASTLE

Philip K. Dick. An alternate history of post-WWII Earth set in the 1950's.

DO ANDROIDS DREAM OF ELECTRIC SHEEP?

Philip K. Dick. Contains hovercars and near human androids similar to "anthromorphs".

BLADERUNNER (film adaptation of "Do Androids Dream of Electric Sheep?")

1982. Directed by Ridley Scott. Harrison Ford, Sean Young, Rutger Hauer. Fantastic visuals of a dark, dismal city of the future.

1984

George Orwell. Life in a dark, police controlled society of the future.

FARENHEIT 451

Ray Bradbury. Censorship to the extremes.

BRAVE NEW WORLD

Aldous Huxley. Is technology the advance or decline of civilisation?

ANTHEM

Ayn Rand. A book concerning the foolish nightmare of a society based on "collectivism".

2001: A SPACE ODYSSEY (book and film)

Arthur C. Clark. / Directed by Stanley Kubrick. Kier Dulea, Gary Lockwood. 1969. Contains EVA pods, and an "insane computer".

2010: ODYSSEY TWO (book and film)

Arthur C. Clark. / Roy Scheider, John Lithgow. 1984. Good visual insight into futuristic space travel.

THE SPORT DIVING CATALOG

Compiled and edited by Herb Taylor

SPORT DIVING

The British Sub-Aqua Club

BLACK RAIN (film)

1989. Directed by Ridley Scott. Michael Douglas. A good insight into the Japanese Yakuza.

RAN (film)

1985. Directed by Akira Kurosawa. 'King Lear' reset in feudal Japan. A well made film of Japanese culture in the age of the Shoguns.

ABBREVIATIONS AND USEFUL TERMS

- Achtung – German for “attention.”
Arigato – Japanese for “thank you.”
Auslander – anyone from a place outside of the Reich.
ATM – atmospheres. 1 ATM = atmosphere of Earth.
AU – astronomical unit.
c – speed of light; 300,000 km/second.
cm – centimeter; 10mm or about $\frac{1}{4}$ inch.
d – dice; “1d6” is 1 six-sided die.
Danke – German for “thank you.”
Deutsche – German.
Deutschland – Germany.
Dig – spacer’s slang for a bar, or “dive.”
Erde – German name for Earth.
Frau – German = Mrs.
Fraulein – German = Miss.
Gs – Gravities; 1 G = gravity of earth.
Gaik – spacer’s slang for a non-human. It is derived from the Japanese word for foreigner “gaikokujo.” It is considered an offensive term to humans and aliens alike.
GM – Gamemaster.
Hai – Japanese = yes.
Herr – German = Mr.
Ja – German = yes.
Jawohl – German = yes sir.
kg – kilogram; 1,000 grams; 2.205 lbs.
km – kilometer; 1.6 miles.
Lie – Japanese = no.
LP – Life Points
m – meter; 39.37 inches.
MW – megawatt; 1,000,000 watts.
Nein – German = no.
Nihon, or Nippon – Japan.
Nihon-jin – Japanese.
NPC – non-player character, controlled by the Gamemaster.
PC – player controlled character.
RAD – roentgen. Measurement of radiation.
-san – Japanese title of respect. Follows first name. Similar to Mr. or Miss.
SP – structural points.

**1943: GERMAN V-4 ATOMIC MISSILES
DEVASTATE NEW YORK AND LONDON
ENDING "THE WAR OF UNIFICATION."**

2134: THE REVOLUTION BEGINS . . .

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