SPACE OPERA™

THE COMPLETE SCIENCE FICTION ROLE PLAYING GAME

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FANTASY GAMES UNLIMITED

SPACE OPERA

Volume 1

TABLE OF CONTENTS

INTRODUCTION

It actually seems impossible to finally be writing the introduction for **Space Opera** as this project was first conceived three years ago when **Chivalry & Sorcery** was first released and has been in the works since 1978. Over two years in the works and involving a design team that stretched from the Eastern U.S. to Western Canada and finally to the heart of the outback of Australia, this is a truly international design group on a truly interstellar scale.

The original concept was to create a game that would not need the usually innumerable supplements to its rules but that would be a complete science fiction role playing game. Thus, we wanted a game that would allow players to role play all of the most popular roles for characters in the entire genre of science fiction literature. This called for a game to handle the future warrior and mercenary, the free-trader, the asteroid miner, the planetary explorer and first contact man, and the member of the diplomatic corps/spy service. We needed science and the possibility of scientist characters with medicine playing a major role.

As if this were not enough, the decision was made to base the game on the grand tradition of Space Opera , in the vein of E.E. Doc Smith and most recently Star Wars from George Lucas. This meant that we would also have to allow for the psionic powers so prevalent in the Lensman series and in Star Wars with 'the force.'

Space Opera is not an easy game. The individual systems are actually fairly simple and quite logical, but the sheer number of systems can be staggering. Players should realise that we have allowed for alien player-characters from races which could exist on planets habitable by the human race as these are the races with whom humans would have to deal. Naturally, players may decide to run their entire campaigns in a universe with only human characters, both player and NPC.

Similarly, players may decide to totally disregard the Psionic Talents section of these rules and concentrate on a more 'scientific' type of universe according to laws as they are currently understood. But the systems are there for those who choose to use them, It may be that a Starmaster decides to allow Psionic talents to only NPCs or he may realise that according to these rules, such talents are quite rare and will add a truly exciting element to the game.

The apparent complexity of some of the rules dealing with such factors as 'fatigue' and 'wind' is deceptive. These systems are included for the 'hard core' role player who demands such detail end accuracy in rules. For the average campaign these systems can be ignored at no detriment to the game as a whole. Thus, these rules are no more complex than the average role playing game, they are merely more complete and, hence, more massive.

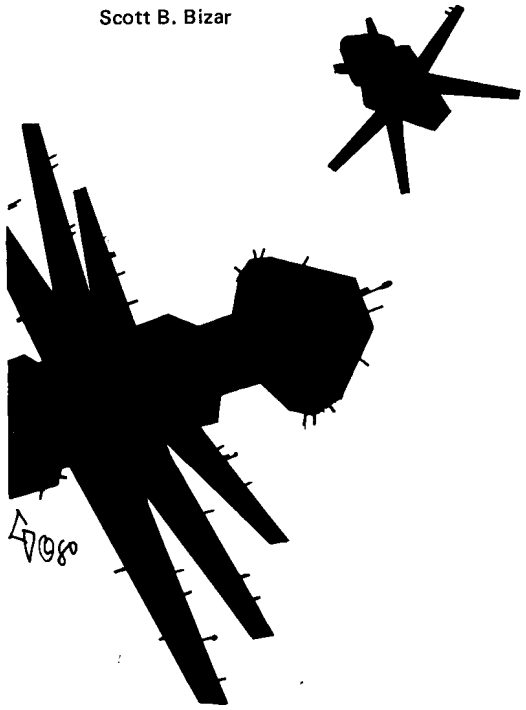
We feel that we have achieved the objectives we established those several years ago and can allow players to simulate the adventures from virtually any sub-genre within science fiction literature. We include combat rules and detailed Starship rules (including Starship combat) in the tradition of the Space Opera and cover virtually every type of skill and occupation that could be required or desired in the interstellar setting of the game. Adventures can take place on alien planets, in the asteroids, in space itself, or could involve the inter-relationship between powerful Interstellar Empires. The game is complete as it stands and will not need supplements to add to these rules for player character activity.

This is not to say that further materials for Space Opera will not be forthcoming from FGU. We plan to release (and already are in the process of typesetting) a book called Ground & Air Equipment which will add sections and stats to cover heavy weaponry, ground vehicles, and aircraft for the various military organisations of each race in our universe. These types of equipment will not come into play in the usual role play situation but will be of interest to those interested in pursuing military careers in Government or Contracted (mercenary) service. They will also prove useful for full miniatures campaigns of possible Interstellar Wars of this era.

Additionally, there will be a series of scenario packs to help Starmasters begin their own campaigns as we have had numerous requests for these types of products over the last several years and they can only help the harried Starmaster who also works or studies full time. Such scenarios are not additional rules as all the rules needed to create such situations are included already in Space Opera , but they are seen as play aids.

Finally, we have been most fortunate in procuring copies of several of the Interstellar Survey Service's Sector Star Atlases which are standard issue to all spacecraft entering given sectors of the galaxy. Though the information contained in the atlases exists in computer memory banks on Starships, launches and other escape craft which lack such computer facilities are required to be equipped with such information in book or video chips for the minicomp. These atlases are not required for the play of Space Opera as a complete system is included for the generation of star systems and planets, including even the governmental, societal, and technological status of any race inhabiting the planet. Nonetheless, such atlases will prove most helpful to Starmasters in the preparation of adventures and in the running of ongoing campaigns.

Scott B. Bizar



1.0 SPACE OPERA

Space Opera is a science fiction role —playing game that accepts the possibility that mankind and other races will develop the technology enabling them to reach the stars and to colonise worlds far distant from their home planets. The very title of the game suggests the type of adventures that should await the players— rip-roaring, excitement-filled journeys across the void in the great tradition of Doc Smith's Lensman series and the many other popular Space Opera ' stories of SF.

Space Opera is a game which places some emphasis on science. That is, science serves as a general guide to many aspects of the game mechanics and should do so in game play as well. Science has the virtue of remaining Consistent in all situations. We felt as designers that any phenomenon, being, or device should be capable of explanation in terms of what we do know about science. Thus players and referees will be able to apply their own knowledge to solve- the many problems and situations that will inevitably arise which no set of rules could cover due to space limitations. As long as scientific reasoning can be applied, a problem can be reasoned through with a minimum of arbitrary and whimsical decision making on the part of the referee.

However, while modern science is definitely a guide, one must

also postulate future science. Indeed, in science fiction this is a necessary activity. The main restriction on such kinds of speculation is that the 'scientific' explanations be reasonable and consistent in terms of what we know now. Future science occupies a position in a science fiction game not dissimilar from that of magic in a fantasy role-playing game. By our standards and from our perspective, future science is magical But it is a magic governed by consistent laws. FTL drive systems, contragravity, force field battlescreens, portable energy weapons with the firepower of a platoon of heavy tanks, medical procedures that can result in the preservation of a slain man so that he has the possibility of being 'rebuilt' and 'revivified', and a host of other such developments are 'magical' from the standpoint of late 20th century science. But that never means that such matters are 'impossible,' merely unexplainable or impossible to do at this moment in time.

For example, Einsteinian physics does not allow for faster-than-light travel. But science fiction gaming requires FTL, so we have postulated the existence of an alternate Tachyon universe or Hyper Space in which everything moves faster than light, relative to our 'normal' or N-Space. The speed of light represents the boundary between the two universes, and a ship that crosses the line will cease to exist as far as the other universe is concerned. Thus we side-step the whole problem of FTL travel in N-Space and follow at the same time a major tradition in science fiction literature.

We felt that the pokey sub-light speeds which Newtonian physics seem to impose on travel in N-Space would prove restricting to players. The same is true of Newtonian laws of motion which require vector analysis of course changes, and limit accelerations to a few Terran G at best. Thus we postulated as a spin off of the FTL drive a sub-light N-Space Manoeuvre Drive which generates an anomaly field around a vessel and places it out of 'phase' with the N-Space continuum. The result is a spacecraft capable of accelerations measured in tens of thousands of G, a ship capable of starting, stopping or turning on the proverbial 'dime.' Whether or not such a drive system will ever be developed in fact is not the issue. What is important is that the drive system is explained in 'pseudo-scientific' terms and that the effects are consistently applied throughout the rules.

Future science must be consistent. If the effect can be produced anywhere, it can be produced everywhere in which the same conditions prevail.

Space Opera is therefore a blend of hard science, scientific speculation, and plain fantasising about 'WHAT IF?'

The main thrust of the game is to generate adventures which will carry the player characters to the stars. Starships are capable of great speeds and great ranges, so the Universe is as large as the referee or Starmaster desires, with dozens or hundreds of worlds awaiting discovery and exploration. The main thrust of the game is toward
refereed play under the guidance of the Starmaster, who organises and runs individual scenarios or comprehensive gaming campaigns.

1.1 REQUIRED MATERIALS & EQUIPMENT

The complete Space Opera game must include more than the rules. While a large number of items will prove useful or will add colour to the game, the following list gives the basic materials and equipment.

Necessary Materials & Equipment

Space Opera rules.

Character Profile Records: A master copy of the basic Profile is provided with Space Opera . Players and Starmasters are given the right of 'fair use' and my photo-duplicate the Profile so long as it is not offered for sale.

Starship Records: A master copy of the Starship Record sheet is provided with Space Opera . Players and Starmasters are given the right of fair use and my photo-duplicate the Record so long as it is not offered for sale.

Planetary Records: A master copy of the Planetary Record sheet is provided with Space Opera . Players and Starmasters are given the right of fair use and may photo-duplicate the Record so long as it is not offered for sale.

Dice: Players will need a number of six sided dice, with multiple colours being useful. A set of 20-sided dice for percentage, 1-20, and 1-10 rolls is required as well. These can be obtained from any hobby store or mail order house selling role-playing games and war games.

Paper: Players will need graph paper, note paper, and notebooks (preferably loose-leaf) for record-keeping, maps and computations.

Writing Instruments: Players will need pencils, pens, erasers, coloured markers, etc.

Rulers and Tapes: When conducting combat actions using miniatures or counters, 100 cm rulers and longer metric tapes will be most useful. Players can substitute 12-inch rulers and English unit tapes if they prefer as conversions to both systems are provided.

Optional Materials and Equipment

Hex Paper: Players will find hexagonal grid paper useful for mapping planetary surfaces, It is not essential, however, as wide-ruled graph paper or even blank paper and a ruler can be used just as easily (and at far less expense.) Hex paper is available from many simulation publishers and also from some hobby stores and mail order houses.

Miniature Figures: A great deal of 'colour' and the feeling of realism is provided by the use of well-painted miniature persons, beasts, aliens, and Starships. A vast number of figures are now on the market for SF play, and these can be augmented by some fantasy figures as well for certain alien types. We recommend the Space Marines figures from MacCrae Miniatures, available from Fantasy Games Unlimited, as the figures designed to suit the types of characters met in Space Opera and in Space Marines, the battle game companion to Space Opera . Write to FGU for a catalogue and price listing sheet.

Electronic Calculator: While not 'essential', an electronic calculator will greatly reduce the time and effort required to make computations, and use of such devices is strongly recommended.

1.2 UNITS OF MEASUREMENT

All units of measurement are in SI or the metric system. The following conversions are provided to ease the lot of those players unfamiliar with SI.

Length & Distance

1 kilometre (km)	0.621 miles
1 meter (m)	1.094 yards
1 meter (m)	3.281 feet
1 centimetre (cm)	0.394 inches
1 millimetre (mm)	0.0394 inches
1 mile	1.610 km
1 yard	0.915 in
1 foot	0.305 in
1 inch	2.54 cm
1 inch	25.4 mm
1 light year.	9.46×10^{12} km (9,460,000,000,000 km)
1 light year	5.88×10^{12} mi (5,880,000,000,000 mi)
1 light second	300,000 km (186,000 mi)

Area

1 square kilometre (km^2)	0.3861 square miles
1 square meter (in^2)	1.1960 square yards
1 square meter (in^2)	10.7639 square feet
1 square centimetre (cm^2)	0.1550 square inches
1 square kilometre	247.1 acres
1 hectare (ha = 100 in^2)	2.471 acres

There are 100 hectares in 1 square kilometre;

640 acres in 1 square mile

1 square mile	2.590 km^2
1 square yard	0.8361 in^2
1 square foot	0.092gm^2
1 square inch	6.4516 cm^2
1 acre	0.0040 km^2
1 acre	0.4047 ha

Volume

1 cubic kilometre (km^3)	0.2395 cubic miles
1 cubic meter (m^3)	1.3080 cubic yards
1 cubic	meter (in^3)35.315 cubic feet
1 litre (L)	1000 (cc)0.2642 gallons (U.S.)
1 litre (L)	1.0566 quarts (U.S.)
1 litre (L)	2.1133 pints (U.S.)
1 cubic centimetre (cc)	0.0338 fluid ounces
1 millilitre (ml)	0.0338 fluid ounces
1 cubic mile	
1 cubic yard	0.7646 m^3
1 cubic foot	0.0283 m^3
1 gallon (U.S.)	3.785 L
1 quart(U.S.)	0.9464 L
1 pint (U.S.)	0.4732 L
1 ounce (U.S.)	29.573 cc
1 ounce(U.S.)	29.573 ml

Mass & Weight

1 tonne(t—l000 kg)	2200 pounds/1.1 tons
1 kilogram (kg)	2.2 pounds
1 gram (g)	0.035 ounces
1 ton	0.9090 t (909 kg)
1 pound	0.4536 kg
1 pound	454g

Velocity & Speed

1 kilometre/hour (km/h)	0.62 miles/hour
1 meter/second (m/s)	3.6 km/h
1 meter/second (m/s)	2.2356 mph
1 mile/hour	1.610 km/h
1 foot/second	0.305 rn/s
1 foot/second	0.6818 mph
1 foot/second	1.0977 km/s

1 G (Earth Gravity) = 32 feet/sec/sec acceleration or 9.76 meters/sec/sec
1 PSOO (percentage speed of light) = 3000 km/sec or 1860 m/s
1 LS (light second) = 300000 km/800 sec or 3000 km/sec.

Temperature

Degrees Celsius (^0C) =	(F - 32) x 5/9
Degrees Fahrenheit (^0F) =	(1.8 ^0C) + 32
Degrees Kelvin (^0K) =	Celsius Temp. + 273.15

1.3 DICE ROLLS CONVENTIONS

Routinely in the course of playing Space Opera , a die or a set of dice must be thrown to make some random determination of the outcome of a course of action. Dice rolls may be made by the players for their characters, or by the referee or Starmaster for non-player characters or NPCs and for the various effects of nature, etc. The Starmaster may keep some rolls secret from the players in situations in which the players' characters would be unaware of the facts surrounding the position in which they find themselves. To reveal the result of the dice roll could give the players vital information they should not have. Other rolls would be made openly, and again depending on the situation, the players would either be told what the roll was for or might be left guessing for a time. All combat rolls and rolls directly affecting the current status of any players or NPCs should be made openly to avoid disputes.

CR.

There will be a great many 'characteristics rolls' or CRs called for. These depend upon some basic characteristic possessed by a player character or else a level of expertise in some skill area. The CR will have a level or number which the player must roll equal to or lower than in order to be 'enabled' to perform certain tasks. Typically CRs are rolled on 1d20 or dice which yield a result from I to 20. Many rolls are 'saves' or determinations of whether or not a character has reacted so that he is spared some unpleasant consequence.

DMs

A DM is a 'dice modifier' or a positive or negative number which is to be added either to the result rolled on the dice or to the CR level of a CR determination roll. A DM will always be designated by 'DM' following the number: for example, +3 DM, -2 DM, etc.

DICE NOTATION

In order to save space, the kind of dice to be rolled in a given situation will often be given in a standard shorthand. The notations are:

D6: Roll six-sided die. If the D6 is preceded by a number, roll the number of D6 indicated. For example, 3d6 means roll 3xD6. However, if the number is separated from the dice type by a period, it means roll one die of that type and multiply by the initial number. For example, 3.d6 means roll 1 D6 and multiply the result by 3.

D10: Roll a 10-sided die, counting the numbers as running from 1 to 10. with 0 on the die counting as a 10. If the D10 is preceded by a number, roll the number of Dl0 indicated. For example, 2d10 means roll 2 x D10. However, if the number is separated from the dice type by a period, it means roll one die of that type and multiply it by the initial number. For example, 4.d10 means roll 1 D10 and multiply the result by 4.

D20: Roll a 20-sided die. The die should have ten of the numbers from 1 to 0 painted or in some other way coloured so that they stand out from the second set of numbers from 1 to 0 also on the die. The un-painted set will stand for 1 to 10 (0 = 10), while the second painted set stands for (1) 1 or 11 to (2) 0 or 20, giving the full range of l to 20. If the D20 is preceded by a number, roll the number of D20 indicated. For example, 2d20 means roll 2 x D20. However, if the number is separated from the dice type by a period, it means roll one die of that type and multiply it by the initial number. For example, 5.D20 means roll I D20 and multiply the result by 5.

D100: Roll 2 x 10-sided dice. One die should be different in colour from the other. One die represents numbers from 1 to 10; the other represents multiples of 10. For example, a 6 on the unit die and a 7 on the tens die means 76. If 0 and 0 turns up, the result is 100. This gives a range of 1 to 100. If the D100 is preceded by a number, roll the number of D100 indicated. For example, 3D100 means roll 3 x D100. If the number is separated from the D100 by a period, it means roll one die of that type and multiply the result by the initial number. For example, 5.D100 means roll 1 D100 and multiply the result by 5.

The D10 die is sometimes called a decimal die because it yields a range from 1 to 10.

The D100 dice are sometimes called percentage or percentile dice because they yield a range from l to 100.

In some instances, a notation like 2d6 + 2 will appear. This means add +2 to the result of the 2d6 roll. In effect, this is a DM added to the dice roll off the top. Negative DMs, like 2d6 -3 may also appear.

1.4 GOING 'CRAZY' ROLLING DICE

All too often, inexperienced players and Starmasters acquire the belief that everything must be subjected to dice rolls. The result can be a game in which the dice are flying so thick and fast that everyone spends more time looking up the results of this or that random determination than they do actually playing the game.

Space Opera provides many opportunities to roll dice. But while many situations can be the occasion for a random determination, they do not have to be made into such occasions. The Starmaster should exercise some discretion and make rulings that a dice roll is or is not required to enable characters to do certain things. Generally, enabling CRs should be limited to 'hairy' moments in which a character will have a good chance of being injured, killed, losing some valuable piece of equipment, or failing to rectify some malfunction which could cause a serious expense or subsequent danger.

A lot of role-playing is necessarily played 'by ear,' with everyone depending upon the verbal action to set the course of the moment. Dice enter into the action when an element of uncertainty about the outcome is desirable. For example, an Alien Environments All-Terrain Vehicle has broken down. The

Starmaster rules that it is a class/2 Breakdown and, since the Tech aboard has skill sufficient to make repairs in 30 minutes, the repairs will be successful in that time. This will eliminate several dice rolls to determine the repair outcome, and also eliminates some computation operations. The idea is to stall that ATV for 30 minutes. Perhaps the Starmaster has planned an encounter to occur at this spot, and he wants to make sure that it happens. If the player characters could simply drive away, the full range of possibilities in that encounter simply might not emerge.

The goal is to keep the action moving. Dice rolls which serve only to take the Starmaster or the players 'off the hook' by replacing good role-play with a mechanical toss of the 'idiot dice' will tend to slow down the tempo. For suspense, roll the dice and build up the tension by a lot of talk while doing so. When the very fate of a player is at stake, dice rolls are again useful to give a 'fair' probability that the character will survive or be successful. (In the latter case, an arbitrary ruling or even a perfectly correct ruling of the Starmaster which brings a character to disaster, can often breed bad feelings.) The dice can act as an insulator and keeps things a bit impersonal.

But never go 'dice crazy' and roll for every little happenstance that comes along. In time, everyone will become bored. Just rest assured that many situations will have a random determination sequence available—if it is needed

1.5 THE STARMASTERS

Crucial to any role-playing campaign or SCENARIO is the ever hard-working referee or Starmaster. The Starmaster is charged, first of all, with the task of learning the rules well enough that he can provide fair and informed decisions on how the rules are going to be applied in most of the situations that arise. Now, we realise that Space Opera is a set of rules of rather substantial proportions, and that a Starmaster will take some time before he really comprehends it all. But he should also realise that the players are capable of comprehending rules, too. By encouraging the players to learn the rules as well, the Starmaster can rely on someone else to remember the particular procedure even if he is a bit fuzzy on it himself or if he hasn't remembered it at the moment the issue comes up.

The Starmaster must create a universe in which the action is going to occur. This can be as big and as exhaustive a job as he wishes to make it. Many referees make the mistake of trying to do the total design right from the beginning. This particularly true of beginners and of less experienced referees. Many hours of painstaking work can be lavished on the development of dozens of star systems and scores of planets. But without a clear notion of exactly what he is going to do with that 'Universe' or a solid foundation in the rules that are being applied, the result can sometimes be disappointing. Only an experienced player/ referee can afford to invest a lot of preparation time into large-scale Universe designing. He has been this way before, and he knows precisely what he is doing and why. Beginners and inexperienced Starmasters, then, should set modest goals at first, allowing their Universe to grow with the campaign, and with their ever increasing expertise and knowledge of the rules and the fine art of role-playing. If matters really become fouled up, the original design can be easily modified or even scrapped and replaced. But if too much work has gone into it, the temptation to waste more hours trying to make an ill-conceived Universe 'work' can itself become a time-wasting obsession.

Included in Space Opera is a 'future history' which can be used as a model for the type of background that can be painted for a role-playing or Empire-level campaign. Starmasters are cautioned not to accept this 'future history' as the only way that Space Opera can be played. Any version of 'future history' is equally acceptable. The point is that such a general background will serve as a general guide to the design of a Universe. It will also assist the players in developing their characters' personalities so that they become 'real' people in a 'real' universe, not a set of game constructs and numbers that roll dice at each other and the paper 'monsters' that are introduced in the action.
The Starmaster must develop various quests and adventures for the player characters. These can arise from the very experience and situation the characters find themselves in. For example, a group of characters might be serving in a Starship of the future space navy or Star-Force. The Starmaster, in the role of StarFleet Command, hands a dispatch to the player who happens to have the Captain of the vessel as his character. The ship has been ordered to patrol the spacelanes off Tharon VI, a planet orbiting the star Pollux, as mysterious disappearances of a number of commercial vessels have been reported. The adventure is on. The characters have no choice in this instance, for they are members of The Patrol, and they are under orders. Black Region and his force of Space Pirates are waiting off Tharon VI. What happens next will depend on the players

The possibilities for game scenarios are endless. Tremendous wealth of examples and ideas can be readily found in the mass of science fiction literature itself.

But however important the contribution of the players may be, it is the Starmaster who will either make or destroy a science fiction campaign. His imagination, preparation, and mastery of the rules and the possibilities contained therein will be essential to the success of the whole activity.

The Starmaster must draft the master maps and charts of his universe. Space Opera provides some data and assistance in this regard, giving the co-ordinates of the Spica system. Techniques of designing a region of the universe are also outlined. Players should also see the Star Sector Atlases which are forthcoming for additional sectors.

The Starmaster must also decide on the types of planets, their surface Conditions, life-forms, intelligent races, cultures, technologies, etc. Again, a substantial amount of information and guidelines are provided in Space Opera to assist in this task.

The Starmaster must conceive the adventure scenarios, operate the many NPC or non-player characters that populate the Universe and come into contact with the player characters, provide neutral opposition to the characters as they pursue their goals, and settle all disputes over the rules. He must be fair, interpreting the spirit rather than just the letter of the rules. He must avoid personal involvement himself-a sometimes difficult thing to do because his role as the neutral opposition to the characters can occasionally bring Out his own competitive spirit. But he must suppress this because, as referee, he holds all of the cards and can subconsciously 'rig' events to suit himself if he is not careful. Such neutrality is essential, for one of the tasks of the Starmaster is to act as a neutral go-between when characters secretly or individually act behind the backs of their comrades or set themselves up in opposition to the very Authorities in power NPCs whom the Starmaster controls'

This is a very big responsibility, and the Starmaster will find that having a 'split' personality that ignores what he knows in total is very useful. That is, what he himself knows as Starmaster must he kept separate in his mind from what his NPCs know. The NPCs are merely 'men,' and do not have the StarMaster's almost 'godlike' command of all the facts of a situation. At time, the NPCs must be allowed to make mistakes, even though the Starmaster knows better, for that is only fair and believable. Nothing is more unfair to players then meeting up with NPCs who always have all the answers and who are always one step ahead of the players. The Starmaster must be a go-between for his NPCs as well as between the various characters.

There is much, much more to good StarMastering. Unfortunately, much has to be learned through experience. The secret is not to try to do everything, and not to do it all at once. The players themselves can be a great assistance in developing a concept of what the Universe should be like. Their advice and outright help should be encouraged, although the final say must remain with the Starmaster. This concept will be developed further in the next section.

1.6 PLAYERS & PLAYER CHARACTERS

To create a character for Space Opera will involve making a number of dice rolls to determine the basic traits a player character or PC will possess. Other determinations will be required to establish the PC's personal background and career experience before he actually enters the role play.

It will seem that a lot of dice rolling will be called for in the beginning, but these rolls are made automatically, after which

the relevant sections can be consulted for the details which fill in the features of a PC's personal characteristics and aptitudes.

A system for acquiring expertise in a vast range of fields and skills is also provided. The unique feature of this expertise system is that the players will have great freedom in deciding on what skills their PCs will have before they enter the game. Further development of PC skill can continue once they are in the role play. However, the Whole concept of experience points as such has been discarded. Advancement is a function of time spent studying and training to acquire expertise, and also a function of attaining those career goals which the player sets for his character. He does not have to kill 300 slimy Xchityl of the Planet Slooggg in order to obtain enough experience points to advance a 'level' or rob widows, orphans, and banks to obtain the money to become proficient at some task. He can do these things, but they are not essential to his improvement as a competent character.

Player skill consists, in part, of being aware of the range of skills open to a PC and then choosing those skills which may prove to be of the greatest use to the type of character he wishes to portray. A series of bad initial choices can be a real setback while a well rounded set of expertise areas .can be decisive. At the same time a high degree of specialisation is possible. By heavily weighting some areas of expertise, a player can develop a crack Scientist, Astronaut, Armsman, or Tech whose proficiency is suited admirably to the career he has chosen to follow. But he is never limited to one area. An Armsman can also develop considerable scientific expertise, and a Scientist can be a formidable fighter.

Players should realise from the start that a 'character' is not themselves by another name. A PC is his 'own man.' He should be given a personality that is uniquely his, with the player assuming a 'role' in much the same manner as an actor does. The skilled role-player understands this and will work to give his characters a 'life' separate from his own. The idea of role play is, after all, to leave our own humdrum lives to explore lives of adventure. Taking along all of our own attitudes, hang-ups, and prejudices is hardly the way to do that. Role play is the creation of a 'real' person. One can adopt characters from favourite science fiction novels, movies, or T.V. shows, or he can invent his own unique personalities. But always the thrust of the role-play is to step outside ourselves, to become someone else, to have rousing adventures not possible to us in the here-and-now. Science fiction role play is a game of 'Let's Pretend' on a cosmic scale. Anything is possible. Why settle for less in a character?

There are also a great number of possible racial types for players in their role-play. The range of choice permitted will depend upon the StarMaster's preferences. Remember, it is the Starmaster who carries the heavy burden of preparing the campaign in broad and fine detail. The Starmaster prepares the adventure scenarios and calls the action. He must be satisfied in his own mind that he can handle a given racial type as a player-character without overstraining his own conception of the campaign or without making hasty preparations to fit a racial type in at the last minute. If he has not thought out the place of such a race in the universe he has prepared to date, it is sure that he will have a 'fly by the seat of his pants' if PCs of such a race are introduced to the game. That invites confusion and unnecessary problems, for he has enough to do to maintain the consistency and the imaginative believability of his universe.

For his part, the Starmaster should be prepared to define the terms under which PCs are to be operated in the campaign. If he has decided to allow players to portray Felines, there should be a Feline inhabited planet somewhere in the game universe which those PCs can call 'home.' That home planet and the racial culture should be familiar to the players with such PCs. There is nothing more frustrating (and unjustifiable) to role-players than their being kept in the dark about matters which their PCs would know in depth. A 'native' of a country or a StarCulture will certainly know about his people's history, way of life, customs, general attitudes, manners, laws, politics, etc. A number of racial/cultural profiles are included in Space Opera as working examples of the basic background information players will find useful and even essential if they are going to do a good job of role-playing their PCs. If the Starmaster is too secretive and refuses to tell players what they would reasonably know, he is failing in his duty to his players.

It may happen that the Starmaster is too hard-pressed to do some of the essential background work described above. In such cases, he might incorporate the Space Opera racial/Cultural profiles into his campaign to ease the task. That is not to discourage his own designs of races and cultures, which often is highly satisfying, but rather a suggestion to make the problem of maintaining the momentum of a campaign less difficult to resolve.

Players should be encouraged to join in the creation of additional background material for their PC's home planets and cultures. This may prove unwelcome to some Starmasters, who prefer to make such decisions themselves. However, many Starmasters will welcome the assistance of players. It certainly reduces the work-load of the hard-pressed Starmaster, so that he can concentrate more on developing interesting gaming scenarios and 'unknown' planets and StarCultures to be encountered by the PCs as the role-play unfolds. Above all, shared creativity gives players a powerful sense of participation in a campaign they have helped to create. The most experienced role-gainers will find it possible to design their own home planets in detail, following the StarMaster's general instructions about essential details, but adding a lot of 'local colour.' In such instances, the player can assume the role of assistant to the Starmaster whenever his PC's crew touches down on his home planet. Because his PC is a 'native' he can act as a knowledgeable guide to the other PCs. Meanwhile, the Starmaster is freed to concentrate on the 'excitement' to be provided during the visit. Such an approach may seem very sophisticated to some role-players; it is really quite workable.

The participation process trains beginners and experienced role-players alike to become better role-players. That means richer background upon which to project well-conceived 'characters' with a life and purpose of their own. The environment of a science-fiction role-game is every bit as important as the skill of the players and the Starmaster. A well-drawn environment will enable players to 'clue in' to the personalities of their characters, and also to interact with the NPCs run by the Starmaster.

It should also be noted that many very satisfying role gaming campaigns encourage players to feel that they are true 'partners' in the game. They ire participants in an activity, not mere 'consumers' who must settle for the StarMaster's ideas and no more. Their opinions are heard, respected, and often used by the Starmaster-if those opinions are good, that is. In the end, it is the Starmaster who must make the final decisions because he is the storyteller and referee. But to the degree that he encourages player creativity and involvement, he will find his own successes enhanced.

Role-play is a group activity; a matter of teamwork essential to making an adventure enjoyable, exciting, and worth repeating in a later meeting. Players who demand that the Starmaster do all of the work, while they 'play,' are risking a less than superb experience. Starmasters who do not tolerate any 'interference's' with their personal universes are forgetting that the players, in their roles as characters in that universe, have no less of a stake in it than he does. Participation in role-play is nothing more nor less than involvement with all of the other players, with the characters, and with the 'worlds' and 'Universes' in which the action occurs. The game is everybody's game. Players need the Starmaster to call the action. Starmasters need the players if there is going to be any action at all!

1.7 HOW MANY CHARACTERS?

A point of contention in may role playing games is whether or not a player should be allowed more than one character at a time. In Space Opera , it is strongly suggested that each player be allowed several characters. There are several important reasons behind such an approach.

First, to develop a total character takes a bit of time. If a number are developed at once, the basic bookkeeping tasks can be dispensed with in a single meeting.

Second, PCs will not all be involved in heavy action all of the time. There will be moments when a PC is desirous of acquiring

additional expertise and needs to 'retire' from the adventuring side of the game to go back to school, etc. If several PCs are available to a player, he can easily have a character disappear from the role play scene for a time, and can continue on with another character.

Third, players will have different 'fantasies' to act Out. If several characters are allowed, players can have PCs in the StarForce, the Merchant Service, and perhaps in a Mercenary Company or the civilian Independent Explorers. The idea is to develop teams of PCs who adventure together so that everyone in the playing group will be involved, wherever the action leads. Because there are several 'teams' involved, each player has a better chance of having his preferences satisfied.

Fourth, proceeding on the 'team' of PCs concept, the Starmaster can vary the types of scenarios that the various characters are in. This provides a welcome change-of-pace all around, and the players and the Starmaster have the benefit of a wider range of experiences than might be possible if only one character were permitted each player. StarForce characters would have 'Galactic Patrol' type adventures. A group of 'Meteor Miners' could enjoy the rough-and-tumble of a frontier scenario, complete with claim-jumpers, the Big Mining Company, vigilante committees, and the Great Strike. The list is endless, but it is sometimes better to have a group of PCs bent on attaining some common goal. How, for instance, could a Lieutenant of the StarForce associate with a known Space Pirate with the death penalty waiting for him in 17 star systems? Having two characters tends to cut down the improbability. One can have his StarForce Lieutenant and a Space Pirate. What happens if they ever meet is another question, and the resulting fight should prove interesting.

Fifth, players tend to develop preferences for specific character types. Since a good team has to be well-balanced, having a Tech or a Scientist along can prove very useful at times. But if every player is limited to just one character, essential personnel gets lost in the stampede to have an Astronaut or Armsman. Imagine a Starship with six or seven Astronauts and no Engineer to perform the serious maintenance and repairs. See 12.0 Spaceship Maintenance and the subsequent sections to get a rough idea of what happens to a beautiful Starship without an adequate technical crew. It is no fun being a dashing Astronaut when your ship is dead in space, the drive unit burned out, the power pile shut down, the air leaking from a damaged lox tank, communications out, and the temperature control out of whack. And that's just for starters!

For these and other reasons, we therefore recommend that up to 5 characters be permitted each player. A greater number might prove too hard to manage from the bookkeeping and the playing point of view, but very talented or hard-working players in fact done so.

1.8 MANAGING TIME IN THE GAME

Time is a very flexible thing. Game time does not have to correspond to real time at all. In a year of real gaming time, for example, ten years of game time could pass. In a single evening or afternoon of role-playing, a week or two weeks could be ruled to pass.

This ability to expand or to compress time as required is essential to a good role game. Space Opera , in fact, depends upon a reasonable amount of time passing between adventures, so that characters can obtain expertise in various skill areas. The standard rhythm should be an adventure involving a team of characters, then a period in which nothing much happens to them and routine events occur. Meanwhile, another team of characters could be having an adventure.

The overriding requirement is to keep close track of the time by using a time line or some similar procedure. The Starmaster should decide on the rate that time is passing, and tell the players WHEN it is. This permits backdating non-playing experiences like learning skills. It also permits players to keep events in a coherent order in their minds.

Properly handled, time can allow the players to see a character pass through a better part of a lifetime, giving them the feeling that they have had a chance to see a career through to the end. It may even be that they have sons and daughters who themselves embark on lives of adventure, carrying the action into another generation.

Time is thus an 'enabling' device, not a hindrance. It should provide opportunities for PC advancement and adventure, not hold them back from it.

1.9 WINNING IN SPACE OPERA

How does one 'win' in a role game. The answer is that one does, and one doesn't. In other words, there are never any victory conditions set in a role game any more than there are any clear victory conditions set in real life. When does a man win? Whenever he attains his life's desire or, at least, has a good, exciting, fulfilling run for his money. When does a man lose? Whenever he fails to use his talents and brains to take advantage of opportunity.

Each player will have his own idea of what it means for his PC to 'win' or to 'lose.' The player must decide for himself. If he aims at making Admiral in the StarForce, that is the chief priority in his PC's life, and the PC will conduct himself accordingly. If it is to have his own Starship and to set Out on the life of a Free Trader, well and fine. But there will be no 'easy' measures of superficial 'success' like experience points and experience levels. Success is something that satisfies a person at the moment. There are always new horizons, new worlds to see and win, new adversaries to best in combat or hard trading, new adventures to excite one and make life worth living. He will likely get there, too, if he is competent.

We suggest that players try to get rid of the hyper-competitive spirit that marks some kinds of role gaming. The measure of a character is whether or not the player gets him to the goal that the player/character sets for himself. Then, having attained that goal, the way is opened to 'retire' from the game and start a new character as replacement or to seek still greater goals.

One wins in role-play in the manner that one 'wins' in life you get to where you were going. And that can include a lot of living and a lot of countryside

2.0 CHARACTER CLASSES

In Space Opera , players must choose the type of personality they wish to portray as player characters (abbreviated hereafter as PC). Depending on that initial choice, the PC's personal characteristics, skills, and career options will be optimised to suit appropriate fields of endeavour for his character class. In other words, if a player desires to operate a fighting man or Armsman, certain of his personal characteristics will tend to be weighted toward those abilities and skills he will need to be a success in his field. Of course, there will always be a slight trade-off, and the PC may have less of an advantage in other fields and skills not associated with his class.

ARMSMAN

An Armsman is an archetypal warrior, the Universal Soldier. But he is more than mere 'cannon fodder' to be fed into the jaws of death as were soldiers of less advanced eras. The Armsman is a superbly professional soldier, thoroughly trained and disciplined, a person physically and temperamentally suited to meeting the stresses and challenges of warfare and close combat in a manner rarely witnessed in the present day. Examples of Armsmen characters can be seen in such SF works as Dickson's Dorsai series, in Heinlein's Starship Trooper or Haldeman's Forever War. His vocation is more than just straight out fighting; it includes mastery of the many technical aspects of advanced warfare as well. His skill with a vast range of weapons systems, military equipment, and combat tactics will appear almost 'heroic' in scope once he is a veteran of long service. He will also be able to acquire skill in areas outside his speciality, as would any reasonably competent person in a culture with efficient educational techniques and learning aides (computerised and others,) but it is ever at the art and science of war that he shines.

TECH

A 'Tech' is a highly skilled Technician whose personal characteristics and temperament are oriented toward operating, maintaining, repairing, and even constructing various types of equipment and devices. He is far more than your run of the mill mechanic or electrician, as he possesses technical training equivalent to the best technical institutes and

engineering colleges of today can provide, and more. In a sense, a Tech is a combination of the theoretical and the practical 'mechanic.' He is not an 'Engineer,' however. He can repair and modify most 'simple' devices; but complex units will sometimes be beyond his considerable skills, requiring detailed instructions from manuals and Engineers for involved modification or serious repairs. He cannot create new and advanced designs, or even do more than copy construction plans drafted by others with more knowledge, but he can build whatever he is competent to work with if he has the requisite direction and materials. The advantage enjoyed by Techs lies in their specific skills and their high general, mechanical, and electrical aptitudes, making them indispensable personnel in virtually any future business, industry, or government service.

SCIENTIST: RESEARCH

A Research Scientist is a professional inquirer after knowledge. In the context. of Space Opera , 'science' includes a number of fields formally classed as the 'arts,' such as history, for these fields have been reorganised on a scientific basis and have a precision and accuracy of approach which is unknown today. Scientists have considerable technical expertise, for they must work with equipment of a highly specialised and complex type in many instances, but their 'Tech' knowledge is more theoretical than practical. Their strength is in their ability to perform research and analysis, to discover required information and to solve problems faced by him in both the pursuit of knowledge and the ongoing action of role-play. Scientists of superior calibre will become knowledgeable in a wide range of scientific fields and can be counted on to deliver the 'answer' if anyone can. The Science Officer aboard a Starship, for instance, is the person who conducts detailed planetary surveys and analyses, assesses the cultural patterns of a new race, 'cracks' hitherto unknown alien languages, or solves the problem of escaping from a spatial anomaly of a type previously unencounterd.

SCIENTIST: MEDICAL

A Medical Scientist or Physician is a highly specialised PC whose knowledge are skills centre on healing the injured and the sick. However, he will be able to exercise that knowledge and skill with patients of alien races as well as of his own race. He will also be able to do significant scientific research, analysing and finding the cures for the most virulent Xeno-diseases or developing bionic prosthetics for maimed personnel. Indeed, so potent are his talents that he will literally be able to 'raise the dead,' for advanced medicine has produced chemical capsules embedded within most personnel which resist tissue deterioration after clinical 'death' occurs, permitting a skilled Physician to 'repair' a damaged organism in much the same way that a Tech will repair a damaged piece of equipment. Tissue and organ implantation, limb grafts, quick tissue regeneration (rapid healing) and a host of other skills are available to him. Only if a 'dead' patient has been too long in the throes of death or has suffered major brain injury will a Physician be powerless.

SCIENTIST: ENGINEERING

An Engineer is a practical Scientist who stands between the hard research and the practical application of technology. Such a PC is the one who rebuilds a fused Stardrive, shuts down a runaway anti-matter power system, or figures out the way to operate an alien device. He can supervise the work of Techs, advising them on the procedures to follow in making major repairs of equipment and even joining them in the work. His theoretical knowledge will not be as comprehensive as that of a Research Scientist, but he can build it if the Scientist can explain how it works.

ASTRONAUT

An Astronaut is a professional pilot in the 20th century sense as well as a professional spaceman skilled in intellectual and practical matters regarding the operation of spacecraft. He is also a remarkably fit individual physically because of the demands placed upon him by his vocation. An Astronaut is therefore prone to acquiring scientific skills as well as astronautic skills. He will also evidence consideration technical skill with equipment relating to his role as a pilot and navigator of spacecraft. In that he is a Command Officer who will, sooner or later, in his career, succeed to the actual command of a spacecraft, the Astronaut is a reasonably skilled 'Armsman' as well; for many hostile races, pirates, and individuals will threaten the security of his ship and all in her. In that any character may be regarded as strong in all fields, it is the Astronaut.

CHOOSING A PC CLASS

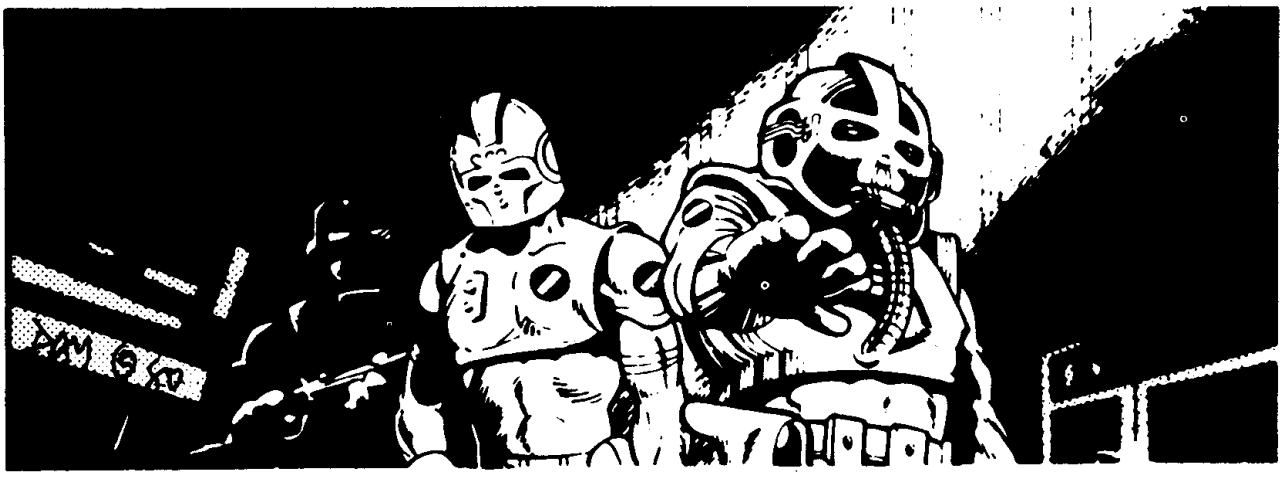
Players are free to choose the class of character they wish to portray. However, considering that players will be operating their PCs as a 'team,' they should make their choices with some eye of balance. While everyone might wish to be an Astronaut, for example, it is a sad crew indeed who find themselves woefully short of Techs when equipment breaks down. They might know their exact position and be able to plot a course to any destination with an accuracy of 0.00 001 light-seconds over a distance of 1000 light years, but all that expertise does no good without a Tech who knows that you have to reconnect that loose Frumagiget to the Whamistanz if you want to get the Stardrive to kick over Similarly, when your ship is being boarded by a horde of wild-eyed Ranan pirates, a few tough Armsmen who really know how to fire a Blaster will be a comfort to a competent but less able Astronaut worried about how he is going to keep his ship!

Players should also make PC class choices on the basis of their own backgrounds. A Research Scientist is a knowledgeable fellow; and while a rank novice in scientific areas can play one of these futuristic 'Magicians' with some skill, a player with a sound scientific background will extract the maximum potential of his PC because he understands his role and knows enough to apply his scientific understanding to the game. Action-oriented will likely prefer Armsmen, and will discover that they have enough to occupy their interests. And so it goes.

2.1 PERSONAL CHARACTERISTICS

Personal characteristics are those basic physical and mental traits which affect the degree of success with which a player character interacts with his 'environment' through the operation of the various game system.

All PCs will tend to possess 'superior' personal characteristics, compared to those of typical members of their race. This is in keeping with the philosophy of the designers of Space Opera . A PC should not be considered as being in the same class as the 'common man. The 'common men' stay home They find nice, steady jobs, get married, raise families, and settle down to mundane and safe existence marred by few 'surprises' and, hopefully, even less danger. The 'common man' is no hero, no adventurer. To inflict the usual 'averaged' characteristics upon PCs and the players running them is a failure to recognise that PCs are 'heroic' in not only their drive to reach goals that lesser men cannot hope to attain, but also their capacity to actually win through to those goals. The PCs are cast in the larger than-life tradition of the rip-roaring' Space Opera s of science fiction. Only rarely will they be truly deficient in any of their personal characteristics.



The following table, used to determine the basic personal characteristics scores of PCs, is therefore 'loaded' toward the higher end of the scale. Most NPCs or non-player characters run by the Starmaster will fall into a lower range than the PCs. Only a scant few NPCs will be in the same class as the most superior PCs. The personal characteristics generation table given here is therefore used to develop PCs only. Roll 1d100 percentile dice for each of the personal characteristics, find the appropriate column in the table, read dawn until the percentile score rolled for the characteristics is reached, then read left across the table to find the PC score to be entered in the Character Profile form for that personal characteristics. All personal characteristics will range between I (very rare) and 19 (rare, with higher scores indicating superior ratings.

Personal Characteristic/1d100 Result						
	Physique					GTA
PC	Strength	Agility	Empathy	Psionics	Bravery	MechA
Score	Constitution	Dexterity	Intelligence	Intuition	Leadership	ElecA
01	01	01	01	01-02	01	01
02	02-03	02-03	02-03	06-10	02-03	02-03
03	04-05	04-05	04-05	11-15	04-06	04-06
04	06-07	06-07	06-09	16-20	07-08	07-09
05	08-09	08-09	10-11	21-25	09-10	10-11
06	10-11	10-11	12-15	26-30	11-12	12-15
07	12-13	12-13	16-19	31-35	13-15	16-20
08	14-15	14-15	20-25	36-40	16-18	21-25
09	16-20	96-20	26-30	41-50	19-21	26-35
10	21-25	21-27	31-35	51-60	22-24	36-40
II	26-35	28-40	36-50	61-75	25-30	41-50
12	36-45	41-54	51-65	76-80	31-40	51-60
13	46-60	55-65	66-75	81-85	41-55	61-70
14	61-75	66-80	76-80	86-90	55-70	71-75
15	76-85	81-90	81-85	91-95	71-80	76-80
16	86-90	91-96	86-90	96-104	81-85	81-85
17	91-95	96-98	91-95	105-109	86-90	86-90
18	96-104	99-104	96-104	110-114	91-95	91-95
19	105	105	105	115	96-100	96-100

The following DM (dice modifiers) may be applied as desired to raise 1d100 results in the areas indicated. The DM is a percentage, in other words, representing the advantage obtained by a PC in a given class.

Armsman: +40 to Physique. Strength, Constitution, Agility, Bravery, Leadership
Tech: +35 to Dexterity, GTA, MechA, ElecA
Research Scientists: +35 to Intelligence, Intuition, GTA
Medical Scientist: +35 to Dexterity, Intelligence, Intuition
Engineer Scientist: +35 to Dexterity, Intelligence, GTA, MechA, ElecA
Astronaut: +40 to Constitution, Dexterity, Agility, Intelligence, Intuition, Bravery, Leadership, GTA

The DM is not applied as a lump sum to each of the characteristics indicated for a given class of character. Rather, it represents the total DM available, which can be divided up as desired to raise individual 1d100 scores of the indicated characteristics.

For example, an Astronaut rolls 42 for Agility, yielding Agility/12. However, the player desires a higher Agility score for his PC, so he allocates +24 to the 42 result to raise it to 66, enough to yield Agility/14,

Players should wait until all personal characteristics rolls are made before deciding which of the favoured characteristics should be raised. Simply enter the percentages rolled on the Profile sheet in pencil, then compare the results to the Personal Characteristics Table. When the desired 'boosts' are determined, the percentages can be erased and the PC scores can be entered. It should be noted that some PC/I9 scores do not indicate a range. Strength/19, for example, requires 105, meaning that if a player had rolled 00 1100), he would have to expend +5 DM to obtain I05 and a Strength/I9 rating.

Optionally, those players who wish to use Psionics prominently in their campaigns should use the following modification. On any Psionics roll of
96-(1)00, humans, feline avatars, and transhumans may add up to 15 points as DMs to the 1d100 results and all other races may add up to 10 points.
These points are deducted from the DMs available by profession at the rate of 1/2 profession DM per 1 point added to the Psionics roll.

When this procedure has been completed, proceed to 2.2 Planet of Birth.

2.2 PLANET OF BIRTH

The planet of birth will have an effect on several of the personal characteristics. In some cases, a PC will find that a result has influenced his options on a later table. Some of the results will give a PC certain advantages or disadvantages when faced with conditions similar to or radically different from those of his home planet. Roll dice as indicated for each of the following tables, in consecutive orders:

PLANETARY GRAVITY FIELD

The PC's native gravity field will affect characteristics involving basic body structure, etc.; and while a PC may adapt to gravity conditions considerably different from those of his planet of birth, he may labour under disadvantages at times.

1d20 Roll Effect of Native Planetary Gravity on Player Character

1 PC is a native of a planetoid, orbital city, or IRSOL star city and has adapted to low and null gravity conditions. The gravity field is under 0.2 G. The PC's Physique is +3, with a minimum 12 in size, but body mass will be only 90% of the normal value for his unmodified height. Low gravity favours development of a tall but slight frame. Gravity fields in the 1.0 G range or higher will prove to be quite uncomfortable, however much the PC has adapted to them. The PC will also have an automatic No. 1 or No. 2 result on the Planetary Atmosphere Table, as planets with 0.4 G or less will not retain atmosphere of breathable proportions. The likelihood is that the PC is expert in the use of auxiliary breathing apparatus and vacuum suits

2-3 PC is a native of a planet with a gravity field of 0.25 G to 0.4 G and has adapted to low gravity conditions. The PC's Physique is +3, with a minimum 11 in size, but body mass will be only 90% of the normal value for his height. Gravity fields in the 1.0 G range or higher will be rather uncomfortable. The PC will have an automatic No.1 or No. 2 result on the Planetary Atmosphere Table, as planets with 0.4 G or less will not retain atmosphere of breathable proportions. The likelihood is that the PC is expert in the use of auxiliary breathing apparatus and vacuum suits.

4-9 PC is a native of a planet with a gravity field of 0.5 G to 0.8 G and is somewhat adapted to low gravity conditions. The PC's Physique is +2, with a minimum 10 in size, but body mass will be only 95% of the normal value far his height.

10-16 PC is a native of a planet with a standard 'Terran' gravity field of 0.9 G to 1.1 G. He has a 50% chance of increasing either his Strength or his Constitution (player choice) by +1 to reflect the increased chance of development of physical power or endurance in a normal gravity field. If such an increase occurs, body mass will increase by 5-10% (roll 1d6) to represent heavier frame and musculature.

17-18 PC is a native of a planet with a gravity field of 1.2 to1.4 G and is adapted to high gravity conditions. He has o Physique -2 in size, but his body mass will be 110% of the normal value for his height. High gravity encourages heavier bone Structure and muscle development. Strength, Constitution, and Agility will be a minimum II. There is a 100% chance that one of these three characteristics will be +1 (player choice) or a 50% chance that any two will be 41. Strength and Stamina would naturally be improved under such arduous conditions. Agility would also be a factor for 'natural selection,' in that clumsy types would likely suffer from a fatal accident sooner or later, while co-ordinated persons would be better able to react quickly in a surface acceleration field significantly above the norm.

19 PC is a native of a planet with a gravity field of 1.5 G to 1.8 G and is very adapted to high gravity conditions. He has a Physique -3 In size, but his body mass will be 115% of the normal value for his height. Very high gravity encourages heavy bone and muscle development, and also shorter height. Strength, Constitution, and Agility will be a minimum 12. There is a 100% chance that one of these three characteristics will be +1 (player choice), and a 50% chance that each of the other two will be +1 as well.

20 PC is a native of a planet with a gravity field of 1.9 G to 2.5 G and is a superbly adapted heavy planet dweller. He has a Physique -4 in size, but his body mass will be 120% of normal values for his unmodified height. The exceedingly high gravity field results in a minimum Strength, Constitution, and Agility 13.There is a 100% chance that two of these three characteristics will be +1 (player choice), and a 50% chance that the third characteristic is +1 as well.

If a personal characteristic is 'boosted' to a minimum value, the +1 bonus rule does not apply. For example, a PC from a No. 20 heavy planet has a Strength 9, which is boosted to 13 because of the high gravity environment. He does not have a chance at a further +1 Strength increase, as his physical development has already been corrected to correspond to environmental influences. If his Strength was 13, however, he could have an increase to 14.

PLANETARY ATMOSPHERE

The planetary atmosphere will not affect a PC's personal characteristics as such, but he may obtain certain advantages or disadvantages from living in a given atmospheric type during his formative years:

1d20 Roll Effect of Native Atmosphere on Player Characters

1 Managed atmosphere: The PC has lived in a dome city, IRSOL Star city, etc., because the external atmosphere is un-breathable (too thin, excessively contaminated with dust or toxic compounds, or even vacuum). Conditions within the protective environment are carefully controlled and monitored to maximise favourable factors. There is a fairly good chance that dome cities, space cities, and similar installations in vacuum or near vacuum conditions are maintained at pressures significantly below 760mm Terran standard pressure. This minimises the effects of sudden decompression from sudden blowouts 'bends,' excessive loss of breathable atmosphere, and so forth. In such conditions a PC would have a 35% chance of developing expanded lung capacity and will be able to breathe efficiently in atmospheres with Oxygen pressures as low as 50mm IPP (see 15.8 Breathable Atmospheres). At the same time, atmospheres with high pressure will be quite disagreeable 'soup' to a PC used to low pressures.

2-3 Low pressure atmosphere: The PC is a native of a planet with atmospheric pressure under 500mm. but with oxygen levels at least 75mm. He will have expanded lung capacity and can breathe effectively when oxygen pressure in the lungs is as low as 40mm IPP. Such an atmosphere is equivalent to high altitude conditions on Terra, and the PC will evidence adaptations similar to those of Indians living high in the Andes Mountains. Relative immunity to hyproxia when oxygen pressures are low is exchanged for distinct discomfort in dense atmospheres. When atmospheric pressures exceed 1000mm, excessive fatigue will occur because the PC's metabolism will 'burn' inspired oxygen too efficiently and may exhaust body energy reserves more quickly than normal. Oxygen pressures over 500 IPP in the lungs will be dangerously toxic. (see 15.8 Breathable Atmospheres.)

4-5 Low pressure atmosphere, with contaminants: The PC is a native of a planet similar to that described for No. 2. above, only the atmosphere will be characterised by significant concentrations of dust or toxic gases. The PC will evidence greater tolerances of such contaminants than normal for off planet types of the same or similar races. Alternatively he will be expert in the use of breathing apparatus, protective clothing, and recognition of hostile conditions. In the first instance, the PC will be 'adapted' to his environment (No. 4 result on the roll) and evidence similar adaptations as Outlined in No. 2. above, with the addition of higher tolerance levels to contaminants. In the second instance, the PC normally lives in a 'managed atmosphere' but can tolerate external conditions 35% of the time, as outlined in No. I above, but without special tolerance to contaminants.

6-13 Standard pressure atmosphere: The PC is used to an atmosphere of more or less Terran quality, with pressures from 500mm to 1000mm at 'sea' level. His oxygen

tolerance range is 60mm to 400mm IPP in the lungs. (See 15.8 Breathable Atmosphere).

14-15 Standard pressure atmosphere, with contaminants: The PC lives in an atmosphere more or less as described for standard pressure atmospheres, only excessive contaminants are also present. A No. 14 result means that the PC is somewhat adapted to these contaminants and has a higher than normal tolerance. A No. 15 result means that the PC must use some form of protective measures (filters, gas masks, etc.) when contaminant concentrations are high. In both instances, the PC will be expert at detecting and dealing with adverse conditions when they do occur, which is generally on a sporadic rather than chronic basis. PCs in No. 15 conditions will likely live in sealed or filtered homes and use similar mobile units to minimise risks. (See 15.8 Breathable Atmospheres.)

16-17 Moderately high pressure atmosphere: The PC lives in an atmosphere up to 2000mm pressure. His oxygen tolerance is 75mm to 550mm IPP in the lungs. Low pressure atmospheres are not particularly comfortable, and fatigue may set in quickly in low oxygen environments.

18 Moderately high pressure atmosphere: The PC lives in an atmosphere as described in No. 16, but significant atmospheric contaminants are present. He has a 50% chance of higher tolerance levels. See No. 12-14 for general guidelines on handling contaminant problems.

19 High pressure atmosphere: The PC lives in an atmosphere with pressures in excess of 2000mm pressure. His oxygen tolerance is 90mm to 800mm IPP in the lungs. Low pressure atmospheres are distinctly disagreeable, while standard atmospheres are not comfortable. There is a 75% chance of atmospheric contaminants, with a 50% chance that a PC has higher tolerance levels. See No. 12-14 for general guidelines on handling contaminant problems.

20 Exotic atmosphere: Very unusual concentrations of constituent atmospheric gases occur on the PC's home planet. There is a 50% chance that the PC is adapted to these conditions as outlined in No.14-15. If not adapted, appropriate precautions must be taken. Pressures can be modified as the Starmaster desires.

A fair degree is 'tailoring' of home planet atmospheres will be required. This can be done by the Starmaster, or the player can be entrusted with the task. The entire section 15.8 on Breathable Atmospheres should be consulted when designing the atmosphere. It should be noted that a PC is either a full 'native' whose race evolved on the planet or else a 'native-born' colonial whose people either have adapted to local conditions or are in the process of adapting. Where adaptation is not complete, a PC will not have the capacity of truly native life forms to survive (or at least thrive) in the worst conditions that might exist.

PLANETARY CLIMATE

The planetary climate may affect a PC's Constitution score. Harsh conditions tend to produce a hardier individual, and PC's are assumed to spring from 'survivor' stock.

Climate assumes an atmosphere of sorts, PCs from 'managed atmosphere' backgrounds likely live on planetoids, planets, or star Cities. External conditions likely are very thin atmosphere to total vacuum. Climate is thus not a factor, and such PCs do not roll.

PCs from planets With low atmospheric pressures will tend to live on planets with limited hydrographic features (water), as free-standing water tends to escape into space when there is a thin envelope of air. Climatic rolls are therefore only general indicators of approximate surface conditions. Extensive 'forestation' is unlikely, while jungles are virtually impossible. A dry or arid planet is most probable.

Other PCs roll on the table and fairly much abide by the conditions described. The section 15.5 General Planetary Conditions presents overall controlling descriptions of the kind of climatological factors that can be encountered. Section 15.7 on Hydrographic Features is also instructive. These sections should be understood as supplementing the planetary climate descriptions presented in the table below.

1d100 Roll Planetary Climate and Effect on Player Character

01-15 Planetary Type 1: Standard Terran Planet, with conditions approximating those on Terra.

16-25 Planetary Type 1: Terran Steppe Planet, with conditions as described in 15.5, 15.7. With water in shorter supply than on Terra, the PC will be more knowledgeable about survival in semi-arid and arid conditions than will be the typical native of a standard Terran planet. He will hold water in high regard and will be able to go on short rations for fairly long periods of time, longer than natives of planets with abundant water. However, there are still significant bodies of standing water (about 40% of planetary surface) so the PC is not unfamiliar with large lakes, shallow seas, etc., or with boats.

26-34 Planetary Type 1: Terran Arid Planets, with conditions as described in 15.5, 15.7. There is a significant shortage of surface water on an arid planet (about 25% of the surface may contain free standing water), so the PC will be quite familiar with survival in very dry conditions which prevail across much of the planet. He enjoys a +1 advantage when making Constitution CRs to check his physical reactions to dry and hot conditions which test his endurance. There is also a 50% chance of +1 to Constitution.

35-39 Planetary Type 1: Terran Desert Planet, with conditions as described in 15.5, 15.7. The planet has less than 10% free standing water, so severe desert conditions prevail across most of the planetary surface. Atmospheric humidity is low, and the PC will either know how to cope with respiratory water loss or may have adapted somewhat so that very low humidity does not dry his throat and draw excessive amounts of water from his body. PCs will definitely posses advanced desert survival skills and enjoy +1 advantages when making constitution CRs to check physical reactions to dry and hot conditions. There is also a 30% chance of +1 to Constitution.

40-49 Planetary Type 1: Terran Swamp & Jungle Planet, with conditions as described in 15.5, 15.7. A 'greenhouse effect' has raised planetary temperatures somewhat, so that a significant portion of the planet is locked in tropical and equatorial climate and conditions. The vegetation is lush, resembling the jungles of Africa and the Amazon. (A variant could be a Carboniferous or similar early period of planetary evolution, with appropriate dinosaurians or their equivalent roaming the countryside.) The character will posses good jungle survival skills and enjoy +1 advantages when making Constitution CRs to check physical reactions to tropical heat and humidity. There is also a 30% chance of +1 to Constitution. Note: such planets will have a least 70% surface water.

50-59 Planetary type 1: Terran Tundra Planet, with conditions as described in 15.5, 15.7. A significant proportion of the planet is locked in glacial or Ice Age conditions, while middle and upper latitudes resemble the Terran Arctic and Antarctica. Tropical and equatorial latitudes have more moderate climates similar to that of southern Canada and the northern U.S. The character is likely to have experience with 'Arctic' climates and will evidence good survival skills, perhaps approaching those of the Inuit (Eskimo). when in the 'Cold Country.' He will enjoy a +1 advantage when making Constitution CRs in cold weather. There is also a 30% chance of +1 to Constitution.

60-64 Planetary Type1: Terran Ocean Planet, with conditions as described in 15.5, 15.7. As more than 90% of the planetary surface is covered by water, the PC is very much at home on or in a marine environment. His knowledge of sailing, diving swimming. etc., is superb. (If a 'native race, he may even be amphibious or perhaps Icthyoid. complete with functioning gills o, their equivalent.)

65-74 Planetary Type 2: Terran Planet without Seasonality, with

conditions as described in 15.5, 15.7. Assume hydrographic features cover 50% to 75% of the planetary surface. The climate will vary considerably over the entire surface of the planet, but fixed and unchanging belts of climate occur. Inhabitants will tend to pick the most favourable and comfortable zones to be settled, making forays into the hinterland. As water tends toward the 75% of surface area range, the equatorial and tropical regions develop dense jungle belts. As the water tends towards 50% of surface area, the equatorial and tropical regions tend toward desert. Characters do not enjoy any special advantages but will find seasonal climates disconcerting. They may also find widely changing weather conditions perverse and 'unnatural.'

76-77 Planetary Type 3: Terran Planet with Extreme Seasonality, with conditions as described in 15.5, 15.7. The harsh conditions that are produced by extreme axial tilt will produce a +1 increase in a PC's Constitution 75% of the time, with a minimum 11 Constitution. One has to be really 'tough' to survive the worst a Type 3 environment can deliver. Assume moderate to good quantities of surface water in most instances. Limited surface water will produce widespread desert and steppe conditions.

78.84 Planetary Type 4: Terran Planet with Normal Axial Tilt at Outer of Stellar Ecosphere, with conditions as described in 15.5, 15.7. The climate ranges from 'cool' to outright frigid, and the PC is adapted to cold weather survival. He gains +1 on cold weather Constitution CRs and has +1 to Constitution as well. Warm and hot temperatures are not to his liking, but he may not suffer unduly unless very warm temperatures are experienced.

85.88 Planetary Type 5: Terran Planet with Minimal Axial Tilt at Outer Edge of Stellar Ecosphere, with conditions as described in 15.5. The climate is clearly glacial, and a Type 5 can easily be regarded as an Ice Planet. Higher latitudes are locked in eternal winter, while equatorial and tropical latitudes are never truly warm. Conditions are somewhat less onerous than on Type 4 planets because equatorial regions do not experience seasons, but upper latitude conditions are more severe. PCs thus have adaptations as Outlined for Type 4 natives above, but with only a 65% chance of +1 Constitution.

89.90 Planetary Type 6: Terran Planet with Extreme Axial Tilt at Outer Edge of Stellar Ecosphere, with conditions as described in 15.5. A type 6 planet is a truly hostile environment, requiring that an organism be 'tough' to survive it. PCs increase their constitution by +1, with 50% chance of an additional +1. Cold weather Constitution CRs are increased +1, while Constitution minimum's are at 13. PCs will be distinctly uncomfortable in warm climates, and they will fatigue easily in hot climates.

91-92 Planetary Type 7: Terran Planet with Normal Axial Tilt at Inner Edge of Stellar Ecosphere, with conditions as described in 15.5, 15.7. Planets with 91 roll are Hot Jungle Planets steaming swamps and dense rain forests similar to those once thought to exist on Venus. Planets with 92 roll are Hot Desert Planets. Models can be found in Heinlein's Between Planets for Jungle Planets, while Herbert's Dune provides the Desert Planet model. Jungle Planets are ideal for dinosaurian life, and PC's will have +1 Constitution, with minimum 12. They also enjoy fairly high resistance to tropical diseases, fungi infections, etc., and have +2 advantages in Constitution CRs involving survival in severe tropical jungle conditions. Their jungle survival knowledge and skill would be of expert calibre as well. Desert planets also grant +1 Constitution, with a minimum of 13. PCs will have good tolerance of atmospheric dust and low humidity, very high capacity to function on limited amounts of water in sealing heat, and +2 advantages in Constitution CRs involving survival in extreme desert conditions. Their desert skills and knowledge are comparable to that of the natives of Arrakis.

93-95 Planetary Type 3: Terran Planet with Minimal Axial Tilt at Inner Edge of' Stellar Ecosphere, with conditions as described in 15.5, 15.7. Planets with 93-94 roll are Hot Jungle Planets, with rather temperate regions at the poles but extremely sweltering, steam-bath environments in tropical and equatorial latitudes. Planets with 95 roll are Hot Desert Planets, again with fairly temperate polar regions, while the equatorial belt is blistering hot and exceedingly hostile. PCs obtain advantages as outlined for Type 7 planets.

96 Planetary Type 9: Terran Planet with Extreme Axial Tilt at Inner Edge of Stellar Ecosphere, with conditions as described in 15.5. Anyone descended from colonists insane enough to choose to settle on such a planet probably has an 'unusual' psychological and cultural profile. The savage Seasonality produces such harsh conditions that any PC who is adapted to the planet will have +1 Constitution, with 75% chance of an additional +1, and a minimum Constitution score of 14. He will also enjoy a +2 on Constitution CRs involving desert survival, arctic cold, and related factors. Survival skills will be superbly turned to dealing with a variety of climatic conditions, with emergency techniques (taking shelter, finding water, reading the violently changing weather, etc.,) honed to a fine edge; Unlike other Inner Ecosphere dwellers, the PC will be as adapted to frigid conditions as he is to heat, and can literally withstand the entire range of survivable temperature in which his racial type may live without undue hardship.

97 Planetary Type 10, 11, 12: Terran Planet with Eccentric Orbit. with conditions as described in 15.5. Any PC who is so 'lucky' as to come from a planet of this type should be given his choice of 'poison.' He may console himself with the thought that he can deal with just about any climatic situation that can be imagined, and he will do so with a consummate skill. Such a PC has a Constitution +2, with a minimum 14. He will enjoy a +2 on all environmental Constitution CRs. His Strength level is a minimum 13. He also obtains a +1 on Intuition and has 50% chance of +1 on Intelligence as well. Such planets breed 'superior' types. All other breeds die fast.

98-99 Planetary Type 13: Terran Planet 10% Inside Inner Ecosphere Limit: Conditions approximate those of Type 7,8 and 9 planets, but with temperatures somewhat hotter. PCs show similar adaptations to those from Type 7-9 planets. See 15.5 for a description.

99-100 Planetary Type 14: Terran Planet Up to 30% Outside Stellar Ecosphere: Conditions will approximate those of Type 4,5, or 6 planets, only temperatures will rarely move much above freezing at the best of times. Conditions are truly minimal. PCs obtain +1 Constitution, with 50% of an additional +1, with a 13 minimum. Cold climate CRs are always at +2, and PCs have superb survival skills in extreme arctic conditions.

Domed settlements may be found on the following planets, as massive life support systems will be required for hydrocarbon life forms. PCs from 'managed' planetary environments will likely come from one of these planetary types. No random roll is required. A PC simply pick the home planet he desires.

Planetary Type 13 Airless/Low Pressure: No hydrocarbon life forms are 'native' to the planet, but crystalline and silicate life forms may be present. The PC will be used to dealing with high temperature conditions during the day and cold temperatures at night, as surface conditions will be 'lunar' in nature. See 15.5

Planetary Type 14 Airless/Low Pressure: No hydrocarbon life forms can survive, but some methane and other exotic forms may be present in an appropriate atmosphere (Exotic). The PC will be expert with vacuum Suits, etc., and will be skilled in dealing with cold, exotic atmosphere environments. See 15.5.

Planetary Type 15 Airless/Low Pressure: Lying very close to the stellar primary, Type 15 planets of this type closely resemble Mercury. The PC will have plenty of experience with radiation produced by solar flares, ultra-high daytime temperatures, possibly molten metal lakes and streams, severe volcanic and seismic activity because the planet has not cooled beneath the thin crust and is unstable, etc. See 15.5.

Planetary Type 15 High Pressure: Type 15 planets of this type closely resemble Venus, with very high surface temperatures and atmospheric pressures. Such planets are close to 'Hellholes,' and PCs will possess very specialised knowledge on survival in such fiercely hostile environments. See 15.5. Atmospheres will invariably be 'exotic.' Life forms will be silicates or molten-copper based, as might life forms on Type 15 airless or low pressure planets.

Planetary Type 16 - 19: Such planets are significantly removed from the stellar primary and are intensely cold, cold enough for many gaseous constituents to have frozen or turned to liquid. Conditions on such worlds are starkly unimaginable to contemporary Terran minds. However, Haldeman's Forever War gives a moderately good surmise about possible conditions. See 15.5.

2.3 CHARACTER RACE

Once the personal characteristics and the planet of birth have been determined for a PC, the player will have to decide on the interstellar race to which his character belongs. The following races are available for role play. They may represent groups integrated into the Terran Federation of Planets, or they may come from independent star cultures.

HUMANS & HUMANOIDS

Humans are very similar to the standard Terran model and represent races sprung from common stock during the Forerunner Period. With the collapse of the great interstellar empires of the Forerunner's, the various planets containing the human races were isolated, and local variations crept into each planetary sub-species. However, all humans are genetically compatible and may intermarry.

Humanoids are representative of human races who evolved away from the basic racial type during the long isolation of the Interregnum between Forerunner Civilisation and the rise of the current StarCultures. Because of genetic 'drift' and evolutionary adaptations to local environmental conditions, humanoids are no longer genetically compatible with humans and exhibit marked differences in general appearance, physical traits, and mental faculties. Arrangement and even function of internal organs is different from the parent race; but despite these and other factors, humanoids are still clearly related to human. This very fundamental relationship makes both intense association and violent conflict possible.

Stellar Primary: Type G, with adaptability to Types F and K. Humanoid variants tend to evolve on planets With Type K suns, as radiation (and genetic mutation) levels tend to be higher. Humans tend to be found in star systems with suns of Type G and F.

Home Planet: Humans appear to have evolved on Type 1 Terran planets With gravity fields in the 1.0 G range, but they can adapt to conditions on most Type 2, 3, 4, 5, 6, 7, 8, and 9 planets, with gravity ranging from very low values to 2.5 G. Humanoids are a bit more restricted and seem to appear most often on planets with hot desert or jungle environments, particularly those With extreme or minimal axial tilt and located in optimum or inner edge position in the stellar Ecosphere. Humanoid adaptability to low temperature climates is very restricted, and individuals may suffer terribly in truly arctic conditions.

Radiation Tolerance: Humans have a 0.02 - 0.03 rem/week radiation tolerance without having the risk of undue complications. Germ plasma damage may result when background radiation or heavy short-term exposure exceeds 50 - 100 rem over a long term. Radiation sickness may result When short term exposure exceeds 300 rem and is a surety at 500 rem. Humans will likely die from short term exposure to 800 - 1000 rem. Some human races have tolerances +10% to +25% above these limits because of local conditions and racial adaptation. Humanoid races will have +25% to +50% higher tolerance than given for the human norm.

Atmosphere: Humans are oxygen breathers normally requiring 60mm to 400mm i.p.p. of oxygen in the lungs, with lower concentrations bringing a risk of hypoxia (oxygen starvation) and higher concentrations causing oxygen toxicity over a period of days or weeks. Those who have adapted to thin atmospheres can tolerate a range of 40mm to 400mm i.p.p. of oxygen. Those-who have adapted to dense atmospheres can tolerate a range of 90mm to 800mm i.p.p of oxygen. Most humans tend to be rather sensitive to high dust concentrations, especially silicate dust, in the atmosphere; while various contaminants are at the tolerances given in 15.8 Breathable Atmospheres. Humanoids have generally the same tolerances, except that desert planet species have often a high tolerance of dust.

Appearance: All humans and humanoids are manlike bipeds with the standard two arms and legs, with erect stance. Human colour ranges from an almost ivory white through 'flesh' to shades of copper-red, reddish brown, and black, with increasingly darker hues tending to prevail on planets with high illumination and UV levels. Humanoid skin colour is in the copper-red to black range, and skin texture may be significantly different from those of humans. Body hair tends to be minimal in all species, but humans tend to possess a thick mane of white, grey, blond, red, reddish-brown, brown, or black hair on the head while the humanoids tend toward baldness or skimpy hair reminiscent of the 'Iroquois' hair cut. The human will have a characteristically round pupil of blue, hazel, or brown, protected by a single eyelid. Humanoids tend to have oval or even slit-like 'cat's eyes' capable of an extreme dilation to accommodate adjustments between brilliant and dim illumination, although night vision tends to be poorer than in humans. Desert planet humanoids may have a nictitating membrane to protect the eye against wind-blown dust. All races have a superbly developed thumb and forefinger, although humanoids may possess six fingers rather than the standard five, on occasion. Height and weight tends to range from 155-200 cm and 55-110 kg in most males, and 148-185 cm and 38-71 kg in most females. Exceptions will, of course, occur at both the upper and lower ends of these ranges but are atypical. Fit specimens can sprint up to 36 km/h (100m in 10 seconds), with somewhat faster speeds being possible.

Vision: All humans and humanoids evidence a fundamental racial dependence on vision. Races on highly illuminated planets have vision suited to brilliantly lit conditions and tend to have poorer night vision than those races from planets with Terran illumination levels. Those races from planets with significantly lower illumination levels than on Terra (the sun is typically a Type K) will have very good night vision but may find brilliant sunlight a bit painful without some form of protection. All races have the usual two eyes, with excellent binocular vision in the visible light spectrum. Acuity over distance is quite sharp, depth perception is superb, and ability to judge distances accurately is very good to excellent.

Hearing: Since the racial dependence is on vision, hearing is moderately acute but cannot be described as exceptional in any human or humanoid race.

Smell: All humans and most humanoids have a very poor olfactory sense, with most oriented toward scents associated with stimulation of appetite and mating. Some humanoids desert races are very sensitive to the scent of water, however, as are some human types.

General Comments: Humans universally posses iron-based metabolisms, with diet being omnivorous. Adaptability to a wide range of plant and animal foods marks all humans. Humanoids generally have iron-based metabolisms as well, with omnivorous diets, but a few races have copper-based metabolisms and enjoy a much more restricted diet of copper-based plants and animals. Both metabolic types permit consumption of some foods of the other type, but foods which are capable of providing adequate nutrient value are limited in such cases. Life expectancy in advanced races can easily reach 100-125 Terran years, but 'primitives' will rarely survive above 30 - 50 years unless taken into an advanced StarCulture and given the usual medical support.

All humans and humanoids are capable of extreme emotional ranges, and can be great friends or implacable enemies. All are distinctly warlike in behaviour, with competitive cultural patterns being characteristic of even the most innocent and playful activities. This high level of competitiveness is believed to be the result of a basic racial drive toward survival which may have

been programmed into the genetic heritage of the human race by the Forerunners. It is clear from some Forerunner records that humans were considered the finest of the T'Shaa or 'Warrior Races' and were carefully 'bred' for their fighting instincts and adaptability.

TRANSHUMANS

Transhumans tend to appear occasionally in human populations and seem to represent individual evolutionary mutations pointing toward a new stage of racial development. It has been the hypothesis of some geneticists that the 'Transhuman' or Transitional Human is evidencing some of the traits of the parent Forerunner Race as Forerunner genetic manipulations of the human stock grow weak with the years and permit the release of the potentials carefully restrained in the interests of breeding 'warriors.' Detection of these unique individuals is rare, and many say inconclusive as well, for there are little external or internal differences to really set Trans-humans apart from the human races from which they arise. However, they are clearly superior specimens, with no characteristics below 10, and with Strength/15+. Constitution/l5+, Agility/14+, Dexterity/ 16+, Intelligence/15+, Bravery/13+, and Leadership/15+. It is also suspected that most have naturally developed Psionic powers of 15+, but such powers tend to be carefully hidden from general knowledge by Transhumans. Any PC with these personal characteristics may elect for Transhuman status.

Races of Transhumans are very rare. In fact, only two are known. They evidence some external differences from humans, notably in such factors as shape of facial features (more angular, almost hawk-like) and ears (which tend to a pointed form at the tips). These races still belong to the human race and can intermarry successfully With humans, their offspring having all of the Transhuman's superiority but also the strong human emotionality. Transhuman cultures have tends to be very intellectually oriented, placing reason above emotion and developing powerful mental disciplines to suppress all emotional response in the interests of Logic. This racial drive toward reason is clearly an intellectual revulsion against the violence of their ancestors, but Transhumans are capable of even more terrible violence when their perception logically argues for the application of force. Development of Psionic Talent as a mental science also marks the Transhuman StarCultures. This is quite in keeping with the general thrust toward, intellectual attainments which stands as the ultimate goal of individuals and society.

Stellar Primary, Home Planet, and Atmosphere; all fall within human norms, except that it appears that all Transhumans have a capacity to adjust to oxygen levels ranging from a low 35mm to a high of 1000mm of i.p.p. of oxygen in the lungs. Furthermore, they can hold their breath for 5 to 10 minutes while still performing moderate activities. A 'suspended' state can be attained through trance which lowers the metabolic rate so that a Transhuman can survive for a number of hours without breathing equal to his Constitution score. Tolerance to climatic variations is superb and covers the entire range which humans can survive in, with adaptability to cold or hot, humid or arid conditions so rapid that a full adjustment is made in hours. The same is true of adjustment to gravity variations. Even tolerance of many toxic atmospheric contaminants is superior, with up to 500% higher tolerance than those indicated for humans in 15.8 Breathable Atmospheres.

Radiation Tolerance: Transhumans all evidence the extreme radiation tolerance of highly adapted humanoids, about 50% above human norms.

Appearance: Transhumans are essentially 'human' in appearance, with only minor variations as noted above. One feature noted in the Transhuman races known to date is the presence of nictitating eyelids which protect the being from wind-blown dust and from sudden flashes of brilliant light. Transhumans appearing within human races may or may not evidence this feature. Also, the two Transhuman races have double hearts and arrangements of internal organs which are somewhat different than In humans. Transhumans appearing within human races tend toward seemingly conventional internal make-up, but organs are far more efficient and approach or equal the effectiveness of the Transhuman races presently known.

Vision: Transhuman vision is capable of the ranges noted for humans and humanoids, and is even keener. Whether in brilliant or exceedingly dim conditions, vision is very, very good indeed.

Smell: Transhuman olfactory senses are sharper than in humans and hurnanoids. A few individuals evidence capacities approaching the sensitivity of the Canines (see below).

General Comments: Transhuman PCs should evidence a characteristic 'coldness' in their manner rarely becoming excited and almost never losing their tempers or showing strong emotion. The Transhuman is devoted to logic and the maintenance of mental discipline. He will not give into 'base' impulses and is high-minded in all of his actions. Even if he fails in a Bravery check, he will instantly use his Intelligence and check again, so 'panic' rarely results. A PC of this type can be considered as near-superhuman in many respects. But he is a superhuman lacking the need to assert his dominance, so he will not seek power for its own sake. Even a warlike Transhuman StarCulture will conduct itself according to the dictates of cold logic, and individuals will seek authority only because they can logically strengthen the security of the state (as they reasonably assess their talents, of course).

A Transhuman can expect to live long, usually 200 - 250 years, with minimum physical decline. Metabolisms may be iron-based or copper-based, with a dietary preference toward vegetarianism. Resistance to disease and toxins (poisons) is remarkably high, while healing capacity is 50% higher than normal because the Transhuman can apply his mental discipline to physiological processes. With such a high resistance to natural death and many decades of life to look forward to, Transhumans have a patience rarely noted in human characters. They can afford to wait.

Finally, if it is true that Transhumans reflect some of the possible traits of the Forerunners, it is possible to conclude that the Forerunners were being with optimum human potential, combining superb physical characteristics with truly awesome intellectual and Psionic talents.

PITHECINE RACES

The Pithecines are bipedal creatures with roughly humanoid shape. They have evolved from stock related to the lower primates of Terra and bear a characteristic ape-like appearance. Some Pithecine races have achieved considerable intellectual and cultural development, but none have equalled human levels. PCs may become Pithecines if Strength and Constitution are 15+, and Intelligence cannot exceed 17. Technical aptitudes (GTA, MechA, ElecA) will top out at 15. Only PCs born on the Home Planet types indicated below can be Pithecines.

Stellar Primary: Type F and G

Home Planet: Planetary Types I, 2, 7, and 8, with fairly abundant water and a gravity field of 0.6 - 2.5 G. Conditions should be temperate to tropical, with well-watered steppe to jungle environments. Pithecines react badly to cold climates, and they find desert climates unpleasant'.

Radiation Tolerance: Human norms apply.

Atmosphere: Human norms apply, but minimum oxygen I.P.P. in the lungs is 75mm. Also, many Pithecines will develop respiratory ailments quickly if dust concentrations in the atmosphere are high.

Appearance: Pithecines have the usual anthropoid appearance but are somewhat more graceful than the primitive apes and gorillas because the bone structure, hips, and legs have evolved to suit erect stance. Body hair is thick and ranges in colour from buff through reddish-brown to brown and black. The thumb and forefingers development is sufficient to permit fine manipulations, comparing favourably with human hand development.

Vision: Human norms apply, although some races evidence a degree of colour blindness.
Hearing: Pithecine hearing is more acute than the human sense, but is still quite poor.

Smell: Pithecine olfactory senses are very close to human levels. As in the case of humans Pithecines have a racial dependence on vision.

General Comments: Pithecines are remarkably 'human' in their behaviours, although tending to be more emotional and more easily excited. Males are significantly larger than human males, standing 160 cm to 205 cm and massing 70 kg to 135 kg. Females compare in size to human females but are heavier. Overall physical power exceeds human levels, while speed and general agility equals human norms. It is in the intellectual and technical talents that the Pithecines fall below top human standards. Pithecines are quite capable of attaining considerable technological development and expertise, but they are less capable than men.

Metabolic systems are iron-based, while diet tends to be vegetarian with some meat for variety. Pithecines have a life expectancy around 100 years in advanced races, while primitives rarely reach more than 30.

CANINE RACES

Canine humanoids appear to have descended from stock related to hunting dogs or wolves. They have evolved into a general bipedal shape, but still exhibit many physical traits and behaviours of their ancestors. PCs may become Canines if Strength and Constitution are 10+, Bravery is 13+, and Agility is 12+. Technical aptitudes (GTA, MechA, and ElecA) top out at 14. Only PCs born on the Home Planet types indicated can be Canines.

Stellar Primary: Type G,K

Home Planet: Canines will be found on the same planetary types as humans, except for those planets with very hot jungle or desert conditions. Cool and cold climates are preferred, and Canines will do well even in Ice Planet conditions.

Radiation Tolerance: Human norms apply.

Atmosphere: Canines have normal human tolerance, except that their ability to stand toxic contaminants and very foul odours is somewhat lower than in most human races.

Appearance: Canines have a humanoid bipedal form and stand erect, their four-footed locomotion lost through evolution. Canine paws have developed into reasonably efficient hands, permitting fairly precise manipulations, especially with tools designed for their shape. They compare favourably In size and mass to humans, and develop about the same turn of speed. Full body hair remains, with a wide variety of colours and lengths in evidence. The Canine tail also remains, and it is still used as a means of communicating emotional states.

Vision: Canines have .2 eyes with binocular vision, often in black and white but sometimes in colour. Depth perception is' good, while visual acuity over distance is good to excellent. It is not, however, the equal of human vision. Some nocturnal races and races in conditions of low illumination have good night vision.

Hearing: Canine hearing is very acute and extends into frequencies far higher than those audible to humans. Generally, hearing is comparable to that of the common dog.

Smell: Canine olfactory senses are again comparable to that of the common dog or wolf. Canines can often track by scent and also judge the mood of people by their odour. Smell is no longer depended on as much as vision, but it remains a dominant sense for all Canines. Unfortunately, sensitivity renders Canines somewhat vulnerable to particularly strong and unpleasant odours, and also to some toxic atmospheric contaminants.

General Comments: Canines are 'pack-oriented,' like their ancestors, and value loyalty to one's friends and trusted associates as a major virtue. Disloyalty and treachery will bring extreme contempt and often violent reprisal, if possible. The races show their greatest strength in the skills of woodcraft, as Canines can readily revert to the cunning and wild expertise of their ancestors in a natural setting. Some of the finest Scouts come from the Canine races as a result. While they are capable of dealing with fairly high levels of technology, they do not love machines and electronic gadgets over much, preferring natural environments and lifestyles in which an individual can exercise his powers and talents.

Canines are carnivores and exist on an exclusively meat diet. Metabolic systems tend to be iron-based, but copper-based metabolisms are also known, Life expectancy of advanced races can reach 100 years, while primitives rarely survive beyond 25.

FELINE RACES

The Felines are descended from large hunting cat stock, but they have evolved into a bipedal humanoid form. Felines exhibit many of the characteristics of the ancestors, particularly a well-developed fastidiousness and a seemingly 'nervous' temperament that is really a continual readiness to act decisively in an emergency. PCs may be Felines if they have Strength and Constitution 11+, Agility 16+, Dexterity 13+, and Intelligence 11+. PCs with MechA, ElechA, or GTA 13+ come from the MekPurr StarCultures and are very technologically oriented. (The MekPurrs are the acknowledged masters of cybernetic engineering in the known Galaxy.) All other PCs are members of a highly individualistic Feline racial group that eschews many of the trapping of technological 'civilisation' as decadent excepting weapons. These are the Avatars, the Feline races who stand very close to the ancestors in their aloof, sensual manner and in their sheer ferocity when angered.

Stellar Primary: Type P G' K

Home Planet: Being very adaptive creatures, Felines are found on Type 1-14 planets, often thriving in conditions that would daunt most other species. However, those individuals used to extreme heat or extreme cold will not adapt well to the opposite conditions.

Radiation Tolerance: Humanoid norms apply.

Atmosphere: Human norms apply.

Appearance: Felines have a bipedal humanoid shape and are evolved sufficiently to be quite agile in an erect stance. Avatars are also capable of quadrupedal movement and can attain speeds of 150% of normal bipedal 'movement. Forepaws have evolved into hands. MekPurrs have retractable claws and can achieve exceedingly delicate manipulations with ease. Avatars are somewhat more clumsy because they have formidable, fixed claws capable of doing significant damage to their prey, or to their enemies. Felines also retain the terrible killing fangs of their ancestors, although MekPurrs are just 'civilised' enough to find their use distasteful. All of the Felines races have full body hair, the fur ranging from very short to long, with a colour range from desert sand to midnight black. Tails are very much in evidence and still signal the moods of the owner, as in the ancestors. Finally, in overall size and mass the Felines are larger and heavier then humans, males standing between 160 cm and 205 cm, with mass 70 kg to 135 kg. Females are somewhat smaller and correspond fairly closely in height and weight to human females.

Vision: Felines have two eyes with dilating, slit pupils so characteristic of cats. Eye colour ranges from deep copper and yellow to green and blue hues. Feline vision is very keen, with a slight tendency toward colour blindness. Depth perception and judgement of distance are superb. All species also possess excellent night vision.

Hearing: Felines have acute hearing, and stealthy sounds bring them to full alert. Rarely will a Feline be 'surprised' by an enemy stalking him, unless it is another Feline.

Smell: Felines have relatively limited olfactory senses, perhaps somewhat superior to that of a human but still poor when compared to Canine senses.

General Comments: Felines are highly individualistic creatures and respond sullenly to unjust or dictatorial treatment. They rarely forgive and never forget an injury, and a resultant tendency to seek personal vengeance therefore characterises most Felines. All Feline cultures are circumscribed by propriety, with customs and behaviour patterns that establish the bounds of 'correct and proper conduct.' This sense of what is fitting and

proper replaces the human concepts of 'right' and 'wrong.' However, as propriety largely aims at defining the areas of personal freedom so vital to Felines, the overall result of their views is an attitude corresponding closely to many human ideas of justice.

All Felines are unreformed carnivores and not only enjoy eating meat, but also prefer to hunt their prey where possible. Feline metabolisms tend to be iron-based. Life expectancy is 100 - 125 years in advanced races, and about 50 years for 'primitive' races.

URSOID RACES

The Ursoids are bear-like creatures particularly notable for their great strength and hardiness. PCs must exhibit the following characteristics to be Ursiod characters: Strength/I6+, Constitution/15+, but Intelligence will not be higher than 15. Ursoids do not have high levels of technical aptitude either; GTA, MechA, and ElecA will be under 14. Any PC qualifying for Ursiod status will have a Bravery of 13+, so raise lower values to 13.

Stellar Primary: Type G, K

Home Planet: Type I through 14, with gravity 0.6 - 2.0 G. Desert Planet and Jungle Planet conditions are highly unfavourable to most Ursiod species, so a PC born on such worlds cannot be an Ursiod character. Most Ursiod species prefer heavily forested planets.

Radiation Tolerance: Ursoids are moderately resistant to radiation. Ursoids can tolerate a 0.03 - 0.04 rem exposure per week without complications. Germ-plasma damage may result at long term exposure levels of 100 - 150 rem. Radiation sickness is likely when exposure exceeds 500 rem, with death probably when exposure exceeds 1000 rem over a short term.

Atmosphere; Human norms apply, but dense atmosphere species can tolerate a range of 100mm to 1000mm i.p.p. of oxygen.

Appearance: Ursoids are bipedal, with 2 arms and 2 legs, and erect posture. Forepaws have evolved into hands, but powerful and very dangerous claws are retained. Body hair is full and dense, ranging in colour from 'polar bear' white to buff, brown, and black. Overall appearance is very bear-like, with massive musculature. Ursoids have 'refined' body shapes, compared to primal ancestors, and are well adapted to bipedal locomotion. Males range from 180 cm to 225 cm in height and mass of 00 kg to 220 kg. Females are somewhat smaller, but still are significantly larger and heavier than the males of human species, attaining as much as 125 kg mass and height of 200 cm. Ursoids can attain speeds comparable to those of humans both in sprints and over long distances.

Vision: Ursiod vision is somewhat less sharp than that of humans, but depth perception is good. Cold planet species will have vision as acute as any human's unlike their warm planet cousins, who are adapted to the 'close' conditions of forested habitats. Indeed, some races have vision sufficiently limited to necessitate the use of aids like contact lenses and eyeglasses to attain clear sight over distances of more than a few hundred meters.

Hearing: Ursiod hearing is very acute in forest species, but cold planet races have hearing approaching human norms (their dependence is on eyesight).

Smell: All Ursoids have keen olfactory senses, especially when airborne odours are involved. They cannot follow a scent trail like Canines, however. Ursiod olfactory senses are more of a warning faculty than a tracking faculty.

General Comments: Ursoids are action-oriented beings and tend to prefer the military life. Their great strength permits them to carry heavy loads with ease, and some individuals are able to wear un-powered heavy armour without experiencing undue encumbrance. In close combat, few species can equal Ursoids for sheer destructive capacity. Despite their warlike natures, Ursoids are largely vegetarian, consuming meat on occasion but not as a habit. They have iron-based metabolisms. Life expectancy is about 100 years in advanced races, and about 30 years for 'primitives.'

AVIAN RACES

The Avians are descended from ground-dwelling birds. (Even in low gravity conditions, flyers do not attain sizes sufficient to make racial dominance on the planet a likely prospect.) A PC will qualify for Avian status upon choice. No characteristics modifiers or requirements need be considered.

Stellar Primary: Types F, G, K

Home Planet: Planetary Types I, 2, 3, 4, 5, 7, 8, and 9, with gravity 0.6 to 1.25 G.

Radiation Tolerance: Human tolerances apply.

Atmosphere: Human norms apply.

Appearance: Avians are bipedal, with wings evolved into 'arms' with grasping appendages that function efficiently as 'hands.' Avian legs are strong and adapted to running at high speed. Feet typically possess talons suited for kicking and striking at enemies. The head has all of the characteristic avian shape of lesser species, often resembling the features of hawks and eagles, with keen eyes and sharp beak. The head and body are covered with feathers of various hues, males tending to be more decorative than females. The feathers themselves tend toward a downy, almost fur-like appearance and texture. Avian musculature is strong, but body weight is relatively lower than for other species of similar size because most Avians retain hollow bones. Speeds are definitely faster than for most races.

Vision: Avians enjoy excellent binocular vision, as do all preceding races, but rarely see in colour. Night vision is somewhat poorer than that of most humans if the Avian race is adapted to brilliant and medium illumination conditions, but species from dim (Type K) star systems will have excellent night vision. Avians are sensitive to movements, like Felines, and their attention is quickly caught by anyone or anything moving stealthily.

Hearing: Avian hearing tends to be quite good, but depending on the species, a range from Terran human norms to exceedingly acute levels may occur.

Smell: Avian olfactory senses are very poor, racial dependence being On vision.

General Comments: Avians are carnivorous and no known sentient species are plant eaters. Metabolisms are invariably iron-based, although copper-based metabolisms are possible. Most Avians of advanced races are long-lived, often attain 150 years of age, while 'primitives' will also reach respectable levels of 75 to 100 years.

Avians are worshippers of the 'Egg,' as perhaps befits their species, and powerful religious as well as patriotic connotations are attached to their native planets, which symbolise the Cosmic Egg of Life. They also have very strange family ties and mate for life. Children, being fixated on their parents by instinctive birth reflexes, are utterly loyal to their elders. Culturally, order of precedence is exceedingly important, and the 'pecking order' of birds is clearly reflected in their according privilege to those who succeed to high rank.

WARM—BLOODED SAURIAN RACES

Saurians are descended from warm-blooded hunting dinosaurians and exhibit many characteristic of their ancestors. The Saurians are especially notable for their considerable strength and size, which rivals that of Ursoids. PCs must have Strength and Constitution 14+ to qualify as warm-blooded Saurians, with Empathy no higher than 12 and Intelligence no higher than 16.

Stellar Primary: Type F, G

Home Planet: Planetary Type 1, 2, 4, 5, 7, 8, with tropical and sub-tropical .conditions predominating. Steppe, forest, and jungle conditions are preferred, and dry climates (desert, arid steppe) are decidedly unpleasant. Gravity field tolerances range from fairly low to as much as 2.5G.

Radiation: Saurians have radiation tolerances comparable to those of Transhumans, usually +50% over human norms.

Atmosphere: Saurians do not do well in thin atmosphere conditions. Norms for humans born on average to high pressure planets will apply

Appearance: Saurians are 'reptilian' bipeds with 2 arms, 2 legs, and erect stance which is aided by a balancing tail. The general shape is that of a small hunting dinosaurian of approximately man-size. The skin is a fine scale of greenish to brownish hue, although other shades may be encountered, including vivid coloration in iridescent greens, blues, reds, etc. Some species have a form of body hair related to the feathers of birds, and this covering may also be coloured as variously as scales, The heads are remarkably bird-like in appearance, especially in the fur-covered species, and the Saurians therefore have anything except a 'reptilian' look to them. Their tongues flick in and out regularly to smell the environment, as the olfactory sense is typically maintained in the tongue. (Some species have olfactory organs in the nostrils, however.) As in the case of most sentient races, their forepaws have developed into hands with thumbs and, opposing fingers, some races still retaining short claws which can be used in fighting. The feet are taloned in much the same way as noted for Avians, and these are used as fearsome weapons in close combat, The jaws also contain formidable fangs capable of rending and tearing an enemy with good effect.

Vision: Saurians have two eyes with dilating, slit pupils of characteristic snake-like aspect, Vision is binocular, but depth perception is average because the eyes are set far apart and to the side. This deficiency produces a compensatory effect; vision is almost 360° in some species and rarely is less than 270°. Colour perception tends to be non-existent but a capacity to sense infra-red heat sources through special organs beneath the face scales compensates for this lack. (Saurians cannot 'see' in infra-red; rather, they sense the presence and approximate location of heat sources up to 20 meters distant.) Most species are diurnal, and have relatively poor night vision. Several nocturnal species exist, and these have good night vision. All species have average to good acuity over distance.

Hearing: Saurians have moderately good hearing. However, it is vibration in the ground which they can sense with remarkable keenness. A walking man can be detected, for instance, at a distance of a hundred meters if he is on solid ground. Felines and Canines who are proceeding with stealth cannot be readily detected.

Smell: Saurians have limited olfactory senses, usually with a range of only a few meters.

General Comments: Saurians have iron-based metabolisms and are carnivorous in their diets. Life expectancy is about 100-125 years in advanced species, and about 50 years in 'primitive' races.

Saurians should not be thought of as 'reptiles.' They are warm-blooded and enjoy all of the advantages of any warm-blooded species, including considerably high activity levels even in cold weather. Cool and cold conditions are uncomfortable and hardly favourable to Saurians, but they can survive them if adequately protected by survival clothing and equipment.

By human standards, they are a 'cold-blooded' group, empathetically speaking. This general inability to relate to others on an individual level might be explained, in part, by the racial tendency to rear young outside of a family setting. Loyalty is given to the race and its leaders, who have proven their strength and their wisdom, not to 'loved ones.'

It should not be assumed that other racial types are not possible. This section merely lists and discusses types capable of living on human habitable worlds and capable of truly individual actions. Intelligent ants or wasps could exist in a campaign, but not as adequate PCs, Similarly, extremely alien races which could inhabit Jovian or Mercurial type planets would have no meaningful contact with humans as they could not exist is the same environments or use similar technologies. Such races would never compete with PCs for habitable worlds, but they might aid stranded PCs in hostile planets if contact can be made and some form of communication achieved.

2.4 APPLYING THE PERSONAL CHARACTERISTICS

Now that the personal characteristics have been rolled and modified for the home planet conditions, and a racial type has been selected for the PCs, the characteristics can be applied to 'flesh out' the PC. The following sections present an explanation of the basic meaning of each personal characteristic.

PERSONAL CHARACTERISTIC: PHYSIQUE

Physique refers to the stature, frame, and mass of a PC. Depending on the race, a fairly wide range of possible body sizes and masses can result. PCs are considered to be 'fit' specimens of the race. Lighter or heavier PCs are possible. If desired, a 1d6 can be rolled, with 1 indicating a PC 5% lighter than indicated of the Physique score, and 6 indicating a PC5% heavier. This variation will account for a lighter or heavier frame and musculature. Physique is more or less 'fixed' and cannot be altered by exercise. The PC is considered to have reached his optimum development through exercise, proper diet, etc. so that his full genetic potential has been realised.

Humans, Humanoids, Transhumans Canines, and Avians Table

Physique Score	Males Height	Weight	Females Height	Weight
01	155cm	55kg	148 cm	38 kg
02	157 cm	57 kg	150 cm	40 kg
03	160 cm	60kg	152 cm	42 kg
04	162 cm	63 kg	154 cm	45 kg
05	165 cm	65 kg	156 cm	47 kg
06	167 cm	67 kg	158 cm	48 kg
07	170 cm	70kg	160 cm	50 kg
08	172 cm	73 kg	162 cm	51 kg
09	175 cm	75 kg	164 cm	53 kg
10	177 cm	77 kg	166 cm	54 kg
11	180 cm	80kg	168 cm	56 kg
12	182 cm	82kg	170 cm	57 kg
13	185 cm	85kg	172 cm	59 kg
14	187 cm	87 kg	174 cm	61 kg
15	190 cm	90kg	176 cm	62 kg
16	192 cm	93 kg	178 cm	64 kg
17	195 cm	96kg	180 cm	66 kg
18	197 cm	100 kg	182 cm	68 kg
19	200 cm	105 kg	184 cm	70 kg
19+	205 cm	110 kg	185 cm	72 kg

Reduce Avians by -5% for weight

Felines and Pithecines Table

Physique Score	Males Height	Weight	Females Height	Weight
01	160 cm	70 kg	150 cm	42 kg
02	162 cm	73 kg	152 cm	43 kg
03	164 cm	75 kg	154 cm	45 kg
04	165 cm	76 kg	156 cm	47 kg
05	167 cm	78 kg	158 cm	49 kg
06	170cm	80kg	160 cm	51 kg
07	172 cm	82 kg	162 cm	53 kg
08	174cm	84kg	164 cm	55 kg
09	176 cm	86kg	166 cm	57 kg
10	178 cm	89kg	168 cm	59 kg
11	180 cm	92kg	170 cm	61 kg
12	182 cm	96kg	172 cm	63 kg
13	185 cm	100 kg	174cm	66 kg
14	187 cm	105 kg	176cm	69 kg
15	190 cm	110 kg	178 cm	72 kg
16	192 cm	115 kg	180 cm	75 kg
17	195 cm	120 kg	182 cm	78 kg
18	197 cm	125 kg	184 cm	82 kg
19	200 cm	130 kg	186 cm	86 kg
19+	205 cm	135 kg	188 cm	90 kg

Ursoids Table

Physique Score	Males Height	Weight	Females Height	Weight
01-02	180 cm	100 kg	160 cm	70 kg
03-04	183 cm	l05 kg	163 cm	73 kg
05-06	186 cm	110 kg	166 cm	76 kg
07-08	189 cm	115 kg	169 cm	79 kg
09-10	192 cm	121 kg	172 cm	82 kg
11	195 cm	127 kg	175 cm	85 kg
12	198 cm	133 kg	178 cm	88 kg
13	200 cm	140 kg	180 cm	90 kg
14	203 cm	146 kg	183 cm	94 kg
15	206 cm	155 kg	186 cm	98 kg
16	209 cm	165 kg	189 cm	103 kg
17	212 cm	177 kg	192 cm	108 kg
18	215 cm	190 kg	195 cm	114 kg
19	220 cm	210 kg	197 cm	118 kg
19+	225 cm	220 kg	200 cm	125 kg

Saurians Table

Physique Score	Males Height	Weight	Females Height	Weight
01-02	170 cm	85kg	160 cm	55 kg
03-04	173 cm	90kg	163 cm	59 kg
05-06	176 cm	95 kg	166 cm	63 kg
07-08	179 cm	100 kg	169 cm	67 kg
09-10	182 cm	105 kg	172 cm	71 kg
11	185 cm	111 kg	175 cm	75 kg
12	188 cm	117 kg	178 cm	80 kg
13	191 cm	123 kg	181 cm	85 kg
14	194 cm	129 kg	184 cm	90 kg
15	197 cm	135 kg	187 cm	95 kg
16	200 cm	142 kg	190 cm	100 kg
17	203 cm	148 kg	193 cm	106 kg
18	206 cm	156 kg	196 cm	112 kg
19	209 cm	167 kg	198 cm	118 kg
19+	212 cm	180 kg	200 cm	125 kg

PERSONAL CHARACTERISTIC: STRENGTH

Strength is a measure of the sheer physical power of the character. Strength is used along with other factors to determine a number of related attributes, notably a PC's carrying capacity, damage factor, and shock resistance, which will be described later, It also has an effect on close combat.

PERSONAL CHARACTERISTIC: CONSTITUTION

Constitution is a measure of the ability of a character to resist disease and to recover from injury and illness, to survive poisons and toxic chemical damage, and to endure some kinds of physical hardships. Constitution is used along with other factors to determine a number of related attributes, such as carrying capacity, damage factor, and shock resistance, which will be described later.

PERSONAL CHARACTERISTIC: AGILITY

Agility is a measure of a character's reaction speed, his Agility of movement and ability to act decisively in an emergency instead of 'freezing' momentarily. Agility will act as the basis of 'characteristic rolls' or CRs which determine whether a character has succeeded at certain types of movement and reactions. These CRs will be described later.

PERSONAL CHARACTERISTIC: DEXTERITY

Dexterity is a measure of a character's manual co-ordination, and it will act as the basis of 'characteristic rolls' or CRs which determine whether a character has succeeded at some kinds of manipulations. These CRs will be described later. Dexterity will also have an effect in combat Situations.

PERSONAL CHARACTERISTIC: INTELLIGENCE

Intelligence is a measure of a character's general intellectual powers--problem solving ability, memory, and other such operations. As far as 'IQ' goes, it should be noted that 01 represents the equivalent of a contemporary IQ 95-105. That is not to say that there are no individuals of low intellect. A fair proportion of the population of most races will be quite 'average' even by today's standards. But such people will not likely be in government or civilian service. Nor would they have the desire, ability, and temperament to become interstellar adventurers. Thus PCs are not liable to their intellectual levels.

In Space Opera , Intelligence has the chief function of standing as a pre-requisite for the learning of certain areas of knowledge. Also, 'characteristic rolls' or CRs based on the PC's Intelligence score may be made in situations in which the PC is attempting to remember a relevant fact, etc., in order to solve a problem. These CRs will be described later.

PERSONAL CHARACTERISTIC: INTUITION

Intuition is a measure of a character's ability to utilise a 'sixth sense' in potentially dangerous situations so that he is alerted to the chance of possible injury or death before he has had any real reason to suspect it. It also represents a capacity to solve problems before he has all the facts. Intuition will serve as the basis for 'characteristic rolls' or CRs to determine the outcome of such situations. These CRs will be described later.

PERSONAL CHARACTERISTIC: LEADERSHIP

Leadership is the character's ability to inspire others to follow him, even when the situation is dangerous in the extreme. It is also a measure of his capacity to be 'decisive' under pressure. Leadership is not a measure of how good a leader the PC is, only his sheer ability to cause others to follow him. Leadership will serve as the basis for morale CRs made by NPCs or non-player characters who are his hirelings or subordinates. It will also affect a PC's chances for promotion.

PERSONAL CHARACTERISTIC: BRAVERY

Bravery is a measure of a character's ability to summon up physical courage and to exhibit a kind of mental 'toughness' in a tense situation. It is, in short, his capacity to remain cool, calm, and collected when his life is threatened or when he has to face a test of his moral fibre. All PCs will have a minimum bravery of 11+ if they become Armsmen or Astronauts, and lower characteristics may be raised to 11: Bravery is the basis of 'characteristic rolls' or CRs made when questions of personal morale arise. These CRs will be described later.

PERSONAL CHARACTERISTIC: EMPATHY

Empathy represents the unconscious and largely uncontrolled broadcast of a character's personality aura and its interaction on the auras of those around him. In this context, Empathy has little to do with one's intentions towards a particular being, Rather, it is a quantification of the character's 'openness' to contact and will be sensed by those he meets. Generally, the more a character is empathic, the more others will be prepared to reserve final judgement and 'hear him out.' The ability in especially valuable to Contacts personnel charged with opening relations with new races, but virtually every type of character will find the ability useful, whatever their calling.

Empathy
Score Effect on Personality and on Others

01-06 Empathetically, the character is a 'loner' who keeps very much to himself. Players should regard such a character as ranging from 'anti-social' to outright psychopathic, The lower the score, the 'colder' and the more 'withdrawn' the character should be in his impact upon others--which influences the general role-play of such a personality by the player. An Empathy score of 01 to 02 means a character with psychopathic and anti-social tendencies, the man with the true 'killer instinct.' Such a character will never check morale and may prove to be a beserker in combat. He simply does not relate to anyone not 'useful' to him (comrades tend to be 'useful' and so come under his area of concern; his loyalties are based upon personal survival and a code of conduct uniquely his own.) In summation, he chooses his 'friends' very carefully, stands by them to the death because he takes threat to them as a personal affront, and could care less about everybody else. He is a man without a conscience in search of a personal, living 'god' to give his troubled life security and purpose, a sword looking for a strong hand to wield it.

07-08 Empathetically, the character is 'reserved' and cannot 'loosen up' except in the company of his closest friends. To strangers he is customarily aloof-polite if not cool in his manner.

09-13 Empathetically 'average,' the character has 'a reasonably positive effect on others but does not inspire

them with unusual confidence in his leadership or special qualities.

14-16 Empathetically 'outgoing, the character is capable of striking up a friendly or working relationship with others in a very short time. He proves rather 'likeable' and exhibits leadership qualities which can inspire the confidence of subordinates, whether or not he is really possessed of true Leadership talents.

17 Empathetically radiating sensitivity to the concerns and desires of others, the character has a 'warm' personality aura to which others respond in a trusting way. Associates and subordinates will tend to respond to his good points and will tend to minimise or overlook some of his faults. Strangers will be less suspicious of his motives and intentions because he appears on the surface to be a 'good fellow at heart.

18 Empathetically 'sensitive,' the character has a powerful effect on the opinions of others towards him and can readily interact with complete strangers as if he has known them all his life. He also picks up on the subtle nuances of other's responses and can fit his behaviour to their moods without difficulty.

19 The character is an Empath, highly sensitive to others and capable of projecting his own moods or reading those of others with a high degree of success. The Contacts Service is always on the look out for such personalities and is quick to enlist or draft them into service as First Contacts Personnel. Rarely do they have real enemies, for they can get 'inside' the moods of others and accommodate their conduct to those moods so well that it is hard to actively dislike them. For his part, an Empathic character finds it equally difficult to dislike others; he knows other beings too well because of his unusual talent and may understand and sympathise with their feelings even if he does not personally share them or approve of them.

PERSONAL CHARACTERISTIC: PSIONICS

Psi or Psionics is an ability which is a combination of active and passive manifestations of extraordinary mental powers. Intuition is related to, but is not the same as, Psi ability in that the character's senses are 'heightened' and his mental powers are capable of reaching a correct conclusion in the absence of sufficient information to draw logically reasoned conclusions about a situation. Psionics, however, reaches far beyond Intuition in that the very mind of the character can act upon the environment and upon others through the exercise of Psionic Talents. (See 4.10, Psionics, for a detailed description of these Talents.)

PERSONAL CHARACTERISTIC: GENERAL TECHNICAL APTITUDE (GTA)

General Technical Aptitude, abbreviated GTA, is a measure of the character's ability to comprehend and master certain skills. The GTA will be applied in learning situations and affects the chances of a character to acquire a skill and to advance in expertise. Skills affected by the GTA will be described later.

PERSONAL CHARACTERISTIC: MECHANICAL APTITUDE (MechA)

Mechanical Aptitude, abbreviated MechA, is a measure of the character's ability to master skills involving machinery. It will be applied in learning situations and affects the chances of a character to acquire a skill and to advance in expertise, Skills affected by the MechA will be described later.

PERSONAL CHARACTERISTIC: ELECTRONICS APTITUDE (ElecA)

Electronics Aptitude, abbreviated ElecA, is a measure of the character's ability to master skills involving electrical and electronic equipment. It will be applied in learning situations and affects the chances of a character to acquire a skill and to advance in expertise. Skills affected by the ElecA will be described later.

2.5 PC CARRYING CAPACITY

Carrying Capacity (CC) is determined by adding a character's Physique, Strength, and Constitution scores and dividing by 3. The result is then multiplied times his body mass/weight times his racial CC Factor.

Race	CC Factor	Race	CC Factor
Humans	0.05	Arachnids	0.08
Humanoids	0.05	Scorpionids	0.08
Felines	0.06	Insectoids	0.08
Canines	0,06	Amoeboids	0.01
Pithecines	0.07	Icthyoids	0.05
Ursoids	0.10	Silicates	0.15
Saurians	0.08	Cold Planet	0.10
Transhumans	0.10	Avians	0.05

For example, a Pithecine Male has a Physique/16 (115 kg mass), Strength/I?, and Constitution/16, The average of the traits is 16.33, so 16.33 x 115 x 0,07 = 131 kg CC.

Category	Amount Carried	Effect
Light Load	1/7 CC	None
Moderate Load	1/4 CC	Double fatigue cost for run, climb, or hand-to-hand combat; -1to initiative determinations.
Heavy Load	1/3 CC	Double fatigue cost for trot; triple for run, climb, crawl, or hand-to-hand combat; -3 to initiative;-I to Dexterity CRs.
Full Load	1/2 CC	As above, but Cut hand-to-hand combat by 1/4.
Partly Encumbered	2/3 CC	As above, but Cut all movement end hand-to-hand combat by 1/2; -10 from initiative; -5 from Dexterity CRs.
Fully Encumbered	4/5 CC	Triple all fatigue costs; Cut movement and hand-to-hand combat by 1/2; -15 from initiative; -8 from Dexterity CRs.
Optimum Load if 50% Wounds	1/12 CC	Add 10 SF to SF total and otherwise treat as a Light Load.
Under 25% Wounds		Increase category of load by 1 level.
25+% Wounds		Increase category of load by 3 levels.

If the load exceeds 100% CC, the character is literally staggering under the Sheer mass of it and will be able to go no farther than 100m. before a rest is required. Up to 11/2 CC can be carried in this fashion, with combat impossible. Wounded characters in this situation cannot carry more than 1/12 CC; heavier weights result in inability to move.

The Lift Capacity (LC) of a character is equal to twice his CC. A maximum lift can be raised overhead for 5-10 seconds at a cost of -5 SF. Each additional 5-10 seconds costs -10 SF to hold the weight overhead, in arms, etc. Movement is impossible.

2.6 PC DAMAGE FACTORS

Damage factors or DF represents a PC's ability to withstand physical injury. Initially, the DF is computed by adding Physique, Strength, Constitution, and PC body mass, then dividing that sum by 10. This result is then multiplied by the racial factor, given below:

Race	Multiplier	Race	Multiplier
Humans	2.5	Avians	2.5
Humanoids	2.5	Ursoids	3.26
Felines	3.0	Saurians	3.0
Canines	2.5	Transhumans	3.5
Pithecines	2.76		

For example, a human male has Physique/l3 (85 kg), Strength/16, and Constitution/19. The total of the four elements of his DF = 13 + 85 + 16 + 19 = 133. Dividing 133 by IC, we obtain 13.3. Multiply 13.3 by the Human DF multiplier or 2.5 to obtain the PC's DF, which is 33.25. Fractions are always rounded up. so the DF = 34.

2.7 PC DEATH

In an advanced society, death is not quite as final as one might think. The drug Thanokalamine or TKM can be administered within 5 minutes of 'clinical death and arrests all cellular decomposition for a period equal to 7 hours plus the Constitution score of the victim. So long as a critical hit to the head, resulting in irreparable brain damage, has not occurred, the victim can be 'repaired' and restored by a Physician with QuickTime Base Hospital or Hospital Ship facilities. A dose of TKM can be administered as required until the victim is in the hands of such a Physician, or until he can be quick-frozen in a cryogenic capsule.

Many personnel wear TKM MediBracelets or equivalent equipment which monitor pulse and other physiological functions and instantly inject a dose of TKM when clinical death occurs. The survival of 'killed' personnel thus depends largely upon the survival of the body until his comrades can effect a 'pickup.' Even when as much as 50% of a slain person's body has been destroyed, Regeneration Centres can repair and restore the victim so long as the brain is not critically damaged.

Death Reversal techniques require three times the PC's Constitution score in days of recovery, in addition to critical wound recovery times. While it is itself amazing that even death is conquerable, more amazing is the fact that the more fit a victim is the longer it takes to restore him the time factor reflecting the period needed to restore a body to its maximum levels, and the more fit a person was the more 'healing' is required. Unfortunately, each application of the procedure reduces the Constitution score by 1/2d6 (1-3 points), and once the restored Constitution is 0, reanimation is impossible.

Given the possibility of Death Reversal, PC's desiring a 'permanent' kill should try for a head shot. Corpses can also be given a short or burst through the head to destroy the brain. This procedure can be used by the Starmaster only when he rolls 10+ on 2d6. He has NPCs to burn, but PCs are relatively difficult to develop and should not be subject to Starmaster whims. If a PC has been slain by injuries not involving the brain and is not subsequently 'totalled' by an NPC, he has every right to a chance at pick-up if he is TKM preserved. On the other hand, a PC can always try to put another PC away permanently, if the victim is an enemy, but he has to roll an Intelligence CR to think of it at the time. Players are warned that this sort of thing can build bad feelings in a playing group if anyone makes it a habit of wiping out the PCs of a player or players he does not like. The identification of a player with his PC is considerable. and he will regard deliberate murder with more than a touch of vendetta.

Death is presumed to occur whenever the DF or Damage Factors of a PC fall below zero level.

2.8 PC SHOCK RESISTANCE CR

A person might go into 'shock' at any time he is subjected to a severe physical trauma. Shock may occur whenever a character is seriously wounded or injured by weapon fire or explosion or impact (from a solid object or a melee weapon). Shock might also be possible when a character is seriously burned, falls from a considerable height, breathes in toxic gases, suffers an electric shock of moderate to high intensity, etc.

Shock Resistance arises from a PC's Constitution. The SR is found by using the Constitution score. No character will have a Shock Resistance under SR/8, so any Constitution scores below eight will yield SR/8 as a minimum.

A Shock Resistance CR involves rolling 1d20, with the character avoiding the effects of shock if the 1d20 result is equal to or lower than his SR number.

If shock results, the character loses 25% of his Stamina Factor. If the SF is reduced below zero, or is already below zero levels, the character is rendered unconscious for a number of minutes equal to 30 minus his Constitution score.

Characters with Empathy scores of 01 to 06 will check to see if they 'berserk' whenever a Shock Resistance CR is failed. The 1d20 CR dice are rolled a second time, and if a result under 9 occurs, the character is not rendered unconscious. Rather, his hysterical energy levels are such that he will make no checks for shock exhaustion until the emergency is clearly over. His combat capabilities are increased +25% in hand-to-hand situations and his morale is unshakeable.

The Shock Resistance CR is therefore a measure of a character's physical reaction to some dramatic threat to his bodily safety and survival.

2.9 PC WOUND RECOVERY RATE

Characters will receive wounds in the course of the game by engaging in various forms of personal combat or by being exposed to hazardous situations. Wounds are classified into three categories light. serious, and critical.

Light wounds do not incapacitate a character, but three light wounds or wounds equal to more than 33% of the PC's total DF constitute a serious' wound situation.

Serious wounds will reduce a character's physical performance and may even incapacitate him. Three serious wounds or wounds equal to 67% of the PC's total DF constitute a 'critical' wound Situation.

Critical wounds represent considerable physical injury, usually enough to impose partial or total incapacitation and a grave threat to the very survival of the character if adequate treatment and facilities are not available.

The following table represents the recovery times for various wounds, as modified by a variety of medical treatment and hospital facilities:

Treatment & Facilities Available to Character	Light Wound Recovery Rate	Serious Wound Recovery Rate	Critical Wound Recovery Rate
None: Natural Recovery Time	(1) 2 + 2.d6	(2) 20 + 10.d10	(3) 20 + 30.d10
With First Aid	90%	90%	90%
With First Aid & Drugs	85%	80%	80%
Medic with Drugs	80%	70%	70%
Medic with QuickTime (QT)	1	3 + 1d10	35%
Dispensary or Aid Station	75%	60%	60%
Dispensary or Aid Station with QT	1	1+ 1d10	30%
Sick Bay or Field Hospital	70%	50%	50%
Sick Bay or Field Hospital with QT	1	1+1.d6	25%
Base Hospital or Hospital Ship	60%	40%	40%
Base Hospital with QT	1	1.d6	20%
Hospital Ship with QT	1	1.d6	20%
Regeneration Centre	1	1/2 .d6	10%

(I) Untended light wounds have a 25% chance each day they are medically unattended of becoming infected and turning into serious wounds if the victim fails a Constitution CR rolled on 1d20, Failure = higher 1d20 result than Constitution score. CRs are made daily for 1/2 the period of wound recovery rolled. Minimum CR = 12.

(2) Serious wounds have a 25% chance each day they are medically unattended of becoming infected and turning into critical wounds if the victim fails a Constitution CR minus I per day of no medical attention, rolled on 1d20. Failure = higher 1d20 result than the Constitution score as modified by time unattended. CRs are made daily for 30 days minus 1/2 Constitution score. Minimum CR = 8.

(3) Critical wounds have a 25% chance each day they are medically unattended of becoming infected so badly that the victim will die if he fails a Constitution CR minus 1 per day of no medical attention, rolled on 1d20. Failure higher 1d20 result than Constitution score as modified by time unattended. CRs are made daily for 50 days minus Constitution score if Constitution is 10+ or 50 days if Constitution is under 10. Minimum CR = 8, A character suffering from critical wounds also has to survive a Shock CR, or he rolls to see if death occurs within the hour he has been wounded if no medical attention has been obtained.

Medical attention is considered to be ongoing, and close care and detailed treatment are needed for the minimum recovery period under a given type of medical treatment, For example, a PC is seriously wounded and rolls 6 on the d10 roll, giving him 20 days + 10 x 6 days=80 days of serious illness, The minimum roll is 20 + 10 x 1=30 days, and during that time he runs a daily risk of untended wounds becoming critical, Under the care of a Medic with drugs and minimum medical facilities, that 'crisis' period is reduced to 80% of 30 days or 24 days. In a Sick Bay, the 'crisis' period is reduced to 50% or 15 days.

During a crisis period, a patient still runs the risk of a wound becoming more serious and advancing to the next wound stage. However, before a Constitution CR is rolled, a Medical Treatment CR is made on 2d6 by the MediTech or Physician, who must roll equal to or lower than his expertise level to avert a crisis and a patient Constitution CR.

The natural recovery period is also modified by each type of medical treatment received. If our patient would be suffering the effects of a serious wound for 80 days without treatment, the attentions of a Medic for 24 days would reduce the total recovery time to 80% or 64 days, the time remaining after the 24 days of intensive treatment being the convalescent period. If the patient were taken to a Sick Bay within that 80-day period, the total recovery time would be reduced to 50% of 40 days, and the critical period drops to 15 days. If the patient had already gone through 15 critical days under a Medic's attention, no further crises will occur, but the patient would still need 15 days in hospital/sick bay before he would be considered as a convalescent. In any event, he would be released after 40 days as recovered.

QuickTime facilities speed healing dramatically. Light wounds are restored within 24 hours, More serious wounds require from 1 to 13 days, while critical wounds require from 10% to 35% of the natural recovery time. QuickTime treatment may be applied only once, but it may be applied anytime and takes effect from that time on, For example, if a patient had a recovery time of 80 days and had gone 20 days under no medical attention before a chance arrived to take him to a Dispensary with QuickTime, his serious wound would be cured in 2-11 days after he had been placed in the care of the MediTech or Physician operating out of the Dispensary with QuickTime. The original 20 days spent unattended cannot be cancelled, in other words, by the subsequent application of QuickTime procedures.

QuickTime also reduces critical time periods to 10% of the minimum recovery time.

Light wound recovery occurs at the rate of the DF lost divided by the healing time. For example, if a recovery period of 9 days was called for, and 7 DF had been lost, 7/9 DF or .78 DF would be recovered each day.

Serious wound recovery occurs at the rate of 10% of the DF lost per 10% of the healing time. For example, If a recovery period of 100 days was called for, and 26 DF had been lost, 2.6 DF would be recovered every 10 days.

Critical wound recovery occurs at the rate of 10% of the DF lost per 10% of the healing time, as outlined for serious wounds.

Regeneration Centres are super-hospitals' capable of performing organic and genetic engineering A Regeneration Centre can replace lost limbs, eyes, organs, etc., by stimulating tissue growth and regeneration so that the patient grows a new limb, eyes, organ, etc., to replace the ones that were lost. The Procedure requires from 30 to 90 days, depending upon the seriousness of the procedure (StarMaster's discretion). The failure rate is 20% minus Constitution score, and failure will be apparent within 10 days. In such instances, 'bionic' Electro-mechanical limbs and organs may be used to replace lost limbs and organs, with a 90% success rate. Transplants may also be attempted with a rejection rate equal to 20% minus Psionic score. Such procedures require a recovery period and adjustment period equal to 60 + 20.d10 days. Note: such treatment is not the same as recovery/ treatment of wounds; regeneration repairs the body by replacing lost tissue, not simply encouraging the healing soft tissue that is damaged but still functional. The healing rates are as given in the Wound Recovery Table.

2.10 PC STAMINA FACTOR

The Stamina Factor or SF represents the PC's energy levels and has a significant effect on his performance under stress and severe physical activity, The Stamina Factor is found by adding the Strength and Constitution scores of the PC, then multiplying the sum by the following racial factors, as applicable:

Race	Multiplier	Race	Multiplier
Humans	3.0	Avians	2.75
Humanoids	2.75	Ursoids	3.25
Felines	2.75	Saurians	3.0
Canines	3.0	Transhumans	3.5
Pithecines	3.25		

Gravity will modify the SF. If a PC is working on a planet with a gravity field of more than 0.2G higher than the gravity field he is used to, he will require 1 week's acclimatisation per 0.2G higher, or part thereof. In the meantime, his SF is reduced by 5% per 0.2G the gravity is higher than his natural gravity field. Note:

'natural' refers to the gravity in which he normally works, not necessarily the gravity of his home planet.

For example, a Human PC has Strength/16 and Constitution/I15. His SF is (16 + 15) x 3.0 = 93. If a fraction occurs, always round up to the next whole number. If he were used to a working gravity field of 1.0 G and had to land on a planet With gravity 1.35 G, he would have his SF reduced by 10% or 9.3 - 10, resulting in an SF of 83. It will take him two weeks to acclimatise.

The Gravity rule can be worked in reverse, If a PC is working on a planet with a gravity field more than 0.2 lower than the gravity field he is used to, he will have his SF raised by 5% per 0.2 G the gravity is lower than his natural gravity field. He will retain this benefit for a number of weeks equal to his Constitution + Strength divided by 1.5, after which time he will become acclimatised to the lower gravity field as his new 'natural' gravity.

For example, if the PC mentioned above was to land on a planetoid with a gravity of 0.2 G, he Would have his SF increased by 20% or 18.6 = 93+18.6 resulting in an SF of 122. It will take him (16 + 15)x1.5 = 21 weeks to acclimatise. Thus, for 21 weeks he Will evidence a higher than normal SF before it drops to his usual 93 level. Once acclimatised, he will find a 1.0 G field 'heavier' than 'normal,' and must reacclimatize as described earlier.

The effects of Stamina on a PC's ability to get around is explained in the PC Movement Section, which follows.

2.11 PC FATIGUE

March turns are I hour long and are used to Work Out strategic or Cross-country movement. Fatigue is therefore handled by the hour. Depending upon the type of movement, a PC will become 'fatigued' by losing Stamina Factors as indicated in the table below,

Type of Movement	A	B	C	Stamina Cost/Hour
Walk	3.6	3.6	3	-I (-1/2 on good trail, road)
March (Fast Walk)	5.4	5.4	4.8	-2 (-I on good trail, road)
Trot (Double Time)	9	12	9	-4 (-3 on good trail, road)
Run	18	24	12.5	-10 (-8 on good trail, road)
Sprint	36	48	30	-15 (-13 on good trail, road)
Slow Crawl	0.6	0.9	0.9	-3
Fast Crawl	3.0	4.5	3.6	-7

A =Speed of humans, Humanoids, Pithecines, Ursoids, Saurinas, Icthyoids in km per hour.
B =Speed of Transhumans, Canines, Felines, Arachnids, Avians in km per hour.
C =Speed of Scorpionids, Insectoids, Silicates, Cold Planet Species in km per hour.

Terrain will double fatigue costs if rough, Jungle, or swamp and the species is not naturally suited to it. Mountains will double and perhaps triple costs. Climbing is always rated at a slow or fast crawl and Is Ct double the normal fatigue costs.

When the Stamina Factors of a PC drop to zero, he must rest. Resting recovers SF at 3 points per hour for PCs with Constitution/1 - 12, 4 points per hour for PCs with Constitution 13 - 16, and 5 points per hour for PCs with Constitution/I7+. Sleep restores SF a double the resting rate. Eight hours of sleep will always restore SF levels to maximum.

See 2.14 PC MOVEMENT for details on fatigue effects on Stamina Multiplier Factor levels.

Use of a Jump Belt expends no SF unless used for more than 1 hour per day, at which point a 'walking fatigue cost is applied as if on a good trail when in the open (1/2 SF) and as if cross-country when in any enclosed region, such as light Woods, requiring concentration to avoid obstacles (I SF).

Use of Powered Armour is detailed under the PC MOVEMENT rule (See 2,14),

Effects of loads are detailed under PC CARRYING CAPACITY (See 2.5).

2.12 PC WIND

A PC's wind should be equal to 3 x Stamina. The 5d10% conditioning bonus for a PC in active service can be treated as a skill to be learned, either by oneself or in a physical fitness course. This fitness training requires two weeks and can increase PC wind levels by 1d10% each time it is taken. A PC can attempt as many fitness courses as he desires until such time as 5d10 are being rolled, The highest levels are retained and wind levels rise until a maximum +50% wind is attained. Pre-requisite characteristics are an average of Intelligence and Intuition (note that Bravery can be used in place of Intelligence). PCs in an active service (military or police) roll 5d10 initially to establish bonus wind levels. At the Starmaster's discretion, PCs may lose —1d10% from wind levels through inactivity. Wind levels may be recovered as follows:

Constitution	Standing	Resting
1—10	+1/minute	+3/minute
11—15	+2/minute	+4/minute
16—18	+3/minute	+5/minute
19—20	+4/minute	+6/minute

Wind points are expended per minute of activity, rather than per hour, as is the case with stamina points. Strenuous activity is impossible when wind points are exhausted and such points must be restored by rest for such activity to resume. Wind costs are based on the Stamina Points System and wind costs per minute are listed below.

Action Performed	Wind Cost/Minute
Resting	+5WF
Walking	.+2 WF (or +3 on trail)
Marching	-2 WF (or-1 on trail)
Quick Marching	-4 WF (or -2 on trail)
Running	-10 WF (or -8 on trail)
Sprinting	-20 WF (or -15 on trail)
Slow Crawling.	-3 WF (or -2 on trail)

Fast Crawling - -7WF (or -4 on trail)
Climbing -3WF
60 seconds in Firefight (moving) -1WF
60 seconds in Firefight (unmoving). +1WF
6 seconds in Close Combat (melee) -1WF

- Winding penalties assessed in addition to costs of Other activity.

2.13 EFFECTS OF BEING FATIGUED OR WINDED

While it might seem like a fair bit of bookkeeping, the fatigue and wind rules serve to define the capacities of PCs perhaps more than any other factors when it comes to comparing relative physical condition and potentials.

When a character becomes winded, and has expended all of his WF or Wind Factor, he cannot trot, run, sprint, or crawl. He can't even march at a good, swinging pace. In combat he will suffer penalties both in firing weapons and in hand-to-hand combat. He can Continue fighting at a reduced level, but he will have to take the first opportunity to rest and recover his wind factor which may have fallen well below zero to negative values (possible Only in combat; movement must drop to a walk when WF = 0 or less). Thus a well-conditioned character with a high WF will tend to outperform and outlast a character with lower wind levels.

The same is true of fatigue. When a character has expended all of his Stamina Factors, he is unable to move, unable to fight; he is totally exhausted. Indeed, he can perform actions only by massive exertion of will, with double wind costs and a successful Constitution CR taken every six minutes in cross-country turns, every minute in fire-fights, and every six seconds in melee, A failure of that Constitution CR means that the character with SF levels of 0 will collapse. He has driven himself beyond the bounds of endurance, Success drives SF levels into negatives.

Fatigue will bring the chance of sleepiness. Once fatigue levels reach 0, a Constitution CR must be made each hour the character remains awake. Failure means he falls asleep. Also, when he has been awake for a period of 24 hours or double his Constitution score, whichever is higher he must make a Constitution CR to remain awake for each hour above that limit. A PC with a Constitution/1 - 10 needs 8 hours of Sleep in 24; with Constitution/11 - 14, a PC needs 7 hours of sleep in 24; with Constitution/15+, a PC needs 6 hours of sleep in 24. If the character does not get the required sleep, he has 1/2 the normal Stamina Factor recovery rate until he does get the amount needed in any 24-hour period.

Some drugs will give character's inflated Stamina and Wind levels, but the cost is high. The effects of such drugs as Tempo and Expeditor will be dealt with in the Medical rules (See 5.5).

2.14 PC MOVEMENT

Game turns will vary, depending upon the situation.

March Turns are 1 hour long and are used to mark large-scale movements in which no action is normally expected. These turns really act only to indicate the distance covered in large time segments to reduce Starmaster computations.

Basic Turns are 6 minutes long and are used to mark shorter segments of time, serving much the same function as March Turns. They are also employed in role-play as segments of time in which player-NPC interactions of a non-violent nature occur.

Tactical Turns are I minute long and are used in mass actions and combats involving considerable ranges.

Combat Turns are 6 seconds long and are used in firefights and hand-to-hand combat situations, where the position and movements of characters and NPCs from moment to moment is of great significance to the battle.

The following movement table gives movement for various races in meters. The time scales are adjusted for each type of game turn, so that computations are unnecessary:

Humans, Humanoids, Pithecines
Ursoids, Saurians, Icthyoids:

Type of Movement	1 Hour	6 Minutes	1 Minute	6 Seconds	Speed in km/hr	Speed in mph
Walk	3600 m	360 m	60 m	6m	3.6 km/h	2,24 mph
Fast Walk (March)	5400 m	540 m	90 m	9m	5.4 km/h	3.36 mph
Trot (Double Time)	9000 m	900 m	150 m	15 m	9.0 km/h	5.59 mph
Run	18000 m	1800 m	300 m	30 m	18 km/h	11,18 mph
Sprint	--	3600 m	600 m	60rn	36 km/h	22.36 mph
Slow Crawl	--	60m	10 m	1m	0.6 km/h	0.37 mph
Fast Crawl	--	300 m	50 m	5m	3.0 km/h	1.86 mph

Transhumans, Canines, Felines, Arachnids, Avians:

Type of Movement	1 Hour	6 Minutes	I Minute	6 Seconds	Speed in km/hr	Speed in mph
Walk	3600m	360 m	60m	6m	3.6 km/h	2.24 mph
Fast Walk (March)	5400 m	540 m	90m	9m	5,4 km/h	3.35 mph
Trot (Double Time)	12000 m	1200 m	200m	20m	12 km/h	7.46 mph
Run	2400Cm	2400 m	400 m	40m	24 km/h	14.9 mph
Sprint	--	4800 m	800 m	80m	48 km/h	29.8 mph
Slow Crawl	--	90 m	15 m	1.6 m	0.9 km/h	0.56 mph
Fast Crawl	--	450 m	75 m	7.5 m	4.5 km/h	2.79 mph

Scorpionids, Insectoids,
Silicates, Cold Planet Types:

Type of Movement	1 Hour	6 Minutes	1 Minute	6 Seconds	Speed in km/hr	Speed in mph
Walk	3000 m	300 m	50m	5m	3.0km/h	1.86 mph
Fast Walk (March)	4800 m	480 m	80m	8m	4.8km/h	2.98 mph
Trot (Double Time)	9000 m	900 m	150 m	15 m	9.0km/h	5.59 mph
Run	12500 m	1250 m	208 m	21m	12.5km/h	18.63 mph
Sprint	--	3000 m	500 m	50m	30km/h	18.63 mph
Slow Crawl	--	90 m	15 m	1.5 m	0.9km/h	0.56 mph
Fast Crawl	--	360 m	60m	6m	3.6km/h	2.24 mph

Slight adjustments can be made to PCs (only) to reflect high Agility levels. A PC with Agility of 19+ can add 1% to his Run and Sprint speeds for every Dexterity point beginning at level 15. A Transhuman with Agility 19, for instance, could Sprint 6% faster than normal

or 84.8 m in 6 seconds (that's 100 m in 7.08 seconds). A Human would Sprint 63.6 m in 6 seconds or 100 m in 9.43 seconds if he had Agility 19. Reductions of 1% per Agility level below IC could also be introduced, if desired.

Flying Belts are powered to allow actual flight. The speed of such belts depends upon the Tech (technological) level of the culture producing it. Maximum speeds fall into the following ranges:

Tech Level	1 Hour	6 Minutes	1 Minute	6 Seconds	Speed in km/hr	Speed in mph
Tech/7	36000 m	3600 m	600 m	60m	36 km/h	22.36 mph
Tech/8	42000 m	4200 m	700 m	70m	42 km/h	26.08 mph
Tech/9	45000 m	4500 m	750 m	75 m	45 km/h	27.95 mph
Tech/10	48000 m	4800 m	800 m	80 m	48 km/h	29.81 mph
Tech/11	54000 m	5400 m	900 m	90m	54 km/h	33.53 mph

Flight is 'effortless' and causes no fatigue or winding. The speeds are given for personnel in combat armour and for standard powered armour units/vacuum suits/space suits. High-speed scouting versions and units worn by lightly loaded personnel could be rated 10% to 20% faster.

Powered suits (armoured for combat, but non-armoured powered suits may be used in civilian roles to reduce fatigue) will cut fatigue costs ,to SF levels for trotting, running, and sprinting. No fatigue costs apply to movement speeds up to and including a trot, Running costs -3 SF from normal fatigue values. Sprinting costs -6 SF from normal fatigue values (See 2.10, PC Stamina Factor). Carrying capacity limitations are offset by powered armour until the limits of the servo-units are reached, which is equal to twice the CC of the character, at which point the load shifts from Light to Fully Encumbered. Speeds under jump belt could be adjusted down by 5% per load level carried.

Terrain effects on movement are almost always going to act to slow personnel down. They may add to fatigue costs as well, Personnel wearing powered armour will enjoy the advantages indicated above as far as fatigue costs are concerned, but movement on foot may be slowed down:

Terrain Type Effect on Movement

Clear Woods Movement as indicated in sections given above. Movement as indicated, except in dense thickets--which are treated as 'Jungle.' Flying speeds are cut to 1/4 for Jump Belts, and flying is possible only in open woods. Vehicle speeds are cut in half

Jungle Movement is cut in half. Fatigue casts levied against SF are doubled for trot, run, and sprint, unless in powered armour. Fast walk and walk costs remain at normal levels. No untracked vehicles can move off roads, and flying is not possible. Tracked vehicles move at 1/2 speed, maximum , and 1/4 speed for safety.

Swamp Movement as indicated for Jungle. Flying may be conducted as if in open or else in woods, depending on the density of trees. Amphibious vehicles may operate in swamps, others bog down.

Rough Ground Movement is normal, but fatigue costs for trot, run, and sprint increase to 125% of usual SF loss, unless in powered armour..

Gentle Slopes Treat as clear terrain

Steep Slopes Treat as Rough Ground if clear or very lightly wooded; treat as Woods or Jungle if well wooded. Jungle terrain on a slope reduces movement to 1/4 with all other costs as given for Jungle.

Mountains Cross-country infantry speeds are cut to 1/4: fatigue costs are as given for the prevailing terrain type on the slopes. Valleys are treated as other types of terrain for movement. In tactical or basic movement (as opened to hourly cross-country movement), the Starmaster must use discretion and award bonuses or penalties on the movement rate because the infantry must find usable paths, climb steep slopes, etc., in especially rough ground. Vehicles are restricted to passes and trails on mountain slopes, but may move cross-country in valleys. Aircraft may be given normal movement, unless the Starmaster wishes to include air current effects.

Cliff Infantry must climb cliff faces and may do so if there are ledges and hand-holds. Movement is at crawling rates, with fatigue loss as indicated for Climbing (See 2.10, Stamina Factor.)

Road, Trail Clear terrain for infantry; vehicles receive road bonuses.

Certain PC actions can affect movement rates. Changing posture, for example, subtracts from a character's movement rate. Assuming movement is in 6-second combat turns, it will take:

(a) 1 second (1/6 turn) to drop to one's knees or turn 1800 or part there of.
(b) 2 seconds (1/3 turn) to fall prone and ready for action;
(c) 1 second (1/6 turn) to rise erect from a kneeling position;
(d) 2 seconds (1/3 turn) to assume kneeling position from a prone position;
(e) 3 seconds (1/2 turn) to rise erect from a prone position;
(f) 3 seconds (1/2 turn) to enter or leave a vehicle or go through a narrow opening like a window;
(g) 2 seconds (1/6 turn) per man to go through a normal single door (maximum of 3 men in a 6-second combat turn).

Movement rates will be modified accordingly.

2.15 PC INTELLIGENCE CR

An Intelligence CR may be rolled in situations in which a character is attempting to remember facts or data relevant to the solution of a problem. It may also be used to determine whether a character would in fact know the solution to certain problems—especially in the case of an NPC.

The Intelligence CR should never be allowed to replace a player's own ability to work out the problem himself. But it can enable him to obtain information from the Starmaster which his character would know, even if he (the player) has forgotten it in the heat of the role-playing situation. Starmasters should understand that the PC is not the player, that a PC is supposed to be a native of his environment and knows it in a way that no player ever could. Secrecy and refusal to give information that should be known and remembered by a PC, were the situation real instead of imaginary game play, is plain bad refereeing,

The Intelligence CR is made by rolling 1d20. A base score of 11 or less is required for a PC or NPC to 'remember' the required information. Characters with Intelligence of 1-5 will subtract -l from the basic CR chance for each point under Intelligence 6. Characters with Intelligence 12+ will add +1 to the basic CR chance for each point over Intelligence 11. This yields a range of 6 to 19 on 1d20.

The use of an Intelligence CR might be illustrated by an example drawn from fantasy role-play. Consider the well-known 'mapping' procedure used by players to plot the course and position of their characters in a 'dungeon.' The map is actually an aid to the player's memories. However, in some hyper-competitive games, everything is shrouded in trickery and secrecy; and the open competition between the players in search of treasure and the referee, who attempts to deny any reward to them, results in a total denial of 'realism.' If the players can't remember or were confused, too bad. They are

their characters, so the characters are confused too.

That's well and fine when the object of the game is to outsmart the referee, or to outsmart the players. No simulation of anything is intended. This is pure fantasy time, and nothing more, Role-playing, on the other hand, is not a competition. It is a solid game of 'let's pretend' in which everyone really attempts to enter another personality and live his life vicariously through the imagination. Characters become imaginatively 'real,' and so do their worlds. In such an activity, it has to be understood that the players are sitting around a table and cannot really experience an actual environment in the way that a character living in that environment would experience it. People in real situations will see and remember details in a more meaningful and permanent way than a player can do simply by hearing brief descriptions. In short, a player character would possibly remember the way he had come, while a player can become confused by poorly phrased 'descriptions' and confusing interruptions which have nothing to do with the experience of the PC and his ability to perceive and remember.

Rather than having players draw the maps, the Starmaster should do it. The Silly fact is that too much time is wasted by players drawing maps and attempting to extract precise descriptions from referees. That time would be better spent in role-play and exciting action. The Intelligence CR is a good alternative. The character reaches a branch in the tunnel. Does he now remember the way he came? A CR is rolled. He forgot. Roll a random dice and pick one way or the other at random. And on with the action.

An Intelligence CR will also be attempted whenever a briefing is required by a player whose character would likely know about a given situation, locality, etc. It is a simple request that the Starmaster provide information that would be available to a character with a fair memory and same basic thinking capacity. Besides, there is never enough time to give players a total briefing on everything a PC knows before the action starts. And to expect a player to remember everything is both foolish and unfair, Spot briefings can keep players clued in, and the action can be kept moving. Starmasters should therefore keep players informed with data and understandings vital to reasonable operation of PCs in a fast-moving game. Remember, Science Fiction assumes a time in which mental training and education is a lot better than today. PCs will have sharpened intellectual
powers. This quality must, to a degree, be simulated in a role play game. Intelligence CRs are the means of effecting such a simulation.

2.16 PC INTUITION CR

Intuition can warn a PC of some impending danger. It is also a capacity to 'leap' to the solution of a problem before sufficient facts are known to do so logically.

Both of these intuitive talents depend upon the Starmaster's fairness and discretion. It cannot be too highly stressed that intuitive abilities are not a replacement for the player's own quick wit and sensitivity to the direction that the action is taking. Intuition CRs should be used by the Starmaster to determine whether the character(s) in question should be given some vital information about a situation. That information is presented in the form of a 'hint' that all is not well, that the 'hairs are rising at the back of the PC's neck' (or the equivalent racial reflex). The player is thus forewarned that his PC is uneasy, that unexpected action is impending. The exact nature of the emergency is still unknown, but the PC is in a heightened state of readiness. The hint might also take the form of a piece of leading information or a strong suggestion that the PC consider a particular fact carefully. The player is left to draw his own conclusions, but he does have a definite clue to the solution of the problem confronting his PC. But in every instance, the player should never be told the solution outright,
Intuition CRs are rolled on 1d20 and may be done secretly when the Starmaster does not want to tip off the players that an unusual event is in the offing. It may also be done openly when the player requests it after he becomes 'suspicious' that all is not what it appears on the surface. A successful Intuition CR that something is 'up' occurs on a result of II or less on the 1d20 roll. This chance is reduced one point for every point the Intuition score is below 14. It is increased one point for every point the Intuition score is above 14. This gives a range of 0 to 19 for an Intuition CR, with a CR level over 19 not possible under any circumstances.

The Starmaster may introduce special modifiers to reflect the ease or difficulty of intuiting a given situation, typically from +4 to -4 on theCR.

Intuition CRs should be used a bit sparingly. They are clearly subject to the discretion of the Starmaster, and his ruling on whether or not a CR is called for shall be final. When a party of characters is involved. only one CR will be attempted, based either on the character with the highest Intuition score or else on an average of the scores of everyone in the party, as seems appropriate. If the Starmaster desires a 'random' choice to keep things fair, every player rolls 1d6 for his PC. The lowest score indicates the PC who has the intuitive flash.

Finally, Intuition is somewhat untrustworthy. If a PC's Intuition is under 14 and he fails his CR, the Starmaster could give a false intuitive flash to reflect the misleading nature of such a faculty. However, he should be reasonable and fair in the manner this is done, as some players become upset when they are led astray in this fashion. It should be carefully explained to them that it is their own fault that they trust such an unreliable talent. Only truly 'intuitive' PCs can place some reliance on their 'sixth sense.'

2.17 PC BRAVERY CR

A Bravery CR is made whenever a PC, NPC, or group of characters is faced with a situation that demands a show of courage and decisive action in the face of a serious physical threat. Bravery CRs are morale checks taken by individuals or units of 'men' at any time that:

I. A clearly 'heroic' or suicidal act is contemplated.
2. A PC/NPC/ group of characters advances into enemy fire (veteran and elite PCs and NPCs will ignore this factor, but green, militia, and untrained civilians will invariably check morale).
3. A green, militia, or civilian group first suffers casualties.
4. A PC/NPC/ group is ambushed or is surprised by seemingly hostile and nasty-looking beings.
5. Any group suffers 25%, 50%, or 75% casualties.
6. The PC/NPC is in a vehicle penetrated by enemy fire.
7. A PC/NPC/ group is surrounded and overrun by superior numbers of the enemy.
8. A 'Barbarian' or 'Aboriginal' sees his leader struck down in battle
9. The Bravery CR is made by rolling 2d6, with the result modified by the factors listed below:

Civilians	-2
Green Troops	-1
Militia Troops	-1
Veteran Troops	+1
Elite Troops	+2
In Soft Cover or Powered Armour	+1
In Hard Cover	+2
In Contact with Higher Command	+1
Leader is a casualty	-1
Group has suffered 25% casualties/dangerous act	-1
Group has suffered 50% casualties/very dangerous act	-3
Group has suffered 75% casualties/suicidal act	-4
PC NPC/group in damaged vehicle (no cover bonus)	-1
PC/NPC/ group is surrounded, outnumbered, and overrun	-2
PC/NPC/ group has artillery support	+1
PC/N PC/ group facing armoured attack	-2
PC/NPC/ group 'surprised' or 'ambushed'	-2
Bravery II - 13	+1
Bravery 14 - 15	+2
Braveryl6-17 .	+3
Bravery 18	+4
Bravery 19	+5

If a Leader has Bravery 18 his Bravery CR will carry the group until 50% causalities have been sustained. If his Bravery is 19, his Bravery CR will carry the group until 75% causalities have been sustained.

Two types of Bravery CR will be contemplated. The first is a 'combat' CR used for battle situations. The second is a 'personal heroism' CR used when a character faces some task or trial involving great personal risk, but not actual combat.

2d6 Roll	Effect of Combat Bravery CR
Less than 2	PC/NPC/ group of characters panics and routs. Flight ensues or, if flight is impossible, surrender follows. All equipment, heavy weapons, and penetrated vehicles will be abandoned, but fleeing characters may retain weapons and light equipment in hand. Note: In some instances, surrender is an impossibility, as in a conflict between Bugs and humans, so the characters will attempt to shoot their way out but will clearly be running away.
2-3	PC/NPC/ group of characters will retire to a less threatened position. Disabled vehicles will be evacuated and possibly abandoned entirely. Characters will retain weapons and essential equipment. Fire will be returned as the individual/group withdraws.
4-6	PC/NPC/ group of characters refuse to leave cover. If exposed, characters take cover immediately or else go prone. Vehicles refuse to advance in the face of enemy fire. A PC/NPC/ group of characters will fire and can retreat in order if desired. Personnel will remain in damaged vehicle and return fire, if possible.
7+	PC/NPC/ group of characters maintain morale and functions with discipline and courage. Characters will re-enter damaged vehicles or perform ordered/desired tasks, however dangerous. Group which routed has reformed.

2d6 Roll	Effect of Personal Heroism CR
Less than 4	PC/NPC/ group of characters refuses to perform the heroic act.
4-5	PC/NPC/ group of characters will perform the heroic act, but with great care. Tension is high, and if anything goes wrong, a second morale check -3 is made.
6-7	PC/NPC/ group of characters will perform the heroic act, but care will be taken to preserve personal safety and precautions will be taken (which may consume time)
8+	PC/NPC/ group of characters act with decisiveness and will take whatever risks are required, given the urgency of the situation. When time is of the essence, personal safety will be sacrificed to get the task done, so that the life of the threatened person will not be placed in further jeopardy by delay.

2.18 PC 'SURPRISE' CR

Whenever a character is caught in a 'surprise' situation and must react suddenly, a basic Agility CR is required. Failure in such instances means that the character has momentarily 'frozen' and does not react instantaneously to save himself (or others) from the emergency. This might prove fatal in extreme circumstances. The character might have been climbing a cliff face, for example, and a handhold suddenly crumbles under his fingers. He has split-seconds to find and grab hold of another handhold or he will fall. The Agility CR. provides the basic check to see if he would be successful or not. Or again, he might suddenly come under fire from ambush and would have to dive for cover or whirl and snap-fire at his assailant. A complete list of such situations would occupy pages. A basic 'surprise' CR is therefore applied whenever the Starmaster rules it is necessary.

2.19 PC HAND—OFF & PASS CR

If one character wishes to give an item to another, the easiest and safest way to do so is with both of the characters stationary or else walking slowly side by side and devoting a good deal of their attention to a direct, hand-to-hand transfer. Unless one of the characters is badly uncoordinated (Dexterity 01 - 05), no fumbles will occur in such a situation.

Circumstances sometimes dictate that a character receive such a hand-off or pass in haste. For example, it might be necessary to hand a character an item as he passes at a full run; or while he is involved in a melee. It could easily happen that the person passing the item is nowhere near the character, and the item will have to be thrown. In such cases, a Hand-Off/Pass CR is clearly indicated. The CR is rolled on 1d20, with the following modifiers applying.

Action: Hand-Offs	Modifier to hand-off CR
Hand-off occurs when there is movement that is significant, even if the PCs are moving at the same speed side-by-side	-2
Hand-off occurs when there is a difference in velocity	-1 per 5 m difference in speed
Hand-off occurs behind the back of one of the PCs	-4
Hand-off occurs when recipient is engaged in melee	-4
Hand-off occurs when donor is engaged in melee	-3
One PC is mounted (animal, motorcycle, jump-belt, etc.)	-2
Both PCs are mounted	-1
Item is unusually bulky, awkward, slippery, etc.	-1 to -5, as appropriate
Action: Passes	Modifier to Pass CR
Pass occurs behind receiver's shoulder/back	-4
Passer throws to his own rear	-5
Receiver is moving	-1 per 10m of speed to -3
Passer is moving	-1 per 10 m of speed to -4
Passer/Receiver is involved in melee situation	-5 per PC so occupied
Receiver is using one hand to catch	-3
Passer/Receiver is mounted	-2 per PC mounted
Item is unusually bulky, awkward, slippery, etc.	-1 to -5, as appropriate

All CRs will be modified by +1 If the PCs have an average Dexterity of 16 - 18, and by +2 If the average Dexterity is 19 - 20.

When finding the CR level, average the Dexterity scores of the two characters, rounding all fractions up. Then add in the relevant modifiers. One of the players makes a 1d20 roll. If a result equal to or lower than the CR turns up, the action is successful.

If the CR is unsuccessful, a number of possibilities may arise:

Amount by Which the	hand-off	Pass Attempt

Dice Result Exceeded the Modified CR Level	Attempted	
+1 or +2	Bobbled	Bobbled
+3 to +5	Bobbled	Miss Receiver
+6 to +8	Fumbled	Wild Throw
+9 or more	Dropped	Wild Throw

Bobbled hand-offs or passes result in the receiver's juggling the item. He does not have full control and may drop it. Make a second CR roll at the receiver's Dexterity level minus 4.

Missed Receiver passes are off target but might yet be caught. The receiver must make a headlong lunge towards the thrown item as it passes by him or overhead if he desires to catch it. (I-la can also let it land where it will, especially if he is in close combat and cannot
ignore his adversary.) Roll 1d6 to find out where the item is, in relation to the receiver:

Dice Result	Position of the Thrown Item
1	3 m to the receiver's left.
2-3	Overhead and will land 3 m farther from the passer than intended, along a line from the passer through the current position of the receiver.
4-5	Short. and will land 3 m closer to the passer than intended, along a line from the passer through the current position of the receiver.
6	3 m to the receiver's right.

The receiver will be moved to the left or right if he must lunge to the
side to attempt the catch, and figures marking the action will be adjusted accordingly. If the move involves his making more than a 900 turn to face the thrown object, the second Pass CR is modified downward -5 to avoid slipping if the receiver is on wet grass, rocks, sand, or a slope. If he misses, he also falls down Other modifiers for passes also apply (catching with one hand, etc.).

It should be noted that mounted characters cannot attempt such spectacular catches. If the throw is not dead on target, an outright miss Occurs.

If a character misses the second CR and falls down, he has a third chance of still catching the item (diving catch). This CR is based upon his Dexterity minus a modifier of -9. If he misses again, the thrown item is definitely on the ground and out of reach.

Fumbles occur when the character's have fouled up a hand-off. They are juggling the item between them, so roll a CR based on their average Dexterity minus a modifier of -8. If they manage to hold onto the item, roll 1d6 to see who has possession, with even results indicating one of the PCs and odd results the other PC. If the original character still has possession, he may attempt a second hand-off, but a further modifier of -4 is applied for 'nervousness, in addition to any other modifiers. If the second hand-off CR fails, the item is dropped, with no chance of recovering it at the last instant.

Wild Throws are similar to Missed Receiver situations, except that the distance is 6 m, and a further modifier of -4 is applied to all CRs.

Dropped means just what it says: the item is on the ground or floor, somewhere underfoot.

A hand-off or a pass can become a desperate (and sometimes humorous) mini-scenario in the middle of an encounter. The 'fun' arising from the tension generated in these situations is well worth the effort of portraying them.

For example, CAP Private Jones' weapon has jammed. He kicks his opponent in the stomach and staggers back, calling on Fleet Sergeant Kellerman all the while. Kellerman draws his forceblade and tosses it to Jones, the field off of course. Jones has Dexterity 16, and Kellerman 19, for an average Dexterity of 17.5 18 (rounding up). Jones is now running from his Humanoid opponent, who is pursuing with a rifle and fixed bayonet. Kellerman is running toward him. Jones' speed is 60 m; Kellerman's is 30 m. They are roughly facing each other.

The CR modifiers are: -3 for 60 m movement; -3 for 30 m movement; -5 for receiver's melee involvement (he is fleeing and has his mind on his enemy); -3 for the item (Jones must catch the force-blade by the handle); and +1 for superior Dexterity of 18. The CR is therefore 18 minus 13 = 5 or less, rolled on 1d20.

The Pass CR turns up a roll of 19! A difference of 19 - 5 = +14, so a Wild Throw has resulted. Jones elects to lunge for the forceblade. Rolling 1d6, a 6 results, so it lands 6 m closer to Kellerman than intended. Jones' new CR is 16 (his Dexterity) -3 (movement 60 m) .-3 (weapon) -4 (Wild Throw) -5 (he is on slippery grass) =l. Jones rolls 7 on 1d20, for +6 over the CR required to catch the blade. He falls to the ground, but is still diving in a final attempt to gain control, of the weapons, tantalisingly near his reach. His final CR is 16 (his Dexterity) -3 (movement) -3 (weapon) -4 (Wild Throw) = 6. He rolls a 7, and Bobbles the weapon, the hilt now in his hands. The last chance: the CR is 16 (Dexterity), -4 (Bobble) =12, and Jones comes up with a 9 on his roll. He has the weapon now, rolls to his back, and switches on the blade.

Fortunately for Jones, he attempted to catch with both hands, saving a further penalty of -3. Equally fortunate, just as his pursuer arrived to begin his bayonet lunge, Sergeant Kellerman also arrived, having fitted a fresh magazine into his blast rifle while on the run to help his subordinate. The burst caught the Humanoid full in the chest, and the enemy soldier fell on top of Jones, mortally wounded, his bayonet thrust going wild. For his part, Jones managed to point the forceblade in the right direction and ran the Humanoid through as he collapsed on the trooper, finishing it off quite neatly, considering his position.

2.20 PC BALANCE CR

It is a bewildering but true fact that a person who can run along a meter-wide sidewalk at ground level will often be tempted to creep along the centre of that sidewalk if it were suspended 30 or 40 meters In the air. This feeling of vertigo is due to many factors, but one of the most applicable elements is Agility. Of course, it does not require a very high Dexterity to walk on a wide sidewalk, but the person who is dextrous knows it in the very fibres of his being. He is sublimely confident in his co-ordination and can overcome most of the effects of vertigo. Clumsy people, on the other hand, are somewhat dubious about their situation because they have experienced embarrassing falls in perfectly normal circumstances and thus feel doubly threatened in unusual ones.

Whenever a character has need of his Balancing capability, make a basic Agility CR. If the character fails, a second CR is made. A success in the second instance means that he is going to move slowly and very carefully. A failure can signify a fall or else a 'freeze' a refusal to move. Initial success means, obviously, that the character is confident and in control of himself, so he can move as nimbly and speedily as he desires.

2.21 PC INITIATIVE

The Initiative CR is used to determine which character or NPC will react first in a 'surprise' situation. A surprise situation is one in which two characters meet unexpectedly and require quick reaction.

The Initiative CR is equal to the dice roll 1d20 plus the character's Dexterity. The following modifiers will be applied to adjust for the situation:

Initiative Situation	Initiative CR Modifier
Character/NPC is surprised	-9
Character is lightly wounded (less than25% DF)	-2
Character is seriously wounded (less than 60% DF)	-4
Character is grievously wounded (60% DF or more)	-6
Character is running	-4
Character is walking	-1
Character is crawling	-4
Character is aiming at target already	+5
Character is Fatigued	-10
Character is carrying Regular Load	-1
Character is carrying Heavy or Full Load	-3
Character is Partly Encumbered or Fully Encumbered	-10
Per level of Combat Skill	+3

3.0 PC CAREER EXPERIENCE

In Space Opera , the players interact with each other and with the Universe (managed by the Starmaster) through their player characters. To this point, each character has acquired a number of personal traits and capabilities which define the scope of his actions and his reactions only in general terms. All PCs are, as yet, untrained and inexperienced. They lack a background which establishes their expertise in specific areas, and which assists the player to formulate a definite personality for his alter ego which will bring the PC 'alive' in the game.

Without experience and expertise, the PC is totally unsuited to the demanding life of a Space Opera adventurer. To acquire some experience and skill, the PC will enlist in a government or civilian service when he reaches the age of 18.

3.1 PC INITIAL ENLISTMENT

A PC has a wide choice of services open to him when he begins his career. The following table determines the length of service a PC will be able to perform before he has to actively seek to remain in a particular service:

1d20 Roll	Two-Year Terms Served by PC	1d20 Roll	Two Year Terms Served by PC	1d20 Roll	Two-Year Terms Served by PC
1	2 tours: 4 years*	6-7	6 tours: 12 years	16	11 tours: 22 years
2	2tours:4years	8-9	7 tours: 14 years	17	12 tours:24 years
3	3 tours: 6 years	10-ll	8 tours: 16 years	18	13 tours:26 years
4	4 tours: 8 years	12-13	9 tours: 18 years	19	14 tours:28 years
5	5 tours: 10 years	14-15	10 tours: 20 years	20	15 tours:30 years

* PC resigns at end of tour of duty.

The PC enters the game in the final year of his last tour of duty. To re-enlist and remain in a particular service, he must roll 3d6 and attain the score indicated for enlistment. In such instances, the PC will be using the Re-enlistment Table during role-play.

Re-enlistment Table

Enlistment Classification	3d6 Score Required	+1 DM Bonus For Each of the Following Personal Characteristics
StarForce Astronaut	13+	Intel/13+, Dex/14+, Agil/14+, GTA/l3+, Ldr/15+, Brav/15+
StarForce Scientists	13+	Intel/14+, Intuit/14+. Dex/13+, GTA/14+, Ldr/14+, Brav/15+
StarForce Engineer	13+	Intel/14+, Dex/13+, GTA/14+, ElecA/14+, Ldr/14+, Brav/15+
StarForce Physician	13+	Intel/14+, Intuit/14+, Dex/14+, GTA/13+, Brav/13+
StarForce Tech	13+	Intel/12+, Dex/13+, GTA/13+, MechA/14+, E lecA/14+, Brav/14+
Marine Armsman	13+	Str/13+, Con/13+, Dex/13+, Agil/13+, Ldr/13+, Brav/15+
Marine Tech	13+	As above, plus one of GTA/14+, MechA/14+, ElecA/14+
Commando Armsman	14+	Str/14+, Con/14+, Dex/14+, Agil/14+, Ldr/13+, Brav/16+
Commando Tech	14+	As above, plus one of GTA/14+, MechA/14+, ElecA/14+
BOSS Scientist	13+	Intel/14+, Intuit/15+, Dex/13+, GTA/14+, Ldr/15+, Brav/13+
BOSS Armsman	12+	Str/12+, Con/12+, Dex/13+, Agil/13+, Ldr/14+, Brav/14+
BOSS Tech	12+	Intel/12+, Intuit/l4+, Dex/13+, ElecA/15+, Brav/12+
BRINT Astronaut	13+	As StarForce Astronaut, plus Psionics/14+
BRINT Scientist	13+	As StarForce Scientist, plus Psionics/14+
BRINT Armsman	13+	As BOSS Armsman, plus Psionics/14+
BRINT Tech	13+	As BOSS Tech, plus Psionics/14+
IPA Astronaut	13+	As StarForce Astronaut, plus Intuit/14+
IPA Scientist	13+	As StarForce Scientist, but Intuit/15+
IPA Armsman	13+	As Marine Armsman, plus Intuit/14+
IPA Tech	13+	As StarForce Tech, plus Intuit/14+
Survey Astronaut	14+	As StarForce Astronaut
Survey Scientist	14+	As StarForce Scientists
Survey Engineer	14+	As StarForce Engineer
Survey Physician	14+	As StarForce Physician
Survey Tech	14+	As StarForce Tech
Survey Armsman	14+	As Commando Armsman
Scout Armsman	14+	As Commando Armsman
Scout Tech	14+	As Commando Tech
Explorer Astronaut	13+	As StarForce Astronaut
Explorer Scientist	12+	As StarForce Scientist
Explorer Engineer	12+	As StarForce Engineer
Explorer Physician	12+	As StarForce Physician
Explorer Tech	12+	As StarForce Tech
Explorer Armsman	12+	As Marine Armsman
Contact Scientist	15+	Intel/l4+, Intuit/l5+, Dex/13+, GTA/14+, Ldr/16+. Brav/l6+ Psionics/14+, Empathy/14+
Merchant Astronaut	10+	As StarForce Astronaut
Merchant Scientist	10+	As StarForce Scientist
Merchant Engineer	10+	As StarForce Engineer
Merchant Physician	10+	As StarForce Physician

Merchant Tech	10+	As StarForce Tech
Merchant Armsman	10+	As Marine Armsman
Merchant Multi	10+	As any of above, plus Psionics/14+, Empathy/14+
PDF Armsman	11+	As Marine Armsman
PDF Tech	11+	As Marine Tech
Police Scientist	11+	As BOSS Scientist
Police Tech	11+	As BOSS Tech
Police Armsman	11+	As BOSS Armsman
Mercenary Astronaut	16+	As StarForce Astronaut, plus +1 DM per 6 years experience
Mercenary Scientist	16+	As StarForce Scientist, plus +1 DM per 6 years experience
Mercenary Engineer	16+	As StarForce Engineer, plus +1 DM per 6 years experience
Mercenary Physician	12+	As StarForce Physician
Mercenary Tech	16+	As Commando Tech, plus +1 DM per 6 years experience
Mercenary Armsman	16+	As Commando Armsman, plus +1 DM per 6 years experience

Initial enlistment in any of the services is automatic when a PC enters the game. However, his initial enlistment still requires a 3d6 roll. If the PC fails to obtain a modified dice result sufficient to qualify him for service, subtract the minimum enlistment score he needed from the base 3d6 roll (unmodified by PC DMs). This negative value represents a penalty DM applied in -2 DM blocks against his chances at promotion in his early tours of service. For example, if a PC diced StarForce Astronaut and failed to obtain a requisite score of 13+ with his dice roll and PC modifiers, a promotion penalty will occur. Suppose the base 3d6 roll was 6. He would have a 6 - 13 -7 DM against promotion, with a -2 DM in his first three tours, and a -l DM in his fourth tour of service.

Once a PC has completed his full term of initial service, he must actively seek to remain in the service or he will be discharged. This requires making a re-enlistment roll every two years.

When a PC is discharged from government military service (Star-Force, Space Marines, Commandos, or Planetary Defence Forces), he will receive various severance benefits. Veterans of 20+ years of service will also receive a pension. Roll 3d6, with the re-enlistment score required indicating that the PC is retained on 'active reserve.' A +1 DM will be applied to the Reserve Status roll for each 6 years of service, or part thereof. If a PC is retained as a Reservist, he has a chance of being recalled to duty at the end of any 2-year period subsequent to his discharge from the regular forces if he makes an unmodified 3d6 roll and qualifies for re-enlistment. In such a case, roll 1d6 and apply the result to the term of service table to see how many tours of duty he will make. Such tours will be conducted as an operating player-character, and the PC has the option at the end of every tour or resigning or continuing in the service. He may also apply for separation from the service during any tour if he makes a 10+ roll on 1d20. Separation in such circumstances will take 30 days to process. Application can be made only at a StarBase if the PC is in the StarForce, Marines, or Commandos. PCs discharged from Military service and PC Reservists who resign from a second term of duty are permanently separated from the service and will not rejoin.

When a PC is discharged from civilian government service (IPA, Survey, Scouts, Contact Service, Planetary Police), either because the PC resigns at the end of a tour or is refused a re-enlistment, his association with that service is permanently severed. PCs will receive severance benefits and, if veterans of 20+ years of service, a pension as well. It should be noted, however, that a Police or IPA veteran could apply for work in the service of another Planetary Police organisation. In such instances, the PC attempts re-enlistment and has a +1 DM for each 6 years of service in a previous police organisation. His rank will be reduced by 3 grades, however, from his retired rank in his initial service,

When a PC is discharged from civilian service (Explorer, Merchant), he is assumed to have been retired, fired, or voluntarily resigned. Roll 2d6. A 2 or 12 result means that he was fired and has a -7 DM when attempting to find a similar position. This penalty DM is reduced 1 DM for each grade in rank the PC will settle for below his rank when he was fired. A 3 - 8 result means that he was retired (laid off) by his employer. His record is not prejudiced, and if the PC rolls a 1 on 1d6, he obtains a glowing letter of recommendation that adds +2 DM to his chance of obtaining a similar position. He has +1DM when attempting to 're-enlist' (find employment) per grade in rank below his rank when laid off, A 9 - 11 result means that the PC resigned from the service of his last employer. His record is not prejudiced if he rolls 1- 5 on 1d6, but a 6 result means that he left his employer without proper notice and he has a -4 DM when attempting to find a similar position, This penalty DM is reduced 1 DM for each grade in rank the PC will settle for below his rank when he resigned suddenly. The penalty DMs cease to apply once the PC becomes gainfully employed again, but may be re-invoked if similar circumstances occur again. The letter of recommendation DM applies only once, and ceases to be of value if a re-enlistment is not obtained the first time it is used.

When a PC is discharged from a Mercenary position, he is assumed to have been fired, retired at the end of a contract period, or voluntarily resigned. Roll 2d6. A 2 result means that the PC was court-martialled by his peers and broken to the ranks for a major breach of the Mercenary Code. The PC has lost all rank and must begin his career over as a Private. A 12 result means that the PC's employer was dissatisfied and fired him without back pay or severance benefits. A 3- 8 result means that the PC's Mercenary Contract has been returned to him by his employer and he is now looking for work. He retains the last Mercenary rank won and has full severance and pay benefits coming to him from his employer. A IC - Il result means that the PC sought to resign from the service of his last employer and was let go, but with severance benefits at 10% x 1d6 of what they would have been.

3.2 PC EMPLOYMENT

When the PCs actually enter the game as functioning characters under the direction of their players, they will have to seek some form of employment to support themselves and to involve them in adventures. The procedures to be followed are described in Adventure Scenarios (See 10.0 for details).

3.3 THE STAR FORCES

The StarForces are the elite units of the StarFleet, Space Marines, and Special Services Commandos who guard the spacelanes from enemy attack, and who carry death and destruction to the enemy's home planets.

STAR FLEET

The StarFleet is the Space Navy. Except for Armsmen, who join the Marines or Commandos, all PC types may enlist. However, only Astronaut PCs will normally qualify for actual command of a Starship, as only they know how to navigate a vessel in interstellar space, Non-Astronauts may qualify for command rank if they are willing to expend a large number of skill points and possibly learning time once the game begins in order to acquire astronautic skills.

StarFleet Astronauts require Strength/10+, Constitution/10+, Dexterity/12+, Agility/11+, Intelligence/12+, Leadership/12+, and Bravery/ 13+. PCs failing to meet these standards will not be accepted for service.

StarFleet Scientists require Strength/l0+, Constitution/10+, Dexterity/l0+, Agility/10+, Intelligence/l3+, Intuition/12+, and GTA/12+. PCs failing to meet these standards will not be accepted for service. Scientists include Science Officers, Engineers, and Physicians.

StarFleet Techs require Strength/l0+, Constitution/l0+, Dexterity/11+, Agility/10+, intelligence/11+, and two of GTA, MechA, and ElecA at 12+. PCs failing to meet these standards will not be accepted for service.

Psionic Talents will be accepted for service regardless of their other qualifications if they have Psionics/16+. They will be enrolled as Science Officers and will advance automatically in rank to rank grade/5, after which they will have to obtain promotions like other personnel.

SPACE MARINES

The Space Marine Corps is the elite assault force of the StarFleet. Every Starship carries a compliment of Marines for landing and boarding actions, as well as for major planetary raids and invasions. All Armsmen are trained in vacuum combat and Power Armour combat as CAP Troopers. Techs tend to be Armourers, ComTechs, and MechTechs specialising in fighting vehicles. Only Armsmen and Techs may enlist; all other services are supplied by StarFleet support personnel.

Marine Armsmen require Strength/12+, Constitution/12+, Dexterity/12+, Agility/11+, intelligence/10+, Leadership/10+, and Bravery/13+. PCs failing to meet these standards will not be accepted for service.

Marine Techs require Armsmen pre-requisites plus one of GTA, MechA, or ElecA at 12+. Marine Techs tend to be heavy weapon and vehicle specialists as well as 'repairmen' and specialist communicators or armourers.

SPECIAL SERVICES COMMANDOS

The StarForce Commandos are an elite force within the Space Marines organisation which trains for deep penetration raids and prolonged operations behind enemy lines. Commandos are also dropped onto enemy-occupied planets to assist BRINT agents to mobilise resistance groups.

Commando Armsmen require Strength/13+, Constitution/14+, Dexterity/13+, Agility/13+, Intelligence/10+, Leadership/10+, and Bravery/ 15+, PCs failing to meet these standards will not be accepted for service.

Commando Techs require Armsmen pre-requisites plus two of GTA, MechA, ElecA at 12+. Commando Techs tend to specialise in communications, armaments (armourers), and fighting vehicles.

STAR FORCE RANKS, PROMOTIONS, AND PAY

StarForce personnel divide into a number of branches. In general, only Astronauts will be able to succeed to Starship command rank (C) as only they can actually navigate Starships. The other divisions include Science Officers (S), Engineering Officers (E), Technicians (T), Medical Officers (M), Space Marines (SM), and Commandos (SC). Command, Science, and Engineering ranks are placed side by side, as Science and Engineering Officers can acquire astronauts skills and might therefore succeed to command. The StarForce Command column to the right of these three branches indicates the size of vessel that would normally be commanded by an officer of a given command rank. Similarly, Space Marine and Commando ranks are placed side by side, with the Assault Command column indicating the size of force that would normally be commanded by an Officer of a given rank. Starship officers can also command ground troops, but they would likely be less effective because their training is suited to space warfare, not planetary combat.

All StarForce promotions are based on obtaining 9+ on the roll of 2d6, made every two years at the end of a tour of duty. Ranks below grade/3 require a minimum of Leadership/10 to qualify. Ranks above grade/3 require +1 to the minimum Leadership/10 Pre-requisite for each grade level above rank grade/3. A rank grade/13 Fleet Admiral or Sky Marshal requires Leadership/19 to qualify for the position. PCs below rank grade pre-requisites lose -l DM per Leadership point under the requirement. If a PC is 'passed over' for promotion three times, he is frozen in grade for the duration of his term of duty. He has risen as far as he can in the service.

If a PC receives a promotion in his final tour of duty before possible release from the service, he may serve another two-year term without having to roll for re-enlistment.

Field promotions may also be awarded for particularly hazardous duty carried out with valour. Such promotions will occur only during role play and are received at the StarMaster's discretion upon the PC's rolling 8+ on 2d6 at the conclusion of a successful mission. The higher the PC's rank, the less chance he should have at such promotions, as courage beyond the normal call of duty is expected of officers of high rank

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Rank Grade	Executive Branch (C) Astronauts	Science Branch (S) Scientists	Engineering Branch (E) Sci. Engineers	StarForce Command
0	--	--	--	--
2	--	--	--	--
3	Cadet/2	Cadet/2 (S)	Cadet/2 (E)	--
4	Cadet/I	Cadet/I (S)	Cadet/I (E)	small craft
5	Ensign	Ensign (S)	Ensign (E)	StarFighter, Small. craft
6	Lieutenant	Lieutenant (S)	Lieutenant (E)	Corvette
7	Lt. Commander	Science Off./4	Eng. Officer/4	Destroyer
8	Commander	Science Off./3	Eng. Officer/3	Light Cruiser
9	Cruiser Captain	Science Of f./2	Eng. Off icer/2	Cruiser
10	Captain	Science Officer	Eng. Officer	Heavy Unit
11	Commodore	Starship Scientist	Starship Engineer	Squadron, StarBase
12	Admiral	Admiral (S)	Admiral (E)	BattleFleet
13	Fleet Admiral	--	--	StarFleet
14	Admiral-General*	--	--	StarFleet Command

*There are only 7 Admirals-General in the StarFleet. The chance of any opening being available is 7%. Promotion is contingent upon a PC's reaching rank grade/13.

A (--) signifies that no rank exists at that grade. PCs entering the Executive Branch, Science Branch, or Engineering branch begin at Cadet rank/2 grade/3. Where a (--) appears at the bottom of a column, the PC is unable to advance farther unless he acquires astrogation skills and spacecraft pilot skills and transfers to the Executive Branch.

Rank Grade	Medical Branch (M) Physicians	Technical Branch (T) Technicians	Space Marine Corps (SM)	StarForce Commandos (SC)***	Assault Force
0	MediTech/4*	Starship Tech/3	StarTrooper (SM)	StarTrooper (SC)	—
1	MediTech/3*	Starship Tech/2	CAP Trooper (SM)	CAP Trooper (SC)	—
2	MediTech/2*	Starship Tech/I	Corporal (SM)	Section Leader	section
3	MediTech/1*	Petty Officer	Sergeant (SM)	Sr. Sec. Leader	section
4	Cadet (M)**	Chief P.O.	Fleet Sgt. (SM)	Group Sergeant	platoon
5	Ensign (M)	Warrant Officer	Cadet (SM)	Group Leader	platoon
6	Lieutenant (M)	Lieutenant (T)	Lieutenant (SM)	Troop Leader	company
7	Med. Off icer/5	Tech Off icer/4	Captain (SM)	Force Leader	company
8	Med. Officer/4	Tech Officer/3	Major (SM)	Wing Leader	battalion
9	Med. Off icer/3	Tech Off icer/2	Colonel (SM)	Commandant	regiment
10	Med. Officer/2	Tech Officer/I	Brigadier (SM)	Strike Commander	brigade
11	Med. Officer/I	—	General	—	division
12	Admiral CM)	—	Fleet General	—	Corps
13	—	—	Sky Marshal	—	Marine Corps

*Techs begin at rank/grade/0; promotion to Cadet (M) contingent on Physician training.
**Scientist/Physicians begin at rank grade/4.
***Transfer to the Space Marines is possible at any time; promotion in Space Marines has a +1 DM on the first attempt after transfer.

Salaries in the StarForce are dependent upon the degree of command responsibility assumed and upon the degree of risk to personnel. The following table presents standard salaries:

Rank	Executive Branch		StarForce S, E, M, T		Space Marines & Commandos		
Grade	Monthly	Yearly	Monthly	Yearly	Monthly	Yearly	Per Drop
0	—	—	CR 500	CR 6000	CR 500	CR 6000	CR500
1	—	—	CR 600	CR 7200	CR 600	CR 7200	CR500
2	—	—	CR700	CR 8400	CR 700	CR 8400	CR 600
3	CR 500	CR 6000	CR800	CR 9600	CR 800	CR 9600	CR500
4	CR600	CR 7200	CR900	CR 10800	CR 900	CR 10800	CR500
5	CR 1000	CR 12000	CR 1000	CR 12000	CR 1000	CR 12000	CR500
6	CR 1250	CR 15000	CR 1100	CR 13200	CR 1250	CR 15000	CR 750
7	CR 1500	CR 18000	CR 1250	CR 15000	CR 1500	CR 18000	CR 750
8	CR 1750	CR 12000	CR 1500	CR 18000	CR 1750	CR 21000	CR 750
9	CR 2000	CR 24000	CR 1750	CR 21000	CR 2000	CR 24000	CR 750
10	CR 2500	CR 30000	CR 2000	CR 24000	CR 2500	CR 30000	CR 1000
11	CR 3500	CR 42000	CR 2750	CR 33000	CR 3000	CR 36000	CR 1000
12	CR 5000	CR 60000	CR 3500	CR 42000	CR 4000	CR 48000	CR 1000
13	CR 7500	CR 90000	—	—	CR 5000	CR 60000	CR 1000
14	CR 10000	CR 120000	—	—	—	—	—

Command of a vessel brings the following bonuses:

Small Craft, per month:	CR 100	Fleet Cruiser, per month:	CR650
StarFighter, per month:	CR 150	BattleCruiser, per month:	CR800
Corvette, per month:	CR 250	Battle Starship, per month:	CR900
Lt. Cruiser, per month:	CR 375	Battle Star, per month:	CR 1250
Cruiser, per month:	CR500	Squadron	CR 1500

Starship command will not play a part until the character enters the role-play. Fleet commands are included in the basic salary schedule for Fleet Admirals and Admirals-General.

To obtain a Starship Command, a PC must roll equal to or better than the number indicated on 2d6. He may make a bid for command promotion if he is an Executive Officer with the years of service and the rank required. One attempt at command may be made each year.

Type of Vessel	Rank Required	Service Required	1d6 to Command	Pre-requisite Command
Small Craft	Ensign	4+ years	5+	—
Star Fighter	Lieutenant	6+ years	6+	—
Corvette	Lt. Commander	8+ years	7+	—
Light Cruiser	Commander	10+ years	8+	StarFighter/Corvette
Cruiser	Cruiser Captain	12+ years	8+	Corvette/Lt. Cruiser
Fleet Cruiser	Captain	14+ years	8+	Lt. Cruiser/Cruiser
Battle Starship	Captain	16+ years	9+	Lt. Cruiser/Cruiser
Battle Star	Captain	18+ years	10+	Battle Starship/BattleCruisers.
Squadron/Base	Commodore	16+ years	automatic	equivalent vessels

A PC will enjoy a +1 DM on each level of craft lower than his rank requirement, but cannot go farther than two ranks below his current status. For example, a Captain could attempt to gain command of a Lt. Cruiser, with +2 DM. If an officer fails to obtain a command, he is a serving officer aboard a vessel up to Commander rank. Officers of Cruiser Captain and up (rank grade/9+) are assumed to be detached on shore duty for a year, and enjoy a +1 DM in their next attempt to obtain a command because of important contacts made in Star-Fleet Command.

3.4 BUREAU OF STATE SECURITY: GOVERNMENT CIVILIAN SERVICE

BOSS is a paramilitary organisation which combines the duties of such services as MI5, the FBI, the KGB, and similar security institu-

tions. All applicants must have minimum intelligence/11+, Intuition/ 12+, and Strength/10+ and Constitution/10+. The Bureau of State Security is a powerful arm of the government, for it is charged with conducting counter-espionage and anti-sabotage investigations, suppressing revolutionary and terrorist organisations, and maintaining the security of the state in general. Thus BOSS agents may be found in any government or civilian service, or in private business and industry. The Bureau is under the direct control of the Head of State. In democratic regimes, BOSS has its activities modified by due process and by the requirement that it respect citizens' rights, although it can be given sweeping powers in times of emergency. In totalitarian regimes it is a veritable Thought Police unchecked by regular laws and government channels of authority.

All BOSS promotions are based on obtaining 9+ on the roll of 2d6, made every two years at the end of a tour of duty. Ranks below grade/ 3 require a maximum Empathy of 13 to qualify. Ranks above grade/3 require -1 Empathy per rank grade above grade/3, and also minimum Leadership/12. PCs with Empathy/ 1- 6 obtain +1 DM on promotion rolls. PCs with Leadership/16+ obtain +1 DM on promotion rolls.

Rank			Equivalent BOSS	BOSS Salary Schedule	
Grade	BOSS Rank	Command	Military Rank	Monthly	Yearly
0	Agent/5	—	rank grade/2	CR 700	CR 8400
1	Agent/4	—	rank grade/3	CR 800	CR 9600
2	Agent/3	3-man section	rank grade/4	CR 900	CR 10800
3	Agent/2	3-man section	rank grade/5	CR 1000	CR 10800
4	Agent/I	9-man team	rank grade/6	CR 11CC	CR 13200
5	Lieutenant/2	27-man squad	rank grade/7	CR 1250	CR 15000
6	Lieutenant/1	Precinct (1-3 squads)	rank grade/8	CR 1500	CR 18000
7	Captain	District Security	rank grade/9	CR 2000	CR 24000
8	Major	Zone Security	rank grade/10	CR 3000	CR 36000
9	Colonel	Regional Security	rank grade/11	CR 4000	CR 48000
10	General	Planetary Security	rank grade/12	CR 5000	CR 60000
11	Asst. Director	System Security	rank grade/I3	CR 6000	CR 72000
12	Deputy Director	Prefecture	rank grade/14	CR 7500	CR 90000
13	Director	Province	rank grade/15	CR 10000	CR 120000
14	Minister of Security	BOSS	—	—	

There is only one Minister of Security. Chances of a vacancy are 5%.

3.5 BUREAU OF INTELLIGENCE: GOVERNMENT MILITARY SERVICE

BRINT is the intelligence-gathering agency of the StarForce. Ranks and pay are as for Executive Officers in the StarForce, regardless of specialisation, but only Astronauts can actually command BRINT Starships. BRINT operatives can expect to operate in enemy territory as 'spies' and saboteurs, and may be required to organise and train resistance groups on planets Occupied by the enemy. BRINT agents also keep a close watch on the Bureau of State Security, whose agents are not part of the Military Establishment and evidence over-zealous Police State mentalities which the military authorities resent and deeply suspect—especially in democratic societies. In totalitarian regimes, BRINT is the implacable foe of BOSS and delights in confounding the incursions of BOSS into military affairs. It should be noted that StarForce Commandos, Space Marines, and StarForce personnel can obtain a transfer to BRINT by roiling 7+ on 2d6 in any given year. However, PCs should also realise that it requires 10+ to transfer out of BRINT. Maximum rank is rank grade/12, Admiral (BRINT), and all ranks are converted to Executive Branch equivalents. Characters with Psionics/15+ are always accepted for enlistment and re-enlistment.

3.6 INTERSTELLAR POLICE AGENCY: GOVERNMENT CIVILIAN SERVICE

The IPA is a paramilitary organisation very similar to the StarForce and BRINT, except that it is charged with maintaining law and order in the volume of space controlled by the StarCulture and concerns itself with criminal activities of an interplanetary and interstellar nature. The IPA maintains naval quality vessels up to Fleet Cruiser displacement and armament in order to combat piracy and to patrol the spacelanes. Pre-requisites for enlistment are as given for the Star-Force and Space Marines, except that Intuition has to be a minimum 11+.

Promotion in the IPA is on 8+, rolled on 2d6, to rank grade/3, after which it is 9+. Leadership/10+ is required for promotion to rank grade/5, Leadership/I2+ is required for rank grade/6, and +1 Leadership is required per rank grade thereafter.

Rank			IPA Salary Schedule	
Grade	IPA Officer	IPA Command	Monthly	Yearly
0	Cadet/2, IPA	—	CR 700	CR 8400
1	Cadet/I, IPA	—	CR 800	CR 9600
2	Officer, IPA	—	CR 900	CR 10800
3	Sergeant, IPA	2-man squad	CR 1000	CR 12000
4	Sub-Lieutenant, IPA	6-man squad	CR 1100	CR 13200
5	Lieutenant, IPA	StarFighter	CR 1250	CR 15000
6	Inspector	Corvette	CR 1500	CR 18000
7	Chief Inspector	Lt. Cruiser	CR 1750	CR 21000
8	Captain	Cruiser	CR 2000	CR 24000
9	Asst. Co-ordinator	Fleet Cruiser	CR 2750	CR 33000
10	Co-ordinator	Sector (squadron)	CR 4000	CR 48000
11	Deputy Director	Province (3 Sectors)	CR 5500	CR 7500
12	Director	I PA	CR 66000	CR 90000

A bonus of +20% salary is paid to personnel posted to frontier regions.

3.7 INTERSTELLAR SURVEY: GOVERNMENT CIVILIAN SERVICE

The Department of Interstellar Survey is charged with the exploration of deep space, to discover and chart new planets suitable for colonisation, resource exploitation, etc. Survey personnel are identical to StarForce personnel, insofar as pre-requisites are concerned, with Armsmen the equivalent of StarForce Commandos. The Survey Service operates naval class vessels up to BattleCruiser displacement, as deep space beyond the frontiers tends to produce hostile aliens. The ships are heavily modified for scientific research, however.

Ranks and promotions are as described far the StarForce, except that the 2d6 roll required for promotion past rank grade/5 is. 9+, and past rank grade/10 is 10+. Salary scales are at 125% of StarForce pay when beyond the frontier and standard StarForce pay inside the frontier.

3.8 SURVEY SCOUTS: GOVERNMENT CIVILIAN SERVICE

The survey Scouts are highly trained explorers assigned to the vessels of the Survey Service. Scouts are Armsmen and Techs who meet StarForce Commando pre-requisites. PCs should ensure that their skills purchases prior to entry into the game are heavy with survival skills. The Scouts are trained to conduct initial landings on.. planets and make preliminary surveys before the planetary survey teams aboard the Survey Service Starship are landed to conduct detailed analysis of the new world. Survey Scouts have to be prepared for just about every contingency, whether it be harsh surface conditions, dangerous animal life, or hostile natives,

Promotion is on 9+, rolled on 2d6, until rank grade/5 is reached, after which a 10+ is required. Leadership and Bravery must be 13+ to be accepted into the Scouts.

Rank				Scout Salary Schedule	
Grade	Scout	Scout Command	Base Ship	Monthly	Yearly
0	Scout/2	—	variable	CR800	CR 10800
1	Scout/1	—	variable	CR 1000	CR 12000
2	Senior Scout	2-man Section	variable	CR 1250	CR 15000
3	Group Leader	10-man patrol	Corvette+	CR 1500	CR 18000
4	Sr. Group Leader	20-man group	Lt. Cruiser+	CR 2000	CR 24000
5	Asst. Expedition Leader	40-man landing party	Cruiser+	CR 2500	CR 30000
6	Expedition Leader	80-man scouting unit	Fleet Cruiser+	CR 3000	CR 36000
7	Sr. Expedition Leader	160-man scouting unit	BattleCruiser	CR4000	CR48000
8	Leading Scout	major expedition	BattleCruiser	CR 5000	CR 60000
9	Co-ordinator	Frontier Sector	as required	CR 6000	CR 72000
10	Chief of Scouts	Scout Service	as required	CR 7500	CR 90000

The Chief of Scouts is answerable to the Admiral-General of the Survey Services. Scouts are under the command of the Survey Starship while in space, but Expedition Leaders have command on planet and can require the support vessel to take whatever measures are deemed necessary until the preliminary survey is over.

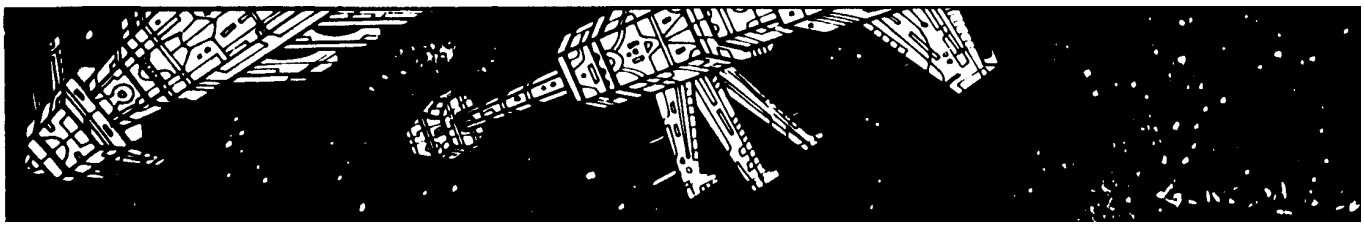
3.9 CONTACT SERVICE & DIPLOMATIC CORPS: GOVERNMENT CIVILIAN SERVICE

The Contact Service is a highly professional branch of the Diplomatic Corps. All First Contact personnel are Scientists with a strong background in the Social Sciences, Comparative Cultures, Linguistics, Historical Sciences, Xeno-Psychology,or Xeno-Ecology. A Contact Service officer must have Empathy 12+, Intelligence 14+, and Intuition or Psionics 12+. His Bravery must also be 13+. Leadership 11+ is required to qualify for promotion, with +1 Leadership required for each advance in rank above rank grade/5. Promotion is on 9+rolled on 2d6.

The task of the Contact Service is to initiate relations with aboriginal and primitive peoples so that undue dislocation will not occur through contact with the advanced StarCulture that has discovered them. Even totalitarian and imperialistic StarCultures are careful to manage their initial contacts in order to obtain the best possible chance of effective and profitable integration of less advanced races into the Empire. Heavy handed exploitation and unrestrained colonisation by civilian merchants, settlers, and prospectors tends to destroy the 'natural resources' a less advanced race represents. The Contact Service thus has sweeping powers, and Contact Officers can declare a planet to be a 'protectorate' if it contains an indigenous Sentient race. That means that all unauthorised contact, trade, settlement, or other exploitation is strictly forbidden. To this effect, the Service can require full co operation from the StarForce, IPA, or any other appropriate government agency. Often, a small StarForce base or IPA base will be established on a protected planet to provide the necessary enforcement muscle.' When a more advanced race (Tech/4+) is contacted, the Contact Service Officer aboard the Survey ship will take charge of the whole expedition with the intention of establishing diplomatic relation.

Rank			Contact Salary Schedule		Diplomatic
Grade	Contact Officer (CS)	Contact Command	Monthly	Yearly	Corps Equivalent
4	Cadet	—	CR 1000	CR 12000	—
5	Contact Officer	—	CR 1250	CR 15000	UnderSecretary/5
6	Contact Leader	—	CR 1500	CR 18000	UnderSecretary/4
7	Asst. Administrator	District	CR 5750	CR 21000	UnderSecretary/3
8	Administrator	Zone	CR 2250	CR 27000	UnderSecretary/2
9	Commissioner	Region	CR 2750	CR 33000	UnderSecretary/1
10	Chief Commissioner	Planet	CR 3500	CR 42000	1st Secretary
11	Consul	Diplomatic Consulate	CR 4000	CR 48000	Consul
12	Ambassador	Diplomatic Embassy	CR 5000	CR 60000	Ambassador
13	Asst. Deputy Minister	Contact Service	CR 7500	CR 90000	—
14	Deputy Minister	Diplomatic Service	CR 9000	CR 108000	—

Diplomatic Corps personnel are really identical to Contact Service personnel with regard to the qualifications required of PCs. The Diplomatic Corps is merely the political arm of the same department of government--Foreign Affairs. Personnel from other branches of the government services may be attached to the Diplomatic Corps as required



3.10 PLANETARY DEFENCE FORCE: GOVERNMENT MILITARY SERVICE

The PDF is the future equivalent of the Army, Navy, and Air Force.

Each planet with a significant population will have a PDF charged with the defence of the planet against attack, the maintenance of order in a state of emergency, the occupation of enemy planets conquered by invasion, and the second or third wave assault of enemy planets once the Marines and Commandos have secured adequate 'beachheads' on the surface to permit the PDF to be landed. PCs require minimum Strength and Constitution 9+ to enlist. Promotion is on 7+, rolled on 2d6, with Leadership/13+ required for rank grades/7+.

Rank	Planetary		PDF Salary Schedule	
Grade	Defence Force	PDF Command	Monthly	Yearly
0	Private	—	CR 400	CR 4800
1	PFC	—	CR 450	CR 5100
2	Corporal	Section	CR 500	CR 6000
3	Sergeant	Squad	CR 650	CR 7800
4	Staff Sergeant	Platoon	CR 750	CR 9000
5	Lieutenant/2	Platoon	CR900	CR10800
6	Lieutenant/1	Platoon/Company	CR 1100	CR 13200
7	Captain	Company	CR 1300	CR 15600
8	Major	Battalion	CR 1550	CR 18600
9	Colonel	Regiment	CR 1800	CR 21600
10	Brigadier	Brigade	CR 2000	CR 24000
11	General	Division	CR 2500	CR 30000
12	Field Marshal	Corps	CR 3000	CR 36000
13	Planetary Marshal	Planetary Forces	CR4500	CR54000

3.11 PLANETARY POLICE FORCE: GOVERNMENT CIVILIAN SERVICE

The Planetary Police forces are paramilitary law enforcement agencies charged with maintaining law and order on a particular planet or within a local planetary jurisdiction. Planetary police usually have no authority outside their jurisdiction and must depend upon the Interstellar Police Agency to pursue criminals escaping beyond planetary boundaries or to conduct investigations that are interplanetary or interstellar in nature. However, some highly developed planets may have a number of StarFighters available for high-speed pursuit and for patrol work in the moons, asteroids, and outer planets of the system.which tend to be included in the jurisdiction of a major planet. Thus, while Astronauts are not normally employed by the Police, some systems may have a limited number of positions available. PC pre-requisites are Strength and Constitution 10+, Intuition/12+. High GTA, MechA, and ElecA scores are definitely desirable, as are good Dexterity levels. Promotion is on 7+, rolled on 2d6, With Leadership/10+ required for promotion past rank grade/5, and Leadership/13+ required past rank grade/7.

Rank			Police Salary Schedule	
Grade	Planetary Police	Police Command	Monthly	Yearly
0	Constable/2	—	CR 550	CR 6600
1	Constable/I	—	CR 660	CR 7800
2	Sergeant	2	CR 750	CR 9000
3	Detective Sergeant	4-man team	CR 900	CR 10800
4	Lieutenant	8-man squad	CR 1000	CR 12000
5	Detective Lieutenant	8-man squad	CR 1200	CR 14400
6	Sub-Inspector	Precinct	CR 1500	CR 18000
7	Inspector	Precinct	CR 2000	CR 24000
8	Chief Inspector	District	CR 2500	CR 30000
9	Deputy Commissioner	Zone	CR 3000	CR 36000
10	Commissioner	Region	CR3500	CR 42000
11	Director	Planet	CR 5000	CR 60000

3.12 INDEPENDENT EXPLORERS: CIVILIAN SERVICE

The need for new Colony and resource planets is never satisfied, and while the Survey Service does extensive work in the discovery of new planets for settlement and industrial development, independent exploration companies have also entered the field. Freedom-loving adventurers of all classes have taken on this hazardous profession for pure profit. According to Interstellar Law, the discoverer of a planet uninhabited by sentient races becomes a First Claimant to all land and resources on the planet. If the discoverer undertakes the development of the planet, a very costly enterprise until returns are won from that development, he literally owns the planet. In most cases, the Only organisations capable of such development are governments and the great interstellar corporations. However, a discoverer can also sell his interest in his First Claim, the value of the Claim being dependent on the potential of the planet for colonisation or resource development and the difficulties that may be encountered in undertaking such development.

The independent explorers provide their own ship, equipment,

supplies, and expertise. Their task is to find and conduct preliminary surveys of new planets. In essence, their work is not too different from that of the Survey Service. Complete, scientifically accurate reports are needed to establish a proper First Claim, and thus a good proportion of an exploration team consists of Scientists. However, Astronauts and Techs are required to navigate and maintain the Starship, usually a well-armed Corvette, while Armsmen provide the 'muscle' which is often necessary to deal with hostile animal life or 'claim-jumpers.' It must be admitted that some unscrupulous operations have laid claims to planets with primitive intelligent life forms and, using the very considerable influence of their large corporate patrons, have circumvented the usual restrictions of the Contact Service against exploitation of local natives.

PCs do not have to have pre-requisites to enlist with an exploration company. However, one's promotion chances are very much determined by personal characteristics.

Astronaut: 10+ on 2d6, with +1 DM for each complete 5-point block the sum of the following characteristics exceeds 113: Constitution, Dexterity, Agility, Intelligence, Intuition, Leadership, GTA.

Scientist: 10+ on 2d6, with +1 DM for each 5-point block sum of the following characteristics exceeds 113: Constitution, Dexterity, Intelligence, Intuition, Psionics or Empathy, Leadership, GTA.

Engineer: 10+ on 2d6, with +1 DM for each 5-point block the sum of the following characteristics exceeds 113: Constitution, Dexterity, Agility, Intelligence, Intuition, Leadership, GTA and MechA or ElecA. If all three areas of Technical aptitude are 15+, an additional +1 DM can be added.

Tech:As Engineer, but promotion on 9+ on 2d6.

Armsman: 10+ on 2d6, with 1+ DM for each 5-point block the sum of the following characteristics exceeds 113; Strength, Constitution, Dexterity, Agility, Intelligence, Leadership, Bravery.

A 5-point block means each group of I-5 points over the indicated total. If the bonus level is above 113, and a PC has a characteristics point total of 124, the difference is 11 or 3 five point blocks, for a +3DM'

Rank			Astronaut Salary			Sci./Eng. Salary				Tech Salary	
rade	Astronaut	Command	Monthly	Yearly	Scientist	Engineer	Monthly	Yearly	Tech	Monthly	Yearly
0	Starshipman/2	—	CR 1000	CR 12000	SSM/2 (S)	SSM/2 (E)	CR 1000	CR 12000	Tech/4	CR 1000	CR 12000
1	Starshipman/	—	CR 125(	CR 1500(	SM/1 (S)	SSM/1 (E)	CR125(	CR 15000	Tech/3	CR 1250	CR 15000
2	Leading SSM	—	CR 1750	CR 21000	LSSM (S)	LSSM (E)	CR 1750	CR 21000	Tech/2	CR 1500	CR 18000
3	Chief SSM	—	CR 200(	CR 2400(	CSSM (S)	CSSM (5)	CR 200	CR 2400(	Tech/I	CR 2000	CR 21000
4	6th Officer	duty section	CR 2250	CR 27000	Sci./5	Eng./5	CR 2250	CR 27000	Tech Off./3	CR 2250	CR 24000
5	5th Officer	duty sectior	CR 250(	CR 3000(	Sci./4	Eng./4	CR 250	CR 3000(	Tech Off./2	CR 2500	CR 27000
6	4th Officer	duty section	CR 2750	CR 33000	Sci./3	Eng./3	CR 2750	CR 33000	Tech Off/I	CR 2750	CR 30000
7	3rd Officer	departmen	CR 350(	CR 4200(	Sci/2	Eng./2	CR 325	CR 3900(	Chief Tech	CR 3250	CR 39000
8	2nd Officer	department	CR 4000	CR 48000	Sci/1	Eng./I	CR 3500	CR 42000	—	—	—
9	1st Officer	executive of	CR 475(	CR 5700(	—	—	—	—	—	—	—
10	Captain	ship	CR 6000	CR 72000	—	—	—	—	—	—	—

Rank		Armsman Salary		Scout
rade	rmsmen	Monthly	Yearly	onus
0	Armsman/3	CR 1000	CR 12000	+10%
	rmsman/2	CR 1000	R 12000	10%
2	Armsman/1	CR 1250	CR 15000	+10%
	laster at Arms	CR 2000	R 21000	10%
4	Armament Off./3	CR 2250	CR 24000	+10%
	rmament Off./2	CR 2500	R 27000	15%
6	Armament Off/1	CR 3000	CR 36000	+15%
	ommander	CR 3500	R 42000	15%

Discovery Bonuses are based upon the nature of the planet and the value the explorers can obtain by auctioning off their First Claim. Costs of the expedition are deducted from the bonus. The remainder is divided as follows:

50% to the owner of the exploration ship
10% to the captain of the exploration ship
40% to the crew in equal shares, regardless of rank

Discovery bonuses are computed on the following table. There is a 1d100 percentile dice roll to determine the exact nature of the planet, if the Starmaster is proceeding by a random method. He does not tell the players outright what the general conditions are, but rather feeds them the information piecemeal as they conduct their investigation.

Id100 Result	Type of Planet	Class	Discovery Bonus
01	Type 1 Standard Terran Planet	A	CR 1,000,000 x 3d6 + CR 5,000,000
02	Type 1 Terran Steppe Planet	A	CR 800,000 x 3d6 + CR 1 000,000
03 -04	Type 1 Terran Arid Planet	B	CR 250,000 x 3d6
05 -06	Type 1 Terran Desert Planet	C	CR 100,000 x 3d6
07	Type 1 Terran Jungle Planet	B	CR 500,000 x 3d6 + CR 250,000
08-09	Type 1 Terran Tundra Planet	C	CR 100,000 x 3d6
10	Type 1 Terran Ocean Planet	B	CR 400,000 x 3d6 + CR 100,000
11	Type 2 Terran, No Seasons	B	CR 600,000 x 3d6 + CR 300,000
12 - 13	Type 3 Terran, Extreme Seasons	D	CR 100,000 x 2d6
14	Type 4 Terran at Outer Ecosphere	C	CR 100,000 x 3d6
15	Type 5 Terran, No Season, Outer Eco	B	CR 200,000 x 3d6
16	Type 6 Terran, Extreme, Outer Eco.	C	CR 75,000 x 2d6
17	Type 7 Terran Desert, Inner Eco.	C	CR 100,000 x 2d6
18	Type 7 Terran Jungle, Inner Eco.	B	CR 500,000 x 2d6
19	Type 8 Terran, No Season, Inner Eco.	B	CR 500,000 x 3d6
20 -23	Type 9 Terran, Extreme, Inner Eco.	D	CR 50,000 x 2d6
24 - 25	Type 10 Terran, Eccentric Orbit	DD	CR 10,000 x 2d6
26 -27	Type 11 Terran, Eccentric Orbit	DD	CR 10,000 x 2d6
28 - 29	Type 12 Terran, Eccentric Orbit	DD	CR 10,000 x 2d6
30-31	Type 13/7 Desert Planet (Arrakis)	DD	CR 50,000 x 2d6
32	Type 13/7 Jungle Planet	C	CR 200,000 x 2d6
33	Type 13/8 No Season	C	CR 100,000 x 2d6
34	Type 13/9 Extreme Season	DD	CR 10,000 x 2d6

35 -40	Type 14 Terran, beyond Ecosphere	DD	CR 10,000 x 1d6
41 -42	Type 13 Airless/Low Pressure	DL/DA	CR 10,000 x ld6
43 -44	Type 14 Airless/Low Pressure	DDD	CR 10,000
45 -47	Type 15 Airless/Low Pressure	EL/EA	CR 10,000
48 - 55	Type 15 High Pressure	EE	—
56+	Types 16 - 19	F	—

The chance of there being planets around a star and the opportunity, therefore, to roll on the discovery table will be:

Stellar Type	% Chance of Planets	Comments
WR	5%	No planets inhabitable
O	10%	5% that planet will fall in 01-34 range
B	15%	8% that planet will fall in 01-34 range
A	25%	10% that planet will fall in 01.34 range
F	50%	20% that planet will fall in 01-35 range.
G	75%	25% that planet will fall in 01-35 range
K	50%	20% that planet will fall in 01-35 range
M	50%	No planets of Types 1-9, 13, 15; only Types 10.12, 14, 16-19

If the star has planets, roll 2d6 for the number. Then roll 1d100 to find whether or not planets of the type indicated in the Comment section exist. If so, there is a 10% chance of two such planets and a 1% chance of three such planets.

The chance of sentient life on a planet is 5%. If so, refer to the Cultural Contact Tables for details. (See 16.3).

The planetary discovery system used here can also be used by the Survey Service or any other spacefaring personnel.

3.13 MERCHANT MARINE: CIVILIAN SERVICE

The Merchant Service is organised on a tight Guild structure. Normally, employment is maintained in one of the Guilds, but a general SpaceHand position may be obtained by any personnel unable to obtain employment in their Guild position.

Most large vessels are owned by large corporations as both the cost of the vessels and the cost of operations are far too high for many private citizens to manage. However. PCs may own ships of corvette and light merchantman displacement.

PCs do not have to have pre-requisites to enlist, but one's promotion chances are very much determined by personal characteristics:

Astronaut: 10+ on 2d6, with +1 DM for each complete 5-point block the sum of the following personal characteristics exceeds 113: Constitution, Dexterity, Agility, Intelligence, Intuition, Leadership, GTA.

Scientist: 10+ on 2d6, with +1 DM for each complete 5-point block the sum of the following personal characteristics exceeds 113: Con. situation, Dexterity, Agility, Intelligence, Intuition, Leadership, GTA.

Engineer: As Scientist, but MechA or ElecA can substitute for GTA. Further, if all three areas of Technical aptitude are 15+, an additional +1 DM can be added.

Tech: As engineer, but promotion on 9+ on 2d6.

Armsman: 10+ on 2d6, with +1 DM for each complete 5-point block the sum of the following personal characteristics exceeds 113: Strength, Constitution, Dexterity, Agility, Intelligence, Leadership, Bravery.

Multi: Any character with very strong expertise in General Skills may be ruled a Multi by the Starmaster. A Multi is a jack-of-all trades and generally fills positions aboard a Starship which require working with people, such as Purser. He should also be able to serve in several specialised areas other than his own speciality. A Multi-Astronaut, for instance, might have expertise in a number of Tech skills as well, and might sign on as a Tech if no positions were available for astronauts. The result is that the PC can have a rank grade rating in several categories of Starship personnel at the same time. His chance of promotion in any category is based on his personal characteristics, as outlined above for each of the character types.

There are a considerable number of different categories of Merchant Marine personnel. Each category is organised under a Guild structure, and no one may work in any category unless he is a Guild member in good standing. Initial Guild fees are CR 500 x number of rank grades in the personnel category. Annual fees are CR 100 x rank grade currently held. The Guild recognises military service rank grades but discounts them to 2/3 of military grade. An Astronaut1 10, for instance would be rated rank grade 6 in the Guild Astronauts and Astrogators.

Pay scales are given for the various positions Occupied aboard a commercial Starship. In some instances, the category may be filled by several PC types. The eligible PC types are listed below the category name.

Guild of Astronauts & Astrogators: Guild Salary Scale			
Rank Grad	Astronauts	Monthly	Yearly
0	Starshipman/2	CR 850	CR 10200
1	Starshipman/1	CR 950	CR 11400
2	Leading SSM	CR 1400	CR 14400
3	Chief SSM	CR 1400	CR 16800
4	6th Officer	CR 1750	CR 21000
5	5th Officer	CR 2000	CR 24000
6	4th Officer	CR 2250	CR 27000
7	3rd Officer	CR 2750	CR 33000
8	2nd Officer	CR 3250	CR 39000
9	1st Officer	CR 3750	CR 45000
10	Captain/3	CR 4500	CR 54000
11	Captain/2	CR 6000	CR 72000
12	Captain/1	CR 6000	CR 72000
Guild Entry Fee:			CR 6000
Yearly Dues:		CR 100 x rank	

Guild of Starship Electronics Technician	Electronics Tech Guild Salary Scale	
	Monthly	Yearly
Elec-Tech/4	CR900	CR 10800
Elec-Tech/3	CR 1100	CR 13200
Elec-Tech/2	CR 1300	CR 15600
Elec-Tech/1	CR 1500	CR 18000
E-T Off./3	CR 1750	CR 21000
E-T Off./2	CR 2100	CR 25200
E-T Off./1	CR 2300	CR 27600
Chief Tech	CR 2500	CR 30000
Guild Entry Fee:		CR 3500
Yearly Dues:	CR 100 x rank	

Guild of Starship Pursers & Stewards	Guild Salary Scale		
	Monthly	Yearly	Graft, Tips & Gratuities
Steward/4	CR 600	CR 7200	CR 100.d10
Steward/3	CR 750	CR 9000	CR 150.d10
Steward/2	CR 900	CR 10800	CR 200.d10
Steward/1	CR 1050	CR 12600	CR 300.d10
Purser/4	CR 1200	CR 14400	CR 400.d20
Purser/3	CR 1500	CR 18000	CR 500.d20
Purser/2	CR 1750	CR 21000	CR 600.d20
Purser/1	CR 2000	CR 24000	CR 1000.d20
Chief Purser	CR 2500	CR 30000	CR 2000.d20
Guild Entry Fee:			CR 5000
Yearly Dues:	CR 100 x rank		

Guild of Starship Armsmen & Gunners	Armsman & Gunner Guild Salary Scale	
	Monthly	Yearly
Armsman/3	CR 750	CR 9000
Armsman/2	CR 850	CR 10200
Armsman/1	CR 1000	CR 12000
Master at Arms	CR 1250	CR 15000
Gun. Off./3	CR 1500	CR 18000
Gun. Off./2	CR 1750	CR 21000
Gun. Off./1	CR 2000	CR 24000
Master Gunner	CR 2500	CR 30000
8		
Guild Entry Fee:		CR 3500
Yearly Dues:	CR 100 x rank	

Guild of Starship Mechanical Technicians	Mechanical Tech Guild Salary Scale	
	Monthly	Yearly
Mech-Tech/4	CR 850	CR 10200
Mech-Tech/3	CR 1000	CR 12000
Mech-Tech/2	CR 1200	CR 14400
Mech-Tech/1	CR 1400	CR 16800
M-T Off./3	CR 1600	CR 19200
M-T Of f./2	CR 2000	CR 24000
M-T Off/1	CR 2250	CR 27000
Chief Tech	CR 2500	CR 30000
Guild Entry Fee:		CR 3500
Yearly Dues:	CR 100 x rank	

Guild of Starship Scientists:	Guild of Starship Engineers:	Scientist & Engineer Guild Salary Scale	
		Monthly	Yearly
SSM/2 (S)	SSM/2 (E)	CR800	CR 9600
SSM/1 (S)	SSM/1 (E)	CR 900	CR 10800
LSSM (S)	LSSM (E)	CR 1100	CR 13200
CSSM (S)	CSSM (E)	CR 1300	CR 15600
Scientist/5	Engineer/5	CR 1550	CR 18600
Scientist/4	Engineer/4	CR 1800	CR 21600
Scientist/3	Engineer/3	CR 2100	CR 25200
Scientist/2	Engineer/2	CR 2500	CR 30000
Scientist/1	Engineer/1	CR 3250	CR 39000
Guild Entry Fee:		CR 4000	
Yearly dues:	CR 100 x rank		

Guild of Starship Physicians	Physician & M.Tech Guild Salary Scale	
Rank Grad	& MediTechs	Monthly	Yearly
0	Medi Tech/4	CR 900	CR 10800
1	MediTech/3	CR 1100	CR 13200
2	MediTech/2	CR 1300	CR 15600
3	MediTech/1	CR 1500	CR 18000
4	Sr. MediTech	CR 1750	CR 21000
5	Med. Officer/4	CR 2000	CR 24000
6	Med. Officer/3	CR 2250	CR 27000
7	Med. Officer/2	CR 2500	CR 30000
8	Med. Officer/1	CR 3000	CR 36000
Guild Entry Fee:		CR 4000	
Yearly Dues:	CR 100 x rank		

Guild of Starship Cargo Handlers	Cargo Handler Guild Salary Scale		
	Monthly	Yearly	Pilferage & Smuggling*
Ships Hand/4	CR 500	CR 6000	CR 100.d20
Ships Hand/3	CR 600	CR 7200	CR 100.d20
Ships Hand/2	CR 700	CR 8400	CR 150.d20
Leading Hand	CR 800	CR 9600	CR 200.d20
Cargo Off./4	CR 1000	CR 12000	CR 500.d20
Cargo Off/3	CR 1250	CR 1500	CR 750.d20
Cargo Off./2	CR 1500	CR 8000	CR 1000.d20
Cargo Off/1	CR 2500	CR 3000	CR 1500.d20
Trading Off.**	CR 4000	CR 48000	CR 2500.d20
Guild Entry Fee	CR 7500		
Yearly Dues:	CR 100 x rank		

*With knowledge of Captain, who pockets an equal amount. Otherwise, 10% - 60% of amount.
**Trading Officer must be a Linguistic Scientist.

3.14 MERCENARY COMPANIES: CONTRACTED MILITARY SERVICE

The Mercenaries are fighting men who have, for the most part, been released from the regular forces. Mercenaries hire Out their services to the large interstellar corporations, to frontier planets that lack sufficient population to maintain a regular planetary defence force and need professional 'stiffening' for their Citizen militias, and to independent merchants requiring a heavy guard for voyages into pirate and enemy infested space.

The governments of most starcultures regard Mercenaries with mixed feelings. Totalitarian regimes are often quite hostile and repressive, as any armed force in its territory which is not directly answerable to State Authority can become a nucleus for rebellion. More liberal regimes often encourage Mercenary activity in the frontier regions to augment their own usually over-extended StarForces. Thus, depending upon where Mercenaries are operating, they may enjoy a greater or lesser degree of co-operation from the regular military. Since many Mercenaries are veterans, liberal military establishments often allow Mercenary commanders to purchase arms and war material as 'surplus' equipment at respectable discounts, so long as the particular commander's activities have met with tacit approval of the military authorities.

All Mercenary ranks, promotions, and pay are as given for the StarForce, StarFleet, Marine, and Commando organisations, but with rank grade/11 as the highest Mercenary rank. StarForce veterans are automatically qualified for enlistment if they were not dishonourably discharged. All other PCs must pass the enlistment requirements outlined in the Initial Enlistment section' (See 3.1). Basic pre-requisites are as given for the StarForce, but a PC will be able to qualify anyway if he can roll a '7' or '11' on 2d6 if he fails enlistment pre-requisites. (There is always a need

for 'cannon-fodder.') Add +1 DM per 2 years of previous service.

Depending on the type of duty contracted. Mercenaries are paid at a percentage of StarForce salary scale. Mercenaries are expected to provide their own weapons and equipment, as required, but ammunition and rations are provided by the contracting party:

Mercenary garrison duty: 100% of StarForce salary for rank/grade equivalent. Duties include routine guard and security work, training of native troops, etc.

Mercenary war service: 150% of StarForce salary for rank/grade equivalent. Duties include all phases of warfare. Any Mercenaries on garrison duty who are called upon to fight trained troops automatically go on war pay on a daily basis until the emergency is over. Quelling civil disturbances, etc., does not qualify as war service unless the
rebellion exceeds 30 days' duration.

Personal bodyguard duty: 125% of StarForce salary for rank/grade equivalent.

Starship armsman duty: Merchant Marine Guild salary for rank/grade equivalent. Guild fees are automatically covered by the terms of the contract.

It is also possible to form Mercenary Companies up to battalion size (approximately 750 men). Players are referred to Specs Marines (FGU' 1980) for details on large scale battle, as Space Marines is a companion set of rules to Space Opera .

Mercenary Companies are hired at double the individual rates. All arms, equipment, and fighting vehicles are provided by the Mercenary unit, but any losses in heavy equipment are to be split equally between the Mercenary Company and the contracting party, based on retail prices. Since many Mercenaries can obtain equipment as 'surplus' at a discount, a fairly minimal expense is usually involved when losses occur and sometimes even a small profit is turned. Some Mercenary organisations even have warships (usually StarFighters, Corvettes, Destroyers, or Light Cruisers) for hire at 25% of cost per year, including salaries and operating expenses. Repairs to such vessels are borne by the contracting party if battle damage occurs, but actual loss is borne by the Mercenaries.

3.15 BENEFITS

When a PC leaves his initial service, he will receive a number of benefits. There are detailed below:

SEVERANCE PAY

If a PC leaves his initial service in good standing (there are some instances in which he will be fired and loses severance pay), he will receive a lump sum equal to 5% of his final year's income times the number of years of service. This sum represents accumulated benefits and bonuses accruing during his term of service,

SAVINGS

A PC will also have the opportunity of saving some of his salary during his initial service. Personal savings, plus interest on investments, is equal to 1% of the PC's final year's salary times his intelligence score times years of service,

PENSION BENEFITS

A PC contributes a portion of his income to a pension plan, as does his employer. If a PC has served less than 20 years, accrued pension benefits are equal to 10% of his final year's salary times1/2 his years of service, This is paid out to the PC in a lump sum. However, if the PC has served 20 years or more, his pension plan has matured and will pay out a yearly sum equal to 2% of his final year's salary times years of service. The pension funds will be deposited to the account of the PC in any interstellar bank he stipulates. Note that the 2% maturity bonus is in addition to severance allowance, No pension 'will exceed 60% of final salary.

MATERIAL BENEFITS

On leaving his initial service, a PC is entitled to keep his personal gear and small arms:

StarFleet: Personal MediKit; Shelter Tent; Wristwatch; backpack; Sleeping Bag; one complete Summer, Winter, and Combat Uniform; Communicator; Side Arm; VibroBlade. Officers also keep their MiniComp units. Astronauts keep their Vacuum Suits and Astrogation Manuals, Medical personnel may keep their field Medic Kits. Techs may keep their Tool Kits.

Space Marines & Commandos: as above, plus Respirator, Body Armour (to class 17), and Rifle or SMG (usually energy weapons.)

BOSS: PCs do not 'retire' from BOSS. Liberal regimes allow personnel to lapse into 'inactive' service,' but may require them to perform missions at need. Totalitarian regimes permit no retirement at all because the PC knows too much. In the latter case, retirement is unthinkable. A PC in a totalitarian BOSS organisation is assumed to have literally made a 'run' for it and will be a hunted man. In any event, a BOSS agent obtains CR 1000 x 1d10 x rank grade attained in equipment, whether by the beneficence of BOSS or by outright theft in the case of a PC who has deserted. Such equipment may be restricted or top secret, The PC will also be able to choose any three concealable small arms of his choice.

BRINT: as for StarForce personnel, plus three concealable small arms and CR 2000 x rank grade in specialised equipment.

IPA: as for StarForce personnel, plus StunPistol.

PDF' personal MediKits; Shelter Tent; Wristwatch; backpack; Sleeping Bag; one complete Summer, Winter, and Combat Uniform; communicator; Side Arm; Rifle; VibroBlade; Respirator.

Survey Service: as for StarFleet personnel.

Survey Scouts: As for Space Marines, except no body armour. The Scoot may also have a Spring Rifle and Express Carbine or Rifle (slugthrower),

Contact Service: CR 3000 x rank grade in specialised equipment plus PDF equipment and three concealed weapons.

Explorers: As for Survey Scouts.

Police: As for PDF, substituting a StunPistol for a Rifle.

Merchant Marine: Wristwatch; one complete Winter, and Summer Uniform; Side Arm; VibroBlade. Officers also keep their MiniComp units. Astronauts keep their Vacuum Suits and Astrogation Manuals. Medical personnel may keep their field Medic Kits. Techs may keep their Tool Kits.

Mercenaries: As for StarFleet or Space Marines. Captain/Rank Grade 9+ (colonel or commandant) will have a force of 50 x 1d10 men initially. In addition to normal savings, they have 1d20 x savings for each fifty men to use for equipment procurement for their unit.

SURPLUS EQUIPMENT DISCOUNTS

In addition to the personal equipment allowed a PC on retirement, he may also purchase surplus equipment at special rates. Basically, A PC may purchase a number of surplus items equal to the number of years he has served plus 1d6.

No heavy combat vehicles or heavy weapons can be obtained at discount unless the PC is a military officer with a rank of grade/8+. General Officers (rank grade/11+) will be able to purchase up to 10 times the number of items normally allowed.

The retirement discount rate is -10% to -60% (roll ld6) on surplus equipment.

Military Officers (retired) enjoy a -10% to -60% discount for a period of 1d6 years after they have left their initial service. This discount rate applies to items purchased in bulk for a Mercenary Company, if such organisations are approved by the government. Purchases equal-to CR 10000 x rank grade of the Officer will be allowed each year, if of rank grade/ 5-8, and up to CR 25000 x rank grade if of rank grade/9+. Discounts become -5% to -30% thereafter.

Senior StarForce and PA officers may also have an opportunity to purchase surplus at a discount of -3% x 8d6 up to Light Cruiser displacement. To qualify, a PC must be of rank grade/7+ retired rank and either be a qualified Pilot/Astrogator or else have an associate who is. Such substantial purchases may be made by several PCs who have combined their assets to form an exploration or mercenary company. Such vessels will never by first-line craft.

Merchant Marine Captains may be able to purchase commercial spacecraft at a discount of .3% x 8d6, reflecting their knowledge of the used spacecraft' market and the condition of the vessels they are purchasing.

IPA and Police Officers will be able to obtain discounts of -5% to-30% on specialised equipment used in investigations, etc., from friends in the initial service who have charge of disposing of 'surplus' equipment. BRINT agents will also enjoy similar advantages when dealing with their initial service. Police and BRINT veterans may also be able to obtain very specialised equipment on loan for a short period of time, provided that they give the loaning agency a report of what they have learned about any criminal or subversive activities they have discovered through use of the equipment. Of course, if damaged or lost, loaned equipment must be paid for at the full cost of replacement.

It might be noted that some of the government agencies look after their own, and retired personnel may find that they have quite a bit of influence with their initial service so long as they remain citizens in good standing and do not commit any acts disapproved by their fellows in the Service.

SPECIAL RETIREMENT BENEFITS

When a character musters out of his initial service, he will receive a travel warrant back to the planet of his birth, The PC has the Options of using the warrant immediately or cashing it in for a warrant to another destination (with cash refunds if to a lesser distance or additional payment to a greater distance) or for a simple cash refund:

High Passage: All PCs with a rank grade/8+ receive a High Passage warrant worth CR 100 + CR 100 per LY to be travelled. Accommodations include a private stateroom of the first class, about 25 m^3, with a I tonne baggage allowance. Service includes superb cuisine and full steward service. Merchant Marine Officers will be able to obtain a -20% discount on such accommodations, if paying.

Middle Passage: All PCs with a rank grade/5-7 receive a Middle Passage warrant worth CR 60 + CR 60 per LY to be travelled. Accommodations include a shared stateroom of respectable quality and a 250 kg baggage allowance. Service includes good cuisine and limited steward service. Merchant Marine Officers may obtain a -20% discount on such accommodations, if paying.

Low Passage: All PCs with a rank grade/0-4 receive a Low, Passage warrant CR 40 + CR 40 per LY to be travelled. Accommodate ions are equivalent to 'steerage' on an ocean-going vessel, with 4 passengers sharing 1 stateroom in rather cramped conditions. Baggage allowance is 100 kg. Service includes ship's rations and very limited or non-existent steward service. All Merchant Marine personnel may obtain a .20% discount on such accommodations, if paying. -

The value of a travel warrant depends upon the distance to be travelled. Roll 2.d100 to find the distance in Light Years or LY from the place where the PC mustered Out to his home planet. Then compute the value of the warrant. As noted, the PC may use the warrant, retain it against future need, cash it in, or exchange it for a ticket to some lesser or greater distance (with adjustment for distance costs).

Deadheading: Retired or unemployed Merchant Service Guild members may attempt to 'deadhead' their passage in crew quarters, in effect working their passage without wages. This practice is frowned upon by Starship owners, but the various Guilds unobtrusively encourage their members to extend a 'fraternal hand' to their colleagues in distress, The chance of a PC or group of PCs obtaining a berth is a flat 10%, unless they actually know someone of rank aboard the vessel (this can be arbitrarily determined by the Starmaster), at which point the probability is raised to 25%. If the PCs appear to be in desperate trouble (they are being pursued by a Starships are regarded as part of the territory of the planet of registry, and local authorities have no jurisdiction aboard them, Local action has to be taken through diplomatic or other channels, such as the IPA, BOSS, BRINT, or the StarForce

4.0 PC KNOWLEDGE & SKILLS

A new PC would be relatively incompetent and helpless in an advanced technological society if he did not have any specialised knowledge and skills to apply to the life of adventure he will undoubtedly lead. The following rules and skills provide the opportunity for PCs to acquire a level of expertise in chosen fields.

Expertise

A PC will be able to acquire expertise in astronaut, scientific, military, paramilitary, technical, and general skill areas. Each skill is rated for a maximum level of expertise, thereby establishing a range of competence from 0 to the maximum rated level. The level of expertise attained by a PC will be entered on his record sheet by writing the name of the field or skill, followed by a diagonal 'slash,' and then the number of the skill level. For example, Laser/5 means that the PC has acquired level 5 expertise in the use of laser weapons, which will give him certain advantages in combat. Different fields of knowledge and practical skill will have different levels of expertise, most having maximum expertise of level/5 to level/10.

Acquiring Initial Expertise

The pre-game career background of a PC represents his past experience in a chosen vocation. Both before he entered some government or civilian service and after enlistment, the PC would have acquired a fairly substantial level of expertise in a goodly range of fields and skills.

To reflect pre-service education and service training prior to a PC's entry into the game, he will be awarded a number of skill points or SP with which the player can make 'purchases' of desired skills. At this stage, there is no limitation placed upon the expertise that may be acquired in a given field or skill; if the PC desires to purchase maximum competency in any area, he may do so. However, players should remember that a well-rounded PC should have a range of skills. Over-concentration on a narrow area could result in a PC with maximum competence in some fields and a total ignorance of many other essential skills, the lack of which. he may feel during role-

play. Since PCs will be given a chance during role-play to develop additional expertise in skill areas already possessed or to learn new skills, there is no dire pressure to become the complete master of every skill chosen initially.

Each field of knowledge or skill area is described later, and the SP cost of acquiring one level of expertise is plainly noted at the beginning of each skill descriptions. PCs may purchase one level of expertise merely by expending the requisite skill point(s). As many levels of expertise as the player desires to purchase can be acquired in this manner.

All of the skill points assigned to a PC must be expended on skill development prior to entry in the role-play, Skill points are obtained as described below:

Armsman: PCs receive 1 SP x sum of Strength, Constitution, Dexterity, Agility, Intelligence, Leadership, and Bravery scores, This yields a range of 7-133 SP, With middle values likely. Half of this number of SPs must be spent on military and/or paramilitary skills appropriate to the PC's service career, along with an additional 5 SP x number of years of service before entry into the game, The remaining SPs can be spent to acquire any other desired skills.

Tech: PCs receive 1 SP x sum of Dexterity, Intelligence, Intuition, Leadership, GTA, MechA, and ElecA scores. This yields a range of 7-133 SP, with middle values likely. Half of this number of SPs must be spent on technical and/or scientific skills appropriate to the PC's service career, along with an additional 5 SP x number of years of service before entry into the game. The remaining SPs can be spent to acquire any other desired skills.

Research Scientist: PCs receive 1 SP x sum of Dexterity, 3x Intelligence, 2x Intuition, and any one of GTA, MechA, or ElecA scores, This yields a range of 7-133 SP, with middle to high values likely. Half of this number of SPs must be spent on scientific skills appropriate to the PC's service career, along with an additional 5 SP x number of years of service before entry into the game. The remaining SPs can be spent to acquire any other desired skills.

Medical Scientist: As for Research Scientist, Only with a strong emphasis on medical and biological science fields.

MediTech: A MediTech can be given SP as described for a Tech or he can be awarded I SP x sum of Dexterity, 2x Intelligence, Intuition, GTA, MechA, and ElecA, whichever is more advantageous to him. This yields a range of 7-133 SP. The MediTech may spend half of this total on Tech, scientific medical skills, and general science skills, along with an additional 5 SP x number of years of service before entry into the game. The remaining SPs can be spent to acquire any other desired skills.

Scientist-Engineer: As for Research Scientist, only specialisation may be split between general science, engineering science, and technical skills.

Astronaut: PCs receive I SP x sum of Dexterity, Agility, 2x Intelligence, Leadership, Bravery, and GTA. This yields a range of 7-133 SP. Half of this number of SPs must be spent on astronautic and related skills (like flying), along with 5 SP x number of years of service before entry into the game. The remaining SPs can be spent to acquire any other desired skills.

All PCs: In addition to the skill points as awarded above, each PC rolls 6d6 for skill points which can be applied to the purchase of General Skills only. This random determination is representative of the background in miscellaneous skills the PC managed to acquire in his life apart from the more obvious career-oriented choices made above.

It is possible, although very unlikely, that a PC could acquire as many as 319 SP through his having perfect characteristics, serving 30 years of -initial service, and rolling 24 for his General Skills bonus. While players might regard this as somewhat extreme, it should be noted that this represents 48 years of a PC's life, from 1/3 to (/2 of an advanced character's total lifespan. In a highly advanced culture, that time period represents an opportunity to acquire a lot of knowledge and expertise:

4.1 LEARNING SKILLS IN THE GAME

Life in a future setting will provide ample opportunities for PCs to exercise a variety of highly specialised areas of knowledge and technical skill which enhance their abilities to cope with equipment and problems requiring their attention.

Before entering the game, the PC will have acquired a background which gives him a good basic stock of knowledge and skills expertise. After entering the game, the PC will probably wish to continue improving his expertise beyond the areas and the levels acquired initially. Such 'self-improvement' will be vital to a PCs ultimate success in his chosen career(s). Study is required in most instances, Study involves the expenditure of time and the availability of appropriate facilities, learning equipment, materials, and Sometimes instruction by an expert in the chosen study area. A PC might take a formal course in an educational or training institution, on-the-job training from an instructor, or Simply a self-learning or private tuition program

The time required to master one level of expertise will vary according to the nature of the field or skill under study. Each skill has the basic learning period stated in weeks, months, or even years, depending on the degree of difficulty and the amount of material to be mastered to advance one expertise level.

After the appropriate learning time has passed, the PC rolls 1d100 percentile dice to see if he has learned the subject. His percentage chance of passing to the next level is expressed in the following formula:

$$\% \text{ to Learn} = \frac{40 + IS + PCA}{EL + 3}$$

40 = Constant value applied to all Learning chance computations.

IS = Instructor Skill. The basic skill of the instructor is equal to 10 x his expertise level in the field under instruction, when his class is at an Optimum teaching number. The optimum class size for any character attempting to teach others is equal to his Empathy score. For each student over his optimum class size, the IS is reduced by
-10. For each student under his Optimum class size, the IS is increased by +3, For example, a PC is attempting to instruct a class in Blaster Weapons. The instructors skill expertise is Blaster/5. If he has Empathy/ 12, so he will be able to teach 12 students with IS 50. Each additional student will reduce his IS by .10 until he has a basic IS/10 bottom limit.

In this instance, when his class reaches 16+ students, his IS will be at base 10. On the other hand, for each student under 12, the instructor's will increase by +3, so that when he is down to 1 student in a face-to-face, person-on-person tuition situation, he will have IS/83, gaining +33 for the 11-student reduction from his Optimum class size.

PCs may acquire Education as a science skill field, if they have minimum Empathy/11. Each expertise level of Education will increase the optimum class size by +1. If the Instructor in our example had Education/10, his Optimum class size would be 22, and one-on-one tuition would give him a superb IS/113, enough to prepare even a moron for a competence exam,

PCA = Player Character Aptitude. The PCA is found by comparing the pre-requisite personal characteristic to learn a particular skill to the 'A' value in the following

table. The 'A' value is the PC's PCA or aptitude in that particular subject. When the PCA is 10 or less, the % chance of learning is never higher than 50%, no matter how good his instructor is or how low the level of expertise to be acquired may be,

C=	1	2	3	4	5	6	7	8	9	10
A=	1	2	3	4	5	6	8	10	12	14
C=	11	12	13	14	15	16	17	18	19	
A=	17	20	23	26	30	35	40	45	50	

'C'= is the pre-requisite personal characteristic called for to learn the given subject. 'A' is the Aptitude Factor arising from the personal characteristic score stated directly above. For example, if a skill called for Agility as a pre-requisite, an Agility 15 would yield an 'A' factor of 30, which is substituted into the learning equation.

EL = Expertise Level to be acquired in the learning experience. The EL is always 1 expertise level above the PC's current expertise in the skill. A standard constant of +3 is added to the EL. For example, a PC is at Blaster/2 and wishes to attain Blaster/3. The learning period is 1 week. His friend is an instructor With Blaster/10, a master par excellence. The instructors Empathy is 13, and he has Education/4, giving him an IS' of 148. Blaster skill requires Dexterity and GTA, which are averaged. He has a Dexterity/14 and GTA/9, averaging to 11.5 12. His PCA is at 'C'/12, giving PCA/20. Substituting in the learning equation, we have:

$$\text{Learning Percentage} = \frac{40 + 148 + 20}{3+3} = 34.6\% = 35\%$$

Each additional learning period will add 10% to the Learning %, until a maximum of +50% is obtained. If the PC continued his face-to-face instruction with his friend for 5 weeks above the 1 week minimum, he would obtain an 85% chance of acquiring an increase of 1 level of expertise in the use of Blaster weapons.

If the PC fails in his learning attempt, he can continue practising and studying for a period of time equal to 1/2 the initial time of instruction and study, then may try again at the same percentage. If he fails a second time, he will have to wait the maximum period before each subsequent attempt — signifying a slowness in his capacity to master that particular level of expertise.

Continuing with our example, if the PC failed in his initial attempt to learn at 85% in five weeks, he could try again in 2.5 weeks at 85%. If he failed again, he would have to wait 5 weeks for each subsequent attempt to learn the skill.

The number of different skills a PC may attempt to learn at the same time is a function of his time to learn and study. Any skill requires 12 hours of study, practice and tuition per week. If a PC is normally employed, he will have 4 hours per day free for study or 24 hours per week. If a PC is enrolled in an institution of learning Or is in training full time, he will have 12 hours available per day or 72 hours per week. In short:
PC is employed 2 skills may be studied simultaneously.
PC is a student 6 skills may be studied simultaneously.

If a PC is involved in a particularly active adventure which uses up much of his time, he will not be able to learn more than one skill at a time. PCs on active duty in wartime under combat conditions would likely be in such a situation.

It may happen that a PC has no instructor and is attempting to learn a skill by himself. In such an instance, use the following formula:

$$\text{Percentage to Learn} = \frac{40 + \text{PCA} + \text{Intelligence} + \text{Intuition}}{\text{EL} + 1}$$

For example, using our PC who was attempting to learn Blaster/3, suppose that the PC had no instructor and was trying to figure out the problem for himself with the aid of his Irttelligence/13 and intuition/16. Substituting in the equation,

$$\text{Percentage to Learn} = \frac{40 + 20 + 13 + 16}{3+1} = \frac{89}{4} = 22.25 = 22\%$$

Each week of additional study will add a percentage equal to 'A intelligence, until +50% is reached. With Intelligence/13, the PC would obtain
+7% (round fractions up) per week of extra study. In 50/7 = 7 weeks he would obtain +49% for a maximum 71% chance of mastery. (The PC would probably not spend an additional week to acquire +1%.) The remainder of the procedure is as outlined previously.

Learning Tapes can be acquired to assist a PC in a self-learning process. A Learning Program is a computer chip suitable for a MiniComp unit (mini-computer) and contains the necessary instruction for 1 expertise level of mastery of a skill. The cost of a Learning Program is CR 25 x expertise level x number of weeks required to learn. A Blaster/3 Learning Program would therefore cost CR 75 (25 x 3 x 1). The Instructor' is rated at IS/100, as the tape will be prepared by a master Educator in conjunction with an expert in the skill area.

4.2 NON— PLAY SITUATIONS

There are moments when time should be taken from the vigorous action of role-playing to take care of PC learning and other 'non-playing' events which will underlie the capacities of the PCs as they pursue their individual goals. Non-play can be conducted even at the height of a vigorous action. For example, several of the PC's might be involved in a furious chase scene somewhere in the spaceport and are fleeing toward their ship where their companies are warming up the drives in preparation for a fast getaway from the aroused locals. The PCs on the ship have nothing to do at the moment and one of the players can easily 'witness' a learning roll made by another at such a moment.

Much by-play can also be elicited from 'non-play' events. A PC could be learning a skill from another PC, and the moment of truth has finally arrived after several brutal months of building the student up to the point where he feels he has a chance of passing his 'tests. It is his third attempt, for he does not have much aptitude in the area. His PC instructor/examiner talks up the situation, offhandedly commenting on a few supposed answers and 'solutions' to practical skills offered by the student. The whole idea is to build up the tension and then the PC instructor rolls the 1d100 dice, hiding the result from his 'student.' 'Uh, Gee, Gort — I don't know how to tell you this, you worked so hard and all, but...' There is a long, fatal pause….. I just can't understand how a dumb cluck like you passed!' Blasterman/3 Gort Sandemman probably fires his Blaster in the air with sheer joy at this, likely forgetting that he is sitting in the crew lounge of the spacecraft.

By putting some role-play into the routine operations of maintaining and developing their PCs, the players can avoid some of the boredom and irritation that a few of their action-prone fellows might feel if the whole thing was done in a matter-of-fact way. To be honest, there is a real pay-off waiting for a PC who succeeds at a learning test, and the dramatic potential should not be ignored.

4.3.SCIENTIFIC FIELDS AND SKILLS

The following scientific fields and skills are open to all PCs. Acquisition may be had initially through the skills purchase system outlined in 4.0. However, once a PC has entered into role play, the learning system given in 4.1 Learning New Skills will be used.

Each field of science has 10 expertise levels. The skill point cost for initial purchase also represents the time in months of study for a character to acquire one expertise level of mastery.

PHYSICAL SCIENCES

The following 'hard' sciences relate to the physical sciences area. Players will note that some sciences have been combined into a larger grouping for convenience of handling and because too great a diversity becomes impossible to handle in a playing situation. Aptitude = Intelligence.

GENERAL PHYSICS: 1 SP/1 Month, A broad-spectrum 'basic' program of study in a wide range of fields, such as Force & Motion, Energy & Thermodynamics, Atomic Structure, States of Matter, Basic Molecular Structure & Chemistry, Optics, Electromagnetic, Nuclear Physics and the new (to us) areas of Force Field Physics, Hyper-Dimensional Physics, and Temporal Physics. The entire program can be acquired by any PC as the foundation program taken in secondary and college education and is not subject to initial purchase limitations. Since Basic Physics is a pre-requisite held, expertise/10 is recommended for all science-oriented characters.

ADVANCED MATHEMATICS: 2 SP/2 Months. A high-powered program of study in the more esoteric forms of maths, beginning with simple Calculus and progressing to highly complex forms capable of dealing with just about any data a Scientist or Engineer has to analyse. Advanced Mathematics is a pre-requisite to any Physical Science marked with an asterix (*), and advancement cannot progress beyond one expertise level higher than the Advanced Math skill currently held, Astrogation is an Astronaut skill requiring expertise in this area.

CHEMISTRY: 2 SP/2 Months. An advanced program involving the study of the intricacies of molecular bonding and related subjects. It is essential to any complex chemical contemplated by a character.

GEOGRAPHY: 2 SP/2 Months. A comprehensive program involving the study of the principles by which planetary forces work (Vulcanism, Meteorology, Climate, etc.), Mineralogy (requiring chemistry skill for any detailed analysis), and general Geography (map-making, surveying, etc.)

PLANETOLOGY: 2 SP/2 Months. As advanced Geography field involving the analysis of planets other than one's native planet. Skills include planetological analysis from space and on the ground. Prerequisite: equivalent expertise in Geography.

ASTRONOMY*: 3 SP/2 Months. The study of celestial bodies and phenomena. An Astronomer can perform interplanetary and interstellar surveys or investigate any phenomenon or object in space with a variety of optical, radio, sensor, and other equipment. The field is a 'must' for any Astrogator.

NUCLEAR PHYSICS*: 3 SP/3 Months. A specialised field of study involving all forms of nuclear energy theory, atomic and sub-atomic particles, anti-matter, etc.

FORCE FIELD PHYSICS*: 4 SP/3 Months. A highly specialised field of study involving the theory of 'solid' force fields and force manipulation of matter. Pre-requisite: equivalent expertise in Nuclear Physics.

HYPE A—DIMENSIONAL PHYSICS": 4 SP/3 Months. A very complex and difficult field involving the theory of Hyper-Space, Tachyons, FTL travel, and Sensor Fields. Pre-requisite: equivalent expertise in Nuclear Physics and Force Field Physics. The field is a 'must' for Starship Engineers, Drive Engineers, and Weapons Engineers. Characters with Intelligence under 13 cannot comprehend the field.

TEMPORAL PHYSICS*: 5 SP/3 Months. An exceedingly exotic field of science which studies the theory of Alternate Universes and Matter Transmission. Pre-requisites: equivalent expertise in Nuclear Physics, Hyper-Dimensional Physics, and Force Field Physics. Characters with Intelligence under 17 cannot comprehend it.

ADVANCED METALLURGY": 2 SP/2 Months. A branch of Chemistry involving the processing of ores and the development of alloys. Pre-requisite: equivalent expertise in Chemistry. When combined with Nuclear Physics/5 and Force Field Physics/5, a Scientist with Metallurgy/10 can produce Collapsium, the most resistant matter known. Metallurgy is essential in Starship Engineering.

LIFE SCIENCES

The following Life Sciences include a broad range of biochemistry, biology, zoology, and related fields. Aptitude = Intelligence

GENERAL BIOLOGY: 2 SP/2 Months. A broad-spectrum 'basic' program of study in a wide range of fields, such as Botany, Zoology, basic Biochemistry, the Cell, Micro-organisms, Viruses, Metabolism, etc. The field is a pre-requisite to all other Life Sciences, and progress in them cannot exceed the General Biology expertise level currently held by a PC'

BIOCHEMISTRY: 2 SP/ 3 Months. An advanced program in biochemical study. The Scientist gains skill in making biochemical analyses, producing biochemical substances, and using equipment. Pre-requisite: equivalent skill in Chemistry until expertise/5 is reached.

BOTANY: 2 SP/2 Months. As advanced program in the study of plants on one's native planet.

XENO—BOTANY: 3 SP/3 Months. The study of alien plant forms. Pre-requisite: equivalent levels of expertise in Biochemistry and Botany. The PC acquires to analyse and theorise about the structure and functions of alien plant forms.
ZOOLOGY: 2 SP/2 Months. An advanced program in the study of animal life on one's native planet.

XENO—ZOOLOGY: 3 SP/3 Months, The study of alien animal forms. Pre-requisites: equivalent levels of expertise in Biochemistry and Zoology. The PC acquires the ability to analyse and theorise about the structure and functions of alien animal forms.

ECOLOGY: 3 SP/3 Months. A broad-spectrum field involving the analysis of the Eco-systems in the native environment. Pre-requisites:
equivalent expertise in Geography, Biochemistry, Botany, and Zoology.

XENO—ECOLOGY: 4 SP/3 Months, The study of alien Eco-systems and the inter-relationships between life forms in 'off-planet' (native) environments. Pre-requisite: equivalent expertise in Ecology.

SOCIAL SCIENCES

The following Social Sciences all deal with the social interactions of sentient life forms in their cultural settings, Aptitude = Intelligence & Empathy.

GENERAL SOCIAL SCIENCE: 2 SP/2 Months. A broad-spectrum 'basic' program in Psychology, Sociology, Political Science, Economics, etc., as a means to understanding the basic social behaviours and cultural patterns in one's native society, the field serves as a prerequisite upon which all advanced social science programs are based, and no advanced program can exceed the General Social Science expertise level currently held by the PC.

LINGUISTICS: 5 SP/4 Months. A social science making the study of languages its central focus. For each expertise level gained., a Linguistic Scientist acquires mastery over the language patterns of a racial group and can subject it to analysis for translation purposes. A Linguist requires Constitution 14+ to withstand the tremendous stresses placed on his system by the hypno-learning and RNA 'crash' education techniques required to compress the time factor required to cover such a massive field. An additional month of learning time is required for each point his Constitution is below 14, The Linguist will study his own

race's known Languages in the first expertise level. In the second and subsequent levels, he will be able to choose the language group he wishes to study next as, for example, Saurian tongues or Humanoid languages. Also, he will master 1 language!/dialect per expertise level plus 1 language/dialect x 1/4 of the sum of his Intelligence and Empathy scores (round to the nearest whole number). He may analyse a new language in a number of days equal to 100 divided by the sum of his Intelligence and expertise, and may speak it well enough to be intelligible on relatively simple matters. In 5 times that period, he will be able to speak quite fluently. (Analysis time is based on his having at least a Mk. V MultiComputer; increase analysis time by 50% for each computer Mk. below M.k V.) The field is essential to Contacts personnel and to any PC expecting to encounter a wide range of races.

HISTORICAL SCIENCES: 3 SP/3 Months. A comprehensive field involving the study of racial history in the first level, Archaeology in the second, Palaeontology in the third, and then Xeno-History from the fourth expertise level onward. The Historical Scientist is capable of reconstructing the past history of a race from artefacts and sometimes remarkably few clues. The field is utterly essential to tracking down the sites of Forerunner settlements, determining the worth of objects d'art of native and alien cultures (Comparative Aesthetics is part of the program of study), etc. Pre-requisites: equivalent expertise in Comparative Cultures & Xenology and in Linguistics.

COMPARATIVE CULTURES & XENOLOGY: 3 SP/3 Months. A field of very advanced anthropology and sociology which deals with the various similarities and differences of variant racial cultures and purely alien cultures. The field is essential if a Scientist is going to make sense of a strange cultural pattern and be able to make predictions about trends in social behaviours, codes of conduct, and many other factors which will enable him to deal with members of a new culture. His advice and instructions will often mean the difference between success and disaster in a first contact situation. His knowledge will often prevent crewmen from running afoul of local customs when 'ashore' and can greatly facilitate profitable trade or negotiations. Pre-requisite Linguistics at an equivalent expertise level.

PSYCHOLOGY & XENO—PSYCHOLOGY: 3 SP/3 Months. A field related to Medicine and often taken by Physicians, Psychology deals with the emotional health of people in much the same way as medical science deals with physical health. If the Psychologist has equivalent expertise with Linguistics and Comparative Cultures and Xenology, he acquires the skill and knowledge to deal with alien psychology as well. In such a case, he is able to predict the behaviour or individuals in a given situation with a high degree of accuracy.

MEDICAL SCIENCES

The medical Scientist is a combination of pure researcher and practical healer. The following very comprehensive programs permit a Scientist to develop a high degree of very useful skill in the healing arts: Aptitude, Intelligence, Intuition, and Dexterity.

NATIVE MEDICINE: 3 SP/4 Months. The 'pure' medical sciences. See Medical Scientist later in this section for details. Pre-requisite: General Biology and biochemistry at equivalent expertise level.

XENO—MEDICINE: 3 SP/4 Months. The 'off-planet' companion to Native Medicine. Xeno-Medicine involves the study of off-planet (alien) life forms from the medical point of view. The field is essential to dealing with alien diseases and treating alien patients. Pre-requisite: Native Medicine and Xeno-Zoology at equivalent expertise levels.

MEDICAL PRACTICE: 3 SP/4 Months. The 'practical' medical sciences. See Physician later in this section. Pre-requisite: Native Medicine at equivalent expertise level to treat native patients and Xeno-Medicine at equivalent expertise to treat alien patients.

THE MEDICAL SCIENTIST

The 'pure' Medical Scientist is a combination of a research scientist and a medical engineer. If the PC obtains expertise/3 in Medical Science, Electronic Engineering, and Computer Engineering during his initial skills acquisition period, further advancement in all three fields will be made at a cost of 5 SP or in 6-month periods. A Medical Scientist with such training can perform repairs on medical equipment like a Tech (see 5.0H Equipment Maintenance) at expertise/I-5 beginning at expertise/6, he will be able to begin designing and constructing medical equipment.

Medical Scientists can carry out routine forms of medical research with a good chance of success; 75% + 3% x skill level to a maximum of 99% without unduly long time periods being involved. Routine research would include analysis of biological specimens to discover the presence of alien organisms and to determine their possible malignancy with regard to life. Simple diseases, hitherto unknown, could be discovered and a cure found in a matter of a few days.

More complex diseases can be subjected to the Scientific Research method outlined later in the Science section, with complexity levels varying from 1 to 10. The time factor, however, should be understood as being more variable than that proposed for other kinds of Scientific Research.

The standard equipment of a Medical Scientist includes a Medi-Computer (usually a Mk.V or better) and a totally self-contained, computerised biolab. which is sealed from the surrounding environment. Because of their Computer Engineering expertise, Medical Scientists can write programs for reference by Physicians or to direct the operations of medical equipment, so their findings will be of considerable value.

Diagnosis of known diseases is within the purview of the Medical Scientist, with diagnoses accurate at 40% + 5% x skill level, if no computer is available for consultation, and at 60% + 2% x Computer Mk. + 4% x skill level if a computer is available with a Medical Science program in it.

Medical Scientists require Xeno-Medicine to be expert at alien Medical Research. This field can be acquired at the usual cost in SP or study, and attached to the Medical Research field, as described in the first paragraph of this section.

PHYSICIANS

The Physician is a practical scientist trained in the diagnosis and chemical/biochemical/radiological/surgical treatment of disease and injury. Pre-requisite: Medical Science and Dexterity 12+.

The Physician's facilities are amongst the most sophisticated to be found, even aboard a Starship, excepting perhaps the Bridge and the Power Deck. He has at his disposal a battery of fully or partially computerised data systems, life-support systems surgical equipment, and biological laboratory, utilising the latest in laser, radiation, chemical, and electronic technology.

For the first 5 skill levels a Physician will have the healing abilities of a Medi-Tech (see Tech Skills & Training), for he is still 'interning' and has not acquired an M.D.

At Medical Science/6, the Physician becomes a doctor in the full sense of the word. He can now treat wounds and other physical injuries with great skill, literally 'repairing' biological organisms in much the same way that an Engineer or Tech repairs a piece of damaged equipment.

When no more than 1/3 of a victim's damage factor has been lost, a Physician can restore the damage at the rate of 21

points/hour at L/6, 28 points/hour at L/7, 34 points/hour at L/8, 43 points/hour at L/9, 55 points/hour at L/10,. Of course, no more than 1/3 of the damage factor total can be restored to any one patient at this rate, but the Physician can spread his skill to a number of patients. Also, the Physician may work at this rate for a number of hours per day equal to his skill level. Such a procedure assumes Quicklime facilities are available.

If a patient has suffered more than 1/3 damage, the Physician may repair only 1/3, leaving the remaining damage to heal normally. However, the healing time will be speeded up by 5% x skill level of the attending Physician so long as the patient remains in Sick Bay or in a hospital.

Diagnoses may be made by a Physician at the percentages outlined for the Medical Scientists,

Physicians can make required drugs with a 30% chance of success + 3% x skill level + 3% x Mk. of the Medi-Computer (which also serves as a measure of the laboratory facilities which are available. The time required will vary from 1-6 hours for simple preparation, and from 1-6 days for complex drugs and chemicals, This skill is also possessed by Medical Scientists.

4.4 SCIENTIFIC RESEARCH

It is assumed that all Scientists have acquired the foundations needed to perform routine and original research in their fields of expertise. That is, all Scientists will have a firm grasp of statistical analysis, computer operation for purposes of setting up scientific research programs, and skill with the appropriate laboratory and field equipment needed to conduct observations and perform experiments.

Routine gathering and analysis of data is a simple matter. A Scientist has an 71% chance of making the correct observations plus 1% per Intelligence point and plus 1% per skill level in the major science involved (the science which has the most bearing on the problem, when several might be regarded as applicable). Most basic observations will be made, and conclusions drawn, within minutes or perhaps a few hours at most.

More extensive scientific research can be a relatively simple and direct procedure, or it can be complex and difficult. The StarMaster, usually in consultation with the players, can set the complexity level of the problem, typically on a scale of 1 to 12, although very difficult problems could be as high as complexity/16.

Also, the number of sciences coming to bear in the problem should be decided. In most routine situations, only one science will be involved. The same is true of a fair number of basic research situations. However, some problems will require the application of several sciences to obtain the maximum chance of success. One science will always be designated as 'major' or the most important, but up to six others might prove of value in improving the researcher's chances of solving the probe. The relation of these related sciences and the benefits to research chances they confer are summed up in the following table.

Nature of the Scientific Problem	Level of Complexity	Success DM x Skill Level in Major Science Field	Success DM x Skill Level in Related Science Fields
Single Science	1-10	+9% x skill levels	---
Two Sciences	1-10	+8% x skill levels	+1% x skill levels
Three Sciences	1-11	+7% x skill levels	+1% x skill levels
Four Sciences	1-13	+6% x skill levels	+1% x skill levels
Five Sciences	1-14	+5% x skill levels	+1% x skill levels
Six Sciences	1-15	+4% x skill levels	+1% x skill levels
Seven Sciences	1-16	+3% x skill levels	+1% x skill levels

Each complexity level of the problem has a -5% DM on the success chances, and an additional -1% DM is charged for each problem grade above single-science problems. That is a seven-sciences problem with a complexity of 8 would have a penalty DM of -(5% + 6%) x 8 = 88%.

The chance of success is found by adding all of the success DMs and then subtracting the problem complexity DMs. In some instances, it will be found that a negative chance of success exists. This means that extra help is needed, and a Scientific Research Team may be formed.

Any time that a Scientist cannot obtain a 20% success rate with a research problem, he may recruit a Research Team such that a 20% success rate can be achieved (but no higher.) This involves finding other scientists with the skills he lacks to bring the probabilities up to the 20% level. He may also defer to a more expert Scientist, who then becomes the main researcher.

The time factor involved in research is highly variable. Single-science problems will generally take 1 day x complexity level, but complex problems can take weeks or even months before there is a chance of an 'answer.' The following table gives the approximate time scales that will apply in most instances. The StarMaster has the discretion to modify the research time periods slightly upward or downward.

The time factor also assumes the use of at least a Mk. V Computer. Add + 10% to the time required for each class of computer used below Mk.V and +250% if no computer is used. Subtract -10% from the time required for each class of computer used above Mk.V, A computer will also add +2% to success chances per computer Mk. above Mk.V.

Level of Problem Complexity	Time Required for Research Problem as Compared to Science Expertise						
	One Science	Two Sciences	Three Sciences	Four Sciences	Five Sciences	Six Sciences	Seven Sciences
1	1-2	3	4	5	6	7	8
2	3	4	5	6	7	8	9
3	4	5	6	8	10	12	15
4	5	6	8	10	12	15	20
5	6	7	10	15	15	20	25
6	8	8	12	20	20	25	30
7	10	10	15	25	25	30	35
8	12	12	18	30	30	35	40
9	14	15	20	35	35	40	45
10	16	18	25	40	40	45	50
11	18	20	30	45	45	55	60
12	20	25	35	50	50	60	70
13	22	30	40	55	55	70	80
14	24	35	45	60	60	80	90
15	26	40	50	65	65	90	100
16	30	45	55	70	70	100	110

The time period is stated in days required for the gathering of data and for analysis of the data.

Success probabilities are always computed on qualifications of the Chief Scientist in charge of the research, with only his deficiencies in the secondary fields being made up by the members of his research team. As noted above, a character may always hand over a research problem to a more expert Scientist in order to increase the success chance.

If a failure occurs in the research, the experimentation and inquiry may be repeated, with 11% x skill level in the major scientific field possessed by the Chief Scientist being applied to subsequent research. Scientists learn from their mistakes.

Success means that the problem is solved and the information is now understood in the light of a working scientific hypothesis.

To a degree, the knowledge and fairness of the Starmaster is essential to the proper use of the Scientific Research procedure.

Routine operations and procedures are almost always at a single science level, at complexity/1, with a maximum research and analysis period of 2 days. The time often is only a few minutes or hours. For instance, a Science Officer is making an atmospheric analysis, requiring Chemistry expertise. A complete read-out on the atmosphere is accomplished by the 'research' procedure, If the Scientist's Chemistry skill is expertise/7, he will have a 7 x 9% = 63% chance of success. A failure in such an instance will mean that most of the data is essentially correct. However, the Science Officer may have missed something which allows the Starmaster to introduce a few 'surprises to the personnel assigned to landing. The time required for such an analysis, using advanced technology, would be under an hour. Of course, no micro-organism data will be available such analysis would be a two-science problem at least, involving Biochemistry and Xeno-Zoology and perhaps Xeno-Botany. An Ecology expertise could reduce the analysis to a single-science problem, Such an analysis might require several days to as much as a week. Even then, without Xeno-Medicine, harmful organisms might not be detected. It could also be that such an analysis could be of higher complexity if an exhaustive survey was required.

An example of an advanced operation is the Linguistic Analysis of a 'dead' alien language. The Linguistic Scientist must have a knowledge of the dead race's language group. In addition, Comparative Cultures/Xenology, Historical Sciences, and General Social Sciences must be brought to bear. The Scientist has Linguistics/9, Comparative Cultures/7, Historical Sciences/7, and General Social Sciences/9. This is a 4 sciences problem. Worse, there is no observable race to watch in order to make deductions, so the Starmaster is perfectly correct in assigning a complexity level of 12 to the problem.

The Linguist has 9 x 6% = 54% for his Linguistics ability, plus 23 x 1% = 23% for his related Sciences. He is using a superb Mk. IX Starship computer to assist him, adding +8% to his chances. His total is therefore +85%, Against this is a very nasty 12 x -5% = -60% reduction because of the sheer complexity of the problem, leaving the Linguist with a mere 25% chance.

The Linguist will require a total of 50 days x 60%, as the Computer Mk.IX has reduced the time, factor by 40%. The Linguist has to wait 30 days for the answer, at which time 1d100 is rolled. Suppose that the result was 42, far above the 25% probability. The Scientist will simply have to try again, but with a +9% chance added to his probability because he has certainly learned something about the alien language even if he still can't 'crack' it yet. He punches in the new program, waits another 30 days, and then checks again at 34% chance. This will go on as long as it is necessary to crack the problem or cause the Scientist to give up in disgust.

It is clear that no problem will be closed to the determined scientist who has the skill to undertake the research and the patience to expend the time to do it, However, the Starmaster can set a 'multiple' complexity problem, particularly in the case of very advanced equipment or highly significant pure research, requiring a whole series of research steps to be successfully performed before any real 'answers' are forthcoming. For instance, if a character announced that he wanted to do pure research to develop a matter transmitter, it would not be untoward to call it a 7 science problem and assign it a complexity of 16 with 49 separate steps to be performed before the theoretical knowledge is available to be turned over to the Engineers, who would have their own problem set next, namely, how to build the damn thing?

From the foregoing, it is also clear that a bit of creative 'rule writing' will emerge in the course of a campaign. No set of rules can begin to lay out all of the possible kinds of scientific and engineering research or lay down fast and hard guidelines on how to interpret a given problem. The Starmaster and players will therefore have to work out some of the details together. The key is to touch all of the 'bases,' to force a Scientist or Engineer to really stretch himself and his colleagues when trying anything significantly out of the ordinary. Above all, any modifications to equipment which result in markedly improved performance or the development of new and wondrously fantastic devices should be rigidly circumscribed by high difficulty levels. Also, when the new equipment is finally introduced, the breakdown number could be much higher then expected. After all, prototype systems often fail in the field.

The secret, then, is plain common sense and an eye to play balance.

4.5 ENGINEERING

A Scientist-Engineer is a PC who chooses to branch off into the practical application of his scientific training, He will acquire the equivalent skills of a Tech in his chosen field(s) of specialisation, In addition, an Engineer can perform practical research on a technological problem and may design or improve equipment.

MECH ENGINEERING: 2 SP/2 Months. Mech Engineering involves the practical application of scientific expertise to the design and operation of mechanical systems and vehicles, before the field can be entered, the Mech Engineer must have pre-requisite of Physics/5, Math/3, Chemistry/2, and Metallurgy/2. Aptitude: MechA.

ELECTRONIC ENGINEERING: 2 SP/2 Months. Electronic Engineering involves the practical application of scientific expertise to the design and operation of electronic systems. Before the field can be entered, the Electronic Engineer must have pre-requisite of Physics/5, Math/3, Metallurgy/1, and Chemistry/1. Aptitude: ElechA.

COMPUTER ENGINEERING: 2 SP/2 Months, Computer Engineering is a highly specialised form of electronic engineering and involves the design and operation of computer systems. Before the field can be entered the Computer Engineer must have pre-requisite of Physics/6, Math/4, Chemistry/2, and Metallurgy/2. Aptitude: ElechA.

POWER ENGINEERING: 3 SP/3 Months. Power Engineering involves the practical application of a wide range of scientific expertise to the design and operation of power generation and delivery systems. Before the field can be entered, the Power Engineer must have pre-requisites of Physics/10, Math/5, Nuclear Physics/5, Hyper-Dimensional Physics/3, Chemistry/3, and Metallurgy/3, Aptitudes: MechA and ElecA.

STARDRIVE ENGINEERING: 3 SP/3 Months. Stardrive Engineering involves the practical application of a wide range of scientific expertise to the design and operation of spacecraft and Starship propulsion systems. Before the field can be entered, the Stardrive Engineer must have pre-requisites of Physics/10, Math/7, Nuclear Physics/7, HyperDimensional Physics/6, Chemistry/3, and Metallurgy/3. Aptitudes: GTA, MechA, and ElecA,

ARMAMENTS ENGINEERING: 2 SP/2 Months. Armaments Engineering involves the practical application of a wide range of scientific expertise to the design and modification of armaments and defence systems. Before the field can be entered, the Armaments Engineers must have pre-requisites of Physics/10, Math/5, Nuclear Physics/5, Force Fields/5, Hyper-Dimensional Physics/5, Chemistry/5, Biochemistry/3, and Metallurgy/5. Aptitudes: GTA, MechA, and ElecA.

ENGINEERING RESEARCH

It will often happen that an Engineer will not have sufficient scientific expertise to solve a technological problem. In such instances, he will have to go to a pure research scientist for assistance. The specialised knowledge of the pure scientist can be used to replace a science skill possessed by the Engineer. For example, an Armaments Engineer has a problem with a new battlescreens design. He has Armaments Engineering/9, the major field applying to the problem, but only the pre-requisites in the other fields. A battlescreens is a phenomenon involving Nuclear Physics and Force Field Physics. He may go to one or two Scientists who have higher levels of expertise in these secondary sciences and they will provide the needed expertise to increase his success chances.

Engineering Research is conducted in the same manner as described for Scientific Research, as described previously.

4.6 ARMSMAN TRAINING & SKILLS

The following areas of specialised training and skills are essential if a character is to enjoy adequate levels of proficiency with weapons and combat tactics, Some of the skills are unique to military and paramilitary formations. They would not, in short, be acquired by civilians except under extraordinary circumstances. Non-military personnel will therefore pay twice the cost in SP or else will have to be taught by a trained Armsman after they enter the game play.

COMBAT TRAINING: 1 SP or 6 weeks training/expertise level to expertise/10. Aptitudes: average the sum of Strength, Constitution, Dexterity, and any two of Agility, Bravery, and Leadership. The average is the PC's personal characteristic 'C' score used to determine his learning PCA' Also, 1/2 the pre-requisites average + I = maximum Combat Training expertise that he can attain.

Combat Training is open to any PC, but civilians pay double the SP cost. Military and Police personnel pay the basic SP cost. Combat training is the difference between an Armed Force and an unruly mob. Personnel with such training have learned to mesh with the requirements of being a part of a disciplined combat team, submerging their individualism in the discipline of the Service and developing required combat skills until they are dependable reflexes.

For each level of Combat Training expertise, a PC acquires:

1 Expertise/1 with a chosen group of weapons, These form the nucleus of his subsequent arms specialisation's or, if he prefers, a basic knowledge of a variety of weapons in addition to those he develops to a high level of expertise.

2 Ability to instruct others to his level of expertise with any weapon or combat tactic he has learned himself.

3 A bonus of +1% per expertise level in all attacks and -1% per' expertise level from attacks directed against him. For example, a PC with CT/8 is attacking a PC with CT/4. The difference is 4, for the CT/8 character has a +4% advantage to hit. The CT/4 character, however, has a difference of 4 (he is 4 levels below expertise/8) and so suffers a -4% penalty when he is attacking the character with CT/8.

STREET COMBAT: 2 SP or 6 weeks training. Aptitudes: as given for Combat Training. The skill, if learned rather than purchased with SP, is tested as if at expertise level 5. The PC receives advanced training in house-to-house combat in urban areas and enjoys a +5% advantage to hit any adversary untrained in Street Combat 'tactics when involved in sniping, firefights, or house clearing actions. The skill applies in the interiors of buildings as well as in the streets. Hand. to-hand combat is not modified by the bonus.

PARACHUTE ASSAULT: 2 SP or 6 weeks training. Aptitudes: as given for Combat training. The skill, if learned rather than purchased with SP, is tested as if at expertise level 5, The PC receives training in the effective use of a parachute under combat conditions. When jumping, the Parachutist acquires a 2% chance per Dexterity and Agility point of landing within a 10-meter circle. For each 2% the 1d100 roll is above the PC's basic chance of hitting the target zone, he lands an extra 1d10 meters away from the edge of the 10-meter circle. For example, with a Dexterity/16 and Agility/15, a PC would have a basic Parachute CR of 2% x (16 + 15) = 62%. If he rolls 62 or less, he will land in the target circle. However, if he rolled a 90, some 28% higher than his CR, he would have a 14d10 error and could land 14 to 140 meters off target, If a low-level jump is made, the CR percentage can be increased +10%. If a delayed drop is made (5% chance of pulling the rip-cord too late), the CR percentage is increased +10%.

On landing in rough or forest terrain, the PC must make an Agility CR, rolling equal to or lower than his Agility score to avoid the chance of ld6 points of injury (sprained ankle, broken leg, etc.) or, if the Starmaster prefers, being hung up by the shrouds in a tree some 15 or 20 meters above the ground, etc.

The PC lands ready for combat, able to free himself from his chute in 6 seconds and to bring his weapons into action the following turn, unless a mishap occurs.

JUMP BELT: 2 SP or 9 weeks training: Aptitudes: Dexterity, Agility, and GTA. The skill, if learned rather than purchased with SP, is tested as if at expertise level 5. The PC acquires skill with a jet-powered jump pack under combat conditions. Space-Force, Marine, and Commando personnel also acquire skill in weight. less manoeuvring. Trained personnel can apply all combat bonuses when firing during a jump. Whenever a 'difficult' situation occurs, the PC rolls a Dexterity CR to see whether a mishap occurs, with some form of accident happening when a Id20 result higher than the Dexterity score has turned up.

CONTRAGRAVITY HARNESS: 2 SP or 9 weeks training: Pre-requisites: average of Dexterity, Agility, and GTA. The skill, if learned rather than purchased with SP, is tested as if at expertise level 6. The PC acquires skill with a contragravity belt under combat conditions. Trained personnel can apply all combat bonuses when firing during a flight. Whenever a 'difficult' situation occurs, the PC rolls a Dexterity CR, as described for Jump Belt.

AIRBORNE ASSAULT: 2 SP or 6 weeks training. Pre-requisites: Combat training/3 Aptitudes: as given for Combat Training. The skill, if learned rather than purchased with SP, is tested as if at expertise level 3. The PC receives training in the rapid embarkation and debarkation from helicopters, hovercraft, aircraft, and grounded spacecraft under combat conditions. Without such training, personnel will not be able to employ combat bonuses in the first 6-36 seconds after disembarking or in the last 6-36 seconds before embarking. The skill is therefore valuable when setting up a security perimeter, storming a position directly from the transport craft, or withdrawing under fire. Equally important, trained personnel can apply their combat bonuses when firing air to ground, while untrained personnel lose all such bonuses.

AIRCAV: 6 SP or 18 weeks training. Pre-requisites: Combat Training! 3 Aptitudes: as given for Combat Training. The skill, if learned rather than purchased with SP, is tested as if at expertise level 6. The PC receives training in the piloting of an AirCav Mount under combat conditions. Errors or emergencies are dealt with by rolling a Dexterity CR, as described for Jump Belt. The PC also receives an AirCav rating equal to the average of his pre-requisite characteristics * 1/2. This rating is applied to air combat situations. When firing air to ground, the trained AirCav pilot can apply his combat skills with the weapons.

COMBAT HELICOPTER PILOT: 4 SP or 12 weeks training: Pre-requisites: Combat Training/3 Aptitudes: Dexterity and GTA. The skill, if learned rather than purchased with SP, is tested as if at expertise level 5. The PC receives training in the piloting of a variety of Helicopters under combat conditions. He also acquires skill with heliborne weapon systems and can apply his combat bonuses with such weapons when firing air to ground. Errors or emergencies are dealt with by rolling a Dexterity CR or a GTA CR, depending upon whether a manoeuvring or mechanical problem has developed which requires special procedures.

COMBAT DRIVER: 1 SP or 6 weeks training per vehicle type. Pre-requisites: Combat Training/2 Aptitudes: Dexterity and GTA. The skill, if learned rather than purchased with SP, is tested as if at expertise level 5. The PC learns to drive a specific type of military vehicle:

Combat Hovercraft	All-Terrain Vehicles
Armoured Cars (wheeled)	Wheeled Vehicles
Tracked Armoured Personnel Carriers	Tanks (tracked)

A Dexterity CR is rolled whenever a situation arises which threatens an accident or requires particular driving skill.

ARMOURED FORCES: 4 SP or 12 weeks training. Pre-requisites: Combat Training/2 Aptitudes: as given for Combat Training. The skill, if learned rather than purchased with SP, is tested as if at expertise level 4. The PC receives training in the functions of a crewman in an armoured fighting vehicle and obtains expertise! 3 with the weapons on any three AFV of his choice. Further training with such weapons must proceed independently.

COMBAT PILOT (ATMOSPHERE): 2 SP or 6 weeks training/expertise level to expertise/10. Aptitudes: Dexterity, Intelligence, and GTA. The PC learns to pilot one type of aircraft for each two expertise levels he attains. For each expertise level, he receives a Combat Pilot rating of +1, which he added to the air-combat rating of his aircraft and helps determine his capability of engaging in dog-fights and to fire his weapons air-to-air and air-to-ground. In emergencies, he rolls a Dexterity CR but adds +1 to the CR level for each 3 expertise levels possessed over expertise/1. The expertise level applies to all aircraft chosen for mastery. Note: each 2 levels a type of aircraft may be added to the list of those mastered, and at expertise level 10, 2 types may be added:

Single Engine: prop-driven, fixed wing
Single Engine Jet: subsonic
Multi-Engine: prop-driven, fixed wing*
Multi-Engine Jet: subsonic**
Helicopter
Supersonic Jet: Single & multiengine***

*Single Engine prop-driven aircraft expertise required as 'basic' training.
**single Engine Jet (subsonic) required as 'basic' training.
***Single Engine Jet (subsonic) required as 'basic' training for Multi-Engine Supersonic Jet.

ALIEN ENVIRONMENTS: 5 SP or 18 weeks training. Aptitudes: Intelligence and GTA. The skill, if learned rather than purchased with SP, is tested as if at expertise level 5. The PC receives extensive training in dealing with the conditions he will find on planets other than his own. He receives training in the use of special protective clothing, respirators, filter masks, and Vacuum Suits. Alien Environments permits the PC to employ his full combat bonuses on an alien planet. PCs lacking such training will lose 1/2 of all 'combat bonuses until they adjust to the alien conditions which might take anywhere from several days to several weeks, depending on the severity.

SURVIVAL: 2 SP or 8 weeks training per survival area. Aptitudes: Constitution, Strength, Dexterity, Agility and one of Intelligence or Intuition. The skill, if learned rather than purchased with SP, is tested as if at the expertise level indicated in brackets (-) for the given skill area. Each area provides expertise in meeting the environmental challenges and dangers unique to that environment. For example, Arctic Survival gives a PC comprehensive knowledge and skill in coping with frigid weather, frostbite, making a shelter, etc. He will also receive instruction on the use of specialised survival equipment, where to find game, and dealing with perils unique to an Arctic setting. Each survival area provides appropriate skills and knowledge's:

Arctic Survival (5)	Desert Survival (5)	Jungle Survival (4)
Marine Survival (4)	Forest Survival (3)	Steppe Survival (3)

Whenever a situation arises which requires a PC to remember the needed technique, he rolls either an Intuition or an Intelligence CR. If the score on the 1d20 is equal to or lower than his personal characteristics score, he will be told the basic procedure required. Whether or not he can actually carry it out is another matter. The same method can be used to determine whether the PC recognises an environmental danger, etc. Alien Environments renders survival skills fully applicable to Terran planetary environments different from those of the PC.s home planet.

FIRST AID: 1 SP or 4 weeks training. Prerequisites: none. Testing: none. The PC acquires the ability to apply basic first aid to himself or to a comrade. This includes the bandaging of wounds, splinting of broken bones, giving injections of drugs and pain killers, etc. The procedures will improve survival chances when serious injuries are involved and will tend to prevent infection if treatments are given daily.

SPACECRAFT ORIENTATION & PROCEDURES: 2 SP or 7 weeks training. Pre-requisites: none. Testing: none. The PC receives training in the. routine, procedures, drills, and general lay-out of spacecraft in which he will serve. Troops having such training are able to apply full combat bonuses in combat aboard spacecraft. Personnel without this skill can apply only 1/2 of their combat bonuses.

SPACE COMBAT: 6 SP or 24 weeks training. Pre-requisites: Service aboard military Starships (SpaceForce, Space Marines, Commandos, IPA personnel only), Aptitudes: Dexterity, Agility, Intelligence, Bravery, and GTA. The skill, if learned rather than purchased with SP, is tested as if at expertise level 5. The trained PC obtains +5% when making attacks against untrained personnel and enjoys a -5% penalty applied to the attacks of untrained personnel against them. In weightless conditions, they enjoy full use of all combat bonuses, while untrained personnel lose all bonuses and have a -10% penalty as well.

MOBILE INFANTRY: 6 SP or 18 weeks training, Pre-requisites: Combat Infantry/5, Space Combat, Aptitudes: as given for Combat Infantry. The PC is trained in the use of Powered Armour, and must acquire Jump Belt or Contragravity Harness simultaneously. If learned rather than purchased with SP, the skill is tested as if at expertise level 6. No personnel can function efficiently or safely in Powered Armour without such training. Skill permits the application of all combat bonuses plus the benefits of powered Strength in hand-to-hand combat. PCs are also trained in planetary assault tactics, including drop capsule injections into a planetary atmosphere by high speed assault spacecraft. Any Space Marine or Commando personnel who serve more than 4 tours of duty are expected to have acquired this skill (mandatory acquisition during initial skills purchase), as the Mobile Infantry are the heart of the spaceborne forces and no long-service Trooper would have avoided such training.

COMBAT ENGINEERING: FIELD FORTIFICATIONS: 1/2 SP or 4 weeks training/expertise level to expertise/10 Aptitudes: Strength, GTA, and MechA. The Combat Engineer learns to construct field fortifications. Each expertise level decreases the time required to build bunkers, pillboxes, etc., by 5%. Expertise/10 signifies a fully trained Combat Engineer capable of erecting any type of fortification, with defences 25% more effective than those produced by less skilled troops. All military personnel in the Planetary Defence Forces, Space Marines, or Commandos will likely acquire at least expertise/1.

COMBAT ENGINEERING: MILITARY CONSTRUCTION: 1/2 SP or 4 weeks training/expertise level to expertise/10. Aptitudes: Strength, GTA, and MechA. The Combat Engineer learns to construct roads, bridges, shelters, and other structures (often prefabricated),-and acquires skill with one military vehicle. When erecting bridges (pontoon, etc.) under enemy fire, a -1% advantage is applied against the enemy's ability to hit the Combat Engineer per expertise level, in addition to any other factors reducing the enemy's hit probability, Each expertise level reduces the time required to build such structures by 5%.

COMBAT ENGINEERING: BOMB DISPOSAL 1/2 SP or 4 weeks training/expertise level to expertise/10. Aptitudes: Dexterity, Bravery, GTA, MechA, and ElecA. The Combat Engineer learns to disarm explosive devices successfully on a 22% + 4% x expertise level + 1% x sum of Dexterity and either GTA, MechA, or ElecA, Explosive devices will have countermeasures in them which may reduce the success chances by 1% per level of complexity of the device. The complexity level may be set by the Starmaster (0 - 10) or may be determined randomly by rolling 2d6. A Bomb Disposal expert over expertise/5 will always know the odds of accomplishing a successful disarming. If a failure to disarm occurs, there is a chance equal to 100% minus the success percentage that the firing mechanism has been activated. A second disarming attempt is then possible at -1% x 3d6 from the initial success percentage. Success will prevent detonation but does not disarm the device, and another disarming may have to be attempted. Alternatively, the Bomb Expert can Simply attempt to get clear of the blast zone, with a chance equal to 3d6% x Agility minus 1d6% x bomb complexity level. (The same chance is accorded to other personnel in the area.) If it is a Nuclear Warhead his chances of escaping are nil unless he is wearing a Jump Belt or a Contragravity Harness and really knows how to use it! In such instances the standard escape chance applies.
Bomb Disposal also includes mine-sweeping, with a base chance of 35% at expertise/0, and adding 5% per expertise level. Success will result in a Bomb Expert sweeping an area of 100m^2 per hour plus an additional 20 m^2 per expertise level over expertise/5. A successful sweep means that a mine has been found, whereupon the Bomb Expert can remove it with a 30% chance + 2% x Dexterity + 3% x expertise level. If he fails a replacement will be sent up to the unit immediately. If the Bomb Expert is using electronic detectors, his sweeping rate is increased by 25 m^2 per level of expertise, in addition to any other rates, with no chance of missing a mine if a successful *sweep* is rolled. Mines may also be laid safely by a Bomb Expert/1.

Bomb Expert receive +25% danger pay when employed in that capacity in a military organisation or paramilitary police organisation.

COMBAT ENGINEER: DEMOLITIONS: 3 SP or 5 weeks. Aptitudes: Dexterity and GTA. The skill, if not purchased with SP, is tested as if at expertise level 5. The PC acquires the ability to correctly judge the amount of explosive necessary to destroy a structure and to successfully place it upon rolling a Dexterity or GTA CR on 1d20.

SPACE ENGINEERS: If a PC has expertise in Alien Environments, he can apply Combat Engineering skills at full expertise, If he lacks Alien Environments, he loses 3 skill levels from his expertise.

ARMOURER: An Armsman may apply his SP to become an Armour. or Tech, as described in 4.8 Tech Skills.

EVA: An Armsman may apply his SP to acquire EVA skills, as described in 4.7 Astronaut Skills, if he is enlisted in any military or civilian space service.

SPACECRAFT ARMAMENTS: An armsman may apply his SP to acquire expertise with the armament systems of spacecraft, as described in 4.7 Astronaut Skills, if he is enlisted in any military or civilian space service.

STREETWISE: Armsmen who are members of BOSS, BRINT, the IPA, or the Planetary Police may apply SPs for Armsman skills to acquire Streetwise Expertise (see 4.9 General Skills), as this is an essential feature of their training as espionage and enforcement agents.

ALIEN LANGUAGES & CUSTOMS: Armsmen who are members of BOSS, BRINT, or the IPA may apply SPs for Armsman skills to acquire skill with languages. So may Armsmen in the Merchant Service and the First in-Scouts of the Survey Service.

MERCHANTS: Armsmen in the Merchant Service may apply SPs for Armsman skills to acquire skills with Merchant activities (see 4.9 General Skills) as Pursers and Cargo Officers have considerable need of such talents. Any Armsman intending to be a Free Trader has to be somewhat of a Merchant.

ADMINISTRATION: Armsmen in the Merchant Service may apply SPs for Armsman skills to acquire skills in Administrative areas, as may any PCs in any other service who attain rank grade/7+ and must learn to deal with administrative and bureaucratic management at all levels (see 4.9 general Skills.)

PROJECTILE ARTILLERY: 1 SP or 4 weeks training/expertise level to expertise/10. Aptitudes: Strength, Dexterity, and GTA. Expertise confers +1% per expertise level to the probability of spotting and forward observer skills. The artillery types include field guns and armoured fighting vehicle guns, and mortars.

MISSILE ARTILLERY: I SP or 4 weeks training/expertise level to expertise/10. Aptitudes: Dexterity, Intelligence, and GTA. Expertise confers +1%, per expertise level to the probability of hitting a target with missile fire. The missile types include all tactical missile weapons fired from vehicular or fixed installation launchers.

HEAVY ENERGY PROJECTORS: I SP or 4 weeks training/expertise. level to expertise 10. Aptitudes: Dexterity, Intelligence, GTA, and ElecA. Expertise confers +1%, per expertise level to the probability of hitting a target with direct energy beam fire. The weapon types include heavy Laser Cannon and Heavy Blast Cannon mounted in fighting vehicles or fixed installations.

DIRECT FIRE; SMALL ARMS: There are a large number of direct fire weapons available for use by PCs. The weapons are grouped according to type, and a PC acquires skill with all weapons in the group simultaneously. The Cost of acquiring initial expertise or the time required to develop one expertise level is listed for each skill area. Each level of expertise adds 2% to the probability of hitting a target with any weapon in the skill group. Advantages may also be gained which extend the extreme range at which a target may be hit (see 7.2, Weapons Lists). Each level of expertise also adds +1 to a 1d20 roll to clear a jammed weapon, with the base score at 10 or less to clear the jam in a 6 second combat turn.

Archaic Direct Fire Weapon I:10 levels
Cost: I SP or 3 weeks study/expertise level
Aptitude: Dexterity

Sling	Thrown Axe
Slingstaff	Javelin
Thrown Dagger	Atlatl

Making weapons in group

Archaic Direct Fire Weapons II: 10 levels
Cost: 1SP or 3 weeks study/expertise level
Aptitudes: Dexterity & Strength

Blowgun.	Longbow
Short Bow	Light Crossbow
Compound Bow	Heavy Crossbow

Making weapons in group

Archaic Direct Fire Weapons III: 10 levels
Cost 1 SP or 3 weeks study/expertise level
Aptitude: Dexterity

Heavy Musket	Musket Pistol
Musket	Duelling Pistol
Rifle Musket	Making Powder & Shot

Shotguns: 10 levels
Cost: 1 SP or 2 weeks study/expertise level
Aptitudes: Dexterity & GTA
.410 standard & automatic
.16 standard & automatic
.12 standard & automatic
.10 standard & automatic

Tech/4 - 7 Sports Rifles: 10 levels
Cost: 1SP or 3 weeks study/expertise level
Aptitudes: Dexterity & GTA

T/5 -6.22 Rifle	T/7 5mm Rifle
T/5 - 6 ,22 Carbine	T/7 5mm Carbine
T/5 .6 .30 Rifle	T/7 7mm Rifle
T/5 - 6 .30 Carbine	T/7 7 mm Carbine
T/5 -6.30+ HP Rifle	T/7 10mm Rifle
T/5 - 6 .30+ HP Carbine	T/7 10 mm Carbine
T/5 .6 .40+ HP Rifle	T/7 12mm Rifle

Tech/5. 7 Machine Guns: 10 levels
Cost:1 SP or 3 weeks study/expertise level
Aptitudes: Dexterity & GTA

T/5 .30 LMG	T/6 7.62 MMG
T/5 30 MMG	T/6 .50/12.7 HMG
T/5 50 HMG	T/6 20mm Gatling
T/5 20mm AutoCannon	T/7 AMG10
T/6 7.62 LMG	

Tech/5. 7 Military Small Arms: levels
Cost: 1 SP or 4 weeks study/expertise level
Aptitudes: Dexterity & GTA

T/5 .30 Rifle	T/6 7.62 SAR
T/5 .30 M1	T/6 7.62 ACR AutoRifle
T/5 .30 Carbine M4	T/6 7.62 AR Assault Rifle
T/5 9mm M.Pistol	T16 5.56 AC Assault Carbine
T/5 9mm SMG	T/6 9mm SMG
T/5 .45 SMG	T/7 7mm AR7 AutoRifle

Tech/4. 7 Repeating Hand Guns: 10 levels
Cost: 1 SP or 4 weeks study/expertise level
Aptitudes: Dexterity & GTA

T/4 .32 Hold-out	T/6 .357 AutoMag
T/4 .32 Revolver	T/6 .44 Magnum
T/4 .38 Revolver	T/6 44 AutoMag
T/4 .44 Revolver	T/5 .45 Revolver
T/5 .22 Target	T/5 45 Automatic
T15 .22 Automatic	T/7 5mm Sportsman
T/5 .32 Automatic	T/7 5mm Body Pistol
T/5 .38 Special	T/7 7mm Body Pistol
T/5 .38 Service	T/7 7mm Enforcer
T/5 9mm Automatic	T/7 10mm AutoMag
T/6 .357 Magnum	T/7 10mm Auto Fire

Tech/7 Recoilless Small Arms: 10 levels
Cost: 1 SP or 3 weeks study/expertise level
Aptitudes: Dexterity & GTA.

5mm Cone Pistol	10mm Cone Rifle
5mm Cone Rifle	10mm Infinite Repeater
5mm Carbine	20mm Infinite Repeater
7mm Cone Rifle	

Tech/9 Stat Small Arms: 10 levels
Cost: 1 SP or 3 weeks study/expertise level
Recoilless expertise = 50% for Stat expertise
Aptitudes: Dexterity & GTA
10mm Stat Pistol
15mm Stat Rifle
20mm Stat Penetrator

Tech/6- 9 Laser Weapons: 10 levels
Cost: 2 SP or 4 weeks study/expertise level
Aptitudes: Dexterity, Intelligence, GTA

T/6 Laser	T/8 Laser Rifle
T/7 Laser Pistol	T/8 Laser MG
T/7 Laser Carbine	T/9 Body Pistol
T/7 Laser Rifle	T/9 Laser Pistol
T/7 Laser MG	T/9 Laser Carbine
T/8 Body Pistol	T/9 Laser Rifle
T/8 Laser Pistol	T/9 Laser MG
T/8 Laser Carbine	Heavy Laser

Tech/1 - 8 Needle Guns: 10 levels
Cost: 1SP or 3 weeks study/expertise level
Aptitudes: Dexterity

MiniNeedler Pistol	Razor Carbine
NeedlePistol	NeedleRifle (also called SpringRifle)

Tech/8 ARPOBDIF Projectors: 10 levels
Cost: 1 SP or 3 weeks study/expertise level
Aptitudes: Dexterity & GTA

ARPO Pistol	Hv. ARPO Field Generator
ARPO Rifle	ARPO Hold-Out Body Pistol
Hv. ARPO Projector	

Special Weapons: 10 levels
Cost: 2 SP or 4 weeks study/expertise level
Aptitudes: Dexterity, Intelligence, GTA

T/7 'Slug Gun'	T/9 Nerve Pistol (needler)
T/7 Tangle Pistol	T/9 Nerve Rifle (needler)

T/7 Tangle Rifle
T/6 Dart Pistol
T/6 Dart Rifle
T/7 Shock Dart
T/7 Gas Pistol
T/7 Pill Grenade Launcher
T/10 Pacifier (needler)

Tech/8 Gauss Weapons: 10 levels
Cost: 2 SP or 5 weeks study/expertise level
Aptitudes: Dexterity, Intelligence, & GTA
20mm Gauss Pistol
20mm Gauss Rifle

Tech/8. 10 Blaster Weapon: 10 levels
Cost:2 SP or 4 weeks study/expertise level
Aptitudes: Dexterity, Intelligence, & GTA
T/8 Blast Pistol
T/8 Blast Carbine
T/8 Blast Rifle
T/8 Blaster MG
T/9 Blast Pistol
T/9 Blast Carbine
T/9 Blast Rifle
T/9 S. Blaster
T/10 Blast Pistol
T/10 Blast Carbine
T/10 Blast Rifle
T/10 S.Hv. Blaster

Tech/9. 10 Fusion Guns: 10 levels
Cost: 2 SP or 4 weeks study/expertise level
Blaster expertise = 50% for Fusion expertise
Aptitudes: Dexterity, Intelligence, GTA
T/9 Fusion Rifle
T/9 Fusion MG
T/10 Fusion Pistol
T/10 Fusion Rifle
T/10 Hv, Fusion Rifle
T/l0 Fusion MG
T/10 S.Hv.Fusar

Tech/8 Stunner: 10 levels
Cost:1 SP or 3 weeks study/expertise level
Aptitudes: Dexterity & GTA
Hold-Out Stun Pistol
Stun Pistol
Colonial Carbine
Police Carbine
Stun Rifle
Police Stun Rifle

Tech/8 - 9 Sonic & Energy Disruptors: 10 levels
Cost: 2 SP or 4 weeks study/expertise level
Aptitudes: Dexterity & GTA
Disrupter Pistol
Disrupter Carbine
Disrupter Rifle
MG Disrupter

Tech/7 Flamers: 10 levels
Cost: 1 SP or 3 weeks study/expertise level
Aptitude: Dexterity
Flame Pistol
Flame Rifle
Heavy Flamer
Napalm Projector
Flare Gun

Grenades & Grenade Launchers: 10 levels
Cost: 1SP or 3 weeks study/expertise level
Aptitudes: Dexterity & GTA
Regular Grenades
Demolition Grenades
Pill & Thimble Grenades
Throwaway RGL
Throwaway TGL
Throwaway PGL
Grenade Pistol G
Grenade Pistol H
Grenade Pistol .J
Combat Grenade Rifle
Shock Grenade Rifle
Assault Grenade Rifle
l & Y Rack Grenade LaunchAutoFire Grenade Rifles

Rocket Launchers & Advanced PMLs: 10 levels
Cost: 1 SP or 3 weeks study/expertise level
Aptitudes: Dexterity, Intelligence, GTA
Bazooka
Light PML
Disposable Rocket Launcher
Medium PML
Heavy PML

MELEE WEAPONS: There are a considerable number of melee weapons available for use by PCs (see 7.1 Weapons). Many are archaic weapons, but a few are advanced armaments. The weapons are grouped according to type and a PC acquires skill with all weapons in the group simultaneously. The cost of acquiring initial expertise or the time to develop one expertise level is listed for each skill area. Each level of expertise adds +2% to the probability of hitting a target with any weapon in the skill group. Each level of expertise also provides a defensive value applied against enemy attacks, with .2% per expertise level when defending against a weapon with which the PC has expertise, and -1% per expertise level otherwise. Note: PCs will have limits to the expertise attainable.

Dagger, Throwing Knife, & Stabbing Sword:
10 levels Cost: 1 SP or 3 weeks study/expertise level
Aptitudes: Dexterity & Agility
Max. Expertise: 1/4 (Dex + Agil) + l

Foil
10 levels Cost: 1 SP or 5 weeks study/expertise level
Aptitudes: Dexterity, Agility & Constitution
Max. Expertise: 1/4(Dex + Agil) + 1

Spear, Javelin, Pike, Halberd, Bayonet:
10 levels Cost: 1 SP or 3 weeks study/expertise level
Aptitudes: Dexterity & Strength
Max. Expertise: 1/4 (Dex + Agil) + l

VibroBlade, Force Blade, Monofilament Blades:
10 levels Cost: 1 SP or 5 weeks study/expertise level
Aptitudes: Dexterity, Agility, & Strength
Sword Expertise = 50% of VibroBlade expertise
Max. Expertise: l/6 (Dex + Agil + Str) + l

Unarmed Combat
10 levels Cost: 2 SP or 7 weeks study/expertise level
Aptitudes: Dexterity, Agility, Strength. Constitution, Intelligence
Max. Expertise = 1/10 (Dex + Agil + Str + Con + Intell) + l

Sword, Broadsword, & Greatsword:
10 levels Cost: 1 SP or 4 weeks study/expertise level
Aptitudes: Dexterity, Agility, & Strength
Max. Expertise: 1/6 (Dex + Agil + Str) + l

Sabre:
10 levels Cost: 1 SP or 5 weeks study/expertise level
Aptitudes: Dexterity, Agility, & Strength
Max. Expertise: 1/4 (Dex + Agil) + l

Battle 4xe, Mace, Morningstar, & Flail:
10 levels Cost: 1 SP or 4 weeks study/expertise level
Aptitudes: Dexterity, Agility, & Strength
Max. Expertise: 1/6 (Dex + Agil + Str) + l

LaserSword, LightSword, & Katana:
12 levels. Must first learn katana to equivalent level.
Cost: 2 SP or 6 weeks study/expertise level
Aptitudes: Dexterity, Agility, & Constitution
Katana expertise = 50% of LaserSword/LightSword expertise.
Max. Expertise: 1/6 (Dex + Agil + Str) + 3

Coagulator, Neuronic Whip, Paralysis Rod:
10 levels Cost: 1 SP or 5 weeks study/expertise level
Aptitudes: Dexterity, Agility, & Constitution
Foil Expertise = 50% of Coagulator/Neuronic Whip expertise.
Max. Expertise: 1/6 (Dex + Agil + Str) + l

4.7 ASTRONAUT TRAINING & SKILLS

The following skills are essential if a PC is to acquire proficiency in the Operation of any spacecraft.

SHIPBOARD PROCEDURE & OPERATION: 5 SP or 12 weeks training. Pre-requisites: None. Testing: None. Astronauts proceed through a comprehensive program of general training which accustoms them to shipboard routine, discipline, emergency drills, and basic spacecraft and Starship systems. SP & E is an ongoing program as well. An Astronaut will devote 4 weeks of study per year to keeping up to date on the latest equipment installed in any vessel in which he serves. Other Starship personnel will also acquire SP & E. The skill enables personnel to apply full combat bonuses in combat aboard spacecraft.

SPACE COMBAT: An Astronaut may apply his SP to acquire special combat skills, as described in 4.6 Armsman Skills for

Space Combat.

EXTRA—VEHICULAR ACTIVITY (EVA): 5 SP or 12 weeks training. Aptitudes: Dexterity, Agility, GTA. If learned rather than purchased with SP, the skill is tested as if at expertise level 5. EVA involves the use of space suits in vacuum and in low or null gravity conditions. It is a mandatory program for all Astronauts. Ability to perform a given manoeuvre or activity in null gravity conditions while wearing a space suit is related to Dexterity, Agility, and GTA. Add these three characteristics together and multiply by 1.7 to find the percentage chance of a trained PC accomplishing any difficult manoeuvre under rocket jet pack or any difficult manipulations, activities, etc. When major emergencies arise with respect to the operation or the integrity of a spacecraft, trained personnel have a chance equal to their EVA success percentage minus 1d10% of resolving the problem.

Failure to achieve the EVA success percentage or less on a 1d100 roll does not indicate that a disaster has occurred. Rather, the PC has merely experienced some difficulty which usually means extra time is required to accomplish the task or to perform the manoeuvre. The probabilities can even be adjusted slightly upward or downward at the Starmasters discretion to reflect easy or especially difficult tasks and manoeuvres. An emergency situation is something else, again, for this time a failure means that the PC has not been able to make the necessary adjustments or repairs, and matters aren't becoming serious or even critical.

Untrained personnel can also wear spacesuits. They have a probability of being able to perform manoeuvres of the simplest kind while under the supervision of a trained EVA Astronaut equal to the supervising Astronaut's own EVA success chance minus .15% However, when per. forming any kind of complex manoeuvres or when left on their own, untrained personnel have a 10% success chance +1% x sum of Dexterity, Agility, and GTA, If something goes wrong and a manoeuvre fails, the untrained man has a 100% chance minus the sum of his Intelligence, Bravery, and GTA of really doing something stupid, like panicking or pressing the wrong suit control. If the Starmaster prefers, panic itself may be made subject to failing a Bravery CR in which the PC must roll equal to or lower than his Bravery score on 1d20. Panic prevents any intelligent action for 1d6 turns, after which another Bravery CR may be made to see if the PC can regain control of himself.

ADVANCED EVA: 2 SP or 4 weeks training/expertise level to expertise/10 Pre-requisites: EVA, Aptitudes: Dexterity, Intelligence, and GTA. The PC obtains training with the EVA 'Scooter,' a short-range craft that is little more than a pair of low acceleration rocket engines, fuel tanks, a frame to which equipment and stores can be lashed, and several saddles for the pilot and a few passengers. Skill in manoeuvring the EVA Scooter is equal to that described for spacesuit skill in EVA (above). The PC also acquires a 5% chance per expertise level of making required repairs to the EVA Scooter if a malfunction occurs minus 5% per level of breakdown. (see 5.0 Breakdown).

ASTRONAUTIC SCIENCES: Astronauts may spend SP to acquire the following Sciences, which are very pertinent to their chosen specialisation: Advanced Mathematics, General Physics, Astronomy, Planetology, Nuclear Physics, Force-Field Physics, Mech Engineering, Electronic Engineering, Computer Engineering, Power Engineering, or Stardrive Engineering. (see 4.3 Scientific Skills, and 4.5 Engineering Skills).

STARSHIP TECHNOLOGY: Astronauts may expend SP to acquire the following technical skills, which are very pertinent to their chosen specialisation: Mech Tech: Starship Machinery; Electronics Tech: Starship Systems: EVA Systems: Communications Tech: ECM: Sub-Light Communication Systems: Computer Tech: Computers Mk.I-X, any Programming: Power Tech: Nuclear Generation Systems, Anti-Matter Generation Systems, Starship Power Systems: Stardrive Tech: all specialisation's, (see 4.8 Tech Skills).

ORBITAL PILOT: 3 SP or 6 weeks/expertise level to expertise/10. Pre-requisites: EVA, Advanced EVA, Aptitudes: Dexterity, Intelligence, Leadership, Bravery, GTA, Computer Programming/1 is required to enter all course programs and run the onboard Navigation Computer. The following areas of special skill will be developed as the PC advances in expertise:

ORBITAL PILOT, COURSE PLOTTING: An Orbital Pilot may plot his own course with an accuracy of 5% x expertise level plus 5% x Mk. of the Computer he is using. This accuracy is reduced by 1% per light-second (300,000 km) the destination st distant. Errors do not signify disaster, but rather add extra time spent on the flight. The added time of flight is equal to 200% of the time that would have been taken for a regular flight minus the Orbital Pilot's success percentage, For example, a Pilot with expertise/7 is using a Mk, VI Computer to plot a course for a 29 LS run. He has an accuracy of 5% x 7 plus 5% x 6 minus -16% = 39%. If he failed his 1d100 roll and had a result over 39%. he would require 200% . 39% 161% of the time normally to make the flight. No flight program which would result in more than 200% of the normal time can be plotted.

ORBITAL PILOT: ATMOSPHERIC MANOEUVRING: An Orbital Pilot obtains the same skill in manoeuvring a small spacecraft in atmosphere as that possessed by the Pilot of an atmospheric supersonic jet. The Orbital Pilot's training also qualifies him for piloting of all jet aircraft.

ORBITAL PILOT: SPACE MANOEUVRING: An Orbital Pilot can perform all manoeuvres in space with 80% accuracy plus 1% x sum of expertise plus Computer Mk. It is therefore possible to be 99% accurate with expertise/10 and a Mk.X computer. A failure is not a disaster, however, Rather, it will signify that some Corrective measure had to be applied. The correction is made by rolling the Manoeuvre CR a second time. If a failure occurs again, there is a possibility that a mishap may occur, if the circumstances warrant it, The only time that an emergency arises is in the case' of a breakdown of some ship's system which affects manoeuvring capacity. In such instances, the StarMaster must exercise his discretion to introduce a -1% to -20%. penalty, depending on the situation. In Breakdown emergencies, manoeuvring accuracy could be the difference between a safe flight and a possible disaster. For example, the Pilot might have to evade a swarm of asteroids. Failure could represent a hit.

ORBITAL PILOT: AIRLESS LANDINGS & ROCKET TOUCHDOWNS: For a safe landing under rocket power by balancing the ship on her jets and bringing her straight in without attempting to 'fly' her like an aircraft, the Orbital Pilot has a chance equal to his Space Manoeuvring CR. Failure in such a Landing CR brings a chance of an Outright crash equal to 100% minus the Orbital Pilot's safe landing percentage. The severity of the crash depends upon the reactions of the Pilot; in this instance, roll a Dexterity CR. If the CR is a success, various forms of minor damage occur. If the CR fails, a major crash occurs.

ORBITAL PILOT: CONTRAGRAVITY & GLIDE LANDINGS: When making a landing under contragravity field or by atmospheric gliding (often with rocket assist), and Orbital Pilot has a 99% chance of making a completely safe landing. However, if his Computer is shut down, a -1d10% chance of error will exist. A 'crash' signifies that a heavy-handed landing occurred, with a chance that some ship's system was damaged or put out of operation for a time. No major damage will occur, however.

COMBAT ORBITAL PILOT; 1 SP or 3 weeks/expertise level to expertise/10. Pre-requisites: Orbital Pilot skill of equivalent level equivalent Orbital Pilot expertise. Combat training is merely the battle manoeuvres and tactics which may be added to existing Orbital Pilot skills. In atmosphere, the Combat Orbital Pilot has the same skills as a Combat Pilot of atmospheric craft. In, space his skills are applied as a straight-forward attack/evasion DM based upon his skill level. For each expertise level, he obtains a +I%/-1% DM. Other factors like range, the Mk. of the BattleComputer aboard his and the enemy ship, speed of his vessel (if a target) or the enemy (if a target), and perhaps a special rating for space dogfights will also be applied. These factors will be detailed in the Starship Battle rules. In dogfights, Dexterity may also be a factor.

INTERPLANETARY PILOT: 3 SP or 5 weeks training/expertise level to expertise/10. Pre-requisites: Pilot training to an equivalent expertise level. Interplanetary Pilot prepares a character for the manoeuvring of vessels of corvette displacement or larger under Sub-light drive. The following areas of special skill will be developed as the PC increases his expertise.

INTERPLANETARY PILOT: ORBITAL PILOT SKILLS: All skills associated with the Orbital Pilot are performed at the Interplanetary Pilot's equivalent Orbital Pilot expertise. However, several skills will be replaced by superior proficiency, as noted below.

INTERPLANETARY COMBAT PILOT: If a Pilot has Orbital Combat Pilot expertise, he will apply the same level of expertise to manoeuvring a larger vessel. He must have Interplanetary Pilot skill of equal level,

INTERPLANETARY PILOT, SHORT—RANGE COURSES: Once a Pilot reaches expertise/5. he can literally 'eyeball' destinations up to 10 light-seconds away and can set a course for them unerringly, with or without computer assist. All he needs to know is the position of the destination (electronic scanning and sensorscan equipment provides the co-ordinates) to hit it with 100% accuracy.

INTERPLANETARY PILOT, STAR SYSTEM NAVIGATION. Once a Pilot reaches expertise/5. he is able to compute courses to planets or system co-ordinates. Without computer assist, he is limited to 10 LS ranges. With computer assist, he can compute a 25 LS course x expertise level, plus 25 LS. 500 LS (150 000 000 km or the distance from Sol to Terra). This program can be computed and programmed in 1 minute per 100 LS. If a longer course is plotted, a +1% error is introduced per additional 25 LS. and errors die treated as Outlined for Orbital Pilot Course Plotting errors.

INTERPLANETARY PILOT, TROUBLE SHOOTING: The Interplanetary Pilot must be a spacecraft technician of sorts because some vessels carry very small crews. Thus, part of his training involves being able to make repairs like a Tech/1. For each expertise level of Interplanetary Pilot, the PC may trouble shoot one spacecraft technical area as if he had Tech/1 expertise For example, a PC may Choose Sub-Light Communications Systems in his first level, Nuclear Power Generation Systems in his second level, and so on. He thus becomes a 'jack-of-all-trades,' master of none but somewhat skilled in many. He may also expend further SP or study time to increase such skill.

FTL PILOT: 5 SP or 8 weeks/expertise level to expertise/10. Pre-requisites: Interplanetary Pilot/10, Mathematics/3.

FTL PILOT: 1 - 6: Watchkeeping qualification only. Solo FTL flights will be taken at one's peril. The chance of error in hyperDrive Conversion is 100% minus 15% x FTL skill level, if unsupervised by a qualified FTL Pilot. If supervised, the error is equal to that of the observing FTL Pilot, If an error occurs in the FTL injection to hyper-light speeds, the Starship will emerge from HyperSpace either on a random course or at a distance greater or lesser than the plotted distance Roll 1d6 and 1d100. The 1d6 signifies the direction taken, with 1 = 'up', 2 = 'down', 3=90˚ to starboard (right) of course, 4=90˚ to port (left) of course, 5= on assigned course, and 6= on reciprocal (reverse) of assigned course, The 1d100 result signifies the percentage over or under the plotted distance, with 1 - 2=1 - 25% under the distance, 26 - 75=plotted distance, and 76 - 100= 25 - 1% over the plotted distance. When the ship emerges, the Astrogation Section will have the determine its galactic co-ordinates, as everyone will realise immediately that they are 'lost.'

FTL PILOT: 7 - 9: Qualified HyperDrive Pilot, The chance of error in HyperDrive Conversion is 10% minus 1% per expertise level.

FTL PILOT/10: Master Pilot. The Pilot has become so skilled at controlling FTL vessels making a run up to Light Speed and FTL conversion into the Tachyon Universe of HyperSpace that no error will occur unless a major malfunction results in a key Starship system. The moment that a ship is passing the boundary between Einsteinian Space and the alternate continuum of HyperSpace is fraught with peril. Master Pilot status eliminates this risk, so that the Starship 'converts to FTL mode at precisely the co-ordinates and angle-of-attack required to carry it straight to its intended destination.

ASTROGATOR: 3 SP or 8 weeks/expertise level to expertise/10. Pre-requisite: Mathematics/5, Astronomy/5, Computer Programming/3, Aptitude: Intelligence.

ASTROGATOR' INTERPLANETARY NAVIGATION: An Astrogator may plot an interplanetary course with 100% 'accuracy to a distance of 500 LS per level of Astrogation expertise plus levels of Mathematics expertise plus Mk. of Computer used. The time required is 1 minute per 500 LS. An Astrogator/10 with Math/10 and a Mk.X computer could therefore plot a course of 15000 LS without error (some 4.5 million km or the distance from Sol to Neptune). There is a 1% chance of an error for every 500 LS over the limit. Errors are dealt with as described in Orbital Pilots.

ASTROGATOR, FTL NAVIGATION: An Astrogator may set an interstellar course with 100% accuracy, subject to the following modifiers:

-1% per Astrogation expertise level under expertise/5
-1% per Mathematics expertise level under expertise/5
-1% per Astronomy expertise level under expertise/5
-1% per Light Year to be travelled over Astrogator expertise level

+20% if correct course tape is available
+1% per 3% extra time taken for calculations
+3% per Astrogation expertise level if at expertise/5+
+3% per Mathematics expertise level if at expertise level if at expertise 5+
+3% per Astronomy expertise level if at expertise/5+
+5% per Mk, of Computer used in computations
+5% per point of Intelligence score if Intelligence/13+
+100% if Astrogator/9
+200% if Astrogator/10

It will be seen that not only the accuracy but also the distance of the course is determined by an Astrogator's skill. The better the Astrogator, the longer the Hyperjump he can compute with accuracy. His total qualifications have a significant bearing on his skill. If the course is accurate, only the FTL Pilot's skill in effecting a successful FTL Conversion will matter. But if there is a chance of a course error, this chance is added to the FTL Pilot's chance of making an error in his FTL Conversion. -

For example, an Astrogator/7 has Math/8, Astronomy/6, Intelligence/19, and a Mk.VII Computer to set a course of 190 Light Years. His accuracy is 100% basic plus 21% (Astrogation/7) + 24% (Math/8) + 18% (Astronomy/6) + 95% (Intelligence/l9) + 35% (Computer Mk.VII)b = 272%. Subtract 183% (190 LY - 7 for Astrogation skill). His chance of setting an accurate course is 89%, so there is an 11% error probability which will be added to the FTL Pilot's chance of making an error. The Astrogator could make up this -11% by putting in 33% more time in calculating the course.

The time factor in computing an interstellar course is 60 minutes per Light Year to be travelled. This time period can be reduced by the following factors:

-2 minutes per Astrogator expertise level
-2 minutes per Math expertise level
-1 minute per Astronomy expertise level

The resultant time can be further reduced by 10% per Mk. of Computer used and by 10% if a course tape is available which plots the run between the two co-ordinates.

The course set by our Astrogator/7 would take him 60 minutes x 190= 11400 minutes minus 190 x 42 minutes=3420 minutes or 57 hours if he had to do it by 'hand'. With his Mk.VII computer, the time is reduced by 70% to 17.1 hours. To eliminate the -11% error, he could increase the time by 33% to 22.75 hours. While this may seem like a long time to spend plotting a course, consider the sheer distance involved. When very long journeys are contemplated, a good Astrogator will spend his time preparing the entire course in a series of hyperjumps to eliminate in-course delays while he computes the next leg of the flight.

ASTROGATOR, 'LOST IN SPACE': If a Starship becomes 'lost' as a result of an error in the course or a Pilot error, it becomes the job of the Astrogator to find Out just where they are, This is done as a three-sciences research problem, using the Scientific Research procedure outlined in the Scientist Skills section (see 4.3). The complexity of the problem is related to the course distance, with one complexity level per 50 Light Years travelled, Returning to our Astrogator/7, if an error occurred in his 190 LY course, he would be facing a coinplexity/4 problem and a long time ahead of him to solve it.

STARSHIP BATTLE: 2 SP or 6 weeks/expertise level to expertise/10. Aptitudes: Intelligence, Leadership, and GTA. The PC becomes expert in the command of a spacecraft in a battle situation and may add his expertise to the combat probabilities in attack and subtract it from enemy combat probabilities, The PC in 'command' is, of course, the Starship Captain. Any PC who achieves 'command' rank such that he is qualified to be a Starship Captain must purchase at least expertise/4 with his SP.

SPACECRAFT ARMAMENTS: 2 SP or 6 weeks training/expertise level to expertise/10. Aptitudes: Intelligence, Dexterity, and GTA. Any PC is commanding a gun or missile turret or who is acting as Gunnery Officer is able to apply his expertise when firing at an enemy vessel.

STREETWISE: Astronauts who are members of BOSS, BRINT, the IPA, or the Merchant Service may apply SPs for Streetwise skills (see 4.9 General Skills), as this is an essential feature of their training or experience.

ALIEN LANGUAGES & CUSTOMS: Astronauts who are members of BOSS, BRINT, the IPA, or the Merchant Service may apply SPs for Alien Languages & Customs skills (see 4.9 General Skills), as they are often in contact with alien races.

MERCHANT: Astronauts who are in the Merchant Service may apply SPs for Merchant skills (see 4.9 General Skills), as they are often involved in interstellar trade activities as the chief officers of commercial vessels..

ADMINISTRATION: Astronauts attaining rank grade/7+ must learn to deal with bureaucratic management at all levels, and thus they can apply SPs to acquiring Administrative skill (see 4.9 General Skills).

4.8 TECH SKILLS & TRAINING

Techs are highly skilled specialists capable of operating and repairing equipment. The procedure to be followed for repairing breakdowns are described in the 5.0 Equipment Maintainance section, while skills with specific types of equipment will be described in the 7.0, 8.0 Equipment Lists. Starship repair is covered in 12.0.

MECH TECH

The Mechanical Technician or Mech Tech is a specialist in the repair and maintainance of a wide range of mechanical devices. He may operate or repair any machinery within a specialist area in which he has acquired expertise. The following specialist areas are available at a cost of 1 SP or 3 weeks' study per expertise level, to maximum expertise/10. Aptitude: MechA'

Ground Vehicles	Military Ground Vehicles
Aircraft	Military Aircraft
Marine Craft	Military Marine Craft
Starship Machiner	Alien Environment Vehicles
General Mechanical Equipment	

A Mech Tech can use his expertise at maximum effect only to repair those mechanical systems within his training. For example, many systems in military vehicles will differ from civilian vehicles, and a Tech, with a civilian skills has only 1/2 expertise with military vehicles and vice versa. The Starmaster may also rule that some systems are similar enough to permit full expertise.

ELECTRONICS/COMMUNICATIONS TECH

Electronics Techs (often called ComTechs because many of their skills are in the operation and maintainance of communications equipment) are specialists in a wide range of electronic equipment A CornTech may operate or repair any equipment within a specialist area in which he has acquired expertise. The following specialist areas are available at a cost of 1 SP or 3 weeks' study per expertise level, to maximum expertise/10. Aptitude: ElecA.

Electrical Systems	Communication Systems
Vehicular Systems	Detection Systems
Aircraft Systems	Electronic Counter-Measures (ECM)
EVA Systems	Starship Electrical Systems
Sub-Light Communication Systerns*	

*Requires equivalent skill with Communication Systems.

COMPUTER TECH

The Computer Tech is a specialist in the repair and rnaintainance of a computer system. He can also prepare programs for computers in which he has expertise. The following specialist areas are available at a cost of 1 SP or 3 weeks' study per expertise level, to maximum expertise/10. Aptitude: ElecA.

MiniComputers	Civilian Programming
Computer Mk. I-II*	Military Programming
Computer Mk III-IV*	Scientific Programming
Computer Mk. V-VI*	Cybernetic 'Brains'
Computer Mk. VII-VIII*	Cybernetic Systems
Computer Mk. IX-X*	Alien Computers**

*Expertise in the lower Mks. must be equal or higher than expertise in higher Mks.
**Applicable only if expertise is possessed in the Mk. of computer.

Many PCs who are not Computer Techs will obtain expertise/1 in the various Mks. of computer in order to operate them. Programming involves being able to translate data into computer language and to set up operational programs which can be used by others (in chips, etc).

Programming expertise involves the ability to write a computer program. A Computer Tech can set up a very simple program in minutes. More complex programs will require longer periods of time and involve possibility of failure. Depending on the scope of the program, which the Starmaster decides, the task can take from 1 day to some weeks. A Computer Tech has a probability of 25% plus 6% x skill level of being successful, checked at the end of the programming period. If the program proves to be in error, a reprogramming may be accomplished with +10% on all subsequent attempts until success is achieved. Astronauts and Scientists will likely acquire expertise in Scientific Programming.

All Routine programs may be entered without error by any personnel having Computer Programming/1, with a time period of a few seconds to several minutes being typical, depending on the complexity of the program and whether it is in chip/tape/card form or must be manually entered. Errors in programming refer only to the writing or original programs to be entered as permanent data records and reference tapes.

POWER TECH

The Power Tech is a specialist in the repair and maintainance of all power generation and high-voltage switching and delivery systems. The following specialist areas are available at a Cost of 1 SP or 3 weeks' study per expertise level, to maximum expertise/10. Aptitudes: ElecA and GTA.

Thermal Generation Systems	Nuclear Generation Systems*
Portable Power Systems	Anti-Matter Generation Systems*
Vehicular Power Systems	Ground Power Transmission
Starship Power Systems	Beamed Power Transmission

*Acquired at 2 SP or 4 weeks of study per expertise level.

STARDRIVE TECH

The Stardrive Tech is a specialist in the repair and maintainance of all propulsion systems associated with sub-light spacecraft and Starships. The following propulsion systems may be acquired at a cost of 1-3 SP or 1-3 months of study, as indicated in brackets ( ) per expertise level to expertise/10. Aptitudes: GTA, MechA, ElecA.

Rocket & Reaction Enginees (1)	HyperDrive Enginees (to 10 LY)(1)
Anti-Gray Systems (1)	HyperDrive Enginees (11-20 LV)(1)
Sub-Light Drive (1)	HyperDrive Enginees (21+ LV)(1)
JumpDrive Enginees (2)	Alien StarDrive (3)

HyperDrive Engines expertise enables the Tech to operate and repair engines at the rated speeds. Alien Stardrive expertise enables the Tech to operate and repair alien units corresponding to his expertise in HyperDrive and JumpDrive Engines of equivalent type. Expertise in a lower rating of

HyperDrive must be equal to or higher than the expertise acquired with a higher rating.

ARMOURER

The Armourer or Arms Tech is a highly skilled weapon systems technician. The following areas of specialization may be acquired at a cost of 1 SP or weeks of study as indicated in brackets ( ) per expertise level: Aptitudes: GTA, MechA, ElecA. Each 2 levels of expertise above expertise/4 also gives the Armourer +1 expertise level in the use of such weapons (see 4.6 Armsman Skills). Each skill has 10 levels of expertise.

Armour (2)	Advanced Slugthrowers (3)
Power Armour (4)	Laser Small Arms (4)
Archaic Melee Weapons (2)	Blaster Small Arms (5)
Modern Melee Weapons (2)	Fusion Small Arms (5)
Firearms (3)	Other Energy Small Arms (4)
Portable Missile Weapons (3)	Projectile Artillery (4)
Heavy Missile Weapons (5)	Heavy Energy Weapons (5)
Starship Weapon Systems *(5)	BattleScreens (5)
BattleField Explosive Devices (2)	Bomb Disposal/Booby Traps(2)

*Assumes expertise in Heavy Missile and Heavy Energy Weapons.

CRIME TECH

The Crime Tech is a specialist in the placement and detection of all manner of electronic bugging devices, the operation of communication and jamming equipment, the discovery and analysis of evidence, and the detection of forged or altered documents, counterfeit currency, etc. In short, he is a Policeman or Security Services specialist. He can repair and maintain equipment as well. The following areas of specialisation may be acquired at a cost of 1 SP or 3 weeks of study per expertise level. Aptitudes: GTA, ElecA, and Intuition. Each skill has 10 levels of expertise.

Communication Systems Personal Identification Systems
ECM Systems Crime Analysis Systems
Detection Systems Forged/Counterfeit Documents
Computers (See Computer Tech) Small Arms (See Weapons List & Skills for costs)

MEDITECH

The MediTech is the equivalent of a Registered Nurse. He can repair and maintain all equipment involving the practise of Medicine. He can also perform first-aid and limited medical treatment. Each expertise level is acquired at a cost of 4 SP or 2 months of study to maximum expertise/10. The MediTech must have Intelligence! 12+, Intuition/10+, and Dexterity/13+ to qualify, Aptitudes: Intelligence, Dexterity, GTA, ElecA.

Diagnosis of known diseases can be made at 20% + 5% x skill level. Once a correct diagnosis is made, the Medi-Tech can administer the correct treatment with an 80% chance of full recovery plus 1% x skill level. Note: this involves 'serious' cases: minor ailments and diseases have a 99% chance for full recovery, without complications. However, this also assumes that the Medi-Tech has adequate medical tapes in his computer. Reduce the chances of successful diagnosis by 2% for every Mk. the Medi-Comp. is below Mk.X.

The MediTech can perform surgical 'repairs' if no more than 1/3 of the victim's damage factor has been lost. A Medi-Tech can restore one point or damage x skill level per hour to a maximum of a third of a victim's damage factor. He may not restore more than 1 hour of damage per day for each skill level he possesses. A Medi-Tech/1, than could restore only 1 damage point for 1 hour of work in 24. A Medi-Tech/9 could restore 9 points per hour over a 9-hour period. It should be noted that the number of damage points that can be restored may be spread amongst more than 1 patient. Quicklime facilities are required for such a procedure to be used. Natural healing must be relied on otherwise. If the damage is more than 1/3 of the victim's damage factor, all the Medi-Tech can do is keep the patient alive and let him mend naturally.

4.9 GENERAL SKILLS

General Skills are available to all character classes. The only restriction is the appropriateness of acquiring some skills. For example, Driver skills would be rather difficult to obtain if a character spent all of his time in space. Some time would have to be spent on the ground actually driving a vehicle to obtain expertise.

DRIVER: 1 SP or 3 weeks training per vehicle type. Aptitude: Dexterity. The skill, if learned rather than purchased with SP, is tested as if at expertise/5. A Dexterity CR is rolled whenever a situation arises which threatens an accident or requires particular driving skill. The following vehicle types are available for driving expertise:

Motorcycle or equivalent Single-body truck
Groundcar: internal combustion or turbo Semi-trailer truck
All-terrain vehicle: 4-wheel drive type Hovercraft
All-terrain vehicle: tracked Construction Unit bulldozer, etc.

ATMOSPHERIC PILOT: 2 SP or 4 weeks training/expertise level to expertise/10. Pilot Aptitudes: Dexterity, Intelligence, and GTA. The PC learns to pilot one type of aircraft for each two levels of expertise he attains, and at expertise level10, 2 types may be added. The skill does not confer combat expertise, but the pilot may use 1/2 of his expertise when attempting to evade attacks. A trained pilot will also receive 1/2 his expertise as credit toward Combat Pilot (see 4.6 Armsman Skills) upon completing his first expertise level of Combat Pilot training because he is already skilled in the operation of the aircraft. Aircraft available for piloting expertise are:

Single Engine: prop-driven, fixed wing Single Engine Jet: subsonic*
Multi-Engine: prop-driven, fixed wing*Multi-Engine Jet: subsonic**
Helicopter Supersonic Jet: single and Multi-engine***

*Single Engine prop-driven aircraft expertise required as 'basic' training.
**single Engine Jet (subsonic) required as 'basic' training.
***single Engine Jet (subsonic) required as 'basic' training for Single Engine Supersonic Jet while Multi-Engine Jet (subsonic) required as 'basic' training for Multi-Engine Supersonic Jet.

In emergencies, a 1d20 is rolled, with Dexterity determining the CR level. A +1 is added to the CR level for each 3 levels of expertise possessed over expertise/1. A successful CR (result equal to or lower than Dexterity plus modifiers) means the threatened peril has been averted. A failure could signify that the situation has reached serious or crisis proportions.

PARACHUTE: 1 SP or 6 weeks training. Aptitudes: Dexterity and Agility. The skill, if learned rather than purchased with SP, is tested as if at expertise level 5. The PC receives instruction and experience in using a parachute under emergency conditions, If the PC possesses this skill and subsequently attempts to acquire Parachute Assault (see 4.6 Armsman Skills) he enjoys a +10% advantage to his learning chances.

JUMP BELT: The skill is as described in 4.6 Armsman Skills. Non - Armsmen do not have any combat bonuses when firing during a jump and must take Armsman Jump Belt in addition if they Wish combat proficiency.

CONTRAGRAVITY HARNESS: The skill is as described in 4.6 Armsman Skills. Non—Armsmen do not have any combat bonuses when firing during a jump and must take Armsman Contragravity Harness in addition if they wish combat proficiency.

ALIEN ENVIRONMENTS: The skill is as described in 4.6 Armsman Skills.

SURVIVAL: The Skill is described in 4.6, Armsman Skills.

FIRST AID: The skill is described in 4.6, Armsman Skills,

MARINE CRAFT: 2 SP or 6 weeks training/expertise level to expertise/10. Marine Pilot Aptitudes: Dexterity, Intelligence, and GTA. The PC learns to navigate a specific class of water-borne craft

for each 2 levels of expertise attained, The vessels must be learned in the order given as follows:
Small Boat: motor and sail
Small Boat: Jetboat and hydrofoil
Surface Effects Boat: marine hovercraft
Surface Effects Ships: large prop-driven, hydrofoil, and hovercraft
marine vessels
Submersibles

In emergencies, a CR is rolled on 1d20, with a base CR level of 9, Each skill level adds +1 to the CR level. A successful result averts the emergency, while a failure can cause some form of mishap. When expertise/8 is reached, the emergency CR is always at 19 or less.

Marine Craft expertise also permits a PC to navigate his vessel. Beginning at expertise/3, he has a 75% chance of determining his position by various navigational techniques, and adds 4% to his probability of obtaining a precise co-ordinate per expertise level gained thereafter.

SWIMMING: 2 SP or 6 weeks training. Aptitudes: Constitution and Agility. The skill, if learned rather than purchased with SP, is tested at expertise level 5. There is a 50% chance that any PC coming from a Terran world with abundant water has learned how to swim. If he comes from a relatively dry planet, the chance is 10%. If he comes from an Ocean planet, the chance is 80%. If he has learned swimming, no SP cost is required. If not, SP or learning must be expended to acquire the skill. The distance a PC can swim is equal to 50 meters x the sum of his Agility and Constitution scores (range of 100m to 1900 meters). The distance can be increased by 1000m per additional SP expended or by each additional 3 weeks spent training until the PC reaches his natural limit of 1000m x sum of Constitution and Agility (maximum of 38 km or 23.5 miles). Swimming fatigues a PC like walking, with the speed being about the same, given good swimming conditions. If he is carrying a load over 5% of his body weight and no less than 10% of his body weight, his speed is cut to 2/3 and fatigue is 150% of normal. Note: some gear is designed to provide little or no encumbrance in water (SCUBA gear, etc.) or had flotation attached, so a rather heavy load may in effect be of zero weight.

SCUBA: 2 SP or 6 weeks training. Aptitudes: Constitution and Agility Pre-requisite the ability to Swim at least 2000m. The skill, if learned rather than purchased with SP, is tested at expertise level 5. The PC learns to use standard compressed air SCUBA equipment, as well as Oxy-Helium deep diving gear and the Aqua-Gill oxygen exchanger system. The PC learns to dive to depths up to 100m. Note: deep dives will greatly reduce the working time at depth because the PC must spend a fair amount of time 'decompressing' on the way up to avoid the bends if he remains deep for any significant length of time.

STREETFIGHTING & BRAWLING: 2 SP or 7 weeks study/expertise level to expertise/5. Streetfighting and brawling involves the skills of hand-to-hand fighting found in general society, including the use of hands, feet, claws, teeth, pincers, mandibles, or whatever, along with clubs, bottles, and the like to inflict injury on one's opponents. PCs are limited in the expertise they can attain because the methods are not 'scientific' and, therefore, any additional expertise can be acquired only by studying Unarmed Combat (see 4.6 Armsman Skills, Melee Combat). Unarmed Combat continues on where StreetFighting & Brawling leaves off. so any character with such expertise is given full credit for Unarmed Combat expertise up to expertise/. Aptitudes: for testing are Dexterity, Agility, Strength, and Constitution. The Maximum expertise attainable in StreetFighting and Brawling = 1/15 (Dex + Agil + Str + Con), Any opponent who has Unarmed Combat and is of equal expertise always has a +2%/-2% advantage over the Brawler.

STREETWISE: 2 SP or 7 weeks study/expertise level to expertise/10. Streetwise is knowledge of the values and manners of local subcultures. Aptitudes: Intelligence, Intuition, and Empathy.

Streetwise is very important if a PC has to deal with people a lot, for most subcultures (trade groups, the underworld, parts of the lower class, etc.) will likely reject close contact with anyone who is unable to 'talk their language' or show that .he relates to their interests, beliefs, and ways of doing things, The Streetwise character therefore acquires expertise in making those contacts so necessary to obtaining information on who to talk to about purchasing or selling contraband or weapons, obtaining needed documents (through less than official channels) finding out who is bribable in the official bureaucracy, hiring subordinates who may be on the other side of the law, obtaining a hiding place when the authorities are putting out a police dragnet, and so forth. Law Enforcement Officers and Intelligence Agents also need the skill so that they can understand what is going on in the subcultures around them, and so that they can win the confidence of people to obtain information.

A PC with Streetwise/0 can apply 1/2 of the sum of his Intelligence, Intuition, and Empathy, expressed as a percentage, to determine his chance of receiving at least a willingness to hear him out and perhaps extend help. Each expertise level of streetwise increases this probability by 5%. Success with a 1d100 percentage roll equal to or lower than a PC's Streetwise percentage means that an NPC (non-player character run by the Starmaster) will be receptive and either is willing to talk or else to 'pass the message along' to someone who 'might be interested.' He might simply agree to 'keep his ears open' and let you know if 'something comes up.' The Streetwise CR merely acts as an enabling determination which opens the possibility that an NPC will be of assistance. A large degree of the outcome should revolve around the actual role-play, the interaction of the PCs with the NPC in conversation, etc.

A failure with the Streetwise CR can mean just about anything, depending on the circumstances, The NPC might be unreceptive or perhaps really doesn't know the information sought. If a failure occurs, the Starmaster could choose to make a second CR to see if it was a 'serious' failure. A second failure could signify that the PC had contacted the wrong person. The Local authorities might then get the word from a stoolie' that the PC is up to no good, or the local Underworld might decide to muscle in on the outsiders trying to operate on their turf, etc. It might mean simply that the NPC will have nothing to do with the Streetwise PC.

The StarMaster might apply DMs or percentage bonuses or penalties to reflect the ease or the difficulty of obtaining particular kinds of information, assistance, goods, etc. The local conditions will be very important. In a Police State, for instance, not even the subcultures will be eager to help a Streetwise stranger. One can never tell just who is working for the Thought Police or KGB or BOSS. Such DMs could range from +20% to -20%, depending on the circumstances and the Starmaster's discretion.

It should also- be noted that Streetwise is race and culture oriented. 'Birds of a feather flock together,' and expertise acquired in dealing with humans will be relatively ineffective when dealing with nonhuman Saurians. Streetwise characters will therefore have to acquire Alien Languages & Customs (see below) in an appropriate area if they wish to apply more than their Streetwise/C probabilities.

ALIEN LANGUAGES & CUSTOMS: 1 SP or 2 weeks/language and customs. No pro-requisites, No testing. Alien Languages & Customs is a field which involves the use of deep-learning RNA/DNA Imprint and Psycho-Hypnotic techniques to provide a 'crash' course in the local language and customs. The appropriate learning tapes have to be available. If they are not available, a Linguistic Scientist will have to develop the appropriate learning package. The PC is required to expend 4 hours per day in training, At the end of the training period, roll

1d100, and add the PC scores for Intelligence and Empathy, comparing the result to the table below:

1d100 Result Effect on Contact and Communication Skills

01-30 Character can make himself understood only haltingly and vice-versa. Streetwise is at 1/5 normal percentages for success.

31-50 Character can converse and understand accurately, but his accents are clearly alien, and many words are lacking in his vocabulary. He also understands some of the more obvious customs, but the fine nuances often escape him. Streetwise is at 3/5 normal percentages for success.

51-70 Character is reasonably fluent and can understand and convey meanings quite accurately. His grasp of Customs is reasonably sophisticated. Streetwise is at 3/5 normal percentages for success.

71-90 Character is very fluent and has an understanding of local customs sufficient to avoid most faux pas. Streetwise is at 4/5 normal percentages for success.

91-00 Character speaks and acts like a 'native.' Streetwise is a full percentages for success.

The ALC skills represent a general 'mental set' which makes a PC receptive to 'crash learning' techniques and, in themselves, do not constitute a total knowledge of all the languages and the customs of all variants on a racial type. By using various equipment and learning materials, a PC can learn a particular language and customs pattern. If a PC has Linguistics skill with a racial language and cultural pattern (see 4.3 Science Skills), he will reduce the time required to learn a particular language pattern by 2% x sum of his Intelligence and Empathy scores, plus 1% x Linguistics expertise level.

If players desire, the language skill can also be pro-rated. That is, suppose a 92 was rolled, with modifiers added. The PC would attain very fluent status in 2 weeks. However, he might need to communicate now. In that case, divide 92 by 14 to obtain the daily language proficiency increase. One day would give 6.57%. In 4.5 days or 5 days (round fractions up), the PC would progress from the 01-30 category to the 31-50 category. After 8 days, he would be in the 51-70 category, and so on, until the full 14 days had been expended and he had attained his maximum level of 71-90 proficiency.

A PC might be dissatisfied with his proficiency with a language and can attempt to 'relearn' it. However, if he does attempt 'relearning,' he must accept that score for 2 years before he can try to 'relearn' again. Linguists are exempted from this rule and may attempt relearning as often as required to develop mastery. (They have very specialised training in crash learning techniques.) Linguists may also learn a language 'normally' in remarkably fast time. See 4.3 Science Skills, Linguistics, for details.

Only one language/customs package can be learned at a time, but learning may be accomplished during inactive moments aboard ship, etc. The process is invaluable to Contacts Service personnel and Merchants.

FORGERY: 2 SP or 8 weeks/expertise level to expertise/10. Forgery is the fine (but often unappreciated) art of counterfeiting documents necessary for personal identification, cargo transfers, bank transactions, etc. Aptitudes: Dexterity, Intelligence, GTA.

Forged documents are as good as the skill and the knowledge of the person who made them. The quality of the documents is determined by adding or subtracting the following DMs:

Forger's expertise level	+4% x expertise
Forger's Intelligence	+1% x Intelligence
Forger's Dexterity	+2% x Dexterity
Forger's Scientific Knowledge	+1% x sum of skill levels in Chemistry, Physics, Linguistics
Subjected to Crime Tech Scrutiny	-3% x expertise in Forged/Counterfeit Documents
Suspicion	-2% x 1d6 (2d6 in Police States)and x3d6 in wartime.
Military Installation	-10%
Technological Level of Culture	-2% x Tech Level

The Forger will require good models to work from. If he has authentic documents that he can copy, add +1% x 1d10 to his DMs, If he has to improvise, subtract -1% x 1d10 from his DMs.

Despite all of the above, the Starmaster will have to judge the circumstances and the nature of the documents, adding or subtracting DMs to reflect the reality of the situation. For instance, if a Forger drew a bank draft for CR 100 000 and presented it at a local financial institution, the concern of the bank officials with cashing a large bill of exchange would lead to far closer scrutiny and checking than would a draft for CR 250. Or again, a forged identification card would probably be given a cursory check at a hotel, If a PC was stopped for routine questioning, the normal chances Would apply. But if the PC was attempting to gain access to a Naval Shipyard. his identity papers might be subjected to at least the -10%DM noted above, and likely far more if his appearance and accents were not perfect, and if the player controlling the PC did not himself act in an 'innocent' manner, In short, role-playing skill itself will affect the degree of suspicion that an official might have, If there is a strong suspicion (the NPC could roll an Intuition CR, as might a PC), the identity card would be subjected to a computer check with Central Records, retinal and fingerprint analysis would be made, and routine questioning would ensue. That could result in a -25% to -50% DM in highly developed cultures. And if the player himself makes a real slip in role-play, the PC could simply be held 'on suspicion' or else turned away, even if the forged papers passed the check.

As a general guide, the Forger's expertise can itself be used as a measure of the negative DMs to be imposed in especially adverse conditions, with a 1d6 x (10% - expertise) DM as a rough guide. For example, a Forger/7 would be able to produce papers which would have a -3% x 1d6 or -3% to - 18% chance of discovery in adverse conditions.

COUNTERFEITING: 2 SP or 8 weeks/expertise level to expertise/10. Aptitudes: Dexterity, Intelligence, GTA. Counterfeiting is conducted in the same manner as that outlined for Forgery, above. However, subtract -5% DM for each CR 10 on the face of the bank note. A CR 20 bill, for example, would have a -10% chance of passing, along with any other factors. People who deal with money a lot (bankers, shopkeepers, etc.) will have a 2d6-2 expertise level rolled for the equivalent of CrimeTech Scrutiny of Counterfeiters. However, they will have to be suspicious (roll an Intuition CR, with base 10 or less on 1d20 signifying suspicion, adding +1 per CR 10 on the note over a face value of CR 10) before they examine the bill closely.

As with forgery. Counterfeiting will have to be played by ear to a fair degree. One thing is quite certain; as long as local suspicions are not aroused or large bills passed, anyone using counterfeit money can pass a few bills in relative safety. However, if the bills are, poorly made or are of suspiciously high denomination or a lot of 'funny money' is in circulation, the risks are going to be high.

Counterfeiting will be impossible on some worlds, where coins of precious metal are used. These might be gold, silver, platinum, iridium, etc. Simple weighing, etc., can often show that a coin has been 'shaved' or has been diluted with base metals. The trick in such cases is to acquire precious metals from elsewhere at a lower cost and then simply to sell the bullion honestly at a profit.

Federation currency and other interstellar currencies of exchange, as opposed to local currencies are very difficult to counterfeit because of the ultra-high technologies used to produce it in the first place. Chances of discovery are therefore increased by a DM of -1% x 3d6, in addition to any other factors.

GAMBLING: 2 SP or 4 weeks training/expertise level to expertise! 10. Aptitudes: Dexterity, Intelligence, and Intuition. Maximum expertise attainable is equal to 1 + 1/6 x sum of the Aptitudes.

Gambling is the passion of many races, and the individual who takes up this rather intriguing sport will become well informed on games of chance. The Gambler has advantages over non-experts and is quite capable of arranging matters so that he wins far more than he loses once he has developed real expertise.

First of all, a Gambler has a CR of base 10, rolled on 1d20, of recognising and being able to capitalise on the manner in which any unfamiliar game is played. This probability is increased by +1 for each expertise level he has acquired. If he succeeds, he will have a +1 DM on all gambling dice determinations. If he fails, he will have a -l DM.

Gamblers have a similar CR to detect dishonest games. Dishonest games occur whenever there is a result of 5 or less on a StarMaster's roll of 1d20. In such instances, the StarMaster will stack the odds by -1d6. If the Gambler detects the trick with his CR, he can roll 1d6 + l to counter the dishonest play.

Gambling games can be invented by the players in as many variations as they wish, The idea is to 'arrange' the odds and the potential winnings so that desired results occur,
EVEN ODDS WIN/LOSE GAMBLING: The gambler pits his expertise against that of an NPC with an expertise of 2d6-2. Both the Gambler and the StarMaster roll 1d10, adding their respective expertise levels to the result. The highest result wins. Winnings equal the amount bet. Most wagers will be low, usually CR 1-20. The Gambler may cheat' and add +1d6, If detected by the NPC, the cheating can be countered by +1d6+1 added to the N PC's dice result.

HIGH ODDS WIN/LOSE GAMBLING: For games in which the Gambler stands to win more than wagered, a +1 DM is added to the NPCs gambling dice roll for each 25% above the wager that can be won, a 250% return, for example, is 150% over the wager and yields a +6 DM added to the NPC's dice. The Gambler may 'cheat' and add +1d6. If detected by the NPC, the cheating can be countered by +1d6 + l added to the NPC's dice result.

Psionics with PK or Psycho-Kenesis talent can add +1d6 to their dice rolls and are undetectable unless another Psionic is present.

If two players are gambling against each other, use 1d20. The round of gambling continues until one or the other fails to make his CR, whereupon he loses. If both lose simultaneously, the wager is increased 100% or someone 'folds' and allows the other to collect the winnings.

Organised games at casinos and the like will accept bets of CR 1000 x 1d10 as an upper limit. This random ceiling can be modified upward or downward to reflect the appropriateness of the surroundings. Small establishments, for instance, might have ceilings of CR 100 x 1d10. Very posh establishments might have ceilings of CR 10,000 x 1d10. 'Floating' games would have wagers with upper limits of CR10 x 1d100.

BRIBERY: 2 SP or 6 weeks study/expertise level to expertise/10. Aptitudes: Intelligence, Intuition, and Empathy.

Bribery is considered to be quite acceptable and, if correctly and artistically done, a 'normal' part of doing business. In other cultures it might be violently rejected.

The Bribery CR is made on I1d20. The CR level is equal to 1/8 x the sum of the Briber's Intelligence, Intuition, and Empathy plus +1 per expertise level attained. Round fractional values to the nearest whole number.

The willingness of an official to accept a bribe will vary. In cultures where bribery is part of the system, no resistance is made and a failure to succeed in a bribery attempt will likely go unreported. In cultures where bribery is frowned upon, NPC officials will roll 1d6 and subtract the result as a penalty DM from the CR level, A failed bribe is subjected to a second CR roll, and if that fails too, the bribery attempt is reported. If the official is empowered to apprehend the Briber, he will make an arrest. In cultures where bribery is strictly forbidden, the penalty DM is 3 + 1d6 subtracted from the CR level.

Several other modifiers may influence Bribery and Evasion of Report/ Arrest CRs. Only one of the following modifiers may be used, depending on the situation and the player's choice:

If a Briber has Administration skills and is dealing with government officials, he may add +1 DM x 1/3 of his Administration expertise, rounding to the nearest whole number. This DM may be applied either to the Bribery CR or to the Evasion CR.

If a Briber has Streetwise, he may employ it to influence low-placed clerks, bartenders, hotel employees, etc., in the same manner as an Administrator can influence government officials.

If a Briber has Empathy over 15, he can apply a +2 DM to a Bribery or Evasion CR.

The Starmaster should make sure that the amount offered for the bribe is reasonable for the service requested. This can often be done by telling the player the 'going rate' is for such a service. The Starmaster is also free to initiate a bribery sequence through a venial NPC or a 'plant' working for the authorities in an entrapment operation. On planets known for the sheer corruptibility of officials, many bribes will be commonplace and carry little or no risk unless they are really out of the ordinary, like selling top military secrets or the plans to the local bank. On others, bribes will be resisted and often reported with disappointing regularity. These conditions could be simulated by positive and negative DMs which the StarMaster determines and applies at his discretion.

It should also be noted that a bribed official may not carry through as expected, or perhaps not at all. He might be under surveillance himself and 'afraid of acting, or it simply might be impossible to deliver as promised. He might be an outright 'crook' who pockets bribes With the intention of doing nothing or else extracting further bribes to get the task done. Of course, the PCs will not be able to count on anything. They pay their money and take their chances. Whether or not action occurs can thus be made subject to a second Bribery CR--the Action CR.

MERCHANT: 5 SP or 12 weeks/expertise level to expertise/10. Aptitudes: Intelligence, Intuition, and Empathy. The Merchant skills are applied in the Trade and Commerce section of the rules (see 0.5). Merchandising should be regarded as a form of economic 'warfare' in which both buyers and sellers attempt to get the best price from their point of view. A PC with Merchant skills will tend to do significantly better in the commercial field than one who has no skills. Only PCs in the Merchant Service can qualify for this expertise. Veterans of other Services thus have to join the Merchant Marine and work their way up slowly.

ADMINISTRATION: 2 SP or 6 weeks study/expertise level to expertise/10. Aptitudes: Intelligence, Intuition, and Leadership. Administration provides a character with expertise and training with bureaucratic procedures in business and government. He understands what is required to deal with company and government officials and clerks in order to obtain what he wants, He also understands management principles and procedures.

Administrative CRs are made on 1d20, with the CR level equal to 1/8 x the sum of Leadership, Intelligence and Intuition, plus +1 DM per level of expertise obtained.

When contact with bureaucracy is involved and the situation is 'routine,' a successful Admin CR insures co-operative action. Administrative experts understand the motives and needs of officials and can put forward the appropriate approach designed to get action. Because the Administrator 'speaks the language' of bureaucrats, he has the bureaucratic version of Streetwise and can often find out information and obtain

advice or assistance where ,an outsider would be rebuffed by petty officialdom. Thus the Administrator can often avoid police harassment, delays in the issuing of the appropriate documents, clearances, permits, and other forms of red tape. Indeed, he tends to experience prompt customs inspections and clearances (often with minimal searches), cursory inspection of papers (+2% DM to forged personal documents in normal circumstances, and +1% DM to all other documents, for each expertise level in Administration). Police officers ask questions more 'politely' and may issue 'warnings' when others could be arrested and interrogated.

More extraordinary circumstances might call for bribes, as outlined in Bribery . above. In such a case, and Administrator enjoys advantages when attempting to bribe an official.

The maximum Administrative expertise attainable is equal to 1/2 Leadership +1.

SCOUT: 2 SP or 6 weeks/expertise level to expertise/10. Aptitudes: Constitution, Dexterity, Agility, and Intuition. Scouting begins at experience/2, and continues where the various Survival Skills (see 4.6 Armsman Skills) leave off. Each of the Survival Skills serves as a basis for advanced Scouting skills in the type of environment covered by the basic Survival training.

Survival/1 or Scout/1 gives the trained PC a 50% chance per day of finding enough food and water for himself, with appropriate bonus or penalty DMs being applied by the Starmaster for terrain, scanty or plenitude of game, water, etc. He may roll 1d6 if successful to see how many days of food and/or water was found. Each level of expertise adds 10% chance of finding food and water, and increases the 1d6 roll by +1. By experience/6, a Scout will always find enough food and water for himself if there is any to be had in the region. If there is nothing, he can usually work out where some might be found.

If a Scout has Alien Environments (see 4.6 Armsman Skills), he will adjust to conditions on another planet in 14 days minus his skill level, and will do so immediately once he reaches expertise/10.

A scout is able to track by sight at a 9% chance x expertise level. This probability assumes no attempt has been made to hide tracks and that there are good ground and weather conditions. A DM can be set to modify his chances at success. A Scout tracking another Scout, for example, will have his chances reduced by -5% per expertise level of the other Scout, if the 'prey' is attempting to conceal his trail. In environments in which the Scout has no basic Survival Skill in a given environment, his tracking and concealment advantages are cut by 1/2.

The Starmaster will assign bonus and penalty DMs as seem appropriate when tracking situations arise.

A Scout will also recognise dangerous plants and animals at 80% +2% per expertise level if he is familiar with the environmental type (has appropriate Survival Skill) and at 1/2 that level if he is unfamiliar. When landing on a new planet for exploration purposes, he is considered as unfamiliar until he makes his adjustment.

A Scout can move undetected through woods, brush, or any other terrain offering good cover at a 9% chance x expertise level, unless he is being watched for by a Scout of equal or higher skill. He can detect untrained personnel at a flat 90%. When pitting against another Scout, the Chance of not being detected is reduced by -3% x expertise of the other Scout. The distance at which detection occurs will vary according to the terrain.

Finally, when firing from ambush, a Scout will enjoy a +5% advantage to hit an enemy, in addition to all other combat bonuses.

4.10 PSIONIC TALENTS

Psionics is a highly specialised field of advanced science which deals with those abilities of the mind which enable an Adept to affect the physical universe without physical manipulation of any kind, creating effects which appear to have no material cause. Psionics is thus referred to as a 'non-causative' science.

In Space Opera , Psionics cannot affect the physical universe directly on a large scale. The amount of energy available to even the most psionically active mind is limited. Since the Law of Conservation of Energy applies, psionic talents would seem to be limited to such talents as telepathy, and clairvoyance, with highly restricted forms of telekinesis and teleportation perhaps available to the most powerful minds.

However, the Forerunners had developed a very high level Science of Mind, and one of the outgrowths of that science was the PsychoKenetic Crystal. The PK Crystal or StarStone was discovered in the last days of the Forerunner civilisations, immediately before the Final War which tore the vast interstellar empires apart and brought destruction to scores of thousands of planets. While the exact operation of the PK Crystal is not presently understood, it is believed to be able to tap the energy fields of a parallel, high-energy universe, perhaps those of Tachyon HyperSpace itself. This means that enormous amounts of energy can become available to the psionic Adept, and some rather spectacular applications of mental power can be contemplated when a PK Crystal is employed to focus psionic talents and to boost their natural energy levels.

4.11 PSIONIC 'AWAKENING'

Not all PCs and NPCs will be psionically active. Indeed, some will be psionically 'dead' and will not Only be unable to exercise psionic talents but also will be immune or unreceptive to some forms of psionic talents directed at them.

Psionically 'Dead' Characters: Any character with a Psionics (PSI) score of 10 or less will be psionically 'inactive' or 'dead.' That is, he will be unable to exercise psionic talents himself. He will also be unable to receive telepathic messages, etc., unless these are delivered in the form of a Mental Attack. Such characters will also have a form of natural resistance to psionic eavesdropping,' as their minds cannot be read if they roll equal to or higher than their PSI scores on 1d20. Characters with PSI/1 are therefore 'unreadable' with telepathic powers because they will always roll 1 or higher on 1d20. Such characters have the capacity for ShuttleThought, their minds thinking on several levels at once in such a fashion that any Telepath attempting to read them receives only a confusing blur of mental images.

Psionically 'Open' Characters: Any character with a Psionics (PSI) score of 11 or greater will be psionically 'open' and may be able to receive telepathic messages, etc., without being subjected to Mental Attack. He may also 'awaken' psionically and be able to exercise mental powers.

Psionic 'Awakening': Characters with a Psionic (PSI) score of 11 or greater have a chance of becoming active users of psionic powers. That chance is equal to their PSI scores minus 10. For example, a character with PSI/14 has a 14-10=4 or less chance, rolled on 1d10, of mentally 'awakening' to his psionic potential. That chance also represents the upper level of psionic development he may attain as a psionic Adept.

No character will enter the game psionically 'awakened.' Awakening occurs Only under the following conditions:

1 The psionically 'open' mind must be directly exposed to some form of psionic attack, some attempt to control, injure, or kill, which 'awakens' the PC's latent psionic capacities so that he discovers the possibilities of exercising PSI Forces within himself. If the PC has successfully resisted such an attack, he has a chance equal to his 'PSI Awakening' score of becoming psionically active himself. If he fails to resist the attack and succumbs, that chance is halved. For example, a PC has a PSI/16, giving him a chance of 6 or less rolled on 1d10 of 'awakening' when exposed to a Mental Attack and able to successfully resist it. If he succumbs to the attack (and survives it). he has only half the usual chance of 'awakening,' or 3 or less rolled on 1d10. Within 5d6 days after the attack, the psionically awakened mind will acquire its first psionic talent.

2. The psionically 'open' mind may be exposed to an un-sensitised PK Crystal which has come into the PC's possession. The PK Crystal is a luminescent disk about 40mm in diameter and 10mm thick. The PC in possession of an un-

sensitised PK Crystal has an immediate chance equal to his PSI score or less, rolled on 1d20, of 'awakening.' If he fails to psionically 'awaken' the moment he touches the PK Crystal, he will roll a Shock CR (see 2.8 Shock Resistance), with a failure draining him of all stamina points and causing a coma lasting 21 days minus his Constitution score. Characters failing to 'awaken' the first time they touch a PK Crystal will continue to have a chance of 'awakening' equal to half their PSI scores, again rolled on 1d20, checked every 30 days minus their PSI scores, so long as they retain possession of the PK Crystal. Every check made for such an 'awakening' carries the risk of Shock and coma upon a failure to attain awareness of one's psionic potentials.

3. Characters with PSI scores of 18 or 19 may be 'contacted.' The PC simply disappears while on leave, etc., for a period of 3 + 1d6 weeks. When he reappears, he is psionically 'awakened' and has a PK Crystal in his possession. The reason why he was contacted, the persons who had contacted him, the motive for their training him mentally, these and many other questions remain unanswered because none of those so contacted can or will divulge the information, Usually some story is told about finding the PK Crystal, and the account tends to square with known tales about such discoveries and subsequent 'awakenings.' The chance of such a contact is equal to the PC's PSI score minus 2d6, and is checked once per year. In this case, each year of a PC's career life can be used to make the check. For instance, if he had 14 years of service before entering the game, he could check (4 times for a 'contact.' Such characters, unlike all others, will emerge in the game with active psionic talents. One talent will be given for each year remaining in his career service before he enters the game. Using our previous example, suppose that a PC is 'contacted' in the sixth year of his 14 years of service. He would obtain 14 - 6 = 8 psionic talents by the time he enters the action.

TYPES OF PSIONIC TALENTS

There are a -great many psionic talents, but only PSI/19 Adepts will be able to acquire mastery of them all. The limits on the number of psionic fields and the levels of power which an Adept can attain are:

Psionic Score 11: level 1 power in 1 psionic field
Psionic Score 12: level 2 power in 1 psionic field
Psionic Score 13: level 3 power in 1 psionic field
Psionic Score 14: level 4 power in 2 psionic fields
Psionic Score 15: level 5 power in 2 psionic fields
Psionic Score 16: level 6 power in 2 psionic fields
Psionic Score 17: level 7 power in 3 psionic fields
Psionic Score 18: level 9 power in 3 psionic fields
Psionic Score 19: level 10 power in all psionic fields

There are 5 fields of Psionics which can be mastered: Telepathy, Telekinesis, Teleportation, Clairvoyance, and Telurgy and Self--Awareness. Only a PSI/19 can attempt Telurgy and self-awareness. When a PC 'awakens,' he rolls 1d6 for each of the fields of psionic talent, and obtains those fields in which he obtained the highest roll(s). For instance, a PSI/15 has the opportunity to attain level 5 power in 2 fields. He rolls 1d6 for each field (except Telurgy and self-awareness). Suppose the rolls were 5 for Telepathy, 6 for Telekinesis, 2 for Teleportation, and 5 for Clairvoyance. He would have Telepathy and has to roll again to see whether he receives Telekinesis or Clairvoyance.

4.12.ACQUISITION OF PSIONIC TALENTS

Upon 'psionic awakening,' an Adept acquires the first talent in the appropriate list of talents for his psionic field. For instance, a Telepath will acquire Life Sense as his first level 1 psionic talent. If he has several psionic fields available, the Adept will choose the first talent in one of his fields of Power.

All subsequent talents are acquired by learning, and the same procedure is used as given in 4.1 Learning Skills. Each level of power is equal to an expertise level and requires 2 weeks of study x level of power to be attained. Study deducts 1 stamina point per day x level of power to be studied for each talent the Adept is attempting to master. For example, the level 5 Telepathic power of Presence requires 10 weeks of study and exhausts 5 stamina points per day.

The talents in any given field must be learned in the order in which they are set out in the description lists. For instance, in Telepathy Life Sense is before Empathic Contact, and thus it must be acquired before Empathic Contact can be acquired. Only one talent can be studied in any given field at a time. However, if an Adept has powers in several fields, he can study one talent in each field simultaneously.

The same limitations apply to study of psionic talents as outlined for other skills. This includes both psionic and career skills. If a full-time student, he can study a maximum of 6 skills. In this instance, he can study 2 psionic skills in the same field simultaneously, or a maximum of 6 psionic skills in 3 separate areas. Of course, he can also choose to study career skills as well, but these will affect the number of psionic talents that can be learned.

If the PC is a 'contacted' Adept, he will require only half normal learning time. His basic mental training has already opened up large sections of his mind, and he has been taught how to develop his mental powers more rapidly than other Psionics.

The psionic fields and their talents are:

Telepathy
1. Life Sense/1
2. Empathic Contact/1
3. Mind Shield/1
4. Suggestion I/1
5. Mind Touch/2
6. TruthTell/2
7. Mental Attack/2
8. Stun/2
9. Telepathy/3
10. Illusion/3
11. MindProbe/4
12. Coma/4
13. PajnBlast/4
14. Presence/5
15. Psychic Force/5
16. Locate/5
17 Communicate/5
18. DeathBolt/6
19. Delusion/6
20. Control/6
21. StarSpeak/7
22. Personality Transfer/7
23. Dominate/7
24. SaneMind/8
25. MindSlay/8
26. Suggestion II/8
27. Elemental Force/9
28. Great Command/9
29. Living Matrix/10

Telekinesis
1. Mass Movement/1-10
2. Manipulation/1
3. Sound/1
4. SoftSpeak/2
5. Telek Blow/2
6. Telek Bullet/3
7. Telek Shield/3
8. Mind Shield/3
9. Levitate/3
10. Stress/4
11. Flight/4
12, Grenade/4
13. Pyro PSI/5
14. Cryo PSI/5
15. Morass/6
16. Mind Touch/6
17. Life Sense/6
18. Psychic Force/7
19. Energize/7
20. MagnetoScreen/8
21. NegaField/8
22. RadShield/8
23. BattleScreen/9
24. Power/9
25. ManeuverDrive/9

Teleportation
1. Teleportation/1-10
2. MindShield/3
3. Dematerialize/6
4. Living Matrix/10

Clairvoyance
1. Sense Danger/1
2. Locate Danger/1
3. FarSee/2
4. Detect PSI/2
5. Sense Poison/2
6. TruthTell/3
7. Storytell/3
8. Clairaudience/3
9. MindShield/3
10. TrueSight/4
11. PathFind,'4
12. Precognition,5
13. Perception 5-10
14. Psychic Force,6
15. Living Matrix/10

Telurgy & Self-awareness
1. MindShield/2-10
2. Strength/2-10
7. Intuition/2-10
8. Leadership/2-10

3. Constitution/2-10
4. Agility/2-10
5. Dexterity/2-10
6. Intelligence/2-10
9. Bravery/2-10
10. Empathy/2-10
11. Awareness/2-10
12. Living Matrix/10

The Force
1. Self Heal/5
2. Heal/5
3. PainStop/5
4. Mental Attack/5
5. PainTouch/5
6. SensoryBlock/5
7. DeathTouch/6
8. Self Cure/6
9. Cure/9
10. Regenerate Self/9
11. Revivify/10

4.13 THE PK CRYSTAL

The PK Crystal or StarStone is a luminescent disk about 40mm in diameter and 10mm thick in the centre, tapering at the edge to about 1mm thickness. It thus has a characteristic lens shape. The PK Crystal has the power to focus an Adept's mental faculties and to tap the vast energies of the 'Force,' the mysterious source of power avail. able to psionic Adepts which permits them to perform truly impressive feats of mental power.

Most characters will have to discover PK Crystals; they cannot be manufactured by the technologies of current civilisations. Such crystals will likely be 'dormant,' meaning that they have not been keyed to the mental patterns of any living, sentient creature with psionic 'openness.' These Forerunner devices will instantly arrange their molecular structures to mirror the mental pattern and aura of the first psionically 'open' character to touch them. Once it is so 'keyed,' the PK Crystal will become starkly antithetical to any other life form which handles it when it is not in contact with the owner, acting as the most virulent poison possible so long as it is in contact with the un-insulated flesh of the being handling it. However, if a StarStone is removed from an owner and allowed to sit for 2d6 months (only the StarMaster knows for sure), it may be able to survive the absence from its owner and become receptive to the mental patterns of another. The chance of this happening is equal to 20 minus the PSI score of the previous owner. If the PK Crystal does not meet these conditions, it will sublimate away.

The effect of a PK Crystal on psionic 'awakening' have already been outlined (see 4.11, above).

A PK Crystal will also greatly augment the magnitude and range of psionic talents. Exact effects will be given in the descriptions of the various talents which follow. Some psionic talents will be possible only with the acquisition of a PK Crystal; these are marked in the descriptions;

'Contacted' Adepts receive a PK Crystal from their mysterious mentors, unlike lower level PC's. Also, whenever they lose their PK Crystals, a replacement seems to arrive within a reasonably short period of time, again from the same mysterious source. It is not known why such Adepts have been singled out for such treatment, but it is believed that they have some part to play in the working out of a great plan to restore the Forerunner levels of civilisation and culture.

4.14 ATTITUDES TOWARDS PSIONICS

Depending upon the place that players and Starmasters wish to accord psionic talents in their game, the attitudes possessed by most people and cultures may vary considerably.

The designers recommend the following attitudinal pattern. In the Terran Union of Federated Planets, Psionics are officially tolerated and, if in government service, are actively supported and encouraged. The Adept occupies much the same place as the Lensman in 'Doc' Smith's epic science fiction series, the .Jedi Knights from StarWars, etc. The average citizen of the UFP is perhaps a bit mystified by psionic talents, but he is prepared to accept that adepts are not intrinsically 'bad' or 'dangerous' if they are conducting themselves properly or in the service of 'Civilisation.' Even so, many will be suspicious or fearful of persons with such power.

However, the attitude of other starcultures towards psionically gifted individuals may prove to be far less tolerant than in the UFP. Superstitious 'primitives' will regard psionic Adepts as sorcerers or witches, and the violence of their fear may result in persecution or even outright lynching. More advanced societies with totalitarian political systems will regard Psionics as a direct threat to the continued authority of the dominant party or group, and Adepts will be subjected to rigid control and probably A state approved campaign of distrust and persecution carried out by the fearful citizenry. Psionic Adepts possess, in short, far too much power to be trusted, Adepts operating in such areas should therefore be careful not to reveal their capabilities unless it is really needful to do so.

4.15 TELEPATHY

Telepathy is that psionic field in which the Adept acquires the power to enter into various kinds of direct, mind-to-mind contact with other living beings. In its more primitive forms, telepathy is essentially a passive' talent which amounts to little more than awareness of the presence of other sentient life forms through the proximity of their psychic auras. In its advanced forms, telepathy is one of the most powerful of all the mental sciences, for the Adept can enter into such close communication with other minds that a 'fusion' results, allowing several minds to think and act as one.

Telepathic contact is generally not possible if an Electro-mechanical Thought Screen is used to shield the mind. See Thought Screens in the equipment lists.

LIFE SENSE, Level 1 Telepathy: The adept can detect the presence of living beings through their mental auras, The probability is equal to PSI score minus 1d6 (no penalty with a PK Crystal), rolled on 1d20. The same probability also applies to his being able to determine (1) the nature of the creature(s), (2) the number of creatures, and (3) the general direction and approximate distance of the creatures if life has been sensed. Range =10 meters x PSI (tripled with a PK Crystal). Cost = 5 stamina points (2 stamina points with PK Crystal) for a 5 minute duration.

EMPATHIC CONTACT, Level 1 Telepathy: The adept has the ability to project his Empathic levels into another mind, Roll an Empathy CR, with a result equal to or less than the Adept's Empathy score on 1d20 allowing him to send a one-word 'message' to the chosen recipient. The message may be open to some misinterpretation, but it will tend to be regarded in a favourable light. Generally, the impression created is one related to the 'openness' or 'trustworthiness' of the Adept. The Adept can also sense the mood of his subject upon rolling equal to or lower than his PSI score on 1d20. Range = 10 meters + I meter x PSI (tripled with a PK Crystal). Cost =3 stamina points (1 stamina point with PK Crystal) for a one-word 'message' or to 'read' another's mood.

MIND SHIELD, Level 1 Telepathy: The Adept develops a natural barrier to protect his own mind and thoughts against any unwanted telepathic interference or prying. This barrier becomes a permanent part of his mind from now on. The Mind Shield has several facets:

I. If touched by another's mind, the Adept has a chance equal to his PSI score of instantly detecting that touch and erecting a 'rigid' mental defence screen. A 'rigid' screen is totally impervious to telepathic interference or prying short of outright Mental Attack, However, if the Adept is not alerted, the other Telepath has a chance of exerting a degree of influence over him or of extracting some surface information.

2. If the Adept is not alerted to another's mental probing for information, that attempt to obtain knowledge of his surface thoughts will be equal to 1/2 PSI score of the prober, rolled on 1D20. The answer to the prober's question need not be longer

than 5 words, and the information will deal with current thoughts or intentions. The PC or NPC probed while Mind Shielded has to give truthful information, and his subsequent thoughts and actions will be subject to what he said he was thinking. In short, it's a matter of maintaining game consistency, and lying is strictly forbidden here. However, if a deep Probe is made for 'hard' information on a specific subject of vital interest to the Mind Shielded Adept, he can snap to full alert status if he rolls his PSI score on 1d20.

3. If an Adept is subjected to a sudden Mental Attack, and he is not holding a rigid Mind Shield, he must expend 1d6 stamina points resisting the attack while he prepares his defences and firms up his Mind Shield.

4. When holding a 'rigid' shield, the Adept must expend 3 stamina points per hour (1 with a PK Crystal). To send a message out of a 'rigid' shield or to receive a message while remaining protected from psionic effects of an unwanted nature costs 5 stamina points (3 with a PK Crystal) in addition to any other expenditures required. Such Costs do not apply to Mental Attacks launched from behind the protection of a Mind Shield.

5. When Mind Shield, an Adept can expend 1 stamina point x PSI in defence (double with a PK Crystal), when subjected to a Mental Attack. Each stamina point so expended gives the defender +1 DM, applied against the attack success die. Also, the defender will know the exact strength of the Mental Attack because he can gauge precisely the degree of pressure on his defences, and so can resist accordingly. This means that he knows just how many stamina points are required to beat off the assault. If he succeeds in resisting, he gains back 1d6 stamina points (+4 if he has a PK Crystal). If he fails, his Mind Shield goes down and his inner mind is exposed to close scrutiny, assault, etc.

6. When Mind Shielded, an Adept can launch a Mental Attack while warding off an assault at the same time. If his own attack is successful, he expends only 3 stamina points in defence. If his attack fails, he expends the full amount of stamina points required for the defence plus his attack expenditures. In other words, winning a mental contest is less exhausting than merely attaining a stand-off.

7. A Mind Shield is effective only against telepathic talents, not other forms of psionic ability.

SUGGESTION' Level 1 Telepathy: The adept can acquire the power of Suggestion once he has Empathic Contact. The Adept can project what appears to be his own emotional state Onto an animal or being so that he seems 'friendly,' etc., whatever his real feelings might be. He can also impress some emotions Onto the recipient as if the emotions were the recipient's own feelings. This talent therefore 'influences' the responses of the recipient to the Adept. It will not, of itself, be able to override any strong emotions that the recipient is feeling at the time of the Suggestion, nor will it cause the recipient to act in a manner which opposes its nature or seriously threatens its interests and security. Starmaster discretion and sensitivity is vital to the successful use of this talent. The Suggestion is passed in the form of a two word message, Precise phrasing is needed to avoid multiple interpretations. For example, 'Mark liesl' could raise doubts in the mind of the recipient about the honesty or good intentions of 'Mark.' Range =10 meters + 1 meter x PSI score (tripled with a PK Crystal). Cost = 3 stamina points (1stamina point with a PK Crystal). Duration = two-word message to one animal/being.

MIND TOUCH' Level 2 Telepathy: Be physically touching the subject he wishes to contact, either in a one-way or a two-way contact, the Adept can enter into a surface mind-link with the subject so that a conversation' level of communication becomes possible. The other party can resist any form of communication by expending 1 stamina point. To maintain contact when resisted, the Adept must roll his PSI score and expend 1 stamina point. A one-way contact permits the Adept to send a message or to read the surface thoughts of another. In the latter case, his success chances are equal to his PSI score minus 1d6, rolled on 1d20, The StarMaster can assign further penalties if the Adept is requiring somewhat specific information, representing the difficulty of a limited probe beneath the surface. Range = 0 meters. Cost = 2 stamina points. Time = 1 'real' minute of two-way conversation or 5 words of one-way surface 'probing.' A PK Crystal can produce very limited telepathic projection of the Adept's own thoughts 2 meters x PSI score, eliminating the need for touch when he is simply sending a message. Note: if a non-psionic is unconscious his mind will be open to a deep, probing examination under Mind Touch, but an active psionic can 'resist' by expending 1 stamina point. A 'rigid' Mind Shield blocks out Mind Touch entirely if another psionic does not wish communication, necessitating a Mental Attack.

TRUTHTELL Level 2 Telepathy: The adept can develop TruthTell once he has Mind Touch. The Adept has a 4% chance x PSI score of detecting any lies told by an unshielded being upon whom he is concentrating his attention. TruthTell is ineffective if the subject actually believes what he is saying or thinking, even if it is factually untrue. The talent thus permits the mental analysis of the subject aura of belief, nothing more. PCs may attempt to 'talk around' the question, but NPCs will be caught dead to rights if they are lying. Cost 3 stamina points (1 with PK Crystal) for the first 'question' as to the truth of a statement, and 1 stamina point thereafter each time the Adept checks the truth of a statement. He does not have to ask the subject whether he is being truthful, nor does he even have to ask a question as such. He merely rolls 1d100 whenever he wishes to check the truth of a statement he has heard. Range=2 meters x PSI (5 meters x PSI with PK Crystal). Duration 1 minute + 1 minute x PSI, during which the truth of any statement can be determined. A level 6+ Telepath merely pays the basic stamina cost and every statement made which is untrue will be checked without additional cost. Such an Adept has acquired a thorough knowledge of non-verbal clues (gestures, expression, muscle tension, etc.) which tip him off whenever a lie is being told, and he uses his talent merely to check what seems to be very apparent.

MENTAL ATTACK, Level 2 Telepathy: A Mental Attack is defined as the exercise of any Telepathic talent which meets with psychic resistance. The Adept with Mental Attack capability then has the option of seeing his telepathic efforts 'bounce off' a hard mind shield or escalating the power of his efforts. That escalation is a Mental Attack. Unless otherwise limited by the range of a particular talent, all Mental Attack ranges = 10 meters x PSI (tripled by a PK Crystal).

1. The basic chance of a successful Mental Attack is 5 or less, rolled on 1d20.

2. The Attacker has a -1 DM for each PSI point he is higher than the Defender's PSI score.

3. The Attacker can raise the intensity of his Mental Attack by -l DM for each stamina point he expends in addition to the basic cost to use the given psionic talent. He may expend 1 stamina point per PSI point he possesses (double with a PK Crystal).

4. If a Mental Attack is successful, the Adept regains 1/2 of the stamina points he was prepared to expend. If the Mental Attack fails, the full amount of stamina points is expended.

See Mind Shield for the defender's capabilities to resist Mental Attack. The attacker chooses the level of intensity he desires, up to his limits, whereupon the defender can choose the level of defence with which he will resist.

Non-Psionics (PSI/1-10) obtain a +1 DM per PSI point under PSI/10, and an attacker can apply only the DMs obtained form Stamina point expenditure to intensify an attack. The degree to which a target is psionically 'dead' can thus be an excellent defence against all but the strongest of Mental Attacks.

A Thought Screen will completely block a Mental Attack.

STUN, Level 2 Telepathy: A Mental Attack aimed at a specific target, Stun has the same effects as a StunPistol beam but is

unaffected by personal armour class. Cost = 3 stamina points (1 stamina point with PK Crystal). Range = Mental Attack ranges.

TELEPATHY, Level 3-10 Telepathy: The Adept acquires the power to communicate with other sentient (intelligent and aware) minds over a considerable distance. The effect is the same as a face-to-face conversation. If there are differences in language, the Adept rolls either an Empathy CR or an Intelligence CR minus 1d6. If he rolls equal to or lower than his corrected CR level on 1d20, he can make himself understood and vice versa. Cost = 1 stamina point per 10 meters of range, with a maximum range of 50 meters x PSI score, Duration = 1 minute of telepathic 'conversation.' With a PK Crystal, the range levels increase dramatically, with range determined by the Telepathy level learned by the Adept who opens the telepathic 'link':

Telepathy Level	Range	Cost with PK Crystal
L/3	10 km	2 stamina points
L/4	25 km	3 stamina points
L/5	50km	4 stamina points
L/6	100 km	5 stamina points
L/7	500 km	5 stamina points
L/8	1000 km	5 stamina points
L/9	5000 km	5 stamina points
L/I0	10 000 km	5 stamina points

if communicating at shorter ranges, the appropriate stamina expenditure applies.

All communications that are not face-to-face require that the Adept know the mental pattern or aura of the person/being with whom he wishes to communicate. Such 'knowledge' requires that the receiver be either an Adept with Telepathy who can respond to his psychic 'call sign' or else a non-Telepath who has been in telepathic contact with the Adept on a previous occasion. A 'general call' also be made, which any Telepath can tune into, but the range is 25% of stated values. A communication to non-Telepaths can reach 10% of given ranges. The time of communication can be extended at 1/2 the normal stamina expenditures per minute once contact has been made. Also, once contact is established, both Telepaths can share stamina expenditures for extended communications. The chance of making contact is 5% x PSI score of the Adept initiating the communication.

Each Telepathy level must be learned in consecutive order. Level 4 may not be learned until all level 3 telepathic talents have been acquired, etc.

ILLUSION, Level 3 Telepathy: The Adept can create a believable illusion around an inanimate or unmoving object (the latter can include living creatures that remain motionless). The effect is a form of Mental Attack which requires Telepathy as a pre-requisite talent. The effect is based on an alteration in the belief structure of the subject(s) such that the illusory nature of the object is accepted as 'real'. The effect will last for 1200 minutes (20 hours) divided by either the Intelligence or the Intuition of the Victim (whichever is higher). When the time period has ended, the subject has an hourly chance of realising that he is not seeing what is really there. An Intelligence or Intuition CR is rolled on 1d20, with the illusion broken on a result equal to or lower than the pre-requisite characteristic score. Cost = 5 stamina points plus Mental Attack expenditures. When an Adept attains Telepathic level/6+, he can target a number of non-Psionics equal to his Telepathic level (doubled if using a PK Crystal) at the cost of attacking the highest NPC/non-psionic character in the group. The subject(s) must be in sight of the Adept or must be located psionically. Range = Mental Attack ranges.

MINDPROBES, Level 4 Telepathy: The MindProbe is a powerful Mental Attack which requires that the Adept first break through all resistance put up by a subject with a standard Mental Attack. When the subject's defences have been reduced, the Adept expends 10 stamina points (5 stamina points with a PK Crystal) to enter the mind of the Victim and subject it to close scrutiny. He may ask one very pointed question which the subjugated mind must answer truthfully. For each 2 stamina points expended thereafter (1 stamina point with a PK Crystal), an additional question may be asked. The number of questions that may be asked is equal to the Telepathic level of the Adept: a level/4 can ask 4 questions, a level/ 5 can ask 5 questions, etc. Range = Mental Attack ranges.

COMA, Level 4 Telepathy: A Mental Attack which is an extension of Stun. However, the victim cannot be revived by any means for a period equal to 5 minutes x PSI score of the Adept. After that time, the victim may roll a Shock CR every 5 minutes to revive. Each failure to regain consciousness reduces the Shock CR level by -1. When the CR reaches zero (0), the victim is completely comatose and will not regain consciousness for a period of 60 days minus his Constitution score. If reviving drugs are administered before the CR reaches zero level, the CR level is raised +5 on the next 3 checks. Revival will occur 10 minutes after a successful Shock CR is rolled.

The special advantages of Coma is the likelihood that a victim will suffer partial amnesia. If amnesia is part of the scenario, the victim must roll an Intelligence CR minus 1d6 in order to remember the events surrounding his being placed in a comatose condition. If the CR fails, he will have no conscious memory of the previous 4d6 hours leading up to the coma. The facts may be learned by a Telepath with MindProbe and with Psychology/5+ expertise (see Science Skills), but the effort of finding out involves sifting through deep subconscious memories. Once such MindProbe may be attempted as a full Mental Attack in each day the examination is conducted. The subconscious mind will resist the intrusion, making an attack mode essential even if the victim consciously desires to co-operate. The examining Adept has a 3% chance x PSI score + 2% per Telepathic level or 2% x Psychology Skill level. Success opens the memory block. Coma costs 5 Stamina points plus Mental Attack expenditures. Range = Mental Attack ranges.

PAINBLAST, Level 4 Telepathy: A savage mental attack which inflicts a violent shock to the nervous system of the victims, PainBlast requires a Shock CR reduced by -6 levels below normal if the attack is successful. Failure of the CR incapacitates the victim for 2 full minutes. The pain is so terrible that the threat of another treatment occasions a Bravery CR for 'Personal Heroism' under suicidal conditions. A victim failing that Bravery CR will attempt to flee or, if flight is impossible, he will answer questions or co-operate freely with the Adept. Each PainBlast reduces the victim's stamina levels by 2d6 points, in addition to any stamina points lost through resisting the attack. If delivered by an Adept of Telepathic level/8+ to a victim of lower psionic or non-psionic capability, 2d6 points of physical damage (or any portion of the inflicted damage the Adept desires) will be delivered in addition to the stamina loss. NPCs with Bravery scores under 8 can be literally reduced to abject slaves by a number of treatments equal to their Bravery scores, The talent is widely regarded with fear and loathing, and its use is often forbidden by law as amounting to outright torture, which it is. Cost +10 stamina points (5 with a PK Crystal) plus Mental Attack expenditures, Range = 1/2 Mental Attack ranges.

PRESENCE, Level 5 Telepathy: This unusual talent enhances the aura surrounding the Adept and affects the perception of all who meet him face-to-face. The effect is somewhat insidious, as even if the beholder is a Telepath and recognises the source of the Presence, he must accept the reality of it. Presence is related to the great Force itself and marks the psychic power of the Adept. It is a manifestation of charisma, of personal appeal and competence. Thus the Adept's Leadership score is enhanced by +3, with a maximum Leadership/19 possible. He also enjoys a +1 DM advantage in all dealings with non-psionic NPCs which involve the rolling of CRs. Whatever his actual looks, he has a 'striking' appeal to members of the opposite sex who are non-psionic and can cause one to fall in love with him on a 4% chance x PSI score minus the Intelligence or Intuition of the intended lover. Only one attempt can be made per non-psionic victim. A failure means that the intended lover is

immune to the effect. A success causes an infatuation' with a duration of 1d6 days x PSI of the Adept. It may be prolonged by a further daily expenditure of 1 stamina point per NPC so affected (no expenditure with a PK Crystal). After the passage of 120 days, the effect has a 75% chance of becoming permanent. The cost of an initial application of such charm is zero, but only one person can be made to feel an infatuation in a given day.

Presence is therefore a talent which casts an 'influence' about the Adept. Everyone exposed to him will be affected in some way, although awakened Psionics can resist the Worst effects and will not fall under the spell of an Adept with Presence.

PSYCHIC FORCE, Level 5 Telepathy: The Adept learns how to tap the vast Force which can be keyed by a PK Crystal. He has a chance equal to his PSI score, rolled on 1d20, of being able to achieve a daily boost in his stamina levels by 10% x Telepathic level plus 1 stamina point x PSI score, This technique must be learned at each Telepathic level attained hereafter to gain the benefit of an increase in Telepathic power level. During the learning period, the Telepath must remain in solitude, undisturbed by any activity which will break the intense meditation required to 'commune' with the Force through the PK Crystal (but personal defence is quite possible). Once the talent has been learned, the Adept may boost his stamina level once per day by rolling his PSI score or lower on 1d20. A level/5 can this attain 150% of normal stamina levels plus his PSI bonus, a level/6 150%, and so on. At level/10, the stamina boost becomes permanent and need not be rolled.

LOCATE, Level 5 Telepathy: The Adept acquires the capacity to locate the position of any mental aura within his Mental Attack range, and can obtain a bearing and approximate range on any psionic power aimed at him or at anyone in his vicinity. Locate is a high-level refinement of that primitive 'sixth sense' which gives warning of the presence of an unseen watcher. If the Adept is being watched, he will be told by the StarMaster that he is under observation by someone within his Mental Attack range. He may then exercise his talent to fix the position of the person(s) observing him. The talent will be accurate to within 5 meters of the exact position of a hidden watcher, etc. Cost = 5 stamina points (2 stamina points with a PK Crystal).

COMMUNICATE, Level 5 Telepathy: The Adept develops the ability to project his thought over vast distances with the aid of a PK Crystal. Only Telepaths may be contacted, with a chance equal to 3% x PSI of the receiver + 2% x PSI of the sender. Once the link is established, it can be maintained as long as stamina points are expended by both Telepaths. The effect is similar to Telepathy, with a duration of 1 minute of 'real time' during which conversation is possible. The ranges and stamina costs are:

Telepathic Level Attained	Range	Cost with PK Crystal
L/5	10 light-seconds	7 stamina points
L/6	100 light-seconds	10 stamina points
L/7	500 light-seconds	12 stamina points
L/8	1000 light-seconds	15 stamina points
L/9	5000 light-seconds	18 stamina points
L/10	10 000 light-seconds	20 stamina points

if at shorter range, the reduced stamina expenditure applies. A Telepath/6 who opens a 'link' at 7 LS range would expend 7 stamina point for communication as the range is in the 1-10 LS area.

To maintain contact beyond 1 minute, both Telepaths will expend 1/2 the required stamina points for each additional minute of contact.

DEATHBOLT, Level 6 Telepathy: A Mental Attack which delivers 6d6 points of damage plus 1 damage point x Telepathic level of the Adept. Cost = 10 stamina points per DeathBolt (7 with a PK Crystal). If the victim survives the DeathBolt, he must pass a Shock CR to remain conscious. Range = Mental Attack ranges. The target must be in line-of-sight unless located by psionic means, Note: Mental Attack costs are additional to the cost of firing a DeathBolt.

DELUSION, Level 6 Telepathy: A mental Attack which is a refinement of Illusion, a Delusion will create a belief structure in the mind of the victim which will affect his decisions and attitudes any time he fails an Intelligence CR minus 1/2 the Telepathic level of the Adept who created the Delusion. The Victim will believe the essence of a 4-word message and will act accordingly when involved in any situation on which that belief has a bearing. For example, the delusory message 'You are best leader' can cause a victim to begin questioning the decisions of his leader, and perhaps even to undermine his leader's authority in the belief that he is better suited to lead. The duration of the effect is equal to the PSI + Telepathic level of the Adept x 1000 minutes divided by the Intelligence of the victim. Cost = 10 stamina points plus Mental Attack costs. The effect can be delivered only through a PK Crystal or its equivalent.

CONTROL, Level 6 Telepathy: A Mental Attack which permits the Adept to dominate completely the will of an animal, Control creates a potentially permanent loyalty of a creature to the Adept. The chance of such a bond existing is 4% x Telepathic level + 1% x PSI level of the Adept. If the Bond is formed, the Telepath will be able to see and hear and sense what the animal knows, while the animal will sense the Adept's thoughts of command. The range is equal to the Telepathy range of the Adept (see level 3 talent). A Bond, once forged, can be dissolved only if the Adept launches a second Mental Attack against the creature to release it. Cost of Control = 10 stamina points (If the Mental Attack fails, the creature will attack the Adept if at all possible. If the Mental Attack succeeds but a Bond is not formed, the Adept can Control the creatures for 10 minutes x Telepathic level. Each additional 5 minutes costs 5 stamina points (2 with a PK Crystal). The creature will be utterly fearless and will do whatever it is commanded, Attack range = Mental Attack ranges. One such creature may be controlled per 2 Telepathic levels possessed by the Adept.

STARSPEAK, Level 7 Telepathy: A very few Telepaths achieve the almost unthinkable talent of being able to communicate over interstellar distances. Such communication is possible only with Telepaths of level/7 and above. The effect is similar to Telepathy, with a duration of 1 minute of 'real' time during which conversation is possible. The chance of establishing communication is 3% x PSI + 5% x Telepathic level of the sender minus 1% x distance in light years. The ranges and stamina costs are:

Telepathic Level Attained	Range	Cost with PK Crystal
L/7	10 light years	5 stamina points/light year
L/8	20 light years	4 stamina points/light year
L/9	30 light years	3 stamina points/light year
L/l0	50 light years	2 stamina points/light year

The stamina points expended will always be at the rate of the highest Telepath in the StarSpeak link plus the cost for 1 light year at the Telepathic levels of the respective Telepaths. For instance, a Telepath/ 7 can initiate a contact at a cost of 5 stamina points. If the receiver is a Telepath/10, he will answer at 2 stamina points cost. The link, once formed, will cost 2 stamina points per light year, the expenditure level of the Telepath/10. The Telepath/7 will also expend 2 stamina points per light year because he is in contact with a high-power mind and is not as hard-pressed to maintain the contact. The range of the example communication would be 20 LY or less, as the Telepath/7 initiated the link. If it had been the Telepath/10 who initiated the link, the range could be up to 50 LY.

StarSpeak is very exhausting. Thus the cost of an interstellar communication can be very high, Credit-wise, if a PC hires a Telepath to send a message across the stars Rates vary, but they usually start at about CR 100 per light year for each minute. Starships will try to hire such personnel and pay 250% of

the standard salary schedule for 'FTL Communicators.' The same is true of most government services.

TRANSFER PERSONALITY, Level 7 Telepathy: A Mental Attack in which the Adept can transfer his personality to another body. In doing so, Only the Intelligence, PSI, Empathy, Leadership Bravery, and skill levels of the Adept are transferred. All physical abilities are derived from the new body. Similarly, the other personality is transferred to the Adept's old body. The technique is not without its dangers. If the transfer fails, the Adept will lose all of his stamina points and also suffers 5d6 points of damage if he does not pass a Shock CR. The chance of a successful transfer is 5% x Telepathic level plus 2% x PSI of the Adept. The transfer must be attempted under conditions which do not allow interruption or interference, as the procedure requires. about 1 hour after the Mental Attack successfully breaks down the resistance of the subject. Cost = 25 stamina points plus Mental Attack expenditures. Range = point blank, within 5 meters of the subject for actual transfer, although the Mental Attack may have been delivered at standard ranges. A subject so attacked will be rendered unconscious for about 1 hour, and if the transfer during that time he will remain unconscious for another hour following the completion of the transfer. Note: the procedure has a -10% chance of being reversible. If a failure occurs in an attempt to regain a body or to acquire a new body, a second attempt is impossible.

Transfer Personality usually has a sinister aspect about it, as 'honest' citizens have no need of such a procedure. Unauthorised transfer is punishable by death in the disintegration chambers. However, government agents will sometimes use the procedure, with or without the agreement of the subject, especially in the case of Police undercover agents or espionage agents of BOSS and BRINT. In such instances, no penalties are involved as far as the government agent's own government and legal authorities are concerned if accepted procedures and regulations are followed.

DOMINATE, Level 7 Telepathy: A Mental Attack in which the Adept can dominate the will of the selected subject. The potential victim must be sentient (intelligent and aware), not an animal, which is subject to Control. If the attack is successful, the dominated party will carry out any instructions given by the Adept. However, orders to commit totally suicidal acts will meet with active resistance and can be sufficient to occasion a saving throw 1d20, with a result of 18 or less completely releasing the subject from compulsion. Such a release will make the subject so resistant to further Domination by the Adept that even if another Mental Attack succeeds, the subject has a saving throw of 15 or less on 1d20 of breaking that compulsion whenever ordered to do anything not in accord with his nature or personal belief structure. Dominate will gain compliance in all other matters, including the performance of normally 'heroic' acts in which some chance of survival can be contemplated.

An Adept can Dominate one psionic subject at a time or else a number of non-Psionics equal to his PSI + Telepathic level, Only one person may be subjected to Mental Attack at a time, but once control is achieved, the influence of the Adept over his mental 'vassal' is complete until the saving throw is made. Note: Psionics have a chance equal to 1/2 PSI + Telepathic level, rolled on 1d20, of breaking the compulsion every time an order is issued after the first 24 hours of Domination. Also, any other Telepath with Dominate or more powerful capacities may break the compulsion with a successful Domination, followed by a 'release' order freeing the subject.

SANEMIND, Level 8 Telepathy: A curative procedure which allows the Adept to 'operate' telepathically on the mind of anyone under any form of suggestion, illusion, control, domination, or mental aberration like insanity. It is conducted as a Mental Attack but a 1/2 the normal cost if the patient is unconscious. The SaneMind operation allows the Adept to re-channel the thought matrix of the patient so that all effects of a compulsion or mental aberration have been eliminated. The procedure requires 20 hours minus the PSI level of the Adept plus 1d6 hours, at a cost of 5 stamina points per hour (3 with PK Crystal), in addition to Mental Attack expenditures to prepare the patient for SaneMind treatment.

MINDSLAY, Level 8 Telepathy: A devastating Mental Attack in which the Adept acquires the power to do 10.d6 points of damage to any victim he vanquishes in mental battle. Any NPC non-psionic so defeated is automatically slain. Cost 15 stamina points per Mind-Slay assault (10 stamina points with PK Crystal). If the victim survives the MindSlay attack, he must pass a Shock CR. Range Mental Attack cost are in addition to MindSlay expenditures.

SUGGESTION II, Level 8 Telepathy: A highly specialised, deep-level 'compulsion' which can be placed in the subconscious mind of a subject and triggered up to 1 month x PSI of the Adept in the future by a key word or phrase, either spoken or telepathically communicated. Such a Suggestion must be phrased in 10 words or less, including the 'trigger' word or phrase. It may order any conduct covered by a Dominate, except that totally suicidal acts are now possible to compel, with compliance on rolling a CR based on the subject's Bravery score, with a 1d20 result equal to or lower than Bravery compelling suicide. A Telepath/10 can make such a suicide occur through total failure of the autonomic nervous system. The procedure and costs are as given for SaneMind, as Suggestion II is also a 'mental operation.' A SaneMind operation has a chance of uncovering a Suggestion II equal to 10% x (PSI + Telepathic level) of the Adept minus 8% x (PSI + Telepathic level) of the Adept who placed the Suggestion II command. If discovered, it may be removed by a second SaneMind procedure.

ELEMENTAL FORCE, Level 9 Telepathy: A truly awesome Mental Attack mode which permits the Adept to tap the deepest levels of his psyche to direct a blast of mental force against a number of NPCs equal to the result rolled on 3d6. The indicated number is only the number of victims that may be attacked simultaneously, not the number that must be attacked. Non-psionic NPCs will be slain outright if unprotected by Thought Screens. Each Thought-Screened or Mind-Screened target counts as two screened targets. The stamina cost of such a Force Bolt is twice the maximum normally required for an all-out Mental Attack (4 x PSI because a PK Crystal must be used). All PCs defend against a MindSlay assault. If directed against one target, 15.d6 points of damage will be done if the attack is successful. When multiple targets are attacked, the range is 50 meters all around the Adept. A single target can be attacked at standard Mind Attack ranges.

Using the Force in such a manner can prove more costly than one might wish. There is also a 50% chance that an additional 3.d10 stamina points will be expended. For each stamina point expended above the PSI level of the Adept, there is a 1/20 chance that he will be struck unconscious by the blast of Force rushing through his mind. A +7 stamina point expenditure, for instance, brings unconsciousness if 1-7 is rolled on 1d20.

GREAT COMMAND, Level 9 Telepathy: With the acquisition of Elemental Force, the Adept begins to develop a psychic aura so powerful that lesser men pale before it. He can then acquire the power of Great Command, a stature so impressive that he usually has to shield it from others because of the crushing effect it can have on their egos. Great Command gives the Adept the 'Look of Eagles,' and those under his personal command in the field never check morale while he is in their midst. At an expenditure of 5 stamina points, the Adept can send such a scathing (and menacing) look at a non-psionic NPC who 'crosses' him that a Bravery CR for 'Personal Heroism' in a suicidal situation is required if the NPC is to continue opposing him. (Face-to-face contact is necessary, usually under 10 meters range.)

Great Command earns the respect and admiration of all associates and followers, if the Adept is of 'good' character. It

earns abject fear and respect if the Adept is of a violent and cruel nature. One thing is clear: the moment that anyone is exposed to an exercise of Great Command, a lasting impression will be created.

Great Command is 'charismatic' in the full sense of the word. The Adept can sway audiences of 'normal people' with his oratory and Presence. All he needs is time to do his work. For each minute he can speak (roll 2d10 for the time allotted), he will sway 1% x 1d6 of his audience. In ten minutes, for instance, he could sway 10% x 1d6 or 10% to 60% of his listeners. The effect is not necessarily lasting over a period of time, but NPCs will definitely take his words to heart. If he speaks out against the government, convinced listeners will grow hot with anger over personal injustices they have suffered or imagine they have suffered. If he is selling a product, those won over are likely to line up, clamouring to buy. If he is exhorting a unit of fighting men to stand firm in the face of fearsome opposition, they likely will. Cost = 10 stamina points plus 1 stamina point per 10 NPCs within hearing. Range = within sight and vision. A 100-point expenditure can sway 1000 x 1d10 listeners. Note: The Adept is not going to be elected Dictator over night; he simply will be listened to and his words will strike real chords in the minds of NPCs who hear him. StarMaster discretion is required here.

If the Adept chooses to use his power as described in Presence to cause a member of the opposite sex to fall in love with him, he has a flat 95% chance with NPCs. The effect is permanent if the lover is allowed to remain close to him for one year.

If the Adept uses Great Command in a conflict situation and can be clearly seen by a NPC opponent, he always has the Initiative. Cost 5 stamina points. Range = face-to-face, with a maximum of 50 meters.

Psionics with Telepathic powers are 'immune' to Great Command unless defeated by Mental Attack. If a Mental Attack succeeds, the NPC is considered under Domination, with a deep-planted Suggestion II. Cost 25 stamina points plus Mental Combat expenditures. Range as for Mental Attack. All PCs are treated as if they are Telepathic Psionics, whether they fit the category or not, and can escape Domination on rolling 1-15 on 1d20. No deep Suggestion II will be planted. A PK Crystal is essential to exercise Great Command.

LIVING MATRIX, Level 10 Telepathy: Only a PC who has lived an exemplary life can attain Oneness with the Force. This PSI status is equivalent to the levels attained by the Lensmen like Kinneson, Worsel, Trigonsee, etc., in 'Doc' Smith's Second Stage Lensmen, and simply is beyond the capacity of personalities that are not so integrated that they become Champions of Civilisation and all that it stands for. Possession of this talent enables an Adept to have a 3 DM advantage in all Mental Attacks, whether attacking or defending, in addition to DMs accruing from other sources. The mind of such an Adept cannot be Dominated permanently; within 1 hour, the Adept has a 50% chance of breaking any compulsion, checked hourly thereafter, because he can 'compartmentalise' his mind and block off the essence of his psyche from all outside tampering and interference. If he resists a Mental Attack successfully or else delivers a successful Mental Attack, he expends only 1/2 the stamina factors called for.

Finally, in addition to the 200% of normal stamina levels he will possess, the Adept Telepath/10 has a chance equal to 3% x PSI of momentarily attaining Third Stage development. In such a heightened mode he can exercise any psionic talent he possesses without a PK Crystal but as if he had a PK Crystal.

4.16 TELEKINESIS

Telekinesis is the psionic talent which enables an Adept to move and manipulate objects Without physically touching them. The basic talent simply permits him to move or otherwise manipulate an object of a given mass. High level Adepts will acquire more refined and specialised talents based on Telekinesis.

MASS MOVEMENT, Telekinetic Levels/1-10: The Adept acquires the capacity to move objects of the mass indicated for 1 meter at the stamina Costs given in the table below. If a PK Crystal is used, a distance up to 1 meter x PSI can be traversed by the object for the same stamina cost as a 1 meter distance without a PK Crystal. The rate of movement is at a standard walking pace. For faster movement, the Adept must have more specialised talents.

TELEKINETIC LEVEL/STAMINA COST TO MOVE MASS ONE METER WITHOUT PK CRYSTAL										
Mass Moved	L/1	L/2	L/3	L/4	L/5	L/6	L/7	L/8	L/9	L/10
to1gm	5	4	3	2	1	1	1	1	1	1
tol0gm	15	13	11	9	7	5	3	1	1	1
to1kg	25	22	17	16	13	9	6	3	1	1
tol0kg	35	31	25	23	18	13	9	6	3	1
to25kg	NA	40	33	30	25	17	12	9	6	3
to50kg	NA	NA	41	37	31	21	15	12	9	6
to75kg	NA	NA	NA	42	37	25	18	15	12	9
tol0okg	NA	NA	NA	NA	43	29	21	18	15	12
tol25kg	NA	NA	NA	NA	NA	33	24	21	18	15
tol50kg	NA	NA	NA	NA	NA	NA	27	24	21	18
tol75kg	NA	NA	NA	NA	NA	NA	33	27	24	21
to200kg	NA	NA	NA	NA	NA	NA	39	30	27	24
to250kg	NA	NA	NA	NA	NA	NA	NA	36	30	27
to300kg	NA	NA	NA	NA	NA	NA	NA	NA	26	30
to500kg	NA	NA	NA	NA	NA	NA	NA	NA	60	36
tol000kg	NA	NA	NA	NA	NA	NA	NA	NA	NA	60

For example, L/7 with PSI/16 wishes to move a 100 kg object. The Stamina cost to move it 1 meter is 21 points, but with a PK Crystal it is 21 points to move the object 16 meters. The Cost to move it 1 meter is 21/16 = about 1.3 stamina points, Assuming that he had 92 stamina points, the Adept could therefore move the object about 4 meters without a PK Crystal and about 70 meters with a PK Crystal. He would be virtually exhausted after such an effort.

MANIPULATION, Level 1 Telekinesis: The Adept has the capacity to manipulate small objects, knobs, switches, etc., up to 1 kg mass as if he were using his fingers. Cost = stamina points required to move the mass 1 meter plus 5 stamina points. Range 5 meters x (PSI + Telekinetic level), with the range tripled by a PK Crystal. To successfully perform a manipulation, a Dexterity CR is required and the Adept must be able to see the object he is manipulating, either through eyeballing' it or through some vision device, Perception, or other psionic means. One manipulation may be performed. Note: There is a chance equal to an Intelligence CR that any device being tended by a sentient being will be seen to be acting in a 'strange' manner, and a Successful Intelligence CR by that being will result in action that prevents the manipulation.

SOUND, Level 1 Telekinesis: The Adept has the capacity to vibrate a section of air, a thin piece of metal, etc., so that some sound is created by the vibration. The effect is used to distract others or to catch their attention. Cost = stamina required to move a 1 kg mass for 1 meter plus 5 stamina points. Range = 10 meters x (PSI + Telekinetic level), with the range tripled by a PK Crystal. To successfully perform the Sound, the Adept must be able to see the area to be vibrated, as described for Manipulation.

SOFTSPEAK, Level 2 Telekinesis: The Adept has the capacity to apply Sound so that a 1 word message can be whispered in the ear of an intended subject. An additional word may be added to the message for every Telekinetic level added above level 2, The talent is otherwise the same as Sound, with all costs and conditions applying.

TELEKINETIC BLOW, Level 2 Telekinesis: The Adept acquires the ability to hurl any 1 kg object so that it strikes a target with the force and penetration power of an archaic Mace. Cost = stamina required to move a 1 kg object 1 meter, A PK Crystal is required to accelerate the object. Range =1 meter x Telekinetic Level. The hit probability is 3% x PSI of the Adept, minus 2% per meter of range. Treat the landed blow as a Mace blow, rolling for the hit location to see where the strike occurred. Armour, of course, will have an effect on the result;

TELEKINETIC BULLET, Level 3 Telekinesis: The Adept acquires the ability to fire any 10 gm object so that it strikes a target with the same effect as if the Adept had discharged a .44 Magnum revolver, All handgun combat rules apply to determine the hit probability, location of a hit, armour penetration, and resulting damage. The ROF may also be at ,44 Magnum values. The Adept's Telekinetic level is substituted for handgun expertise when determining hit bonuses and extreme ranges. Cost = stamina required to move a 10 gm object 2 meters. A PK Crystal is required to accelerate the object.

TELEKINETIC SHIELD, Level 3 Telekinesis: The Adept acquires the ability to erect a psionic defence screen around himself such that it acts as class B personal armour whenever he is struck by any solid missile or slug, or is struck by a solid melee weapon. Cost = 5 stamina points per minute (3 with PK Crystal), plus 11-Telekinetic level for each missile strike turned by the Telekinetic Shield. The Shield is ineffective against any type of energy weapon.

MIND SHIELD, Level 3 Telekinesis: The Adept acquires a Mind Shield, as described in Telepathy.

LEVITATE, Level 3 Telekinesis: The Adept acquires the ability to Levitate as if he massed only 25 kg. He may also Levitate 10 kg of equipment or a living being for each Telekinetic level he has attained without additional cost. The operation is handled as outlined in Mass Movement, with all stamina costs and ranges applying as given for movement of a mass with or without a PK Crystal. The effect can be maintained for 6 seconds x Telekinetic level for each stamina point expenditure required to move 25% kg. Horizontal (lateral) movement is not possible unless the Adept Uses some physical means to pull or otherwise propel himself. For example, he may be in contact with the face of a wall and can push himself along horizontal to the ground Also, once the Adept acquires Flight, the mass equivalent is reduced to 1 kg, with a duration of 1 minute x Telekinetic level for each stamina point expenditure required to move 1 kg.

STRESS, Level 4 Telekinesis: The Adept acquires the capacity to perceive stress points in an inanimate object or else to get them up himself by an exercise of Telekinetic power. Cost = 10 stamina points (7 with PK Crystal). Range = 5 meters x (PSI + Telekinetic level). The effect will increase an armour penetration level by +1 per 2 levels of Telekinesis attained, beginning with Telekenesis/5, Thus level/5-6, causes a+1, level/7-8 a +2, and a level/9-10 a +3 added onto the score which must be rolled equal to or lower on 1d20 to effect a penetration. Only solid missiles and melee weapons will enjoy this enhanced penetration capacity, and only one shot or blow will have the advantage (designated by the Telekinetic Adept). The shot or blow must be delivered by the Adept setting up the stress field.. A PK Crystal will triple the range and allows 2 shots/blows at the advantage bestowed. The target must be seen by the Adept, either through vision or psionic means.

Stress may also be used to break ropes and other bonds with which the Adept has been constrained. He has a chance equal to a Stress CR, rolled on 1d20, with his Breaking Stress level at 1/3 the sum of his Strength, PSI, and Telekinetic level. If he rolls equal to or lower than his Breaking Stress, the bonds will be snapped. The same technique can be used to snap the bonds of comrades with his bare hands. Even TangleWebs are not immune to this power, but they reduce the CR level by -5.

FLIGHT, Level 4 Telekinesis: The Adept acquires the ability to fly as if he had a Tech/10 contragravity harness or jump belt. He has an apparent mass of only 1 kg, and may also carry 10 kg of

equipment with him for each Telekinetic level he has attained without additional cost. The operation is handled as outlined in Mass Movement to determine stamina costs. The effect can be maintained for 1 minute x Telekinetic level for each stamina point expenditure required to move 1 kg. The distance covered is as given for contragravity harness/jump belts in PC Movement. Note also, the effect this talent has on Levitate (see above). Flight requires reasonably open spaces, as some lateral movement is required to maintain a flying mode. Thus Levitate will be used for cramped regions (pits, etc.,) but a bit of lateral movement will be possible at a further expenditure of 5 stamina points (10 meters + 1 meter x PSI). A PK Crystal will triple the flight time.

GRENADE, Level 4 Telekinesis: The Adept can cause an inanimate object to explode like a grenade at a cost of 50 stamina points. The warhead strength is type G. The object cannot be more than 1 kg in mass and cannot be in contact with a living being. Range = 10 meters x sum of PSI and Telekinesis level (tripled with PK Crystal). The Adept must be able to see the object he is exploding, whether by vision or psionic means.

PYRO PSI, Level 5 Telekinesis: The Adept's command of kinetic forces enables him to produce effects like a Flame Pistol. All combat rules for Flame Pistols apply, with the Adept's Telekinetic level substituted for expertise with Flame Pistols. The effect can also be used to make spot welds, etc. Cost = 20 stamina points (12 with a PK Crystal). The technique can also be used on a very low setting to warm the Adept in a frigid environment, with 1 stamina point providing full protection for 1 minute x sum of PSI and Telekinetic level. A 3 stamina point expenditure will start a fire in flammable materials which the Adept touches with his fingers, etc., in case a lighter or matches are absent.

CYRO PSI, Level 5 Telekinesis: The Adept can reduce the kinetic energy levels in living or inanimate matter by touching it. For each 10 stamina points expended, he can reduce the temperature of an inanimate mass by -l00° C, with the mass so affected equal to the maximum mass that he can move telekinetically (see Mass Movement). If he touches living matter, any being or animal must roll a Shock CR minus the number of stamina points the Adept expends divided by 10. For example, a CR level of 14 would be reduced by -3 if 30 stamina points had been expended, and the victim would have to roll equal to or lower than 11 to survive the experience. Insulated equipment and armour (vacuum suits, etc.) will provide a +7 to the Shock CR. This technique is typically used to quick freeze mortally wounded or just killed comrades to prevent tissue deterioration. Cryo PSI can also be used on a very low setting to cool the Adept in a hot of flaming environment, with 1 stamina point providing full protection for 1 minute x sum of PSI and Telekinetic level in hot climates. A 3 stamina point expenditure will provide protection for temperatures 100° C above boiling for the same time period, with each 2 points above that providing protection for each 100° C above 300° C. An Adept can thus literally walk through fire unscathed and will suffer no damage. The StarMaster will have to tell the Adept in such circumstances what stamina expenditure is needed by setting the heat of the fire, metal, etc.

MORASS, Level 6 Telekinesis: At an expenditure of 25 stamina points, an Adept can turn a solid footing into a soft 'morass' which causes all beings and vehicles to slow down to 10% of normal speed. There is also a 5% chance x Telekinetic level that the being/vehicle will become bogged down and unable to move. The area covered is 5 meters x 5 meters x 1/2 Telekinetic level. An additional 5 m^2 can be produced by an expenditure of 5 stamina points, with 5 points expendable per PSI level possessed. A PK Crystal reduces all stamina expenditures to 50%. The effect will last for 1d6 minutes x PSI level of the Adept. The depth of the effect will be from 1 to 3 meters, turning earth into a gumbo consistency even in the absence of water. Rock, Concrete, and metal will be unaffected. To produce the effect, the Adept must be standing at one edge of the area so affected. Bogged down personnel and vehicles have a 25% chance per minute of freeing themselves and proceeding out of the Morass at 10% speed. Personnel will suffer a 3d6 fatigue and wind penalty for each 10 meters traversed after freeing themselves to represent the effort required to gain that freedom.

MIND TOUCH, Level 6 Telekinesis: The Mind Touch talent is the same as that described in Telepathy.

LIFE SENSE, Level 6 Telekinesis: The Life Sense talent is the same as that described in Telepathy. The Telekinetic can 'target' his other talents by using this power if he cannot otherwise see his target.

PSYCHIC FORCE, Level 7 Telekinesis: The Psychic Force talent use the same as that described in Telepathy.

ENERGISE, Level 7 Telekinesis: At a cost of 50 stamina points, any portable power cell may be brought up to full charge when the Adept touches the terminals. Partial charges are also possible at 2% recharge per stamina point expended. A PK Crystal is required to Energise.

MAGNETOSCREEN, Level 8 Telekinesis: The Adept may erect a Telekinetic ForceScreen which will turn aside all projectiles fired by man-portable weapons (up to 20mm calibre), The cost of maintaining the MagnetoScreen is 5 stamina points per minute plus 1d6. stamina points per shot turned aside (a 'shot' includes an automatic weapon burst), A PK Crystal is needed to maintain a MagnetoScreen.

NEGAFIELD, Level 8 Telekinesis: The Adept Can erect a disruptive forcefield which causes all electronic circuitry to malfunction at a 5% chance x 1/2 the sum of his PSI + Telekinetic level. The NegaField effect Costs 25 stamina Points plus 1 stamina point per meter of range in all directions and has a duration of 1 minute. A PK Crystal is needed to maintain a NegaField. If electronic equipment is protected by a ForceField battlescreens, it will be unaffected by the talent. The centre of the disruptive zone is measured from the position of the Adept.

RADSHIELD, Level 8 Telekinesis: The Adept can erect a personal anti-radiation field which will deflect all forms of nuclear radiation. The cost of the RadShield is 1 stamina point per level of radiation damped by the field. Duration = 1 minute x PSI of the Adept. A PK Crystal is needed to maintain a RadShield.

BATTLESCREEN, Level 9 Telekinesis: The Adept can erect a personal ForceField battlescreens equal to portable units mounted in first class Powered Armour. The cost of the Telekinetic battlescreens is 10 stamina points per minute plus 2d6 stamina per shot or burst of energy small arms turned aside. However, there is a 2% chance x PSI that the PK Crystal will absorb the energy fire and convert a portion of it into stamina points. If such an event happens, 2d6 stamina points will be regained. No more than 36 stamina points may be obtained per day in such a fashion; the remainder that might accrue are lost. The battlescreens also turns aside small arms projectiles and missiles, but without additional stamina costs. It provides no protection against heavy energy weapons. The battlescreens requires a PK Crystal.

POWER, Level 9 Telekinesis: The Adept can tap the vast power potentials of the Force and may produce 10% of the power requirements of a Corvette-sized Starship. The energy is channelled through his PK Crystal and mind to the power delivery systems. There is no stamina cost beyond a basic 5 stamina points per hour to maintain concentration (no other activity is possible). The Power can be delivered for a number of hours equal to the Constitution of the Adept, after which he must rest for an equivalent number of hours in a semi-comatose state. If the Adept chooses, he may attempt to increase the Power levels he is delivering. This requires a PSI CR, and he must roll equal to or lower than his PSI score, minus a -l penalty to the CR level for each 10% increase in Power over the basic 10%. The CR is checked hourly. If the Adept fails the CR, he must roll a Shock CR minus the same penalties as given for the Power increase. If he fails that, he is struck unconscious for 1d6 days by the surge of Force through his mind.

MANOEUVRE DRIVE, Level 9 Telekinesis: The Adept can augment the Manoeuvre Drive rating of his spacecraft (up to Corvette size) by increasing the Power available, Each 10% increase in Power over the maximum rating of the spacecraft will add +5% of maximum Manoeuvre speed until Light Speed is attained. There is also a 3% chance that the boost in the spacecraft's power levels will cause a Breakdown. (See 4,31 Starship

Malfunctions.) For each hour that the engines are overloaded a further 3% chance of a Breakdown exists. If an overload occurs, there must be an immediate Manoeuvre Drive Shutdown by the Drive Engineer or serious damage can result. A PK crystal is essential to perform this operation, and the Adept cannot attend to any other activity or he will lose his concentration on maintaining the Power link to the Manoeuvre Drive. Cost = 7 stamina points per hour.

FTL DRIVE, Level 10 Telekinesis: The Adept can augment the FTL rating of his Starship (up to Corvette size) by increasing the Power available. Each 10% increase in power over the maximum rating of the Starship will add +5% of the maximum FTL speed. There is also a 3% chance that each 10% boost in the Starship 's power levels will cause a Breakdown. (See 4.31 Starship Malfunctions.) For each hour that the engines are overloaded, a further 3% chance of a Breakdown exists, If an overload occurs, there must be an immediate FTL Drive Shutdown by the Drive Engineer or serious damage can result. A PK Crystal is essential to perform this operation, and the Adept cannot attend to any other activity or he will lose his concentration on maintaining the Power link to the Manoeuvre Drives. Cost = 15 stamina points per hour.

4.17 TELEPORTATION

Teleportation is a psionic talent which permits an Adept Teleport to travel instantaneously from one location to another location. Most forms of intervening matter will not prove to be a barrier, but defensive battlescreens, Starship BattleArmour, and some high-density materials like lead will prevent teleportation effectively returning the Teleport to his original location because a 'failed' teleportation means that he does not move at all.

A Teleport Adept must have some form of pre-knowledge of his destination in order to be able to Teleport to it at all, Such pre-knowledge is in the form of a clear mental image or 'picture' of the location to which a teleportation jump will be made. Such pre-knowledge can be obtained in several ways:

1 The location is well known to the Adept because of frequent visitations, such as his home, office, etc., and a 100% possibility of making a teleportation results.
2. The location had been visited personally by the Adept on a previous occasion. Reliance is on memory for an accurate mental image, so roll an Intelligence CR to see if the Adept has remembered the details sufficiently to be able to Teleport at all.
3. The Adept has been viewing the location from a distance, either with the naked eye or with some vision-enhancing device. In such an instance, the Adept has a 100% chance of making a successful teleportation.
4. The Adept uses Perception or Clairvoyance II to 'view' a location psionically. In such an instance, the Adept has a 5% chance x PSI + 1% x Teleport level of viewing accurately enough to succeed with a teleportation.
5. The Adept receives a mental image of the location through the operation of Telepathy. The chance of viewing accurately enough to succeed with a teleportation is 5% x PSI + 1% x Telepathy level of the viewer. Note: the 'viewer' can be the Teleport Adept himself, if he is also a Telepath, or it can be a Telepath sending a mental picture of the location to the Teleport Adept.

If the location is beyond the range of the Teleport Adept or if an inaccurate mental image of the destination is unclear, all stamina points will be expended as indicated for the particular jump, but no movement will Occur.

On planetary surface, changes in altitude will result in a substantial change in an Adept's intrinsic energy levels, usually manifested as a heating or cooling effect produced within his body. This effect is the result of movement to locations with different gravitational energy potentials. Teleporting to a lower elevation will result in a change in gravitational potential such that an increase in the internal body temperature will occur. Teleporting to a higher elevation will result in a decrease of body temperature. In a 1.0 G gravity field, a Teleport jump should not involve a change in elevation of more than 500 meters. This figure can be modified for a given gravity field. To convert to any other gravity field, simply divide 500 meters by the G-force. For example, a Teleport in a 1.75 G field has an elevation change limit of 500/1.75 = 285 meters. In a 0.4 G field the elevation change limit is 500/0.4 = 1250 meters.

If a Teleport Adept exceeds the elevation change limit, a Shock CR must be rolled, With -1 from the CR level for every 10% he has exceeded the limits. For example, an Adept teleports 750 meters upward in a 1.25 G field. His limits are 500/1.25 = 400 meters. Since he has exceeded the limit by 350 meters, he has a 350/400 = 8.75 = -9 on his Shock CR level. If his Shock CR was normally 14, it would now be 5 or less, rolled on 1d20. If the Shock CR fails, the Teleport Adept will suffer 1 point of damage per -1 on his Shock CR level, plus 1d6 points of damage per -3 from the Shock CR. In our example, the Adept will therefore suffer 9 + 3d6 points for his folly. Also, having failed his Shock CR, he likely will be unconscious.

The only way that the internal temperature differences can be prevented is for an Adept to have the talents of Cyro PSI to counteract heating and Pyro PSI to counteract cooling. Such talents bestow a +1 to the Shock CR level for each Telergy level possessed by the Adept.

Teleportation ranges and costs vary according to the Teleport level of the Adept and whether the effect occurs within a planetary boundary or in deep space. The 'mass' indicated refers to any object or being carried along with the Adept. Equipment, etc., exceeding the mass limit will be left behind.

Teleport Level		PLANETARY TELEPORTATION		DEEP SPACE TELEPORTATION	
Attained	Mass	Range	Stamina	Range	Stamina
L/1	1 kg	10 meters x PSI	5*	1 km x PSI	5*
L/2	2 kg	20 meters x PSI	6*	2 km x PSI	6*
L/3	3 kg	50 meters x PSI	8*	5 km x PSI	8*
L/4	5 kg	100 meters x PSI	10*	10km x PSI	10*
L/5	10kg	1 km x PSI	12*	100 km x PSI	12*
L/6	15kg	5 km x PSI	15*	500 km x PSI	15*
L/7	20kg	10 km x PSI	20*	1000 km x PSI	20*
L/8	25kg	100 km x PSI	25*	10,000 km x PSI	25*
L/9	50kg	250 km x PSI	30*	25,000 km x PSI	30*
L/10	100 kg	1000 km x PSI	35*	100,000 km x PSI	35*

'If the Teleport Adept has more than one level of Teleportation, the lower cost applies until the limit is exceeded. For example, a Teleport 3 has PSI/16. He makes a teleportation jump of 150 meters. This is within his L/1 range of 10 x 16 = 160 meters, so the stamina cost is 5 stamina points. However, he can take 3 kg of equipment, etc., with him because he has L/3 capacity.

When a Teleport leaves or arrives, there is a sudden shimmering of his image and a faint moaning whine just before he disappears or appears. Consequently, Teleportation cannot be used as a complete surprise, as in the case of an Adept suddenly appearing behind a guard to attack out of nowhere, Anyone within earshot or eyeshot of the effect will be alerted. However, a 'Surprise CR' might be rolled, if the StarMaster desires.

There is also a chance that the Teleport Adept will be disoriented for 1d6 x 6 seconds (combat turns) after a jump. This chance is equal to 5% x (20 - Intelligence or Intuition). Such a disorientation results in Initiative and Surprise CRs being reduced in level by -1d6,. While combat bonuses are reduced by 1/2.

MINDSHIELD, Level 3 Teleportation: This talent is as described for Telepathy.

DEMATERIALIZE, Level 6 Teleportation: If the Teleport Adept has a PK Crystal, he can place the molecules of his body and up to 10% of his body mass in equipment out of phrase with solid matter such that he can pass through walls, etc. Each meter of solid material he passes through will require the expenditure of 10 stamina points. If he has not come completely through the material when he exhausts his stamina levels, he will be re-materialised in the 'living' rocks, etc., and instantly slain. ForceField BattleScreens and most forms of BattleArmour are totally impervious, as in a dense material like lead.

LIVING MATRIX, Level 10 Teleportation: The talent is as described for Telepathy.

4.18 CLAIRVOYANCE

Clairvoyance is a field of Psionics which deals with the capacity to mentally perceive objects at a distance or when they are concealed from sight. Some aspects of Clairvoyance also deal with apprehension of the immanent likelihood of some as yet future menace or event. Not only the basic Psionic levels of an Adept but also his Intuition will come to bear on many of the clairvoyance talents. The talents will not penetrate Mind Shields, Thought Screens, force field Battle Screens, Battle Armour or Lead or other high density materials.

SENSE DANGER, Level 1 Clairvoyance: The Adept has a heightened awareness of potential danger, the 'sixth sense' which causes the hairs to prickle at the back of one's neck or a cold shudder to run down the back. The chance of such a 'premonition' of possible menace occurs when the StarMaster rolls a CR on 1d20, with the result equal to or lower than the Adept's CR. The roll is occasioned whenever the Adept is within range of some possible danger to himself or his fellows. Range = 10meters x PSI (tripled with a PK Crystal), Cost = 1 stamina point. The feeling will increase if the Adept moves closer to the possible menace, or vice versa.

LOCATE DANGER, Level 1 Clairvoyance: The Adept can attempt to locate the general direction and position of a possible danger once he is alerted to its presence. The probability is 3% x 1/2 sum of PSI and Intuition scores. Also a +1% chance is obtained per Clairvoyance level attained. If within a distance equal to 1 meter x Intuition, the Adept will have his attention drawn to the exact place or object from which he has Sensed Danger. Range = 10 meters x 1/2 sum of PSI and Intuition scores (doubled with PK Crystal), Cost = 5 stamina points + 2 stamina points for each minute that the talent is exercised (halved if with a PK Crystal).

FARSEE, Level 2 Clairvoyance The Adept is able to sense the approximate characteristics of a location that is in line of vision but quite distant and perhaps obscured by intervening terrain, etc. Only the barest of details will be given, and the precise location of the 'picture' seen mentally by the Adept is uncertain. It will be in the approximate vicinity of the place towards which he is looking. Range = 100 meters x PSI (with PK Crystal, 200 meters x PSI x Clairvoyance level). Cost = 3 stamina points plus 1 point per 2000 meters. For example, an Adept is looking at a foggy mountainside and is attempting to find the pass. As he scans the misty shape, he is told, 'About 10,000 meters distance you sense a valley leading upward to a deep V-shaped opening in the mountain wall. There is rushing water, a stream. Trees many trees, A lake. The bearing is about NNW.' Note that the Adept will have to be fairly proficient at such a range. Also, if there was anything of special interest, he might note it as well. 'You also sense a large metal object. A vehicle. Tracked, There is a powerful weapon present. Four man-like creatures but not men.'

DETECT PSI, Level 2 Clairvoyance: The Adept becomes very sensitive to the presence of Psionic Forces. The sense is similar to Sense Danger, a 'sixth sense' that comes into play whenever a psionic is using PSI within range of the Clairvoyant Adept, The chance of such an awareness coming upon the Adept is an Intuition CR, rolled by the StarMaster on 1d20, If such an awareness occurs, the Adept can attempt to determine the general direction and distance. Only then will stamina points be expended. Range = 100 meters x PSI (x10 with a PK Crystal). Cost = 1 stamina point plus 1 per 2000 meters (range costs are 1 per 5000 meters with a PK Crystal). The Adept will be told the direction of the PSI Force and the range, give or take 100-1000 meters. If within 10 meters x 1/2 sum of PSI and Intuition scores (tripled with PK Crystal), the Adept will have his attention drawn to the exact place from which he has sensed the PSI Forces.

SENSE POISON, Level 2 Clairvoyance: When a Clairvoyance is within 1 meter x PSI of a poisonous plant, object, etc., he will Sense Danger. When he attempts to Locate Danger, he will have his attention drawn to the poisonous substance immediately if the Locate Danger is successful. An additional cost of 2 stamina points is paid for the knowledge that 'This is Poison!' The Clairvoyant will know for whom the substance is poisonous or especially poisonous, as well, when there are several members of different races in his party.

TRUTHFUL, Level 3 Clairvoyance: The talent is as described for Telepathy, except that the Clairvoyant has a 4% chance x Intuition + 1% x Clairvoyance level of knowing if the subject is lying.

STORYTELL, Level 3 Clairvoyance: When a Clairvoyant handles an object, he has a 2% chance x sum of PSI and Intuition scores plus 2% x Clairvoyant level of learning 1 fact about the object's function or background (history) per 2 stamina points expended. One fact may be learned for each Clairvoyance level possessed by the Adept in a given day, If the first 'question' fails, no more questions can be asked about the object for 1d6 days (there are literally 'bad vibrations' which cannot be overcome for the moment). Ability, no questions as such will be asked by the Adept. Rather, the StarMaster simply gives some piece of information upon each successful roll. Some information will be relatively useless, mere general background. But some facts will be highly relevant. The StarMaster should exercise discretion here. The more effort that the Adept spends on examining the object, the more he will become sensitive to the important facts. It is a question of rewarding perseverance, Also, clearly insignificant objects will soon reveal that fact.

CLAIRAUDIENCE, Level 3 Clairvoyance: The Adept is able to overhear words spoken at a distance. Range = 10meters x sum of PSI + Clairvoyance level (tripled with a PK Crystal). Cost = 5 stamina points per 10 words overhead (2 with a PK Crystal). The Clairaudience can be held for 10 words per Clairvoyance level.

MIND SHIELD, Level 3 Clairvoyance: The Adept has a Mind Shield as described for Telepathy.

TRUESIGHT, Level 4 Clairvoyance: The Adept sees things as they are and is not affected by any form of Telepathic Illusion, etc., which attempts to disguise the real nature of a being or an object. The talent is triggered by a Sense Danger, and when the Adept attempts to Locate Danger, the TrueSight talent is activated instead. The cost is 5 stamina points. The Adept has a 3% chance x Intuition of seeing the object or being as it really is. A further 2% chance x Clairvoyance level is added to his chances. If he doesn't TrueSee, he will still Sense Danger so long as he is in the presence of the suspicious object. Thus he may attempt to TrueSee again, as often as he *feels* it is necessary. If the Clairvoyant has a PK Crystal, his TrueSight chances are increased by an additional 15%. Only the Adept is told what is seen; communicate by notes,

PATHFIND, Level 4 Clairvoyance: The Adept will have a mental picture of the route to follow out of a situation in which he and his fellows find themselves lost. If in danger, he will also pick the safest way. Cost 10 stamina points (7 with PK Crystal). The effect will have a duration of 5 minutes x Clairvoyance level of the Adept. The chance of finding the right path or route is 6% x Intuition score, which means that Adepts with Intuition/17+ always find the way out.

PRECOGNITION, Level 5 Clairvoyance: The Adept begins to develop truly visionary powers. A PK Crystal is required. The Adept receives a foreshadowing of a scene yet to come, usually up to 24 hours in the future. The scene will be described in some detail, and he or else a person for which he is concerned will be an active participant. Only the Adept is told what is seen; communicate by notes. It is up to the player to impart whatever he sees in the future to the others. There will be

no indication of the outcome of the situation, merely a warning that it will occur. Of course, once the correctness of the foretelling is ascertained, the StarMaster will be bound to arrange matters in the meantime so that events will occur as prophesied. The probability of exact prophecy is 2% x Intuition plus 1% x Clairvoyance level of the Adept. The cost of Precognition 1 is 50 stamina points. The Adept must also roll a Shock CR or be rendered unconscious for 1d6 hours if he fails to roll equal or lower to his Shock CR level.

Designer's Note: Trying with prophecy of future events can prove difficult unless the StarMaster is prepared to think ahead to later developments in an adventure scenario. If the StarMaster prefers, he will present 2 to 5 possible alternatives, depending on the complexity of the developing situation. Some of the details will be vague, but the effect will be to alert the players in general to the possibility that some potentially serious or momentous events are about to transpire, and they will be able to make some preparations to meet the challenge. Also, if no exact prophecy occurs, a very vague and probably somewhat irrelevant 'vision' will occur, or else no precognition at all. The talent is, after all, rather erratic and undependable.

PERCEPTION, Level 5 Clairvoyance: The Adept acquires the power to 'see' without benefit of normal vision.. He could be blindfolded and in a dark room, or even blind, but he still will see clearly. Cost = 5 stamina points (2 with PK Crystal) for vision as if sighted and in an illuminated area. Cost = 10 stamina points (7 with PK Crystal) to have a psionic form of x-ray vision, with range of 10 meters x sum of PSI and Intuition scores, Duration = 1 minute x Clairvoyance level (tripled with PK Crystal). Both forms of Perception may be combined with TrueSight at an additional cost of 2 stamina points.

PERCEPTION, Level 6-10 Clairvoyance: For each level of Clairvoyance attained between 6 and 10 an Adept may acquire a refined form of Perception which permits him to see vast distances with the aid of a PK Crystal. In space, each level of Perception gives the Adept the equivalent of a Sensor Field with which he can survey the volume of space around him, detect spacecraft and other bodies, and even subject them to limited forms of analysis. The Perception will penetrate a spatial anomaly field of a Manoeuvre Drive, but not defensive Battle-Screens. Duration of the Perception scan is 1 minute x Clairvoyance level + PSI, with a 99% detection probability. The ranges and stamina costs are:

Clairvoyance Level Attained	Range	Cost with PK Crystal
L/6	100 light-seconds	10 stamina points*
L/7	500 light-seconds	12 stamina points*
L/8	1000 light-seconds	14 stamina points*
L/9	5000 light-seconds	17 stamina points*
L/I0	10,000 light-seconds	20 stamina points*

*If at shorter range, the reduced stamina expenditure applies. A Clairvoyant/9 who Perceives out to 500 light-seconds will expend 12 stamina points, for example. He does not have to use full power.

PSYCHIC FORCE, Level 6 Clairvoyance: The Adept acquires Psychic Force as described in Telepathy.

LIVING MATRIX, Level 10 Clairvoyance: The Adept acquires Living Matrix as described in Telepathy.

4.19 TELERGY & SELF—AWARENESS

Telergy deals with the very nature of the Force itself, the mysterious source of Power from which all psionic talents arise. The Adept learns how to develop his mind and body to their maximum potentials so that he can become fully attuned to the life principle which is the Force. Players should be prepared to do some work, for an Adept PC with PSI/19 will undergo a series of changes in his personal characteristics until 'perfection' is attained. Once his personal characteristics have all been boosted to 19 scores, development of his psionic talents will begin in earnest.

The following basic talent of Telergy are learned through the same procedure that expertise is acquired in the various skills outlined previously for the character types (see 4.1 Learning Skills). Such characters will likely be 'contacted' prior to entry in the game. A 'contacted' character is assumed to have attained at least level/1 in each of the basic Telegic talents, and any bonus talents (see 4.11 Psionic Awakening) accruing for years of service after contact will be used to acquire further levels of Telergic development.

The Adept must progress through 10 levels of Telergy and Self-awareness in each talent area. Each talent requires 2 weeks of study x Telergic level. Half of the 'skills' learned at any time must be Telergic in nature. That is, if an Adept is employed, he must learn 1 Telergic talent out of the 2 possible skills possible for simultaneous learning. If he is a student, the PC must learn at least 3 Telergic talents out of the 6 possible for simultaneous learning.

The following Telergic talents must be learned in the order presented, with all skills progressing at the same rate. That is, Mind Shield must be learned before Strength, Strength before Constitution, and so on. One cannot progress to Mind Shield/2 before the other 10 basic talents have been learned to level/1. It will also come to pass that some Telergic talents will quickly provide the maximum boost in personal characteristics, but study must nevertheless continue to level/10 to make such gains permanent and to keep them attuned to other talents.

Each of the following talents will automatically deduct 1 stamina point from the Adept's stamina levels per day. In short, he will pay 11 stamina points 'off the top' at the beginning of each day until he has attained level/10 in all 11 basic Telergic talents. However, as some of his physical characteristics improve, the PC will gain an increased stamina level which will offset this expenditure.

MIND SHIELD, Level 1.10 Telergy: The talent is as described for Telepathy, except that the Adept always maintains a 'rigid' mind shield without stamina cost. He also enjoys a bonus +2 DM applied to Mental Attack rolls when attacked by a Telepath of equivalent level, and a +4 DM when attacked by a Telepath of a lower level of development. Such defensive bonuses are in addition to any other defensive advantages.

STRENGTH, Level 1-10 Telergy: The skill is a form of psycho-physical conditioning and training which brings a +1 boost to the Adept's Strength score for each Telergic level attained until Strength/19 is reached. For example, if an Adept has Strength/I6 when he enters the game (if he began training prior to entry this is regarded as a score partially boosted by Telergic means), +1 is added to the Strength score when he attains another level in Strength training, raising him to Strength/I7. When he reaches Strength/19, he cannot progress further because he has attained the maximum potential levels possible in his personal genetic make-up. He will have to continue his training however, until level/10 is reached, but the time period for each level will be only 1/3 of the normal training period if he has a PK Crystal. For example, if the Adept had attained Strength/I9 at Level/ 4, his level/5 training in Strength would take 1/3 x 2 x 5 = 3.3 weeks, not usual 10 weeks.

CONSTITUTION, Level 1-10 Telergy: The talent is again a form of psycho-physical conditioning and training which brings a +1 boost to the Adept's Constitution score for each Telergic level attained to level/10, with a maximum Constitution/19 possible. All comments made for Telergic Strength also apply here. In addition, when the Adept reaches level/10, he is able to enter into deep trance states which amount to suspended animation.

AGILITY, Level 1.10 Telergy: The talent is a form of psycho-physical conditioning and training which brings a +1 boost to the Adept's Agility score for each Telergic level attained to level/10, with a maximum Agility/19 possible. All comments made for Strength apply here. The training program improves nerve synapse speeds so that reflexes and motor responses are heightened.

DEXTERITY, Level 1-10 Telergy: Like Telergic Agility, the talent is a form of psycho-physical conditioning and training which improve the response levels of the nervous system so that all manipulations with the hand become perfectly co-ordinated. A +1 boost is given to the Adept's Dexterity score for each Telergic level attained to level/10, with a maximum Dexterity/19 possible. All comments made for Strength apply here.

INTELLIGENCE, Level 1-10 Telergy: The Adept begins to develop hitherto unknown levels of his mind and thereby improves the cognitive capacities of his brain. For each Telergic level attained a +1 boost is made to the Adept's Intelligence score. Intelligence may be boosted above a score of 19, with each Intelligence point above 19 increasing the Learning PCA by +3, regardless of the requisite characteristics required to learn a skill, This represents an improved capacity to learn in any field, Each Telergic level thus will have no reduced learning times as improvement beyond a 19 score is possible.

INTUITION, Level 1.10 Telergy: As the Intellectual faculties of the Adept's mind expand and exploration of his mental potentials proceeds, his Intuitive score will be boosted +1 per Telergic level up to Intuition/19. All comments made for Strength apply here.

LEADERSHIP, Level 1.10 Telergy: With the development of physical and intellectual competence comes a blend of self-confidence and good judgement that results in an increase of the Adept's capacity to lead others. For each Telergic level attained, +1 is added to his Leadership score until Leadership/19 is attained. At Leadership/l9+ Presence is acquired, as described in Telepathy.

BRAVERY, Level 1.10 Telergy: As the Adept rises in overall competence in physical, intellectual, and leadership areas, he discovers that he fears personal injury or death less than before. He has capacities beyond those of ordinary men, and a potential to reach levels surpassing those of almost all other members of his race. He has also learned the mental and physical disciplines which enable him to maintain control over his fears and to apply his growing talents to overcome any threat. Thus, for each Telergic level attained, +1 is added to his Bravery score. At Bravery/19+ he will no longer panic and never has to check his morale.

EMPATHY, Level 1-10 Telergy: As the Adept develops in physical and mental stature, a process of self-knowledge and self-discovery allows him to become increasingly aware of the fact that the Force touches the lives of all being, however much they pervert it. His Empathic levels cannot help but grow, for he intellectually deduces, intuitively knows, and physically feels the bonds that link all life forms together in the Force. Each Telergic level attained adds +1 to his Empathy score until Empathy/19 is reached,

AWARENESS, Level 1-10 Telergy: As the Adept rises in overall Telergic competence, he acquires the equivalent of Psychic Force, as described in Telepathy, beginning with level/1 Awareness. At level/10 Awareness, the stamina boost is 250% of normal levels, plus PSI bonus as described. The Adept also acquires certain talents associated with the Force automatically at Awareness/5, Awareness/6, Awareness/9, and Awareness/10 (see The Force in the following section.) The Adept also has the capacity to learn any psionic talent in the fields of Telepathy, Telekinesis, Teleportation, and Clairvoyance at the Awareness level he has currently attained in 1/2 the normal learning time. At Awareness/10 the Adept must make a momentous decision, if he has not already made it. As he progressed in his psionic development, he came to understand that there are two sides to the Force. By level/10, he must choose to serve the Light or the Dark side of the Force, becoming either a Champion of the best that Civilisation has to offer or a self-serving 'villain' who seeks personal power and self-aggrandisement at the expense of other beings. There are no other alternatives. A plain choice between Good and Evil must be made and, once chosen, there is no turning back from the path selected.

If an Adept chooses the path of the hero who champions the Light side of the Force, he learns Living Matrix as described in Telepathy. If an Adept elects for the Dark side of the Force, his Empathy levels are immediately reduced from 19 (or whatever the current score may be) by -3d8 points, with a maximum Empathy/11 possible. Service of the Dark side of the Force prevents the Adept from performing any curative procedures on others; his empathic levels are too low to permit the necessary identification with the plight of others.

TRANSHUMAN STATUS: When the Adept has completed Awareness/10 and his Telergic studies are now finished, he is transformed into Transhuman status if he is human or humanoid. All personal statistics (except height and mass) are corrected accordingly.

4.20 THE FORCE

The Force is perhaps nothing more than a vast energy source, but then again it may be Something far greater. Adapts who have a tendency to attach almost a religious significance to the Force, but not in a superstitious fashion. For them, the Force is a very real part of their lives.

Telergic Adapts who elect to serve the Light side of the Force have chosen the Life Principle. They are the Space Opera counterparts of such science fiction heroes as the Lensmen of 'Doc' Smith's epic series who engage in a titanic struggle of cosmic proportions against the minions of Boskone and the Eddadorians, Or they are like the .Jedi Knights of StarWars. Such characters will have before them the task of enacting the roles of almost superhuman Champions of 'humanity' and Civilisation, Depending on the scenario, they will be found in the StarForces or the Interstellar Police, and they do not have to concern themselves about being discharged from the service because they will be 'severed' from their chosen fields when they are slain. It might be that they are the remnants of a once great Brotherhood suppressed by unscrupulous men who would enslave all races under an iron dictatorship. Thus they become heroic revolutionaries seeking to overthrow a tyrannical empire. Whatever the situation, they are men who stand for the Right and the Just.

Those Telergic Adapts who elect to serve the Dark side of the Force have chosen the Death Principle. They *are* the Space Opera counterparts of the science fiction villains like the Black Lensmen of the Lensman series or Darth Vader of StarWars, and so on. Such characters have before them the task of enacting the roles of the Enemies of 'humanity' and Civilisation. They are the power-hungry, the Destroyers and the would-be Dictators, Adapts who have turned the Force to the service of their own personal ambitions. However, that should not be interpreted to mean that they are given to cruelty for its own sake. Rather, they are merely 'expedient' in their approach to obstacles. Those who get in their way are neutralised or disposed of in the most efficient manner available.

All Telergic Adepts will automatically acquire certain powers at a given level of their development. These powers do not have to be learned.

SELF-HEAL, Level 5 Telergy: As the Adept acquires knowledge about the physiological functions of his body, he acquires the power to heal 1 point of damage to his body per day for each Telergic level he has attained, with the aid of a PK Crystal. If he has no PK Crystal, he can heal himself at 1/3 the rate possible with a Star-Stone.

HEAL, Level 5 Telergy: Servants of the Light side of the Force acquire the power to heal 2d6 points of damage to the body of another if the victim rolls a successful Constitution CR. Cost = 4 stamina points per damage point healed (2 stamina points with a PK Crystal). Range = touch. Only one such healing can be performed for any set of wounds; thus a victim cannot receive the benefit of several healing applications for the same wounds. A minimum Em.pathy/16 is required to perform the Healing.

PAINSTOP, Level 5 Telergy: All Telergic Adepts can totally block the pain they might feel as the result of injuries, etc. PainStop provides total immunity against torture, Shock from wounds, and such psionic attacks as PainBlast, The talent may also be bestowed on others through touch. Cost = 10 stamina points (5 with PK Crystal). Duration 1d6 hours.

MENTAL ATTACK, Level 5 Telergy: The Adept acquires the ability to deliver any Telepathic attack equal to his level of development if he has a PK Crystal requires that he have learned the Telepathic talent.

PAINTOUCH, Level 5 Telergy: The Adept acquires the ability to deliver a Mental Attack equivalent to PainBlast (see Telepathy) at 1/2 the normal stamina costs when he touches his victim. This attack cannot be turned by a Thought Screen.

SENSORYBLOCK, Level 5 Telergy: The Adept acquires the ability to deliver a Mental Attack against all Psionics and a simple physical attack against non-Psionics (touch only is required, with an expenditure of 5 stamina points) which will cause the loss of one of the senses for 3d6 minutes. When delivered as a Mental Attack, the cost is 10 stamina points (5 with PK Crystal), and the range is at Mental Attack ranges.

DEATHTOUCH, Level 6 Telergy: The Adept acquires the ability to deliver a Mental Attack against psionic and a simple physical attack against non-Psionics (touch only 1 required, with an expenditure of 5 stamina points) which will produce effects as described for DeathBolt in Telepathy. When delivered as a Mental Attack, stamina costs and ranges are as described for DeathBolt.

SELF CURE, Level 6 Telergy: Provided the Adept has attained Constitution/19, he can use his self-awareness to analyse and cure any disease he has contracted at a chance equal to his Constitution CR, rolled on 1d20. He can also analyse and neutralise any poison or drug that has been introduced into his system at a chance equal to his Constitution CR minus 1d6, rolled on 1d20. Cost = 1d6 stamina points expended for 1d6 days. A PK Crystal is not required. If a PK Crystal is used, the Cure is effected at a cost of 6 + 1d6 stamina points.

CURE, Level 6 Telergy: Servants of the Light side of the Force can perform a Cure on others to increase the survival chances when they contact any potentially fatal disease, The chance is equal to an Empathy CR minus 1d6, rolled on 1d20. Cost = 5.d6 stamina points (maximum of 15 stamina points with a PK Crystal). Only one attempt may be made for any given patient; if a failure occurs, the Force will not assist in combating that disease.

REGENERATE SELF, Level 9 Telergy: The Adept may use the Force to cause re-growth of lost limbs, organs, etc. The time required is 5 + 3d6 days per limb, organ, or other tissue to be so regenerated. Cost 25 stamina points per day.

REVIVIFY, Level 9 Telergy: The Adept acquires the Power to re-vive the recently dead. There is a 1% chance per stamina point expended. The chance is reduced -2% per hour after the occurrence of death unless the body had been quick-frozen or injected with Thanokalamine TKM to preserve it. Only one attempt may be made to revive a body in a given day; failure means that a full 24 hours must lapse before another attempt can be made to revive it through exercise of the Force. This extreme application of the Force will leave the Adept with reduced stamina levels for 1d6 days after each attempt (-25 stamina points per attempt).

Space Opera

Volume 2

5.0 GENERAL EQUIPMENT LISTS

The following items represent some of the equipment available for use in Space Opera. Virtually all such equipment is single-system design. However, vehicles are multi-system units.

5.1 SURVIVAL EQUIPMENT

CWC COLD WEATHER CLOTHING: A complete set of clothing that will protect the wearer from the effects of exposure and frostbite. Several versions are available:

CWC Model	A	B
Temperature	-125⁰F1-87⁰C	-75⁰F/-59⁰C
Weight	15% body mass	10% body mass
Cost (CR)	1250	600
CWC Model	C	D
Temperature	-50⁰F/-45⁰C	-25⁰F /-32⁰C
Weight	7% body mass	5% body mass
Cost (CR)	250	100

WWC WARM WEATHER CLOTHING: Air-conditioned clothing which will protect the wearer from the effects of temperatures up to 1500 F/65⁰C and high humidity. It weighs 5% of body mass and costs CR 900. It is ideally suited to tropical jungle conditions and normal desert/steppe conditions. The material will not rot from exposure to humid conditions, fungi, etc.

SSDPC 'STILLSUIT' DESERT PLANET CLOTHING: A highly efficient set of protective clothing which provides a~ almost self-contained environment. Heavy emphasis is placed upon conservation of body water through the use of sealed zips, filtered face masks or nose filters, and a water/waste reclamation system that is muscle. powered. Goggles also provide protection against wind-blown grit and sand. The units may be air-conditioned at an additional expense of CR 350 to increase protection +25OF/+14OC over standard limits, Basic StillSuits cost CR 500 and give protection in temperatures up to 160⁰F/71⁰C. Weight is 7% of body mass,

SH SHELTER HALF: A sheet of waterproof material 1.5m x 2.5m, with provision to be ziplocked to another shelter half to make a full tent, Mass = I kg, Cost = CR IC. The lightweight material will fold into a space equivalent to that of several packs of cigarettes.

TENT: A basic lightweight tent for 2 persons made of the same lightweight waterproof material as a shelter half, but it includes a floor, ,end flaps, tent poles of light telescoping construction, and pegs. Larger tents are also available. Mass = 3 kg. Cost = CR 45.

CWT COLD WEATHER TENT: A basic lightweight tent for 2 persons which is insulated against the cold. It can be heated most satisfactorily with a CWH Cold Weather Heater. Mass = 5 kg. Cost = CR 125.

CWH COLD WEATHER HEATER: A lightweight heating unit which runs on hydrox fuel cells. The CWH will warm a cold weather tent so that temperatures will remain above freezing in outside temperatures up to .125OF/.870C. Duration = 120 hours (5days) minus 1 hour per -10⁰F/5.5⁰C below freezing (per day). Mass = 3 kg. Cost = CR 40. Fuel cells cost CR 9 and mass 2 kg. Mass of heater includes one fuel cell. The unit can also be used for cooking, with I hour of fuel used per 2 litres of food cooked (litre = about 1 kg of solid food or else boiled water).

HWT HOT WEATHER TENT: A basic lightweight tent for 2 persons which is insulated against the heat and may be sealed to provide water security. Mass = 5 kg. Cost = CR 125. A powercell operated refrigeration unit may be acquired at CR 350 which provides cooling for 96 hours of operation. Mass = 2.5 kg. Cooled tents are equivalent to StillSuits for overall protection.

PT PRESSURE TENT: A basic shelter for two persons which provides standard atmosphere and living conditions for 168 hours (7 days). The unit includes an air reclamation system and a powercell operated heating/cooling system with a survival range from 150⁰F/.1O1OC to 212⁰F/100⁰C. Mass = 25kg. Cost = CR 2000. Larger, heavier models are also available.

PFC (UP) PRE-FABRICATED CABIN (UN-PRESSURISED): A modular un-pressurised unit providing quarters for 6 persons. Area = 2.5m x 6m. Cold or hot weather options can be obtained, giving an endurance of 2 weeks for 6 persons. Mass = 2.5 tonnes for basic unit. Cost = CR 7500. Cold and/or Hot Weather options add CR 2500 and 1 tonne mass each.

PFC(P) PRE-FABRICATED CABIN (PRESSURISED): A basic shelter for six persons which provides standard atmosphere and living conditions for 30 days, The unit includes an air reclamation system, and a mini-fusion reactor heating/cooling system giving a survival range from -250⁰F/-157⁰C to 400⁰F/204⁰C. The unit is modularised and has a volume 2.5m x 3m x 6m. Mass = 10 tonnes. Cost = CR 25000. Such features as airlocks, etc., are standard.

SLEEPING BAG: An insulated sleeping bag is available in 4 versions, corresponding to CWC Cold Weather Clothing types. All mass 2 kg. Type A costs CR 250, Type B CR 150, Type C 60, and Type D CR 40.

RESPIRATOR: An oxygen-delivering mask covers the nose and mouth (some versions will cover the entire face). The unit is for use in atmospheres where protective Suits aren't needed, but the oxygen levels are too low to sustain life or to permit strenuous activity. It provides 6 hours of oxygen on chemical purifiers (re-breather type), and the chemicals may be reused if they are heated to burn Out the 'impurities.' Powered filter masks cost CR 175 and have a 168-hour (7 days) endurance before the powercell must be recharged/replaced.

OXYGEN BREATHING APPARATUS: A self-contained breathing system utilising a facemask or mouthpiece and oxygen tanks. A tank of oxygen lasts 3 hours and costs CR ISO. The breathing mask, hoses, and adapter cost CR 100. A standard unit consists of two tanks and breathing equipment, for a mass of 5 kg and a cost of CR 450. A chemical purifier system is available at CR 50 to increase breathing time by 100%. A powercell purifier system is available at CR 250 to increase breathing time by 1600% (96 hours on two tanks). The units are usable in underwater conditions as SCUBA gear, as well as in dangerous atmosphere and in low-pressure or vacuum conditions.

ARTIFICIAL GILL: A powercell operated unit which extracts oxygen from surrounding water. It has an endurance of 48 hours on a power-cell. The Gill is usable Only on planets with a sufficient oxygen atmosphere to permit the waters to contain a reasonable oxygen content. Mass = 2,5 kg. Cost = CR 1000.

SCUBA SUIT: A protective underwater suit, including swimming fins and face mask. Mass = 2 kg. Cost = CR 125.

PROTECTIVE SUIT: An all-purpose coverall of syntheleather mesh (armour class H) which will provide protection against most corrosive chemicals and atmospheric Constituents, poison gases (including nerve gases), etc., as it is sealed against the atmosphere, Mass = 5 kg. Cost = CR 400. The suit can be worn over other clothing and may be totally sealed if oxygen breathing apparatus is used with it. It is not, however, a full-fledged vacuum suit in a sealed condition; for it cannot with-stand large pressure differentials.

ROPE: A variety of different types of rope are available, all of 30m (100 ft.) lengths:

Rope Type	Nylon A	Nylon B	Synthelon A	Synthelon B	Duralon
Break, Strain	1500 kg	2500 kg	2500 kg	4000 kg	5000 kg
Breakdown No.	1/15	1/15	1/15	1/15	1/15
Mass	1.5 kg	2.25 kg	1 kg	1.5 kg	1 kg
Cost (CR)	10	16	20	27	30

WIRE LADDERS: A variety of very compact wire ladders are avail. able in 6, 9, and 15 meter lengths. Mass = 2 kg for 6m ladder, 3 kg for 9m ladder, and 4 kg for 15m ladder. Cost = CR 5 per meter. The ladders are designed to be joined together if necessary.

BACKPACK: An 'H' frame lightweight backpack with a capacity of 30 liters/3C kg or 60 liters/60 kg Weight = 2 kg. Cost = CR 35.

JERRYCANS: Both plastic and metal jerrycans are available for storage of water, fuel, and other liquids, They come in 10 litre and 25 litre capacities. Mass = 1/2 kg for plastic 10L/25L and 2/4 kg for metal 10L/20L. Cost = CR 10 for 10L and CR 15 for 25L containers.

FIELD RATIONS: Standard rations which will sustain a man (or equivalent) for 1 day. Mass = 500gm. Cost = CR 2.50. Bulk purchases of 100 ration packs (50 kg) may be made at a reduced cost of CR 200. The food is quite tasty, with many items dehydrated to save weight. (These are cooked).

CONCENTRATED RATIONS: Food lozenges suitable for a space-suit or Power Armour dispenser may be obtained which provide a full days' requirement in 100 gm. Cost = CR 275 for 100 lozenges (10 kg). The food is not superb' cuisine by a long shot, but it can be tolerated for quite some time.

5.2 COMPUTERS

The computer or, more correctly, the MultiComputer, is an ultra-high performance data processing system with storage capacity measured in thousands of data processing units (kdpu). One data processing unit or dpu is roughly equivalent to 100,000 bits, so the capacity of the largest units is almost vast enough to store much of the significant knowledge of the race. In addition to being able to run a great many programs simultaneously, such Units can store data equivalent to the largest libraries today for instant reference and inclusion in any program being run. All MultiComp units are capable of 'managing' the automatic functions of highly complex multi-systems like Starships and even Cities, particularly the higher 'marks' (Mk.)

The mass of such units includes only the main systems. Each terminal adds additional mass, usually in the neighbourhood of 25 kg. Also, for each Tech level a producing culture is below the Tech level given for a particular Mk. of Multi-Camp, increase the mass x5. Thus, a Tech/7 version of a MultiComp Mk, VII would be 5 x 5 x S x 5 x 7.5 tonnes = 937.5 tonnes. This reflects the inferior technological capacities of a lower level culture. Similarly, reduce the mass of computers rated at a lower Tech level by 1/2 far each Tech level that the producing culture is above the rating. Thus a Tech/IC version of a MultiComp Mk. is 1/2 x 1/2 x (/2 x 500 kg = 62,5 kg, reflecting the superiority of Tech/IC technology.

MultiComp Mk.	I	II	III	IV	V	VI	VII
Tech Level	6-7	7	7	8	8	8	9
Mass	500 kg	750 kg	1000 kg	2t	3t	5t	7.5t
CPU	100 kdpu	250 kdpu	500 kdpu	1000 kdpu	2000 kdpu	5000 kdpu	7500 kdpu
Data Bank	500 kdpu	1260 kdpu	2500 kdpu	5000 kdpu	10 000 kdpu	25 000 kdpu	37 500 kdpu
Time Factor	0.25	0.15	0.1	0.05	0.025	0.01	0.08
Cost (CR)	100 000	250 000	500 000	1 000 000	2 000 000	5 000 000	7 500 000

MultiComp Mk.	VIII	IX	X	XI	XII	XIII	XIV
Tech Level	9	9	10	10	10	10	II
Mass	10t	12.5t	1St	20t	25t	50t	50t
CPU	10000 kdpu	12 500 kdpu	15 000 kdpu	20 000 kdpu	25 000 kdpu	50 000 kdpu	100 000 kdpu
Data Bank	50 000 kdpu	62 500 kdpu	75 000 kdpu	100K kdpu	125K kdpu	250K kdpu	500K kdpu
Time Factor	0.06	0.05	0.04	0.03	0.02	0.01	0.005
Cost (CR)	10 000 000	12 500 000	15 000 000	20 000 000	25 000 000	50 000 000	100 000 000

The cost of a computer rated at a lower Tech level than the producing culture is reduced by 3/5. A Tech/9 culture can therefore produce a Mk. VI MultiComp at 3/5 x 5,000,000 = 3,000,000 credits.

Mk. X MultiComp and higher Mk.s are sentient (that is, they are aware in the same fashion that a living being is aware), for their circuitry rivals in complexity the nerve synapse systems of the brain. However, the volitional capacity ('free will') of such units is quite restricted, and the spectre of a cybernetic revolt is unlikely. Indeed, the partnership between such units and their creators is usually congenial, and 'cybernetic rights' to personal computer time have been established in most cultures to maintain the units at maximum 'happiness' (efficiency). Further, there are too many safeguards and back-up systems to permit such a unit to run amok; at least 3 separate systems are hooked in tandem, and any component exhibiting any form of malfunction or aberrant behaviour is instantly isolated and repaired.

A vast range of MultiComputer programs are available. They are rated interns of the kdpu of capacity required to store them in the data bank and to run the program in the CPU or central processing unit. The number of programs that may be run simultaneously in the CPU is equal to the CPU's capacity. All units have a Breakdown No, of II.

Some of the programs and players as needed:

TITLE	**KDPU SIZE**	**CR COST**	**PROGRAM**
ROUTINE PROCEDURES			
Library I	50	20 000	General Encyclopaedic information
Library 2	10	5000	Recreational programs.
Library 3	1000	20 000	Technical data on ship's systems.
Library 4	1500	100 000	Research level data (science).
Library 5	5000	250 000	Universal Encyclopaedia.
Ship's Systems	I/1000t	500/kpdu	Computer monitors/controls basic ship's systems.
Life Support I	10	15000	Computer monitors/controls life support for 1-20 crew.
Life Support 2	20	25 000	Computer monitors/controls life support for 21-100 crew.
Life Support 3	50	100 000	Computer monitors/controls life support for 100+ crew.
Galley 1	3	5000	Computerised galley.
Galley 2	5	10 000	Computerised galley, with Cordon Bleu cuisine.
Astrogation 1	10	20 000	Starmap library and star-sight analysis program for basic navigation and sub-light course plots.
Astrogation 2	50	20 000	Spatial anomaly analysis program for computing approaches.
Astrogation 3	50	20 000	HyperJump course computation.
Astrogation 4	50	20 000	Discontinuity drive course computation. Tech/10.
Hyperjump 5	10	10 000	Tech/7 Computer monitors/controls phasing of Ship during HyperJump. Programs is run simultaneously with Astrogation 3, and ship's position is computed at point of emergencies. Program numbers refer to the distance of the HyperJump possible.
Hyperjump 10	20	15 000	Tech/7
HyperJump 25	30	20 000	Tech /7
HyperJump 50	40	30 000	Tech/8

HyperJump 100	50	40 000	Tech/8
Hyperjump 250	60	50 000	Tech/9
Discontinuity	20	20 000	Tech/7 Computer monitors/controls warp drive.
Auto-Nav 1	10	5000	Automatic pilot for sub-light drive.
Auto-Nay 2	30	20 000	Automatic pilot for warp drive (discontinuity).
Servo-Mech	30	20 000	Cybernetic monitoring/control of maintenance robots.
Damage Control	20	20 000	Emergency procedures program.
Security	10	5000	Computer monitors activities of passengers and crew and institutes security precautions when a hijack or other suspicious activity seems imminent.
Engineering	200	45 000	Computer monitors/controls routine power plant and drive unit operations.
SURVEY PROCEDURES			
Stellar Analysis	10	10 000	Computer analysis of spectrographic and other data,
Planetary Survey	50	20 000	Computer analysis program for gravity, atmosphere, surface temperatures, general climate, surface terrain (computer map), radiation levels. etc.
Astronomical Survey	50	25 000	Computer analysis program far analysis of solar system--orbits of planets, etc.
Comparative Cultures	50	30 000	Computer analysis program for comparison and evaluation of contacted cultures to known types. with delineation of observed cultural patterns, political and social structure, etc.
Linguistics	50	20 000	Computer analysis program decoding alien language groups and providing computerised translation.
ecosystem	50	30 000	Comprehensive computer analysis programs for determining ecological factors on a planetary surface.
Sensor Probe	30	15 000	Tech/8 Programs to analyse composition of observed subject.
BIOMEDICAL PROCEDURES			
Medical 1	100	20 000	Library on racial medicine.
Medical 2	100	35 000	Cybernetised diagnosis and recommended procedures for racial medicine,
Medical 3	200	35 000	Library on Exo-Medicine.
Medical 4	100	40 000	CyberneticiSed diagnosis and recommended procedures for racial and Exo-Medicine.
Biomedical	500	60 000	Comprehensive programs for diagnosis and treatment of all known races, plus research programs for fast and efficient analysis of new exo-biologies and detection of pathogens.
BATTLE PROCEDURES: SITUATION ANALYSIS			
Tactics (R)	100	50 000	Tech/7 Computer analysis of 'enemy' intentions based on known tactical doctrines; in attack/defence.
Identification	50	20 000	Computer analysis of detector and sensor probe data to identify target vessel by type, racial origin, and known capabilities.
Battle Display (R)	25	10 000	Tech/7 3-D battle display and read-out for all ships in detector range; 2% DM in attack/defence,
BATTLE PROCEDURES: OFFENSIVE ACTION			
Target Lock-On 1	10	25 000	+2%DM (Tech/7) Program predicts target manoeuvres/evasions.
Target Lock-On 2	20	50000	+4%DM (Tech/7) Program predicts target manoeuvres/evasion.
Target Lock-On 3	30	75 000	+5%DM (Tech/8) Program predicts target manoeuvres/evasion.
Target Lock-On 4 (R)	40	100 000	+6%DM (Tech/B) Program predicts target manoeuvres/evasion.
Target Lock-On 5 (R)	50	125 000	+8%DM (Tech/9) Program predicts target manoeuvres/evasion -
Target Lock-On 6 (R)	60	150 000	+10%DM (Tech/ICI Program predicts target manoeuvres/evasion.
Director	20	10000/gum	Program required for each weapon battery on computer-assisted fire control.
CyberLink	10	5000/gum	Program required for gun layer to employ computer-assisted fire control, then to exercise personal command to add gunner expertise DRM upon firing.
Target Selection	10	5 000/gum	Program required for gun layer to fire at specified target area on enemy ship; -10 %DM to hit.
Missile 1	10	5 000/missile	Computerised missile launch control.
Missile 2 (R)	20	5 000/missile	Piloted control of missile after launch. Add Pilot DM.
Missile 3 (R)	30	10 000/missile	Computer guidance control of missile after launch. Add computer DM and Predict DM.
Multiple Targeting 2	50	25 000	Program required to engage 2 targets simultaneously with computer-assisted fire control (1 target per battery).
Multiple Targeting 3 (R)	75	50 000	Program required to engage up to 3 targets simultaneously.
Multiple Targeting 5 (R)	100	75 000	Program required to engage up to 5 targets simultaneously.
Multiple Targeting 10 (R)	150	100 000	Program required to engage up to 10 targets simultaneously. This program is restricted to Tech 9+ Starships of the Line (Heavy Cruisers, Battlecruisers, BattleStars).
Master Fire Control (R)	200	275 000	Comprehensive Tech/10+ fire control program incorporating Predict 6, Director (10), Gunner Interact, Select Target, Missile 1/2/3, Multi-Target 5 or 10. Strictly restricted to military vessels of Cruiser class and up.
BATTLE PROCEDURES: DEFENSIVE ACTION			
AutoNav: Evasive 1	10	20 000	Tech/7 Evasion program; -4%DM on enemy attacks.
AutoNav: Evasive 2	25	30 000	Tech/8 Evasion program; -6%DM on enemy attacks.
AutoNav: Evasive 3	50	40 000	Tech/9 Evasion program; -8%DM on enemy attacks.
AutoNav: Evasive 4	75	50 000	Tech/10 Evasion program; -10%DM on enemy attacks.
			All Auto-Evade programs may be engaged when Auto-Nav is running simultaneously in the main Computer.

PilotNav: Evasive 1	25	20 000	-25% pilot's expertise on enemy attacks (minimum -1%DM).
PilotNav: Evasive 2	50	30 000	-50% pilot's expertise on enemy attacks (minimum -1%DM).
PilotNav: Evasive 3	75	40 000	-100% pilot's expertise on enemy attacks (minimum -1%DM).
			PilotNav: Evasive programs may be augmented by computerised AutoNav : Evasive programs, but gunnery of a ship under full evasion is reduced by a DRM equal to the DRM reduction to enemy hit probabilities. PilotNav programs are also used for all routine manoeuvres under direct pilot control.
Auto-Fire	25	10000	Automatic return fire if attacked.
Anti-Missile 3	50	50 000	Computerised fire control on 1-6 incoming missiles Program may be employed with CyberLink and Target Lock-On programs (equivalent to Multiple Targeting, but only for defensive purposes).
Force Screen	50	10 000	Program synchronises and maintains defensive screens. One program required for each screen maintained.
ECM I	50	10 000	Detection jammer to reduce enemy gunnery -2%DM per EW superior.
ECM2	50	30000	Multi-image target; 2-6 images of ship appear on enemy detectors to confuse incoming missiles/ enemy gunners. Visual sighting is required to deter. mine actual position of ship. -2%DM on enemy attacks per image appearing. Tech/10+ electronics countermeasures program.
ECM 3	20+	10 000	Communication jammer to prevent enemy transmissions; also a counter-jamming program.

ROUTINE PROCEDURES

Library: Much of the detailed information concerning the known universe is contained in the encyclopaedic information program, and these are regularly consulted by crew and passengers. It should be noted that some information will be incomplete or in error, even non-existent. Technical data (Library 3) is essential for significant repairs to damaged ship's systems to be performed. Research data (Library 4) contains highly detailed information on a variety of scientific disciplines which would be required to undertake serious research. The Universal Encyclopaedia (Library 5) contains all of the basic knowledge of the race (to its Tech level), and military and survey ships have highly classified data as well, under coded need-to-know and even self-destruct interlocks to prevent unauthorised access. Technical programs tend to be very accurate and are regularly employed by Science Officers, Astrogator's, Engineering Officers, etc., in the course of their duties. In any case, the chance of error or incompleteness of information must be decided by the StarMaster as is appropriate to the situation and the nature of the questions asked of the computer. Retrieval time: variable, from seconds x computer speed to days.

Ship's Systems: Routine programs to monitor and regulate the many secondary systems aboard ship, illumination, automatic doors, etc.

Life Support: Program to monitor and regulate the internal temperature, atmospheric pressure and composition, hydroponics and emergency systems, etc. When running in tandem with a medical program, it is possible to monitor the life responses of each person fitted with biomedical telemetry. Life support programs are not essential, but their absence requires a crewman to maintain regular watch and adjust the systems when required.

Galley: Programs which operate automated galley facilities and which also contain recipe libraries. Galley 2 will have not only racial recipes for haut cuisine but also information on the preparation of alien foods—essential to passenger vessels carrying a variety of races.

Astrogation: A series of programs required to plot courses and manually navigate the vessel under various conditions. Setting courses may require computer speed x seconds, minutes, or hours, depending upon the nature of the procedure. Known courses are retrieved almost instantly from the memory banks, as are standard manoeuvres.

HyperJump: Programs which are run simultaneously with Astro 3, interfacing the course program with the phase-shift generators to take the ship to the plotted destination. A HyperJump program is merely the control program and must be directed by the course figures fed into it. Manual course directions are possible (in case of a malfunction of Astro 3), but course setting will take many hours as a program must literally be written by the Astrogator.

Discontinuity: Program which is run simultaneously with Astro 4, interfacing the course program with the warp-drive units to produce the discontinuity field which places the ship slightly out of phase with the normal space-time continuum and so permits FTL speeds.

Auto-Nav: Auto-pilot programs permitting the main computer to con the ship. When interfaced with a simultaneously running Auto-Evade program, Auto-Nav will make course corrections to avoid objects in space, etc.

Servo Mech: Program to monitor and direct cybernetised maintenance systems and robots. Such systems are typically found on large vessels, but may be installed on small ships as well to reduce crew and increase safety.

Damage Control: Emergency procedures program automatically activated whenever any of the ship's systems malfunction or the ship is hulled, and the lives or safety of the crew and passengers are endangered. Closing of air-tight doors, emergency alarms, activation of backup systems, alerting of Servo-Mech systems, etc., are included in this program.

Engineering: Program to monitor and control routine power plant and drive unit operation, with technical data interface with Library 3, Ship's Systems, Life Support, Servo-Mech, and Damage Control programs, as required. Mandatory program on all Starships.

Security: An internal security program which monitors suspicious activities and automatically locks doors and imposes coded interlocks on key systems when a hijacking or other related action seems apparent. Such measures can be thwarted by rolling 1d6 and obtaining a result of 1 or 2.

SURVEY PROCEDURES

Stellar Analysis: Program to analyse spectrographic and other astronomical data about a particular star. Retrieval time = computer speed in minutes. When running simultaneously with an Astrogation program, bright marker stars are automatically analysed and compared to data on known stars in the memory bank for identification--most useful in finding out the position of the ship after an Anomaly Jump or HyperJump has resulted in the ship's becoming lost.

Planetary Survey: Program to analyse sensor and visual data to determine basic planetary conditions from the ship while in orbit or when grounded. Local data may also be transmitted for computer analysis by landing parties. Some error is likely during initial observation, but as data is collected over time, accuracy increases significantly. Retrieval time = computer speed in seconds, minutes, or hours, depending upon the type and complexity of the questions posed for analysis, and whether data is already stored in the memory bank.

Astronomical Survey: Program to chart the major bodies in the star system, compute orbits, orbital speeds, distance from primary, etc. Retrieval time = computer speed in hours (to account for astronomical scanning time). Known systems have retrieval time in seconds.

Comparative Cultures: Contact program to analyse alien cultures. The program is regarded as essential by Contact Officers, who must recommend procedures for approaching unfamiliar cultures. For example, the program requires Library 5 to reach reasonably accurate results, while Library 1 is too general to produce more than a sketchy analysis (often inaccurate or incomplete in many respects). Library and Comparative Culture programs must be run simultaneously for analysis. Retrieval time = computer speed x hours or days, depending upon the amount of data on known races is a matter of seconds or minutes, depending upon the completeness of the read-out.

Linguistics: Contact program to analyse alien languages. For analysis, the program requires Library 5 to be accurate, while Library 3 will not produce more than a basic vocabulary of several hundred words and phrases. Retrieval time computer speed x hours for basic speech: computer speed x days or weeks for fluent speech. It is assumed that sufficient data (in the form of actual alien speech patterns and tangible referents for comparison to racial language equivalents) has been acquired to permit accurate translation into familiar symbolisation. Furthermore, some alien races have concepts and behavioural requirements so alien to others that translation of some elements of the language will prove impossible over the short term. Speech patterns derived from known languages (say, the language of a 'lost' colony speaking a variant of Ancient Anglish) can often be analysed in minutes. Once a language has been decoded, simultaneous computer translation is possible.

EcoSystem Survey: A highly complex program to analyse and provide extrapolations of possible life form and their relationships in the planetary environment. The program requires preliminary data from a Planetary Survey and must be run simultaneously with a Library 5 program to interface all known data with the data obtained on specimens gathered and observed on the new planet's surface. Depending on the range of specimens found, the depth of the problem set, and the accuracy of data obtained, retrieval time = computer speed x minutes, hours, days, weeks, or even months. Generally, preliminary analysis of a particular life form is possible in minutes. More complex problems take longer. Where known planets are involved, retrieval time is in seconds. StarMasters should work in some degree of inaccuracy or incompleteness when answering, especially in the earlier stages of the survey. Further, when interfaced with a Medical 5 programs, detailed analysis of micro-organisms, etc., can be made.

Sensor Probe: A program which analyses data and provides chemical and physical analysis of the 'target' or subject of the probe. When interfaced with the ship's Library 5 program, known objects or beings can be analysed with great accuracy, and biomedical data can be obtained by interfacing with medical program.

BIOMEDICAL PROCEDURES

Medical I: Standard reference library on all significant aspects or racial medicine.

Medical 2: Program to monitor/regulate computerised medical systems and, when interfaced with Medical I programs, to make diagnoses and recommendations for treatment.

Medical 3: Standard reference library on significant aspects of exomedicine.

Medical 4: Program resembling Medical 2. except with application to alien life forms on which data has been acquired.

Medical 5: Comprehensive programs which, when interfaced with Medical 1/2/3/4, will provide detailed diagnosis and treatment procedures for all known life forms; regulate and monitor automatic medical support systems; operate cybernetised surgeries, pharmacies, and culture labs; and conduct computer research on a wide variety of medical subjects. When interfaced with EcoSystem programs, detailed analysis of pathogens may be performed.

Retrieval times will vary. Generally, routine procedures on known life farms will produce answers in seconds. Diagnosis may require significantly longer periods, depending upon the symptoms and the illness itself. Research may take considerable time.

BATTLE PROCEDURES: SITUATION ANALYSIS

Tactics: A restricted program reserved for military use, but which may be obtained by commercial vessels venturing into dangerous regions of space (upon passing a rigorous security check). The program contains data on all known tactical doctrines of races with which contact has been made or hostility has been encountered. When engaged, the program can assess with a high degree of probability the likely intentions of a ship from its manoeuvres. When engaged, the program enhances offensive and defensive capability.

Identification: A program containing all known configurations of ships with which contact has been made or hostility has been encountered. It is routinely engaged whenever the detectors reveal the presence of a ship within detector range. Enemy vessels so identified produce an automatic alarm.

Battle Display: A restricted program reserved for military use. A holographic 3-D display presents the region around the ship in a 'battle tank,' with full read-outs on speeds, courses, power manoeuvres, defensive screens, apparent armaments, and identification of type and, racial origin. The system can also be used to identify asteroids, etc., within detector range. The program must be interfaced with Tactics and Identification, and is essential to the operation of Multiple Target 5/10 or Master Fire Control programs. Rarely is it employed on ships of less than Light Cruiser class. Offensive/defensive capability is enhanced when the program is engaged.

BATTLE PROCEDURES: OFFENSIVE ACTION

Target Lock-On: A series of programs which analyse courses, manoeuvres, and evasions of vessels in order to predict their future positions and so permit accurate fire control. Target Lock-On 1/2/3 programs are generally available, but Target Lock-On 4/5/6 programs are restricted to the military. When interfaced with Tactics and Battle Display programs, DMs for Tactics and Battle Display may be added to Target Lock-On DMs. Full Target Lock-On DMs are added to energy weapon hit probabilities, Missile 2/3 programs. Missile 1 programs add 'A the DRMs for Target Lock-On (rounding fractions down) if target is evading.

Director: A gunnery direction program which is required for each weapons battery on computerised fire control (Target Lock-On). Six batteries, for instance, would require six programs, as fire is by salvo to 'bracket' the target. When more than 10 batteries are involved, 10 programs will provide control.

CyberLink: A program allowing the gun layer of a weapon battery to interface his own expertise with computerised fire control.

Target Selection: A program allowing the gun component of a weapon battery to aim at a specific section of the target, but with reduced chances of hitting. Only PC gunners under independent control may use this rule. Critical hits penetrating the hull will strike sections aimed at.

Missile: A series of programs to effect control of missile launches. Missile 1 is comparable to launching torpedoes, and full Target Lock-On DRMs are applicable only if the target fails to evade. Missile 2 is a program requiring a pilot to guide the bomb once it has been launched, bringing pilot expertise and full Target Lock-On DMs into play, and also permitting evasive manoeuvres to avoid anti-missile fire. Only the largest and most sophisticated missiles may be piloted. Missile 3 is a program requiring a computer to guide the bomb after launch, with full Target Lock-On DMs being added to its hit probability. Using Missile 1, a maximum spread may be fired. Missile 2 and 3 permit control of 2 missiles under guidance.

Multiple Targeting: A series of programs permitting computerised fire control to engage more than one target. Each weapon battery may engage only a single target, but the computer can handle fire Control data to direct fire at as many targets as specified by its program number

Master Fire Control: A program incorporating Tactics, Identification, Battle Display, Target Lock-On 7/8. Director (10+ batteries), CyberLink, Target Selection, Missile 1/2/3, Multiple Targeting 10, Auto-Fire (see Defensive Procedures), and Anti-Missile (see Defensive Procedures). Tactics/Identification/Battle

Display are always operational at CDPC 4 and will automatically sound Battle Stations on detection of hostile ships or potentially unfriendly manoeuvres, and the ship will be brought to instant readiness or computer control. (ECM and Force Screens may also be interfaced.) The ship will engage on computers, if required, if the crew has not closed up to battle stations. Such systems are generally reserved for Heavy Cruisers, Battlecruisers and BattleStars.

BATTLE PROCEDURES: DEFENSIVE ACTION

AutoNav: Evasive: An auto-pilot program series which must be interfaced with a simultaneously running AutoNav program for computer control, or else which may be engaged with a **PilotNav**: Evasive program to augment the pilot's evasive manoeuvres.

PilotNav: Evasive: A series of programs run when a pilot has direct control of the ship and is maneuvering or evading enemy fire.

Auto-Fire: A program which instructs the computer to immediately return fire on any ship opening fire on its vessel. The program is used to provide defensive fire against incoming missiles or else offensive fire against an attacking ship, depending crew reaction.

Anti--Missile: A program permitting full computerised fire control on I, 2, or 3 incoming missiles. The program may be interfaced with Gunner Interact and Predict programs, but is designed to range missiles and cannot be employed as an offensive Multi-Target program. On the other hand, Multi-Target programs may function as Anti-Missile programs.

Force Screen: Program to monitor and control force screen operation. Often, the program is immediately activated when an unidentified ship comes into detector range.

ECM 1: Electronics counter-measures program which 'blinds' enemy detection apparatus somewhat and reduces their gunnery accuracy. Several ECM programs (up to 3) can be run simultaneously, but the gunnery of one's own ship is reduced when 2 or 3 are engaged.

ECM 2: Electronics counter-measures program which causes from 2 to 6 'echoes' to appear on enemy detector screens, with appropriate reduction in their gunnery. If more blips appear than are in the enemy's Predict programs number, the differences is added to the defensive DM. For example, suppose 5 'echoes' are created and the enemy's Predict program is No. 3. The defensive DM = 10% (number of echoes) + 5% (Predict 13) = -5%. However, if the enemy also has the system, he may employ it as an electronic counter-measure to penetrate the deception by rolling 1-6 on a 06 and subtracting his total from the defenders DMs. (Unless already activated, this counter-program must be activated in the following battle turn).

ECM 3: Electronics counter-measures program which jams enemy communications channels. It is effective according to the difference in EW levels, with a minimum probability of 1 per level of superiority. Roll 1d10. The number equal to or lower than the difference in EW levels = effective communications jamming. For example, if Tech difference is +2, 1 to 3 must be rolled. The minimum is always 1 chance in. 10. The counter-jamming program works in the same way, with superior EW systems always having the advantage.

5.3 MINICOMPUTERS

The minicomputer or MiniC is a miniaturised computer system about the size of a 20th century pocket calculator. The simplest models have all of the capacities of fully programmable scientific calculators today, plus calendar/time/stopwatch functions. More advanced models also have the capacity to store data chips with the equivalent of one or sometimes even several small reference books or technical manuals on specific subjects. The most sophisticated MiniC units can be pro-grammed to monitor and control equipment functions.

MiniC Model	MiniC/1	MiniC/2	MiniC/3	MiniC/4	MiniC/5	MiniC/6	MiniC/7
Mass	100 gm	100gm	125 gm	125 gm	150 gm	200 gm	250 gm
Powercell	1000 hr.	1000 hr.	1000 hr	1000 hr.	1000 hr.	1000 hr.	1000 hr.
CPU	-	1dpu	2dpu	3dpu	5dpu	5dpu	10dpu
databank	-	2dpu	5dpu	10dpu	20dpu	50dpu	100dpu
Breakdown No.	1/3	1/3	1/3	1/3	1/3	1/3	1/3
Cost (CR)	40	100	250	500	1000	2000	3500

MiniC/1: A basic programmable calculator with advanced computational functions (calculus, etc.). A late Tech/6 unit.

MiniC/2: A programmable calculator with reference functions. A 5cm x 10cm flip-up read-out screen displays the data contained on reference chips. Available in Tech/7 cultures.

MiniC/3: A programmable calculator with increased data storage capacity and a CPU able to run most mini-programs side by side (2 simultaneous programs). The MiniC/3 is thus ideal as a Tech reference unit, with the capacity to monitor and analyse equipment functions while the Tech is consulting his reference manual or making calculations. Available in Tech/7 cultures.

MiniC/4: A MiniC with twice the memory capacity of the MiniC/3, the MiniC/4 can be patched into a heads-up display system, making it very useful for space-suited personnel. Available in Tech/7 cultures.

MiniC/5-6: High-performance MiniCs with large memory capacities and multiple program capability, the Mini/5 and Mini/6 units are standard issue for Tech/8-II space suits, Power Armour, and other systems of a similar type; for they can automatically monitor and control a number of functions without interfering with calculation and reference functions.

MiniC/7: The ultimate in hand-held computers, the MiniC/7 not only has all of the functions of preceding units, with a greater CPU and data processing capacity, but it also has a voder box which can be used directly or patched through a Communicator to provide translation of foreign and alien languages. Available in Tech/9 cultures.

Data Chips: A large range of insertable data chips are available for use with MiniC/2-7 units:

Data Chips Available	Cost	CPU	Memory
Equipment Maintenance & Repair Manual	CR75	1dpu	1dpu
Equipment Monitoring Program	CR100	1dpu	1dpu
Equipment Monitoring & Control Program	CR 175	1dpu	3dpu
Multi-System Maintenance & Repair Manual	CR 250	2dpu	5dpu
Multi-System Monitoring Program	CR 350	2dpu	5dpu
Multi-System Monitoring & Control Program	CR500	2dpu	10dpu
General Reference (25 000 words)	CR50	1dpu	1dpu
Language Translation Program (1000 words)	CR250	1dpu	2dpu

5.4 BATTLECOMPUTERS

BattleComputers are relatively compact units designed for use in fighting vehicles and by Power Armour and spacesuited personnel. The units improve hit probabilities in fire combat.

HEAD—UP DISPLAY: Light BattleComp units are installed in Power Armour and high-quality spacesuits to provide a complete read-out on equipment status (projected on a screen on the inside of the helmet above the visor), to automatically control equipment functions, and to provide computer assistance in combat situations. A holographic target reticule is a projected on the visor which corresponds to the position at which a hand-held weapon is pointing. An integral laser or sensor rangefinder/target designator built into the helmet also provides target speed and corrects the projected aiming point accordingly. The system can also be used to improve Jump Pack and EVA Rocket Pack manoeuvring, as the system

'targets the destination and provides firing data for the propulsion unit. All units mass 5 kg.

HUD Model	HUD/1	HUD/2	HUD/3	HUD/4
Targeting Bonus	+5%	+5%	+7%	+10%
EVA Manoeuvring	+5%	+7%	+10%	+12%
BattleComp Mk.	Mk.1	Mk.1a	Mk.II	Mk.IIa
CPU Capacity	10dpu	12dpu	15dpu	15dpu
Data Bank	20dpu	30dpu	40dpu	50dpu
EW Range	1-7	2-8	3-9	4-10
Tech Level	7	8	9	10
Cost (CR)	5000	6500	8000	10,000

EW cost = CR 750 per EW point. See 5.11 Battle Armour for typical ratings. HUD units with EW capacity can control all Battle Electronics equipment (radar, sensors, etc.), and ECM mounted in the suit. Of course, the computers can provide other computational functions as well, as all MiniC programs may be used in them.

Targeting programs have a CPU of 3 dpu and a Data Bank capacity of 10 dpu. Cost = CR 500.

EVA Manoeuvring programs have a CPU of 3 dpu and a Data Bank capacity of 3 dpu. Cost = CR 250.

VEHICLE BATTLECOMPUTERS: Vehicle battlecomputers correspond to HUD units outlined above in all respects. However, Data Bank capacities are doubled, and costs are increased +25%. Very high-quality fighting vehicles may mount low Mk. MultiComputers with targeting bonuses of HUD/7 units.

5.5 MEDICAL SUPPLIES & EQUIPMENT

TKM THANOKALAMINE: The drug TKM will arrest decay of all body tissue, including the brain and nervous system, for a period of 24 hours after death. Repeated injections every 24 hours can continue the stasis effect until the victim is brought to a facility with Revival capability. A Telurgic Adept can produce the same effect in himself through a form of suspended animation. Styrette mass = 5gm or I kg per 200 styrettes. Cost = CR IC per styrette or CR 1750 per 200.

AB ANTIBIOTICS: Drugs capable of negating the chance of a wound becoming infected with Terrantypes of micro-organisms unless the wound is continually exposed to filth, etc. AB drugs have only a I0%-60% chance of protecting against alien micro-organisms. Styrette mass = 5gm or 1 kg per 200 styrettes. Cost = CR 1.50 per styrette or CR 225 per 200.

XAB XENO—ANTIBIOTICS: Drugs capable of combating infection by alien organisms. XAB Drugs have 60%-100% chance of protecting against alien micro-organisms unless the wound is continually exposed to filth, etc. Styrette mass = 5 gm or 1 kg per 200 styrettes. Cost = CR 3.50 per styrette or CR 550 per 200.

APD ANTI—POISON DRUGS (ANTIDOTES): Drugs capable of countering the worst effects of poison. The APD antidotes correspond to those in 6.20 Drug & Poison Effects in the weapons lists. Styrette mass = 5 gm or 1 kg per 200 styrettes. Costs are the same as the poison countered, as given in 6.20. When purchased in lots of 200, costs are 75%.

ADD ANTI—DRUG DRUGS (ANTIDOTES): Drugs capable of countering the worst effects of soporifics and other incapacitating drugs. The ADD antidotes correspond to those in 6.20 Drug & Poison Effects in the weapon lists. Styrette mass = 5 gm or 1 kg per 200 styrettes. Costs are the same as the drug countered, as given in 6.20. When purchased in lots of 200, costs are 75%.

PKD PAINKILLING DRUGS: A series of drugs which prevent shock and permit a character who has suffered up to 75% damage from wounds to function as normal in non-strenuous activities for 6 hours. Mass per styrette = 5gm or 1 kg per 200. Cost = CR 1.75 per styrette or CR 80 per 200.

BSO BURN SALVES & OINTMENTS: All BSO preparations act to prevent loss of body fluids and development of infections when burned. It also deadens pain on affected nerve endings. If the victim has suffered less than 50% damage from burns, BSO enables the character to function normally in non-strenuous activities for 24 hours. Mass = 100 gm per tube, covering 50 damage points of burns. Cost = CR 10 per tube or CR 80 for 10.

ARD ANTI—RADIATION DRUGS: A drug which increases the capacity of the body to withstand the effects of exposure to high radiation levels without suffering radiation sickness. Chance of sickness/death are reduced by 5.d6% by an application of ARD. Mass = 5 gm per styrette or 1 kg per 200. Cost = CR 4.50 per styrette or CR 725 per 200.

ORD QUICKTIME REGEN DRUGS: Quicktime regenerative drugs greatly speed healing (see 2.9 Wound Recovery Rate). The drug affects the DNA complex of the patient's cells and speeds up natural healing rates and body defences against infection. Mass = 5gm per styrette or I kg per 200. Cost = CR 35 per styrette or CR 5750 per 200. Only one dose is required per 3 recovery days or part thereof.

TEMPO: A high-energy drug which artificially restores all stamina levels for a period of 8 hours, Tempo is a powerful but potentially dangerous chemical. At the end of the 8-hour period, the user must roll a Shock CR minus 1d6 every hour for the next four hours. Failure of the CR means that he will be knocked unconscious for twice the usual sleeping time. If he is awakened from his exhausted sleep by a stimulant, there is a chance equal to 40% minus his Constitution that he will suffer a heart attack (25% fatality rate). Cost = CR 15 per pill.

EXPEDITOR: A short-term high-energy drug which restores 3d6 stamina points and prevents winding by reducing all wind costs to 1/2 normal. At the end of 1 hour, the character returns to normal and must roll a successful Shock CR to prevent his becoming unconscious for 1 hour because of the exertions and drain on his system caused by the drug. Cost = CR 4.50 per pill.

STIMULANTS: Drugs which can revive unconscious patients (caused by shock, stun beams, etc.) in 1d6 minutes after application, Stimulants are effective upon the victim's passing a Constitution CR. Each additional dose administered within an hourly period carries a 10% chance (cumulative) of producing a coronary arrest (25% fatality rate if not attended by a Physician). Mass = 5gm per styrette or I kg per 200. Cost = CR 1.25 per styrette or CR 200 per 200.

ANTI—AGATHICS: Anti-ageing drug, which acts by cleansing the body cells of ageing poisons. One dose negates the effects of ageing for one year. Cost = CR 2500 for one treatment, administered over one week at a Regeneration Centre.
IMMORTALITY BETA: An extremely rare anti-agathic dating to forerunner times which arrests ageing at 21 phsysio-years, reducing the patient's age by 1 year per month if he is over the 21 Terran year limit. Once administered, Immortality Beta remains effective for 20 Terran years. Cost = CR 50 000.

IMMORTALITY ALPHA: Even rarer than Immortality Beta, this anti-agathic stops ageing at 21 physio-years as well. Once administered the recipient will not age at all for an estimated 1000 years. Resistance to most diseases is total. Healing rates are tripled over normal values (but not for Quicktime). The recipient also has a 90% chance of regeneration after any death, unless the brain has been damaged or the body has been totally burned, disintegrated, etc. Such drugs are not readily available anywhere and must be 'found': Cost = CR 250 000+ on the open market, if available.

***AGEING:** The use of ageing is Space Opera is optional. Generally, after a PC has lived for 75% of the life span allotted to the average member of his race, he runs a 10% risk every 5 years thereafter that he will lose -1 point from one or more of his personal characteristics. The characteristics to be checked are: Strength, Constitution, Dexterity, Agility, and Intelligence. If a loss occurs, some body capabilities may have to be adjusted accordingly.

PMP PERSONAL MEDIPACK: About the size of a large package of cigarettes, the PMP is usable by anyone. It contains 1 large field dressing to staunch serious wounds, 6 bandages, 2 styrettes of PKD painkillers, 4 styrettes of AB antibiotics, and 2 packets of powered antiseptic. Mass = 40gm or 1 kg per 25 PMPs. Cost = CR 10 per kit or CR 200 for 25.

PXMP PERSONAL XENO MEDIPACK: Designed for service in alien environments, the PXMP is usable by anyone. It contains 3 large field dressings, 10 bandages, 5 styrettes of PKD painkillers, 20 styrettes of XAB Xeno-Antibiotics, 1 ARD anti-rad styrette, 1 tube of BSO burn ointment, 2 styrettes of Stimulants, and 1 Expeditor pill,

as well as a vial of antiseptic. Mass = 400gm. Cost = CR 75 or CR 675 for IC. PXMP kits are standard issue to most space borne personnel and combat troops.

PMS PERSONAL MEDISENSOR: A small, flat, strap-on wrist unit about the size of a large wristwatch, the PMS contains a miniaturised Medi-computer that constantly monitors the physical condition of the wearer. The display presents the medical information on a holographic readout screen on the face of the unit. Most of the data is capable of interpretation only by trained medical personnel. If the sensor detects any damage or disease present in the wearer, it will register a warning signal. The unit also contains a charge of TKM Thanokalamine which will automatically inject into the wearer if clinical death occurs. A PC can take a 2-week course in the use of the Medi-sensor, and can read off the data so that he is able to administer the correct antidote for poisons detected in the wearer or know when to administer ARD anti-red drugs, etc. The unit is, in effect, a diagnostic system of a limited type. Mass = 100gm. Cost = CR 1500. Breakdown 1/5. Tech/8+.

MEDIJECTOR: A contact injection unit capable of containing 100 doses of any drug, antidote, etc. Mass = 250gm. Cost = CR 250 + drugs. Tech/7+.

DMS DIAGNOSTIC MEDI—SENSOR: A mini-computer/sensor system capable of monitoring body functions and rendering a diagnosis of standard conditions. It can be patched into a ship's MediComputer if plugged into any communication device. Mass = 1.25 kg Cost = CR 10 000. Tech/7+.

FMK FIELD MEDIKIT: The Field MediKit contains 25 field dressings, miscellaneous bandages, a MediJector with 100 selected doses of drugs, 100 styrettes of PKD painkillers, 100 styrettes of AB anti-biotics, 50 styrettes of XAB antibiotics, 5 styrettes of each type of poison antidote (total of 45), 5 styrettes of each type of 'drug' antidote (total of 45), 10 tubes of BSO burn ointment, 25 styrettes of ARD anti-rad drugs, 10 styrettes of Quicktime, a tube with 20 Tempo pills, a tube with 20 Expeditor pills, 50 styrettes of and a DMS Diagnostic Medi-Sensor. A set of laser scalpels, standard scalpels, surgical gut, needles, and laser wound stitcher complete the kit, along with 5 sets of splints. Mass = 5 kg, Cost = CR 6000.

DISPENSARY & SICK BAY FACILITIES: Extensive medical support systems are available with the large medical units. Comprehensive diagnostic capability is typically provided by a MediComputer, with each bed thoroughly equipped with a variety of monitoring and life-support systems. To detail the equipment available would require a substantial amount of space. Suffice it to say that a good supply of standard drugs are available, excellent surgical facilities, and very effective intensive care units. Dispensaries are limited in capacity, usually 4 to 10 patients, but sick bays can be equivalent to small hospitals. There will always be a few quick-freeze units aboard a ship to preserve patients in critical condition who would not otherwise survive until still more effective medical aid is available.

5.6 VISION AIDS

I-R VISOR: The IRV is a visor or a set of goggles of heavy tinted plastic material that can be attached to a military helmet or simply worn like eyeglasses. The IRV has a passive infra-red receiving system which operates on locally available heat sources and converts infra-red radiation into visible wave-lengths. The IRV cannot distinguish between two objects if they are of about the same ambient temperature. Nor can a low temperature object be clearly seen against a high-temperature background unless it is also radiated some heat. Vision tends to be at 250m or less, but very hot objects can often be detected at greater distances. The same is true of warm objects in fairly cold environments. Dust, and blowing snow will greatly reduce the range, as such conditions result in the reflection of heat and can distort the visor picture with echoes and blurred images.

IRV Model	IRV/1	IRV/2	IRV/3	IRV/4	IRV/5	IRV/6	IRV/7	IRV/8
Mass	200 gm	200 gm	200 gm	200 gm	5kg	5kg	5kg	5kg
Tech Level	6	7-8	9	10	6	7	8	9-10
Range	100m	150m	200m	250m	150m	250m	350m	500m
Mode	personal	personal	personal	personal	vehicle	vehicle	vehicle	vehicle
Power	1 SECm	1 SECm	1 SECm	1 SECm	2 SEC*	2 SEC*	2 SEC*	2 SEC*
Duration	100 hr.	100 hr.	200 hr.	200 hr.	200 hr.	200 hr.	200 hr.	200 hr.
Cost (CR)	150	175	200	225	200	225	350	450
Breakdown No.	1/5	1/5	1/5	1/5	1/5	1/5	1/4	1/3

*Vehicle power is normally used. The system is attached to sighting equipment, vision screens, etc.

I-R PROJECTOR: The IRP is an infra-red projector similar to a spot-light. It can be used with an IRV to 'illuminate' objects under poor viewing conditions and to greatly extend the range of the

IRV. However, smoke, dust, and blowing snow can significantly reduce the range, as described for the IRV. The IRP can also be readily detected by anyone wearing an I-R Visor

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IRP Model	IRP/1	IRP/2	IRP/3	IRP/4	IRP/5	IRP/6
Mass	2000 gm	1000 gm	1000 gm	10kg	10kg	10kg
Tech Level	6	7-8	9-10	6	7-8	9-10
Range	400m	750m	1000m	1000m	1500m	2500m
Mode	personal	personal	personal	vehicle	vehicle	vehicle
Power	2 SEC	2 SEC	2 SEC	2 SEC	5 SEC	5 SEC
Duration	2 hr.	4 hr.	10 hr.	1 hr.	4 hr.	10 hr.
Cost (CR)	200	375	450	750	1000	1250
Breakdown No.	1/4	1/4	1/4	1/4	1/3	1/2

NIGHT VISOR: The Night Visor is similar in configuration to the IRV and can be attached to a helmet or worn as goggles. The Night Visor is a refined version of the early Terran 'starlight scope' and electronically amplifies what light is available in order to render normally darkened objects visible. On the equivalent of a full Terran moonlit night, the viewer can see up to about 1000m. On a starlit night, vision is about 250m. On a very dark night (cloudy. etc.). vision is about 100m. The system is very useful on worlds far removed from their primary as well as in night-time conditions. It may also be worn by races originating on planets with very high illumination levels, as conditions which a Terran might regard as adequate would be quite dim to such a being. The units correspond in all particulars except range to IRV/1-4 models.

BINOCULARS: The Binocular optical device is the familiar dual telescope system used to increase the effective range of daylight vision. All models are TEch/5+.

Binocular Model	BINOC/1	BINOC/2	BINOC/3	BINOC/4
Mass	100 gm	200 gm	250 gm	350 gm
Magnification	x10	x15	x20	x25
Cost	25	40	60	90
Breakdown No.	1/3	1/3	1/3	1/3

Night binoculars may also be purchased to increase vision range in poorly illuminated conditions. The lenses gather enough light to be effective in moonlit environments, especially if the object or area under examination is illuminated by the moonlight. The night binoculars cannot penetrate. shadows, etc. The cost of such glasses is about 35% to 50% higher than that of regular binoculars equipment.

ELECTRO—BINOCULARS: Advanced electronic/optic systems using semi-computerised amplification and definition-increasing elements will give 'unlimited' variable power to the normal range of vision. Atmospheric conditions permitting, high-power magnification is possible to the horizon on most planetary surfaces. In space, definition is good to about 10 000 kilometres for personal models, while vehicle/spacecraft models can be effective to much greater ranges:

Electro-Binoculars	ELECTROB/1	ELECTROB/2	ELECTROB/3	ELECTROB/4	ELECTROB/5
Mass	450gm	450gm	450gm	5kg	25kg
Tech Level	7+	8+	9+	7+	8+
Max. Range*	5000 km	10000km	25000km	25 LS	1000 LS
Magnification	x25	x50	x100	x500	xl000
Power	1 SEC	1 SEC	1 SEC	5 SEC**	10 SEC**
Duration	500 hr.	500 hr.	500 hr	500 hr.	200 hr.
Cost (CR)	150	200	250	2500	9000
Breakdown No.	1/3	1/3	1/3	1/3	1/3

*Ranges are optimum resolution distances; viewing ranges extend much farther, but detail will eventually be lost.
**vehicle and spacecraft units can be operated on vehicle power systems; SEC cells provide emergency power or portable power.

POLARISED VISOR: The polarised visor is fashioned of plastic material which can be adjusted to filter the amount of visible and ultra-violet light passing through It. PVC combat visors can also be set to provide instantaneous reaction to sudden flares of intense light, such as that produced by nuclear detonations, and bursts of high-level radiation. Variants are available In goggle form.

Polarised Visor	PV	PVC
Mass	200 gm	200 gm
Tech Level	7+	7+
Duration (SECm)	20 yr.	20 yr.
Cost (CR)	75	125
Breakdown No.	1/1	1/2

MULTI—VISION VISOR: The MVV is a high-technology visor of plastic material which combines the functions of an IRV/4, Infra-red Visor, a Night Visor. ELECTROB/3, Electro-Binoculars, and a PVC Polarised Visor (Combat). The system is normally a feature of superior quality spacesuits and Power Armour. Mass = 500gm. Duration = 1000 hours with 3 SEC. Cost = CR 1000. Tech/9+.

SENSOR VISOR: The SV is an ultra-high technology vision system of duridium alloy developed from a forerunner device discovered on Altanin XI. The Sensor Visor projects a TTDC sensor beam of low power to the horizon and converts the return signal into visible light for perfect viewing in all atmospheric conditions. The SV is often restricted to military and government personnel, but may be obtained for civilian use on some planets. The unit is rarely encountered in civilian use because of its rather high cost. Note: the TTDC sensor beam will not penetrate solid objects and only enhances vision. Mass = 500 gm. Duration = 1000 hours with 5 SEC. Magnification = x100. with space ranges of 1 LS. Cost = CR 7500. Breakdown No. = 1/6. Tech/l0+.

HBS HAND BATTLE SENSOR: Tech 7 sensor that picks up and identifies life forms, energy and heat sources, force fields, and radioactivity, giving a rough direction/distance. Range = 1.5 km. Mass = 1 kg. Runs on a powercell for 24 hours. Breakdown 2/2. Cost = CR5000 plus CR100 per EW rating.

ELECTRIC TORCH: The electric torch or flashlight is an illumination device which can be adjusted to give a beam of light which can be varied from 10 meters to 100 meters, with a duration of 100 hours on 2 MiniSEC power cells. The electric torch is about 150mm long and 20mm in diameter, massing 250gm. The beam will illuminate a circle 5m in diameter at 100m. Cost = CR 20. Tech/7+.

More primitive flashlights have a duration of under 24 hours and cast a beam about 20m. Cost = CR 5-8. Tech/5+.

All electric torches have a Breakdown No. = 1/2.

CHEMOFLUOR RODS: The ChemoFluors are small plastic rods containing chemically fluorescent materials that provide the equivalent of bright moonlight in a 5m radius for 6 hours. Length = 350mm. Mass = 100gm. Cost = CR 2.5. Tech/6+. The rods can be extinguished. Breakdown No. = 2/-. If the rods do not fluoresce (Breakdown rolled on 'ignition'), there is a flat 50% chance each turn that they will glow when attempt is made to 'ignite' them.

GLOW BULBS: These round illumination globes were developed from a forerunner device discovered on Agol VIII. Glow Bulbs fluoresce with an illumination level that can be varied from that of dim moonlight to the intensity of a 300 watt bulb. They will provide 24 hours of light at any intensity before they finally cease to operate. The bulbs will recharge in 3 hours by Electro-chemical action or they can be charged with a SEC power cell in 1 minute. The globes are 100mm in diameter and mass 50 gm. Illumination range = 10m. Cost = CR 20. Breakdown No. = 1/1, Tech/9+,

MAGNESIUM FLARES: Flares are meter-long rods with a self-igniting pull-tab on the flare tip. Magnesium flares provide brighter than light illumination for 20 minutes, even in a vacuum or under water, as oxidising chemicals are built into the flare materials. The light can be blinding to the unprotected eye at close range. The flares burn very hot and can be used as weapons to burn unprotected adversaries. They also serve as excellent incendiaries. Mass = 450 gm. Illumination range = 10m in atmosphere, 5m under water. Cost = CR 2.5. Breakdown No. = 2/-. If the flare does not ignite (breakdown occurs on ignition'), the PC must use a pocket flamer or some similar device because the self-igniter is defective. Tech/5+.

GAS LANTERN: The gas lantern is a butane/propane/kerosene lamp with a 6-hour fuel capacity. The lantern will illuminate a 5m radius or, if used with a reflector/lens attachment, can cast a beam for 10m to 15m. Mass = 750 gm. Cost = CR 10. Breakdown No. = 1/2.

5.7 COMMUNICATION SYSTEMS

COM/PC PERSONAL COMMUNICATIONS: The personal communicator is a miniaturised radio or radio/subspace transmitter-receiver about the size of a pocket calculator. Somewhat more compact models can be fitted into combat helmets and spacesuit helmets.

Com/PC Model	PC/1	PC/2	PC/3	PC/4	PC/5	PC/6	PC/7	PC/8
Tech Level	6	7	8	8	9	9	10	IC
Mass	125 gm	125 gm	125 gm	125 gm	125 gm	125 gm	125 gm	125 gm
Radio Channels	10	10	10	20	20	40	20	40
Radio Range*	10 km	15 km	25 km	35km	35km	50km	50km	100km
Sub-Space Channels	-	-	-	6	-	6	10	20
Sub-Space Range**	-	-	-	10k km	-	25k km	25k km	50k km
Powercell	120 mm.	120 mm.	120 mm.	180 mm.	180 mm.	180 mm.	240 mm.	300 mm.
Breakdown No.	4/3	4/3	4/3	4/3	4/3	4/3	4/3	4/3
Cost (CR)	50	65	75	150	85	175	200	275

*Ground-to-orbit and space-to-space ranges are x 5 radio range.
**Subspace communication is line-of-sight on the ground; transmission is by tight beam in PC/6, PC/7, and PC/8 models, if desired.

COM/BTC BATTLE TACTICAL COMMUNICATORS: The BTC is a command communicator issued to senior NCOs and Officers in the military services. It has double the radio and sub-space ranges of comparable PC models of personal communicators, with an additional IC radio and IC sub-space channels to permit 'conference communication between command personnel without being overheard by the troops. BTCs are in other respects similar to PCs. Cost PC unit cost + CR 150. The units are denoted BTC/— followed by the PC number: BTC/4, BTC/6, etc.

COM/VC VEHICLE COMMUNICATORS: The VC is a communicator installed in vehicles, aircraft, etc. They may be carried and serve as command communicators. All VCs are operable on vehicle power, but they also have self-contained PowerCells for portable mode communication. Advanced models also have televideo channels and computer link capacity. Some VC units can be set for tight beam radio transmission, with line-of-sight ranges on the ground and x25 radio ranges in space.

COM/VC Model	VC/1	VC/2	VC/3	VC/4	VC/5	VC/6	VC/7	VC/8
Tech Level	6	7	8	8	9	9	10	10
Mass	5kg	5kg	5kg	10kg	5kg	10kg	5kg	10kg
Radio Channels	10	20	20	40	40	100	40	100
Radio Range*	25 km	50km	75 km	100km	100km	250km	250km	500km
Tight beam Range**	625 km	1250 km	1875 km	2500 km	2500 km	6250 km	6250 km	12 500 km
Video Channels	-	-	10	10	10	20	20	40
Sub-Space Channels	.	10	10	20	20	40	40	10
Sub-Space Range***	-	25K km	50K km	100Kkm	1LS	5LS	10LS	25LS
powercell	240 mm.	300 mm.	300 mm.	600mm.	600mm.	600mm.	600mm.	600mm.
Breakdown No.	3/3	3/3	3/3	3/3	3/3	3/3	3/3	3/3
Cost (CR)	200	400	500	650	750	875	1000	1250

*Ground to orbit and space-to-space ranges are x5 radio range.
**Line of sight on planetary surfaces.
***Line of sight on planetary surfaces; transmission is tight-beam, if desired.

COM/LC LASER COMMUNICATORS: The laser communicator is a high-powered, tight beam unit which is virtually un-jammable. It is a line-of-sight transmitter/receiver requiring precision alignment of the transmitter with the receiving 'dish' antenna. Alignment is achieved at 20% + 5% x level of Com/Tech expertise per 12 minutes minus expertise. If a Com/Tech is using a minicomputer with the system, he can achieve 99% correct alignment in 11 seconds minus expertise. The unit has ground-to-orbit capacity, with ranges from planetary surfaces and in space equal to IC LS x Tech level of the culture producing the laser com unit. The COM/LC has a duration of 60 minutes of continuous transmission on emergency PowerCells or can be operated on vehicle power. Mass = 25 kg - 2 kg per Tech level over Tech/6. Breakdown No. = 4/5. Cost = CR 250 x Tech level.

COM/BUG ELECTRONIC SURVEILLANCE DEVICES: Com/Bug 'spy' devices are as small and undetectable as advanced technology can make them. Most are voice-triggered. They transmit and/or record when voices are heard within range of the pick-ups. Maximum transmission range is 2 km for Tech/6 models, with +1 km per Tech level over Tech/6. Transmissions may be received by communicators set to the Bug's frequency. The Bug is negligible in size and mass, often no more than several grains and button size or smaller. All Bugs have 24 hours of transmission power. Breakdown No. = 1/10. Cost = CR 100. Tech/5 units are telephonic; Tech/6+ can use radio.

COM/SGM SHOTGUN MIKE: The SGM is a long-range listening device capable of picking up voices at ranges of 100m + 50m x Tech level over Tech/6. The unit is about 600mm long, with mass of 2 kg. It has a listening duration of 6 hours on PowerCells, but can use plug-in power. Breakdown No. = 2/5. Cost = CR 450.

COM/PM PARABOLIC MIKE: The parabolic mike is a sophisticated listening device capable of picking up voices at ranges of 200m + 100m per Tech level over Tech/6. The unit consists of a parabolic 'dish' receiver which concentrates sound waves that are amplified by the circuitry of the attaché-case sized control box. The system has a mass of 4.5 kg and a duration of 6 hours on PowerCells. It can also use plug-in power. Breakdown No. = 2/5. Cost = 1200.

COM/TV VIDEO SCANNER & RECEIVER: The ubiquitous T.V. is available in many models. Early Tech/5-6 units vary between the size of a large movie camera to a hand-held unit (with mass from 50 kg to 5 kg), requiring coaxial cable systems, video-taping devices, or elaborate broadcasting stations to transmit. Costs range from CR 4000 to many thousands of credits. Tech/7 systems are highly compact, with Video cameras massing several kilograms and containing line-of-sight transmitters to horizon range. Cost = CR 1000. Advanced Tech/ 8+ video cameras are as small as a package of cigarettes or even a matchbox. Tech/8+ units are capable of 3-D holographic projection. Cost of such units is under CR 1000. Breakdown No. = 4/7 for Tech/5-6 video cameras, and 2/5 for Tech/7+.

Video receivers in Tech/5-6 cultures can mass up to 40 kg, although smaller units are available. Prices range from CR 75 to CR 500. Breakdown No. = 3/6. Advanced Tech/7+ models range from CR 25 to CR 1000 in price, with cigarette-package to wall-screen size. Breakdown No. = 1/3.

Early video systems are UHF line-of-sight or coaxial systems. Advance systems are capable of sending/receiving radio tight beam (advanced microwave), laser transmissions, arid sub-space transmissions. Optic fibres typically replace coaxial cable hook-ups.

COM/SSC SPACECRAFT COMMUNICATORS: Spacecraft communicators and heavy ground communicators are large, high-powered transmitter/receivers with the general capacities noted for a VC units, but in a far greater magnitude because they are more sophisticated. All SSC units have a standard Breakdown No. = /3.

COM/SSC MODEL	SSC/1	SSC/2	SSC/3	SSC/4	SSC/5	SSC/6	SSC/7
Tech Level	6	7	8	9	9	10	11
Mass	50kg	50kg	25kg	50kg	100kg	250kg	25kg
Radio Channels	50	100	50	100	100	100	100
Radio Range	4000 km	1K km	10K km	10K km	10K km	10K km	10K km
Tight beam Range**	100 LS	350 LS	600 LS	700 LS	8CC LS	900 LS	1000 LS
Laser Range**	200 LS	700 Ls	1200 Ls	2500 LS	5000 LS	7500 LS	7500 LS
Video Channels	20	20	20	20	20	20	20
Sub-Space Channels	20	100	100	100	100	100	100
Sub-Space Range***	2000 LS	4000 LS	6000 LS	10KLS	1LY	2LY	3LY
powercell****	100 mm.	100 mm.	100 mm	100 mm.	100 mm.	100 mm	100 mm
Breakdown No.	3/3	3/3	3/3	3/3	3/3	3/3	3/3
Cost (CR)	30 000	50 000	75 000	100000	150000	250000	500000

*Ground to orbit ranges. Space to space ranges are x5 radio range.
**Line of sight on planetary surfaces.
***Planetary ranges are 1/5 radio ranges.
****Emergency power only. Sub-space transmission over 1 LY uses 1 mm. of power x LY of signal transmission required for each minute of operation.

5.8 ELECTRIC COUNTER MEASURES

ECM/COMS COM SCRAMBLER: A Com Scrambler is a unit of about 10 gm mass designed to fit all communicators. Each unit has a code setting. Depending upon the model, the code setting may be 1-6, I-10, or 1-20, representing general scramble code patterns. Only communicators with scramblers set in the same code patterns will translate back into understandable speech. Others receive a signal which mimics natural static. Com/Techs and Crime/Techs will be able to tell the difference 60% of the time plus 3% x expertise level.

ECM Model	COMS/1	COMS/2	COMS/3
Mass	10gm	10gm	10gm
Tech Level	6	7-8	9-10
Code Setting	1-6	1-10	1-20
Cost (CR)	100	2CC	400
Breakdown No.	Com Unit	Com Unit	Com Unit

ECM/COMD COMMUNICATIONS DECODER: A Com/Tech or Crime/Tech can use a Decoder to unscramble coded communicator signals. A Tech receives one setting for each two Tech expertise levels he has — L/1-2 = 1 setting, L/3-4 = 2 settings, L/5-6 = 3 settings, etc. The Tech's player writes down the setting chosen, then the appropriate dice are rolled (1d6 for 1-6, 1d10 for 1-10, 1d20 for 1-20 codes), and if the result is the same as any of the settings chosen, the Tech has managed to unscramble the code setting. If he's using a minicomputer, he obtains an additional setting for each Mk. of the MiniComp. The Tech has a 5% chance x expertise plus 5% x computer Mk. to unscramble the message in 1d10 minutes once the code setting is determined.

Basic decoding requires 1d10 minutes (1 listening watch), after which a decoding roll is made. Message decoding requires a further 1d10 minutes one the basic signal code has been determined. The message can be learned sooner or later. Thus, PCs and NPCs alike probably use code words and phrases to protect their communications from prying eavesdroppers.

The mass of a Decoder is 4 kg, the unit being about the size of a attaché case. It has 3 SEC power cells for an operating duration of 600 minutes. Decoders can be obtained in Tech/6+ cultures at a cost of CR 5000 minus CR 500 per Tech level over Tech/6. Breakdown No. = 2/5.

ECM/BUGD 'BUG DETECTOR: A Com/Tech or Crime/Tech can use a Bug Detector to find hidden spy devices. A Bug Detector has a 2S% chance of detecting a bugging device if used by a non-Tech. A Com/Tech or Crime/Tech has a 40% chance + 5% x expertise level. Each check will cover an area 5m x 5m, whether floors, ceilings, walls, etc. It must be held within 2m of the bug to register its presence. A check takes 1 minute. Success percentages assume that an 'active' bugging device is present: if the bug is not operating, detection chances are reduced by -20%. The ECM/BUGD is about the size of a package of cigarettes, with 125 gm mass. It is powered by a SEC power cell and has a duration of 50 checks. Cost = CR 450. Breakdown No. = 2/5.

ECM/BUGJ 'RUG' JAMMER: A Bug Jammer is designed to defeat eavesdropping activities. It can transmit 'white noise' into an electronic 'bug' so that it re-transmits silence. Alternatively, it sends a pre-recorded signal (usually a bogus conversation, sleeping noises, etc.). The Jammer must be placed within 25 cm of the bug to be effective. There is a 20% chance minus 1% x expertise of the Com/Tech or Crime/Tech jammed (checked when Jammer is activated). The Jammer is the size of a small box of matches and masses about 25 gm. It includes a wire recorder and has a mini-cell which powers the unit for 1d6 hours. The unit is available in Tech/6+ cultures at a cost of CR 375. Breakdown No. = 2/7.

ECM/SSDI SENSORSCAN DETECTOR: The SensorScan Detector detects a sensor beam directed into its vicinity. There are two basic types:

ECM/SSDI Detectors are the size of a package of cigarettes and may be operated by all personnel. The powercell has a 300 hour duration. The SSDI beeps softly when a sensor beam is picked up, with a flat 60% chance that detection will occur for each minute the scan endures. This 125 gm device can be obtained in any Tech/7+ culture at a cost of CR 500. Breakdown No. = 3/5.

ECM/SSD2 Detectors are sophisticated units about the size of a portable tape recorder and mass 1000 gm. They must be operated by a Crime/Tech or Com/Tech. The Tech has a 60% chance + 5% x expertise of detecting a sensorscan. If a sensor beam is detected, the Tech has a 25% chance plus 5% x expertise of detecting the direction and approximate range of the sensor unit if it is within 2500 meters (only direction if beyond 2500 meters). The unit has a power cell with a 300 hour duration. The device can be obtained in *any* Tech/7+ culture at a cost of CR 4000 minus CR 500 per Tech level over Tech/7. Breakdown No. = 2/6.

ECM/SS SENSORSCREEN: The SensorScreen is a forcefield generator which blocks sensorscans. It contains an ECM/SSD2 connected to a minicomp Mk.I and automatically cuts in a blocking screen to prevent a detailed scan. The screen has a coverage of IC meters in every direction, but coverage can be reduced to a single person. The unit is slightly larger than a tape recorder, with mass of 2000 gm. It can be obtained in any Tech/9+ culture at a cost of CR 10 000 minus CR/500 per Tech level over Tech/9. Breakdown No. = 2/6. Duration is 300 hours on 2 power cell.

ECM/SSDS SENSORSCAN DEFENCE SYSTEM: The SensorScan Defence System is about the size of a small attaché case massing 5 kg. It contains an ECM/SSD2 connected to a minicomp Mk.II and can not only block a sensor bean but also detects its source Detection range is line-of-sight, and the minicomp can compute very long-range scan distances by analysing beam frequency and strength. The screen has a coverage of 10 meters in Tech/7+ culture at a cost of CR 17 500 minus CR 500 per Tech level over Tech/7. Breakdown No. = 2/6. Duration is 300 hours on power cell. Larger units are also available which can cover offices, buildings, even large spacecraft and ground installations. These vary in cost, but usually run CR 50 000 + and are powered by heavy generators, power piles, etc. Such units are often run continuously.

ECM/SSS SOUND SUPPRESSION SYSTEM: The Sound Suppression system is a 'white noise' generator which produces a field around the unit which blanks Out the voices and other sounds produced within the 3m 'bubble' of silence that extends outward in all directions. The unit renders most listening devices ineffective if they are outside the suppression field, It also has a 90% chance of stopping the effects of any sonic disrupter fired at a range greater than 25m. The unit can be obtained in any Tech/7+ culture at a cost of CR 3500. It is about the size of a tape recorder and masses 1500 gm. Breakdown No. = 2/5. Duration is 100 hours on 2 power cell, at continuous use.

ECM/RDF RADIO DIRECTION FINDER: The RDF is a device designed to obtain a 'fix' or bearing on a radio transmission. Usually, two or three bearings will be required. The chance for each minute (or Portion) of obtaining a successful bearing is 40% + 6% x expertise of the Com/Tech operating the RDF unit minus 7% x expertise of the Com/Tech operating the radio being monitored. Each additional minute that a radio is operated within 100m of the original position increase the chance of successful ranging and direction by 10%. Experienced Com/Techs avoid continuous transmission, modify signal strength, and switch frequencies to throw off RDF. Regular users of Com sets are rarely so proficient, and cannot reduce detection odds unless they are Com/Techs. They also have a chance of transmitting overly long: an Intelligence CR must be rolled to see if they exceed 1 minute, with failure meaning at least a 2-minute transmission. Military or Police training eliminates this possibility, as radio discipline is a major feature of their training. The RDF is the size of a large suitcase, with an extending antenna, the whole massing about 7.5 kg. Power is from vehicle systems or else from power cells with 100 hours duration. The unit can be obtained in any Tech/5+ culture at a cost of CR 3500. Breakdown No. = 2/4.

Small RDF units of 250 gm are available in Tech/7+ cultures and permit homing in on continuous signal radio beacons.

RJ RADIO JAMMER: The RJ unit jams radio transmissions. It is the size of a large suitcase and weighs 7.5 kg. It has a chance of 40% of jamming any given radio frequency (plus or minus 5% per Com/Tech expertise of the jammer/jammed radio operator). It has a power-cell good for 6 hours transmission or can be used on vehicle power. The unit is available in Tech/5+

cultures. Breakdown No. = 3/5. Cost = CR 1500. The unit has a range of about 25 km in all directions, and 10 radio channels can be jammed per Tech level, beginning at Tech/5 at any one time.

BRJ BATTLE RADAR JAMMER: The BRJ unit is designed to foil a radarscan of a protected vehicle. The BRJ has a basic 50% chance of jamming the return signal, plus or minus 5% per skill level of the Com/Tech operating the jammer/per skill level of the Com/Tech operating the radar. Available in Tech/6+ cultures. Mass = 5-10 kg. Power = vehicle or 24-hr. powercell. Breakdown No. = 2/4. Cost = CR 5000.

BRD BATTLE RADAR DETECTOR: The BRD is a 'passive' radar system which automatically detects any radar transmissions (subject to the same restrictions applying to radar sets), and it is generally undetectable when operating. Available in Tech/5+ cultures. Mass = 2 kg. Power = vehicle or 24-hr. powercell. Breakdown No. == 2/2. Cost = CR 500.

5.9 BATTLEFIELD EQUIPMENT

BFR BATTLEFIELD RADAR: A vehicle-mounted radar unit designed to scan at ground level for moving targets at ranges up to ten thousand meters. Ground-scan radar cannot detect motionless targets, and the scan is blocked by buildings, hills, patches of woods, etc. Search and detection is limited to line-of-sight. Sandstorms will seriously impair their efficiency, however. Some units have 6-hour PowerCells, but vehicle-mounted units typically use vehicle power. Groundscan battlefield radar is available in late Tech/6 cultures and higher. Mass is about 50-75 kg. Range - 10 000 meters in line-of-sight. Breakdown No. = 3/4. Cost = CR 10 000 + CR 1000 per EW rating factor.

PAR POWER ARMOUR RADAR: A ground-scan battlefield radar set designed for Power Armour systems, The units have a range of about 5000 meters. Mass is 3 kg. Breakdown No, = 3/4. Cost = CR 7500 + CR 600 per EW rating factor. The units are available in Tech/8+ cultures and may also be mounted in armoured space suits. EW ratings will be no higher than the Tech level of the producing culture minus 2.

ACR AIRCRAFT COMBAT RADAR: An aircraft or vehicle-mounted radar unit designed to scan for any airborne object more than 100 meters above the ground. Such radar units have a range of 40 km plus 10 km per Tech/level over Tech/6. The scan can activate aircraft transponders to identify 'friends' and 'foes' in early models, while Tech/8+ units can obtain an accurate picture of the general configuration of an aircraft and so identify it. Mass is about 50-75 kg. Range = variable, depending on Tech/level, but generally over 40 km. Breakdown No. = 3/4. Cost = CR 15000+ CR 1000 per EW rating factor.

SVD SEISMIC VEHICLE DETECTOR: A sensing unit which detects whee!ed and tracked vehicles and infantry by ground vibrations. It cannot detect stationary targets. However, it can 'see' through-some kinds of obstacles in that it registers vibrations travelling through the ground. Tracked vehicles can be detected up to 10 000 meters, wheeled vehicles can be detected at 5000-6000 meters, and infantry and hover-craft can be detected at 1000 meters, provided the ground is firm. Ranges are reduced on sand. Movement across swampy or soft ground significantly reduces SVD ranges. Precision pinpointing is not possible, but a general bearing can be obtained, with a range +10% for -10%. The SVD also detects movements up to 200 meters underground if the probe is made through solid rock. The SVD is used by driving a 2000 mm metal probe into the ground to take readings. SVDs are available from Tech/7 Onward. Mass = 10 kg. Powercell = 24 hr. Breakdown No. = 2/4. Cost = CR 5500.

SSB SENSOR SCANNER (BATTLE): A high technology detection and scanning system which can be vehicle or aircraft mounted. The SSB penetrates solid Objects up to several meters thick, but BattleScreens, durasteel, plasteel, and collapsium armour are impenetrable, as are lead and irridium. A Sensorscan will reveal the visible features of any target, including those 'under the skin' if the target is unshielded. The system must be employed with a BattleComputer. Tech level = Tech/7+. Range = horizon, in general line-of-sight. Mass = 50 kg. Breakdown No. = 1/5. Cost = CR 20 000 plus CR 2000 per EW point. The SSB has the ranging capacities of radar, plus the capacity to give a visual picture and various technical data--including temperature, mass, general composition, etc.

SSPA SENSOR SCANNER (POWER ARMOUR): A Tech/9+ development which gives Power Armour personnel the capability to use sensorscanning equipment as an integral part of their fighting armour. Mass = 4.5 kg. Powercell 48 hours. Range = 750Cm. Breakdown No. = 2/5. Cost = CR 12 500 plus CR 1000 per EW point. EW ratings are equal to the Tech level producing the unit.

WATCHDOG: A specialized local security unit which can be programmed to detect any approaching mechanical or biological presences up to 100 meters distant. The Watchdog will set off a loud, audiable alarm or a silent visual alarm the moment that the intruder breaks the pre-set barrier field. Watchdog units are available in Tech/8 cultures. Mass = 1 kg. Powercell = 96 hours. Range = 10-100m. Breakdown No. = 2/4. Cost = CR 750.

SILENCER: A device which damps the sound of a firearm (cartridge-firing pistol or 5MG). The noise is eliminated, but at a -5% penalty 'to hit' the target. Available in Tech/5+ cultures. Mass = 250-500gm. Breakdown No. = 2/10. Cost = CR 75.

SNEAKSUIT: A suit of electronically simulated chameleon camouflage effects which enables the wearer to take on a semblance of the exact colouring and pattern of whatever terrain or surface he is up against. He has a -25% chance of being spotted and a -20% penalty against visually sighted weapons firing on him whenever the camouflage effect is operating. Available in Tech/7+ cultures. Mass = 1.5 kg. Powercell = 12 hr. Breakdown No. = 1/6. Cost = CR 10 000.

SCOPESIGHT: An optical sighting device usable in daylight illumination which can improve hit probabilities (see small arms hit tables). Available in Tech/5+ cultures. Mass = 500 gm. Breakdown No. = 1/8. Cost = CR 100.

TARGETSCOPE: An advanced version of the ART system, the TargetScope is a rangefinder/target designator that can be attached to any small arm carbine or rifle to provide a +5% bonus in addition to basic scopesight bonuses given in the hit tables. The unit is usable in daylight illumination. However, an additional CR 100 expenditure fits the system for use at night in conjunction with IR Visors and Projectors or NightVisors. Available in Tech/7+ cultures. Mass = 500 gm. Powercell = 100 hrs. Breakdown No. = 2/6. Cost = CR 550.

TECH/9 BSU BELT SCREEN UNIT: The BSU/9 is a small forcescreen generator about the size of several packages of cigarettes and is worn on one's belt, It generates a standard screen capable of defending against projectiles and energy weapons. Mass = 1 kg. Powercell = 6 hr. continuous operation. Breakdown No. = 3/6. Cost = CR 8000.

PBS, PORTABLE BATTLESCREENS: Beginning with Tech/7, Portable BattleScreens are available for installation in personal armour. The Units are about the size of two cartons of cigarettes and give 'standard' screen protection against penetrations by projectiles and energy bolts. Assault Powered Armour has +1 BattleScreens (others have 'standard' screens.) Mass = 5kg. Powercell = 24 hrs. of continuous use. Breakdown No. = 2/6. Cost = CR 10,000.

VEHICLE BATTLESCREEN: Vehicles will have battlescreens rated from standard power to as much as -4-10 on the Terran 'Orge' class Mk.IV Continental Seige Units. The cost of vehicle battlescreens is CR 25 000 plus CR 15 000 per +1 increment in field strength over standard power. See for typical ratings of military vehicles of various technological levels and starcultures for a guide as to what screens are appropriate to a particular vehicle. All such Units have a mass of 25 kg plus10 kg per +1 increment in screen power. Breakdown No. = 2/4 for Tech/7-9 units, and 1/3 for Tech/10+ units.

NOTE ON ALL BATTLESCREEN: All screen Units have a chance of breaking down whenever they have been penetrated. Roll the Breakdown check on 1d20.

5.10 MISCELLANEOUS EQUIPMENT

SCIENCES/ENGINEERING SENSOR: The SES is designed to sense/analyze energy sources, life forms, force fields, electromagnetic emissions, geological structures, etc. it enables a Scientist PC to detect anything related to his field and to correctly analyze it, with a 40% chance of accurate assessment plus 6% x level of expertise. The unit contains a MiniC and can

be patched into the Ship's Computers through a Com link.

SES Model	SES/1	SES/2	SES/3	SES/4	SES/5	SES/6	SES/7
Mass	1kg	1kg	1kg	1kg	1kg	1kg	1kg
Powercell	24 hr.	24 hr.	24 hr.	48 hr.	48 hr.	72 hr.	96 hr.
Range	5m	10m	25m	50m	75m	100m	500m
Breakdown No.	2/5	2/5	2/5	2/5	2/5	2/S	2/5
Tech Level	7	8	8	9	9	10	10
Cost (CR)	7500	8000	8500	9000	9500	10000	12500

CRIME/TECH IDENT KIT: The CIK is the size of a portable tape recorder and contains a MiniC programmed to analyze currency, etc. It contains a sensoscanner which compares fingerprints, retinal patterns, and voiceprint codes on identity cards with those of the person carrying the card. It performs basic analysis of clues found at the site of a crime. A CrimeTech has a chance of 40% plus 6% x level of expertise to accurately assess data, and a similar chance of detecting a result that is inaccurate. The time required for analysis will vary, depending on the task, so the StarMaster must use discretion. Available in Tech/7+ cultures. Mass = 3 kg. Powercell = 50 analyses. Breakdown No. = 2/4. Cost = CR 7000.

A large variety of program chips are available at CR 75 each. A list of possible functions can be developed by the StarMaster and players to suit their needs and the scope of CrimeTech work anticipated. Negative percentages can be imposed to reflect 'difficult' procedures.

CRIME/TECH POLYGRAPH: The polygraph is the standard 'Lie Detector.' The unit has an 80% minus Intelligence of the subject as a chance of detecting whether or not a character is lying. It only tells whether the subject believes what he says, not whether what he is saying is a fact. Telergic Adepts subtract -5% from the polygraph's chances per level of Telergy attained, and a Telergy/10 Adept can defeat it 99% of the time because of his control over his body reactions. The success chance assume a fully trained level/10 Crime/Tech or Psychologist is operating the equipment. Subtract -3% from the success chance for each level the operator is below level/10. Available in Tech/6+ cultures. Mass = 3 kg. Powercell = 50 questions. Breakdown No. = 5/1 (a breakdown may give 'false' readings and does not mean that the unit has ceased to function; a tech has a 7% chance x expertise of detecting a malfunction during an examination). Cost = CR S000.

CRIME/TECH TRUTH SERUM: The Crime/Tech has a variety of 'truth drugs' available to compell a subject to answer. These drugs correspond to those in 6.20 Drugs & Poison Effects, and are rated as Dl, D2, etc., with similar costs. Resistance is based on an Intelligence CR. Telergic Adepts are rated as Transhumans, with +1 to the CR for each level of Telergy attained above level/5. Antidotes are also available to counter truth drugs. A total of 1d6 questions may be asked, and the Crime/Tech or Psychologist asking the questions has a chance equal to 7% x expertise level of phrasing the question that a subject answers truthfully. The player operating a PC will see the dice roll made by the StarMaster, but a PC acting as an examiner will not know the result. This introduces uncertainty because a PC cannot be sure that the answer is truthful. On the other hand, a PC subject can know precisely when he can get away with a lie. Only one dose can be administered in a 6-hour period. A second dose has a 90% chance of knocking out the subject for up to 6-hours. Each time a truth drug is administered within 48 hours of a previous injection of the same drug, the subject builds up temporary immunity, represented by a +3 increase in his CR level.

THOUGHT MASK: The Thought Mask is a Terran invention which has seen many versions developed throughout the known galaxy, The unit masks the wearer's thoughts behind the amplified PSI emanations from a Mink brain preserved in nutrient fluid—a primal pain/hunger! kill code. A Telepath has a 5% chance x Telepathy level of penetrating such a barrier. If he fails (a Mental- Attack is required), he cannot attempt to penetrate that screen again. Available in Tech/7+ cultures. Mass = 500 gm. Cost = CR 5000. The unit has a Breakdown chance of 2/— when a Mental Attack strikes it. If the attack is successful, the unit malfunctions until repaired (always a class/4 malfunction).

THOUGHT SCREEN: The Thought Screen is an electro-mechanical device which totally blocks all forms of Telepathic eavesdropping and Mental Attacks against the wearer. Available in Tech/7+ cultures. The personal model is a mesh cap which fits the head quite closely. It has a powercell good for 1000 hr. use and a mass of 500gm. Breakdown No. = 1/3. Cost = CR 7500. Larger units massing 5 kg to 50 kg are available for vehicle and even building coverage at a cost ranging from CR 12 500 to CR 50 000, depending on the volume to be protected. However, once inside such a barrier, Telepathic powers will be effective.

INERTIAL MAP LOCATOR: The Inertial Map contains an electronically generated inertial frame of reference that projects onto its viewscreen a map of the surrounding countryside, with a central dot marking the unit's position. As the unit/carrier moves, the map moves to simulate the movement of the unit/carrier. There are two versions: the IML/HUD is designed for mounting in Heads-Up Display systems, with a 100 km x 100 km map chip; and the IML/V vehicle-mounted unit which has the capacity to store a planetary surface in its data bank. The IML/HUD massess 500 gm and has a powercell good for 1000 hr. operation. The IML/V masses 1.5 kg and has a powercell good for 2000 hr. operation (the unit can be detached and carried) or it can run on vehicle power. Both units have a Breakdown Number = 1/5. IML/HUDs cost CR 500, and IML/Vs cost CR 2000. Both models are available in Tech/7+ cultures.

INERTIAL COMPASS: The Inertial Compass is a wrist watch-sized electronically maintained system which will always give True North (as set from a base point), so that any form of dimensional shift or teleport will not require it to be reset, and also the bearing to the original base point. Available in Tech/7+ cultures. Mass = 75 gm. Breakdown No. = 1/1. Cost = CR 200.

AUTOPILOT: The AutoPilot comes in a ground and an air version. Both allow a vehicle to operate on a pre-set course under computer control as if a driver/pilot of skill equal to the programmer were operating the vehicle or aircraft. However, it cannot cope with nonroutine situations. It must be connected to an Inertial Compass or an IML/V Inertial Map Locator and to at least a MiniC/4 programmed to operate a vehicle or aircraft. Available in Tech/7+ cultures (Tech/5-6 units are capable merely of holding an aircraft on a pre-set compass bearing or radio beam). Mass = 2 kg. Breakdown No. = 2/2. Power = vehicle power. Cost = CR 3500.

TRAFFIC AVOIDANCE RADAR: The TAR system has the ability to pick up airborne objects up to 2000m. Its primary function is to be linked up with an AutoPilot or to some visual/audible warning system to help any airborne craft to avoid a moving or stationary traffic hazard, It has no value in combat situations. Available in Tech/6+ cultures. Mass = 5-10 kg. Power = aircraft power. Breakdown No. = 3/1. Cost = CR 3000.

GEIGER COUNTER: A device which indicates the presence and intensity of radioactivity. Tech/5+ equipment. Mass = 1 kg in Tech/5-6 models; 0.5 kg in Tech/7 models; 0.25 kg in Tech/8+ models. Cost = CR 150.

MECH TOOL KIT: A large suitcase-sized kit containing basic tools required to repair and service mechanical equipment. A Tech obtains +3 to repair chances when using a full set of tools. Mass = 15 kg Cost = CR 1000. Tech/5+. Repair advantages are -1 per Tech level the equipment to be serviced is above level of the Tool Kit equipment.

HEAVY MECH TOOL KIT: A chest-sized kit containing tools required to cut and shape metal and for welding. A Tech obtains +3 to repair chances when using a heavy tool kit to make major repairs (battle-damage, for example) or to modify vehicles, etc. Mass = 50 kg. Cost = CR 4500. Tech/5+. Repair advantages are -1 per Tech level the equipment to be serviced is above level of the heavy Tool Kit. The kit includes a small lathe to machine parts from raw metal.

ELECTRONIC TOOL KIT: A small suitcase-sized kit containing basic tools required to repair and service electrical and electronic equipment. A Tech obtains +3 to repair chances when using a full set of tools. Mass = 7.5 kg. Cost = CR 2000. Tech/5+. Repair advantages are -1 per Tech level the equipment to be serviced is above level of the Tool Kit equipment.

CARPENTRY TOOL KIT: A chest-sized kit containing tools required to cut, shape, and build with wood. Mass = 25 kg. Cost = CR

1500. Tools include power saw and lathe, as well as usual hammer, hand saws, drills, etc.

ARMOURER'S TOOL KIT: A chest-sized kit containing mechanical and electronic tools required to service weapons and make repairs. A Tech obtains +3 to repair chances when using the kit. Mass = 25 kg. Cost = CR 5000. Tech/5+. Repair advantages are -1 per Tech level the equipment to be serviced is above level of the Tool Kit equipment.

CHAIN SAW: A motorized mechanical device for felling, cutting, and shaping trees. Mass = 5-8 kg, Power = gasoline motor (2 hr.) or power-cell (24 hr.). Breakdown No. = 2/4. Cost = CR 300.

VIBRO SAW: A monofilament vibratory saw with same functions as a chain saw, only far more efficient. Mass = 5 kg. Power = powercell (24 hr.) Breakdown No. = 1/4. Cost = CR 750. Tech/7.

MOBILE WORKSHOP: A well-equipped repair shop designed for mounting in a vehicle, with repair capacities as outlined for Heavy Mech and Electronic Tool Kits, plus full carpentry capacity. Military versions also include Armour facilities. Mass = 1 tonne. Cost = CR 25 000. Tech/5+. Serious multi-system repairs have penalties which Workshop facilities can counter. See 4.23 Multi-System Breakdown. Normal repairs are reduced by -25% of repair time usually required.

HEAVY FIELD WORKSHOP: A superbly equipped repair shop capable of handling most maintainance and repair tasks. A Tech obtains +4 to repair chances under all circumstances, and repair times are reduced to 50% of usual repair period. Mass = 10 tonnes. Cost = CR 100,000. Tech/7+.

LOCKSMAN'S KIT: A tool kit which allows a character to pick most ordinary locks on a roll of 12+. rolled on 3d6. A Mech/Tech or Electronics Tech will enjoy a -1 reduction of the CR level for each expertise level attained over expertise/4, depending on whether the lock is mechanical or electronic in nature. Penalty DMs (positive values: +1, +2, etc.) will be added to the dice roll for locks of greater than normal difficulty. A check can be made every 12 seconds (2 melee turns). Mass = 250gm. Cost = CR 350. Tech/5+.

JACKING EQUIPMENT: Jacks can be acquired in 1t. increments, with a hydraulic jack massing 4kg for 1-5t, and an additional 1 kg. per tonne of lifting capacity after that. Once over 10t capacity a baseplate massing 10 kg is required so that the jack will be properly supported, so add that to the mass of the jack. Cost = CR 5 per tonne of lifting capacity added to a base price of CR 20. The jack may be rated up to 100t. Breakdown No. = 1/4.

5.11 BATTLE ARMOUR, SPACESUITS, & JUMP BELTS

All forms of protective garments, including armour and spacesuits, are classified according to the armour protections they provide to the wearer. All armour protection factors are stated in the form F/E/F, G/F/F, etc. The first notation represents protection against melee weapons. The second notation represents protection against archaic missile weapons, firearms, and explosions of a chemical nature. The third notation represents protection against energy weapon fire. For example, C/B/D means protection 'C' against melee weapons, protection 'B' against missiles and projectiles, and protection 'D' against energy fire. The triple armour classification makes it possible to differentiate between the relative protective qualities of certain types of armour. For instance, the synthetic reflective cloth, Insular, is highly resistant to energy fire but can be easily penetrated by hand-held weapons or missiles and slugs. To rate the material at a single protection factor simply avoids the fact that it is not the same in protective quality in all instances.

The parts of the body protected by a given type of armour or garment will also be given, as the location of a hit has far-reaching consequences.

ARCHAIC ARMOUR: All early forms of armour protection (pre-Tech/5) are included in this grouping. Hide, leather, and cloth 'armour also includes everyday garments made of such material which are reasonably thick. Heavy fur coats, for instance, are equivalent to Coat/1 hide armour. Similarly, heavy winter cloth coats could be classed as roughly equivalent to quilted cloth armour. Such protection can be obtained in early cultures or may be manufactured to order in advanced societies.

Armour Model	Jerkin/1	Jerkin/2	Jacket/1	Jacket/2	Coat/1	Coat/2	Cuirass/1	Cuirass/2	Cuirass/3
Tech Level	0	1	0	1	0	I	2	2	2
Material	hide/	quilted	Hide/	quilted	Hide/	quilted	hardened	bronze	leather &
	leather	cloth	leather	cloth	leather	cloth	leather	plate	banded iron
Head	-	-	-	-	K/K/K*	K/K/K*			-
Arms	-	-	K/K/K	K/K/K	K/K/K	K/K/K			
Torso	K/K/K	J/K/K	J/K/K	J/K/K	J/K/K	J/K/K	I/I/K	H/H/J	H/I/J
Abdomen	-	-	K/K/K	K/K/K	J/K/K	J/K/K	I/I/K	H/H/J	H/I/J
Thighs	-	-	-	-	K/K/K**	K/K/K**			
Lower Legs	-	-	-	-	K/K/K**	K/K/K**		H/H/J*****	
Mass	1.5 kg	2 kg	2,5kg	3kg	4-6kg	4kg	4 kg	6 kg	5kg
Cost (CR)	15	20	25	30	40-60	50-70	175-225	300-350	225-250

Armour Model	Cuirass/4	Cuirass/5	Cuirass/6	Hauberk	Full Chain	Early Plate	Maximillian
Tech Level	2	2-3	3-4	2-3	3	3	4
Material	leather &	chain	steel	chain mail	chain mail	plate & chain	plate & chain
	iron scale	mail	plate	-	-	-	-
Head	-	H/J/I***	-	H/I/J**	H/H/I***	G/G/H******	F/F/H******
Arms	I/J/I****	H/J/I	-	H/J!I	H/H/I	H/G/H	GIG/H
Torso	H/H/I	H/H/I	G/G/H	H/H/I	H/H/I	G/G/H	F/F/H
Abdomen	H/H/I	H/H/I	G/G/H	H/H/I	H/H/I	GIG/H	G/F/H
Thighs	-	-	-	H/H/I	H/H/I	H/G/H	G/G/H
Lower Legs	-	-	-	-	H/H/I	H/G/H	G/G/H
Mass	6kg	7kg	9kg	15 kg	20kg	25kg	20kg
Cost (CR)	250-300	300-350	350-400	550	700	900	1500

* Hooded winter wear. **Trousers or leggings. ***Mail coif. ****Sleeves are 'optional,' and some units may be sleeveless.
*****Greaves (hoplite armour). Note: Helmets are typically worn with a cuirass, and shields may be carried as well. ******Helm.

Helmet Model	Leather	Classical 1*	Norman**	Bascinet	Crusader	Visored
Tech Level	1	2	2-3	3	2-3	3-4
Material	Hard leather	bronze	iron	steel	steel	steel
Mode	open face	open face	open face	open face	closed	visor
Armour	H/I/J	H/H/I	H/H/I	G/G/H	F/F/H	F/F/H
Mass	1kg	1.5kg	1.5kg	1.75kg	2kg	2kg
Cost (CR)	20	65	60	80	90	110

*On Greek and Roman models. **Conical helm with nasal protector.

Shield Model	LtShield/1	Lt.Shield/2	Hoplite	Roman	Chivalric/1	Chivalric/2
Tech Level	0-I	1	2	2	3	3-4
Coverage	body part*	body part*	Cuirass**	Hauberk***	Hauberk***	cuirass**
Armour	I/I/K	H/I/K	H/H/I	G/H/I	H/H/I	H/G/I
Mass	2 kg	2.5 kg	3.5kg	3•5 kg	3.5 kg	3 kg
Cost (CR)	15	20	40	50	45	55

*Any one part of the body is covered, plus arm.
**Coverage from shoulder to abdomen.
***Coverage from shoulder to knee.

LBA LIGHT BODY ARMOUR: LBA is personal armour designed to protect the torso and abdomen from small arms fire and sometimes from edged weapons in early Tech/5-6 versions. Later models also provide protection against energy fire. Early types are comparable to the rather bulky and heavy 'bullet proof vests' and flak jackets of the 20th century on Terra. With Tech/7 technology, a widespread use of lightweight synthetic fibres like Kevlar made fairly compact and effective body armour a possibility:

IRA Model	LBA/1	LBA/2	LBA/3	LBA/4	LBA/5	LBA/6	LBA/7
Tech Level	5	5-6	6	7	8	9	10
Arms	-				G/E/F	G/E/F	G/E/F
Torso	H/E/G	H/F/H	H/E/H	G/D/G	G/D/F	G/D/E	G/C/D
Abdomen	H/E/G	H/F/H	H/E/H	G/D/G	G/D/F	G/D/E	G/C/D
Mass	8kg	5kg	4kg	3kg	3kg	3kg	3kg
Cost (CR)	550	375	600	750	900	1000	1250

LBA/1 is equivalent to the bullet-proof vest, made of nylon reinforced with titanium steel plates'
LBA/2 is equivalent to the standard flak vest of the 1940s-1950s, made of ballistic nylon.
LBA!3 is an early Kevlar model, reinforced with ceramic or light metal plates.
LBA/4 is an improved Kevlar model, reinforced with plates of high tensile strength alloy.
LBA/5 is a Nemourelon ballistic cloth model, reinforced with light, strong plates of Titanallay and rather resistant to energy fire.
LBA/6 is an improved Nemourelon model coated with Insular to yield improved anti-energy protection.
LBA/7 is a model of woven Durallay coated with Insular to yield good anti-energy protection.

CBA COMBAT BODY ARMOUR: All CBA is personal combat armour designed to protect the entire body under battlefield conditions. Some forms utilize a cuirass similar to the LBA types, with a lighter armour protecting the arms and legs. Helmets are also included, but these can be purchased separately at about CR 25 plus 10% of the cost of the whole unit.

All CBA units have the possibilty for optional features to be built in at added cost:

Sealed Armour: For CR 1000, the armour is sealed against the outside environment, effectively converting it into an armoured pressure suit proof against toxic gases and liquids, law pressure conditions, etc. Like support and breathing apparatus must be purchased separately.

Rad Shielding: For CR 750 per rad factor, CBA can be shielded to the levels indicated in the tables below. The mass of the unit is Increased by +2 kg per rad factor of protection.

Other equipment-com gear, vision aids, jump packs, etc,—can be added at additional expense, It should be noted that the overall mass of the armour will quickly increase as optional features are installed and battle efficiency will eventually be impaired by overloading.

CBA Model	CBA/1C	CBA/2C	CBA/3C	CBA/4C	CBA/5C	CBA/6C	CBA/7C
TechLevel	7	7	8	8	9	10	II
Made*	Combination	Combination	Combination	Combination	Combination	Combination	Combination
Head**	G/D/F	F/D/D	E/D/D	D/D/C	C/C/C	B/B/C	B/A/C
Arms	H/H/H	H/H/G	G/G/G	G/F/G	G/G/F	G/F/G	F/E/F
Torso	G/D/G	G/D/F	G/D/E	F/D/D	F/C/D	E/C/D	E/B/B
Abdomen	G/D/G	G/D/F	G/D/E	F/D/D	F/C/D	E/C/C	E/B/B
Legs	H/H/H	H/H/G	G/G/G	G/F/G	G/F/G	G/F/G	F/E/F
Rad Shield	to -2	to -2	to -3	to-3	to.3	to-4	to-4
Mass	7kg	8kg	8kg	9kg	10kg	10kg	10kg
Cost (CR)	2500	3000	3500	4000	4500	5500	6500

CBA Model	CBA/1E	CBA/2E	CBA/3E	CBA/4E	CBA/5E	CBA/6E	CBA/7E
Tech/Level	7	7	8	8	9	10	11
Mode	Exoskeleton	Exoskeleton	Exoskeleton	Exoskeleton	Exoskeleton	Exoskeleton	Exoskeleton
Armour	E/E/E	E/D/D	E/C/D	D/C/C	C/B/C	C/B/B	B/A/A
Rad Shield	to -4	to -5	to-5	to -6	to -6	to -7	to-8
Mass	8 kg	10 kg	10 kg	12 kg	12kg	12kg	12 kg
Cost (CR)	4500	5250	6000	7500	8500	10 000	13500

*Combination employs a cuirass of good resistance with lower armour level arms and legs. The Exoskeleton is a rigid armour type with flexible joints.

SPACE SUITS & VACUUM SUITS: All suits designed to sustain personnel in low pressure, vacuum, and toxic atmospheric conditions are essentially the same as the Combat Body Armour Units, except that they contain oxygen breathing apparatus. Provision for rad shielding, com gear, vision aids, minicomputer and HUD systems, etc., is made at extra expens:

SS—VS Model	SS—VS/1	SS—VS/2	SS—VS/3	SS—VS/4	SS—VS/5	SS—VS/6	SS—VS/7
CBA Equiv.	CBA/1C	CBA/2C	CBA/3C	CBA/4C	CBA/5C	CBA/6C	CBA/7C
Cost (CR)*	5500	6250	7000	8500	9500	11 000	13 500

*Oxygen breathing apparatus is extra—at least CR 450 for 6 hr. duration at a mass of 5 kg. See 5.1 Survival Equipment. Life support systems cost CR 500 +CR 50 per hour of duration (heating/cooling system, waste reclamation, self-sealing system) and are sustained by a powercell, with a maximum 96 hr. duration.

Combat Body Armour exoskeleton types can be converted into sealed units (armoured space suits) at a basic expenditure of CR 1000 plus oxygen and life support systems.

ANTI—RADIATION SUIT: A space suit may be modified for heavy radiation environments at a cost of CR 10 000. Protection is total so long as a Breakdown No. (2/4) is not rolled. A failure (first number) occasions a second roll. A second failure means the special force field has collapsed, and only the basic suit shield is effective. Roll for Breakdown every 1d6 minutes that one is in a radiation level above the basic suit shielding factor.

PAPA POWER ASSISTED PERSONAL ARMOUR: Some of the earliest forms of Power Armour to appear in science fiction are the battle armour types in 'Doc' Smith's Lensman series. Robert A Heinlein's Starship Troopers and Joe Haldeman's Forever War provide more recent and detailed examples. Power Armour is a heavily armoured exoskeleton employing servomechanisms to magnify the wearer's strength. The result is that the CAP (Combat Armour, Powered) Trooper becomes, in essence, a one-man tank. Since the PAPA unit itself provides the power for normal actions, with the wearer providing control rather than 'muscle,' heavy activity can be performed for a considerable period of time before the wearer becomes fatigued. When the powercell is exhausted, the wearer will be unable to move the suit by himself.

All PAPA units should be considered as armoured vacuum suits or armoured space suits with mech strength. It is fully self-contained, with electrically powered life support systems capable of operation for up to 5 times the period indicated if the suit powercell is replaced or recharged. Life support systems include a heating/cooling unit to maintain livable conditions inside the suit in all environments, waste reclamation of recycle water and dehydrate solid wastes, air purifiers and a 4-hr. emergency oxygen tank, self-sealing system to close hole and leaks (some units have 'nipper' joints which can completely close points on the limbs when sections are totally blown away, while cauterizing the end of an amputated arm or leg), and food and water for designed suit duration (5x powercell duration). Food is in the form of concentrated ration pellets, while water is recycled except for a 2 liter emergency tank.

Power Armour divides into 3 basic classifications: Scout, Marauder, and Assault BattleArmour. Scout PAPA units are typically used as 'light' reconnaissance armour by the military. Civilians may be able to obtain Scout armour as well. A degree of protection is sacrificed in the general interest of speed and endurance. Marauder armour is standard BattleArmour typically issued to Mobile Infantry. Assault BattleArmour is extra-heavy Power Armour developed for very specialized use by the Terran SpaceForces and the IPA. Armour protection in such Units may attain heavy tank levels. However, Assault PAPA units are exceedingly costly and therefore will never be encountered as general issue items.

PAPA	'C,	'B'	'A'
Specification	Scout	Marauder	Assault
Armour Class	C/B/C	B/B/B	A/A/A
BattleScreen	standard	standard	+1
Rad Shield	-6	-7	-8
Y-Rack G.L.	No	Yes	Yes
C-G Harness	AAA	AA	A
Strength Mag.	x3	x3	x4
Polarized Visors (1)	PVC	PVC	PVC
IR Visors (1)	IRV/3	IRV/3	IRV/3
NightVisors (1)	yes	yes	yes
ElectroBinoc	E lectroB/2	Electro/B2	ElectroB/2
BattleRadar (2)	PAR	PAR	PAR
SensorScanner	(3)	(3)	(3)
Communicator	BTC/4	BTC/4	BTC/4
Inertial Map	IML/HUD	IML/HUD	IML/HUD
MediSensor	PMS	PMS	PMS
Life Support	48 hrs.	48 hrs.	48 hrs.
PowerCell	48 hrs.	48 hrs.	48 hrs.
Hand-to-Hand Factor	100	120	140
EW Factor (4)	7	7	7
Cost (CR)	125,000	150,000	175,000
Mass	75 kg	100 kg	125 kg

(1) Polarized/IR/NightVisor equipment may be replaced with Multi-Visors at Tech/9+.
(2) BattleRadar is available at Tech/8.
(3) SensorScanners are available at Tech/9.
(4) EW equipment Costs CR 1000 + (CR 1000 x EW Factor).
Tech/8 units may have EW 8, Tech/9 can have EW 9, etc.

Heads-Up Display: HUD units are purchased separately, with capabilities and costs appropriate to the Tech level of the producing culture. Tech/7 = HUD/1; Tech/8 = HUD/2; Tech/9 = HUD/3; etc. See 5.4, Battle Computers.

Powercell masses 1 kg and costs 750 CR. Spares are usually carried to extend duration and life support. All units are supplied with 10% of cost in spares and parts. Maintainance of powered armour must be carried out every 168 hours of service, with a +2% multi-system breakdown chance per hour over that. Maintainance time = 4 hrs.

SEC STANDARD ENERGY CELL: Energy cells for all types of equipment come in two sizes; SECs and mini-SECs. Costs are CR 25 for the SEC or CR 10 for the mini-version. Both are rechargeable powercells and the cost of a recharge is CR 2.5 for the SEC or CR 1 for the mini-SEC. SECs mass 100 g. while the minis mass in at 50g. The smaller variant holds only 50% the charge of the full size version.

At Tech/6+ there are available Chemical Power Cells or CPCs. These mass the same as SECs but cost only 10% of the cost of the SECs. Unlike SECs, the CPCs cannot be recharged and only hold 1/5 the charge of the Standard Energy Cells.

JUMP BELTS/GRAV BELTS: The Jump Belt is worn on the back and is attached to a person with a harness similar to that of a para-chute. The Jump Belt operates under certain restrictions which should be noted by all operators:

1. The Jump Belt can 'nullify' a maximum of 225 kg 1495 lbs.), A 'jump' may be made if the total mass in the field does not exceed 225 kg. If a greater load is placed within the field, it will collapse In 1-3 minutes—with a 20% chance that the null.grav generator will burn out, Balrad and Saurian units can 'nullify' 275kg.
2. An interruption of the gray-field lines generated by the Jump Belt will result in complete loss of lift. If in the air, the wearer will fall as gravity reasserts itself. Interruption is caused by the 'interpenetration' of another Jump Belt or GraySled field (within 2m) or the 'immediate proximity' (within 2m) of a large, fixed object such as a building, wall, cliff face, etc. An operator can 'synchronize' his Jump Belt with that of another in 30 seconds (5 combat turns) so that both fields will be compatable as long as physical contact is made. This permits several Jump Belt troopers to effect a 'pick-up' on a fallen comrade.
3. Because of its low power, the Jump Belt can operate only within a large gravity field, Such as that of a planet, 'riding the magneto-gravitic lines of force of the planetary body it-self. Remember: the 2m proximity rule applies, so 'flight' must be at least 2m from the ground. The higher one goes, the greater the power consumption. All Jump Belts have a powercell with 100 'charges' which can be expended at the following rates:

One Hour At:	**Power Consumption**
2m-500m	1 charge
501m-l000m	2 charges
1001m-2000m	4 charges
2001m-4000m	8 charges
4001m-8000m	16 charges
8001m-l6000m	32 charges
To Climb To:	**Power Consumption**
2m-500m	0 charge: Simple 'iump' + field
501m-l000m	I charge
1001m-2000m	2 charges
2001m-4000m	4 charges
4001m-8000m	8 charges
8001m-l6000m	16 charges

The cost to climb to a given altitude must be met as well as the cost to remain at that altitude for one hour. Each altitude level counts separately. Thus, to climb to 700Cm from the ground requires expenditure of power to attain 500m, 1000m, 2000m, 4000m and finally 7000m, for a total of I + 2 + 4 + 8 = 15 power charges. Fractional times spent at altitude may be divided into (5-minute segments. That is, for each 15 minutes or portion thereof which are spent at a given altitude, 1/4 of the power expenditure occurs (minimum of 1 charge in any event). Thus it will cost 1 charge to remain at 500m for 15 minutes. It would also cost 1 charge to remain at 600m because the 1-charge minimum rule applies.

4. Jump Belts are also capable of powered flight at low

speeds. Power consumption is 1 charge per hour to maintain a standard speed. Max. speed = 1/4 max jump speed.

The standard technique used to move with a Jump Belt is a series of short jumps which do not take the user very far from the ground (usually 2m to 4m off the ground) and covering a distance of 10m to 25m per jump so that an over-all speed approaching that of a running man is produced. The effort requires some gymnastics, and a fatigue rate equal to about half that of normal running occurs. The user jumps parallel to the ground to avoid hanging in the air. Gravity will not do it for him. This procedure tends to make a series of short jumps look like a tumbler doing somersaults and deciding not to do the roll at the last minute, rather continuing his horizontal jump for a considerable distance then kicking down to land on his feet.

This requires training and practice. (see 4.6 Armsman Skills for Jump -Belt training). Untrained personnel almost always make long, rather high jumps, rather than the more difficult short, low lumps (1.4 chance on 1d6). Green troops have a 1 in 6 chance of making such a mistake. Regular and veteran troops will almost never be so clumsy.

Jump Belts never suffer a 'serious' breakdown in the air unless it is the result of powercell failure. The controls will give ample warning in time to reach the ground (usually a matter of simply falling to low altitude, then kicking in the field at full power in the last few meters, similar to opening a delayed-action parachute). On the ground, a breakdown means that the unit refuses to lift at all. Minor breakdowns are merely inefficiency in power utilization, with double power consumption; serious breakdowns are total malfunctions.

As a final note, most terrain will not affect .Jump Belts. Rough terrain cuts the allowed movement by -25% because of the added hazards in landing. Woods and swamps cut movement by -50%, and dense woods by -75%. Jump Belt equipped personnel can jump over obstacles such as water, woods, etc., provided the obstacle is not more than 1/2 normal jump belt movement in clear terrain. Vertical jumps can be 1/4 the distance of normal jump belt movement in clear terrain. Any farther requires that the 'climb' function be cut in, which requires 6-20 seconds to set. Troops jumping over water and unable to clear it will find that their Jump Belts will not lift them out of water. The Jump Belt cuts in automatically to act like a parachute when a 20m drop has occurred. This function may be overridden to allow a free-fall drop or may be activated after 10m (allowing for react10m time) if a person accidently falls.

All Jump Belt powercells cost CR 75 each and mass 250gm. They can be recharged with 100 charges of power in about 1 minute, at a cost of CR 30. IRSOL powercells are triple-charge units, also massing 250gm but costing CR 175. They can be recharged with 100 charges in 3 minutes at a cost of CR 90. Jump Belts themselves mass 5 kg, and have a breakdown on 1/4. Costs = CR 3500 for type 'A', CR 2750 for type 'B', and CR 2000 for type 'C'. See combat movement for speeds.

CONTRA—GRAVITY HARNESS: The CG Harness is a heavy-duty version of the Jump Belt, capable of lifting 500kg total mass. The unit is also called a Flying Belt, for it is fully powered by a small TurboGray or reaction (rocket) pack. Since the drive provides the motive power, use of Flying Belts is not fatiguing. However, under power, the user must either stay in the air and make himself a good target, or he must attempt to fly 'nap of earth' like an aircraft. Nap of earth flying requires extreme concentration and can cause a crash. The units may be employed to make short jumps, as described for Jump Belts. All Jump Belt rules and restrictions apply, except that the Abbot null-grav unit is no longer affected by inter-penetrations and proximity problems because it is effectively damped like a GraySled unit.

CG Harness Model	Max. Speed 1 Hr. (km/h)	Power Consumption (Charges)@	Cruising Speed (km/h)@@	Power Consumption (charges)@
CG 'AAA'	216	3	72 (.33)	1
CG 'AA'	189	3	60 (.32)	1
CG 'A'	162	3	54 (.33)	1
CG 'B'	135	3	48(.36)	1
CG 'C'	108	3	45 (.42)	1

@Power consumption is per 15 minutes of powered flight, This expenditure is in addition to basic Jump Belt consumption rates. However, climbs under power are made at 1/2 Jump Belt costs plus Max. Speed CG consumption rates. Flight at altitude can be made at CG rates, which are more economical than Jump Belt rates.
@@Cruising Speed is maximum economical speed with a CG Harness. The decimal factor in brackets is the multiplier which can be used to convert any of the speeds to scale speeds. For example, 72 km/h = .33 of 216 km/h. Speed in 6 minutes covers .33 x 21,600 = 7128m. Six second scale = 14.4 x .33 = 4.75 scale measure units (either inches or cm.)

All CG Harness units come equipped with a standard 200 charge power-pack, which masses, along with reaction fuel, 10 kg. Cost = CR 300. Recharge costs CR 75. Double-duty units can be had with mass 20 kg at CR 550, and recharge CR 150. Note: The reaction fuel is included in the concept of 'charge' to simplify bookkeeping and game mechanics.

All CG Harnesses themselves mass 15 kg. Cost = CR 10,000 for CG 'C', with each class above that costing an additional CR 2500. CG 'AA' may be worn with armour no heavier than class 'C' energy armour (light Scout Powered Armour, for instance). CG 'AAA' cannot be worn with armour heavier than class ~D' energy armour: this is topflight spacesuit JetPack gear. Breakdown of all CG Harness is on 1/2.

5.12 ROBOTS

'Robots' are cyberneticized machines that will act exactly as programmed and ordered. Robotic positronic 'brains' can control a vehicle, a gun, a suit of Powered Armour (Battle or War Robot), or even an entire StarShip.

The MekPurrs are the masters of the science of Robotics, partially because that feline race is rather limited in numbers and must augment itself with semi-sentient cybernetic equipment, both on the battlefield and in general society.

SERVICE MEK: A 'robotic' device designed to perform routine maintainance and repair functions under the direction of a positronic MiniComputer/7 (these are available in Tech/7, unlike the 'normal Mini/7, but are restricted to cybernetic equipment), the Service Mek can be programmed with any of the MiniC Data Chips as described in 5.3 MiniComputers. The Mek is an 'idiot' specialist in the function for which it is programmed. The Mek is purely functional; thus it is not humanoid in shape. Depending on whether it is designed for heavy work or light work, it will range from 50 kg to 1000 kg in mass. The Mek will be fitted with servo 'arms' and manipulators appropriate to its overall functions. Locomotion is typically on rubberized treads, although some units have GrayPods or Hover capability. Speed tends to be at the pace of a man Or slightly faster when in motion. The following types are generally available:

Specification	Mech/Tech	Hv. Mech/Tech	Com/Tec	Power/Tech	Servant	Household	Medi/Tech
Mass	250 kg	1000 kg	100 kg	350 kg	100 kg	50kg	200 kg
Damage Cap.*	35	50	25	40	25	20	50
Armour	F/F/F	E/E/E	F/F/F	C/C/C	F/F/F	F/F/F	B/B/B
Red Shield**	-8	-9	-7	total	-5	.3	-9
Locomotion	Tracked	Tracked	Grav	Tracked	Grav	Grav	Grav
Speed	MekPurr	MekPurr	MekPurr	MekPurr	MekPurr	MekPurr	MekPurr
Duration	500 hr.	500 hr.	500 hr.	500 hr.	500 hr.	500 hr.	500 hr.
Recharge Cost	CR 200	CR 500	CR 200	CR 500	CR 200	CR 100	CR 200
Maintainance	1000 hr.	1000 hr.	1000 hr.	1000 hr.	1000 hr.	1000 hr.	1000 hr.
Time Maintain	6 hr.	8 hr.	8 hr.	8 hr.	8 hr.	5 hr.	8 hr.
Breakdown No.	2/4	2/4	2/4	2/4	2/4	2/4	2/4
Expertise**	2-7	2-7	3-7	3-7	3-7	3-7	3-7

*Body point equivalent, If damage exceeds the capacity, the unit must be repaired as if a single system Breakdown class/7. The unit will continue to function if lesser damage is sustained, but a Breakdown roll will be made every 1d6 hours it is operating after being damaged. Repairs can be made by rolling on the breakdown table to find out the extent of the damage. If damage exceeds double damage capacity, the unit is damaged beyond repair.

**Positronic 'brains' are sensitive to radiation. If the rad level reaches +1 over the unit's limit (for instance, a -7 means that it can withstand rad/7, as 7 - 7 = 0; but rad/8 is beyond the limit), roll for break. down. Each rad level above the unit's shielding factor adds +1 to the Breakdown No., and also to the repair roll. If 21+ occurs on the repair roll, the positronic brain has been destroyed. Check every 1d6 hours exposed.

***The expertise range indicated is that possible for the Mek to perform when programmed. The cost of the Mek, in part, depends upon the maximum expertise level built into the unit.

Mech/Tech Mek: 250 kg: A mechanic Mek designed to service mechanical equipment. It can lift masses up to 250 kg with its servos. Basic Cost = CR 25 000 for expertise/2 capacity. An additional CR 2500 per expertise level over Mech/2 buys an improved model. Equipment includes a Mech tool kit.

Hv. Mech/Tech Mek: 1000 kg: A heavy-duty mechanic Mek designed to perform welding and metalwork jobs, erect structures, cut trees, etc. It can lift up to 2000 kg with its servo arms, and has hydraulic jacks to lift masses up to 100t to replace tracks, wheels, etc., as required. Basic Cost = CR 35 000 for expertise/2, and an additional CR 3500 per expertise level over that. Equipment includes a heavy Mech tool kit.

Com/Tech Mek: An electronics Mek designed to service and maintain all electrical equipment except computers. Its servos can lift up to 75 kg. and its manipulators are capable of very fine work if needed. Equipment includes an electrical toolkit. Cost = CR 25 000 for expertise/3 plus an additional CR 5000 per expertise level over that.

Com/Tech Computer Mek: An electronics Mek designed to service and maintain computers. It is the same in specifications as a standard Com/Tech Mek, but all costs are doubled. It can also perform Com/Tech operations if necessary.

Power/Tech Mek: A Mek designed to work with high-voltage electricity and to service nuclear reactors, StarDrives, etc., where it is dangerous for living personnel to go. Equipment includes an Electrical, a Mech, and a Heavy Mech tool kit. Its servos can lift 250 kg, and it has jacking equipment which can raise up to 5000 kg if necessary. Cost = CR 50 000 for expertise/3, plus CR 5000 per expertise level over that. The unit is particularly useful when the servomechanisms in a StarShip Power and StarDrive systems break down, and it can rectify the trouble without requiring the presence of a man.

Servant Mek: A Mek designed to perform such functions as valet, waiter, cook/chef, etc. It has about the same capacities as an average man. Cost = CR 20 000 for expertise/3, plus an additional CR 2000 per expertise level above that. Each expertise level adds +3% to a base 80% chance of performing an assigned 'servant' task. Failure means that the unit mixed the Martini with too much gin, spilled the soup in a special guest's lap, burned the roast, or failed to sew that loose button on, etc.

Household Mek: A Mek designed to perform routine cleaning and other related tasks, relieving one of the drudgery of such unpleasant activities. Cost = CR 5000 for expertise/3, plus an additional CR 1000 per expertise level above that. The unit can also perform routine maintainance and repair on household appliances, for which the expertise is used. Occasional emergencies like a toaster burning out or a leaking faucet can be called on by the StarMaster to activate this 'Mother's Helper.'

MediTech Mek: A Mek designed to work alongside a Physician as a replacement for a trained MediTech. If operating alone, it has only 2/3 of its normal capacity. Cost = CR 40 000 per expertise/3, plus CR 4000 per expertise level over that. It cannot perform operations, etc., but contains such facilities for use by a Physician. It also contains a FMK Field MediKit.

BATTLE ROBOTS: A Battle Robot or War Robot is nothing more nor less than a cybernetically controlled suit of power armour capable of performing various combat functions if given precise orders.

There are three models of War Robot, based upon the standard MekPurr design:

Light Infantry Robot: Equivalent to Scout Powered Armour. Hand-to-Hand Combat factor = 110. The unit has no jetpack. Movement is equal to Powered Armour 'A', with units being either tracked or 'legged.' EW = 7, with HUD/1. Each Tech/level above Tech/7 adds +1 EW, and +1 to HUD rating. Expertise equivalent with weapons and Hand-to-Hand combat = level/5. Rad Shield = .8. Breakdown No, = 2/4. Mass = 250 kg. Damage Capacity = 65. Cost = CR 150,000. Standard Armament = Blast LMG.

Support Robot: Equivalent to the Light Infantry Robot, but with a hand-to-hand combat factor = 115. The unit will be armed with a Blast MMG and a Lt. PML. It may be issued with a Flame MG in place of the PML.

Heavy Infantry Robot: Equivalent to Marauder Powered Armour. Hand-to-hand combat factor = 135. The unit has no jetpack. Movement is equal to powered armour 'A', with units being either tracked or 'legged.' EW = 7, with HUD/1. Each tech level above Tech/7 adds +1 EW, and +1 to HUD rating. Expertise equivalent with weapons and hand-to-hand combat equals level/6. Red Shield = -9. Breakdown No. = 2/4. Mass = 350 kg. Damage Capacity = 100. Cost = 250,000 CR. Standard Armament = Blast HMG.

Brain Screen: CR 10 000 units can be equipped with a +1 anti-aprobdif positronic 'Brain Screen.'

Rad Shield: All Battle Robots have 'total' anti-radiation shielding.

Heavy Assault Robot: Designed in Tech/10 levels by MekPurr armament engineers, the Heavy Assault Robot is equivalent to Assault Powered Armour. Hand-to-hand Factor = 140. The unit has no jet pack but is equipped with anti-grav to permit it to cross water, swamps, etc. Normal movement is on tracks. Movement is Power Armour 'A' on tracks or anti-grav. EW = 10, with HUD/4. Expertise equivalent with weapons and hand-to-hand combat = level/8. Red Shield is total. Anti-APROBDIF 'brainscreen' = +2, and a +3 can be fitted for an additional CR 25,000. Mass = 500 kg. Damage Capacity = 135. Breakdown No. = 2/4. Cost = CR 350,000. Standard Armament is a Blast HMG, a hand flamer, and a stun pistol. The unit can handle other weapons as issued. Only MekPurr personnel can operate these

robots.

ROBOTIC VEHICLES: The MekPurrs have installed positronic 'brains' in combat vehicles, usually on the Terran model. EW = 9 in Tech/7, and graduating upward by +1 per Tech level thereafter. Cost = CR 125 000 to cybernetize the vehicle, so add to the basic vehicle cost. Robotic units are used to provide support for manned MekPurr armour, with the SabreTiger' MBU typically acting as a Command Vehicle. Expertise of Robotic fighting vehicles = expertise/7. They all have +3 positronic 'Brain Screens' and full radiation protection.

COMMAND CONTROL UNIT: MekControl units are available for CR 25 000. These consist of a wiremesh 'helmet' connected to a MiniComputer. The 'helmet' converts brain waves directly into electronic signals by the MiniC, and these signals are then beamed out by radio and sub-space communications to the Robots and Meks under the controller's charge. Mass = 500 kg. Range = range of communicator to which the system is linked. Breakdown = 1/2 (direct hit only). Duration: 5000 hr. powercell. Tech/7+ MekPurr device. Cost = CR 25 000 x 20.d10% for non-MekPurr races. The MekPurr unit cannot be easily overridden by foreign MekControls, as it is totally integrated with the Robotic systems it commands.

5.13 CIVILIAN AIRCRAFT

The aircraft fall into a number of categories:
Light Plane: Light, subsonic aircraft which are usually prop-driven or jet-powered.
Light SST: Light supersonic transport, roughly comparable in size and function to light planes.
Medium Transport: Medium, subsonic aircraft which are usually prop-driven or jet-powered. These are passenger/cargo typical of those used by commercial carriers.
Medium SST: Supersonic version of the Medium Transport.
Heavy Transport: Large, high-capacity passenger and cargo carriers, again either prop-driven or jet-powered.
Heavy SST: Supersonic version of the Heavy Transport.

In addition, there are a number of terms which players need to understand:

TurboGrav: An advanced propulsion system which enables an aircraft to perform inside of atmosphere or in low orbit. They combine air-breathing TurboRam jet engines with anti-gravity field drives to permit maximum performance at low, middle, and very high altitude, with the TurboJets yielding to the RamJets at high altitude, then the RamJets yielding to GravDrive when the atmosphere is too thin to permit the jets to function. Cost of fuel = CR 10 per 100 km/t. An aircraft is rated by the first number in its mass entry: a 10t (4t) aircraft with 7500 km range would require 10 x 10 x 75 = CR 7500 worth if fuel to top off the tanks. The second (bracketed) mass entry is the weight of the aircraft under grav field, which is used to compute range in vacuum conditions. That is, our aircraft with 7500 km range in atmosphere would have 7500 x 10/4 = IS 750 km range on an airless planet using GravDrive. Also, an orbital insertion requires the expenditure of 500 km worth of fuel.

Prop: The standard IC or turboprop driven propeller system used in many contemporary subsonic aircraft. Cost of fuel = CR 6 per 100km

Jet & FanJet: The standard turbine-compressor jet engine. Cost of fuel = CR 8 per 100t/km.

TurboRam: A combination TurboJet and RamJet engine which is capable of delivering good performance at low, middle, and high altitudes. Cost of fuel CR 9 per 100t/km.

STOL: Short Take-Off and Landing capability, a capacity to operate from limited runways. The distance required is usually 20% of the 'Run' or runway distance given for most civilian craft. Some aircraft will have a notation like 'STOL: 250m,' which means that they have a 250m run to land or take off under STOL conditions. STOL burns up 100km worth of fuel per take off or landing.

VTOL: Vertical Take-Off and Landing capability, a capacity to rise or descend vertically (no horizontal movement) at a cost of 250 km worth of fuel per take-off or landing, or to hover at a cost of 100 km worth of fuel per minute or part thereof. Helicopters and AirCav/Sky Cycle units effect a take-off, landing, or hovering at a cost of 10 km worth of fuel.

Breakdown: See the notes on vehicle breakdowns (section 5.11). Aircraft have a chance of becoming non-operational just before a mission/flight, so roll the Breakdown No. when attempting to start engines. Otherwise, malfunctions will occur only when improper maintainance has been done or when battle damage is sustained.

Pressurization & Sealing: All Tech/6+ aircraft are assumed to be pressurized and sealed. They have 24-hr. life support for the maximum crew and passengers for which they are rated. When carrying less than maximum personnel, the duration is 32-hr. maximum. Life support systems may be installed, however, to increase the time, as outlined for vehicle in 5.11.

Air-to-Air: All aircraft are rated for their dogfighting capability. This will be dealt with in the publication Space Opera Ground & Air Equipment, a reprint of BRINT military intelligence reports which have come into the possession of FGU. The air-to-air factors are included here only for reference and have no bearing on basic role games.

CIVILIAN AIRCRAFT

The following civilian aircraft are 'common' to all races except the 'Bugs,' who have only military craft.

Costs are retail prices on major planets. Wholesale prices at 65% of retail may be obtained from the manu'scturer upon a Merchant character's making a Merchandizing CR. Otherwise, he will have to 'Dicker' on the price. On 'backwater' planets, the cost. will be raised by an additional 10% x 1d10 to account for transportation costs, etc., such price being based on the retail value.

All civilian aircraft come supplied with 10% of cost in the form of spares and parts.

AIRCRAFT SPECIFICATION	COMMON	COMMON	COMMON	COMMON	COMMON	COMMON	COMMON	COMMON
Type	Lt. Plane	Lt. SST	Lt. Plane	Lt.SST	Lt. Plane	Lt. SST	Mdm.Transport	Mdm.Transpor
Tech Level	5-6	7+	5.6	7+	5-6	7+	5-6	6+
Mass	1t	1t	3t	3t	6t	6t	35t	6Ct
Crew	1+6	1+6	2+12	2 + 12	2 + 12	2 + 12	3 + 100	4+ 150
Cargo	1t	1t	2t	3t	4t	6t	3Ct	40t
Powerplant	I Prop	2 TurboRam	2 Prop	2TurboRam	2 Jet	2 TurboRam	4 TurboProp	4 FanJet
Speed	350 kmh	1500 kmh	400 kmh	1500 kmh	1000 kmh	2500 kmh	600 kmh	950 kmh
Ceiling	5000m	15000m	8500m	15 000m	12 000m	15 000m	12 00Cm	IS 00Cm
Range	1000 km	2500 km	2000km	3500 km	4000 km	7500 km	6000 km	8500 km
Landing Mode	STOL: 100m	RUN: 1500m	RUN: I000m	RUN: 1500m	RUN: 1000m	RUN: 1500m	Run: 150Cm	Run: 250Cm
Maintainance	50 hr.	50 hr.	50 hr.	50 hr.	50 hr.	50 hr.	50 hr.	50 hr.
Breakdown %	+2%/+1 hr.	+2%/+1 hr.	+2%/+1 hr	+2%/+1 hr.	+2%/+1 hr.	+2%/+1 hr.	+2%/+l hr.	+2%/+l hr.
Time Maintain	4 hr.	8 hr.	5 hr.	8 hr.	6 hr.	10 hr.	8 hr.	10 hr.
Breakdown No	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4
Damage Cap.	4	5	6	7	7	8	9	10
Red Shield	-1	-2	-1	-2	-1	.3	.1	-2
Armour	G/G	D/D	G/G	D/D	G/G	D/D	F/F	F/F
Cost (CR)	17500	50000	30000	125000	95 000	275 000	125 000	250 000

AIRCRAFT SPECIFICATION	COMMON	COMMON	COMMON	COMMON
Type	Mdm. SST	Hv.Transport	Hv.Transport	Hv. SST
Tech Level	7+	5-6	6+	7+
Mass	50t	115t	50t	100t
Crew	3+100	4+200	4+ 300	3 + 100
Cargo	50t	80t	100t	100t
Powerplant	4 TurboRam	4 TurboProp	4 FanJet	4 TurboRam
Speed	2000 kmh	750 kmh	950 kmh	2000 kmh
Ceiling	20,000m	12 000m	15 000m	20 000m
Range	10,000 km	9000 km	12 000 km	15 000 km
Landing Mode	Run: 2500m	Run: 2500m	Run: 3000m	Run: 3000m
Maintainance	50 hr.	50 hr.	50 hr.	50 hr.
Breakdown %	+2%/+1 hr.	+2%/+1 hr.	+2%/+1 hr.	+2%/+1 hr.
Time Maintain	10 hr.	10 hr.	10 hr.	10 hr.
Breakdown No.	2/4	2/4	2/4	2/4
Damage Cap.	10	12	12	12
Rad Shield	-4	-l	-2	-4
Armour	D/D	E/E	E/E	D/D
Cost (CR)	450,000	425 000	600 000	950 000

Aircraft costs include basic avionics: communicators, air traffic radar, RDF for homing in on radio beacons, and inertial maps in Tech/7+ aircraft. All aircraft rated at more than 500Cm service ceiling are pressurised.

Amphibians cost an additional +10% for light aircraft, +15% for medium aircraft, and +20% for heavy aircraft.

Flitters are fitted with anti-gravity pods for an additional +15% of cost. Aircraft converted to Flitter capabilities have VTOL landing mode and an additional +25% speed and range. Note: all jet aircraft types can be converted to Flitters. Air-to-Air factor is increased by +1.

STOL capability can be given to all aircraft at an additional +10% of cost. Take-off and landing distance is reduced to 20% of 'Run' distance required for runway take-off's and landings.

AIRCRAFT SPECIFICATION	COMMON	COMMON	COMMON	COMMON	COMMON	COMMON
Type	Light Helicopte	Light Helicopter	Medium Helicopter	Medium Helicopter	Heavy Helicopter	Heavy Helicopter
Tech Level	5-6	7+	5-6	7+	5-6	7+
Mass	750 kg	750 kg	6t	10t	60t	50t
Crew	1+3	1+3	2 + 30	2 + 30	3 + 50	3 + 50
Cargo	500 kg	1t	5t	12t	40t	50t
Powerplant	Jet/Rotor	TurboRotor	Jet/Rotor	TurboRotor	Jet/Rotor	TurboRotor
Speed*	250 kmh	500 kmh	250 kmh	600 kmh	250 kmh	400 kmh
Ceiling	4500m	6000m	4500m	7500m	4000m	7500m
Range**	500 km	1 500km	750 km	2000km	750 km	1 500 km
Landing Mode	VTOL	VTOL	VTOL	VTOL	VTOL	VTOL
Maintainance	50 hr.	50 hr.	50 hr.	50 hr.	50 hr.	50 hr.
Breakdown %	+2%/+1 hr.	+2%/+1 hr.	+2%/+1 hr.	+2%/+1 hr.	+2%/+1 hr.	+2%/+1 hr.
Time Maintain	4 hr.	4 hr.	6 hr.	6 hr.	12 hr.	12 hr.
Breakdown No.	2/4	2/4	2/4	2/4	2/4	2/4
Damage Cap.	4	6	8	10	10	12
Rad Shield	-1	-3	-1	-3	-1	-3
Armour	F/F	D/D	F/F	D/D	F/F	D/D
Ait-to-Air	(5)	(8)	(4)	(6)	(I)	(4)
Cost (CR)	17 500	25 000	75 000	125 000	150 000	225 000

*Speed of Tech/7+ helicopters will increase with Tech Level. Add +100 kmh per Tech level above Tech/7.
**Range of lech/7+ helicopters will increase with Tech level. Add +250 km per Tech level above Tech/7.

Aircraft costs include basic avionics. Military helicopters will be fitted out with EW equipment equivalent to current 'Utility' class flitters at an added +20% of cost, with such avionics including Battle-Radar, Sensors, Sensor Defenses, etc. Also, armour class is raised to AFV/AFV in Tech/7+ military helicopters. Armaments are installed at additional cost, and can include light Blast Cannon (Blast 25) in Medium and Heavy Helicopter models, such heavy guns acting as, nose-mounted anti-tank weapons. PMLs, AGM air-to-ground missiles and MG weapons can be mounted in weapon pods.

5.14 CIVILIAN VEHICLES

A wide range of civilian are available for use in Space Opera. The units are all rated so that they will be compatable with the system in Space Marines if those rules are used for a military

campaign.
Vehicles fall into the following categories:
Ground Cars: Wheeled cars and trucks designed for on-road operation. Off-road performance is drastically limited (usually 1/2 slow wheel movement).

ATV All.Terrain Vehicles: Four and six-wheel drive vehicles designed specifically for off-road operations. ATVs usually are equipped with heavy-duty balloon or solid tires and are amphibious (they 'swim' across streams, etc.).

HoverCraft: GEM or 'ground-effects machines' with superb cross-country performance. All GEM units utilize an air-cushion 'flotation' system which requires a reasonably decent atmospheric pressure if the hoverfans are going to pressurize the air 'bubble' upon which the vehicle rides. GravPods may be fitted at an additional +10% of cost (minimum CR 7500), or the unit may be fitted with slow tracks a +10% of cost or medium tracks at +15% of cost (minimum CR 5000), giving it the capability to function in low pressure and vacuum environments. Note: only HoverCruisers and HoverShips are suited to operations over considerable distances in open waters. Lighter craft will have a chance of breaking down under high seas conditions.

Crawler: All vehicles mounted on caterpiller tracks are referred to as crawlers.' They are very dependable, heavy-duty ATVs capable of operations in a wide variety of conditions. At an additional cost of +10%, they may be made amphibious.

GravSled: A vehicle utilizing GravPods to hold the craft a meter or so off the surface of the ground or water. The craft cannot fly, as such: rather, it 'floats' off the ground. Since the propulsion system is by field propagation, it can readily operate in vacuum as well.

Motor Boat: A light, IC internal combustion engined craft utilizing a propeller to move it through the water at fairly high speeds. Advanced versions may use Hydrox-TurboElectric engines.

JetBoat: A Hydro-TurboElectric powered craft which uses high. pressure jets of water to propel it at high speeds.

HydroFoil: A boat or ship which uses hydrofoils to raise the hull Out of the water, giving it high-speed performance in open water. The hydrofoils will not operate under 50 kmh, so at slow speeds or in closed waters, speeds are limited to Motor Boat performance levels.

HydroSkimmer: A light boat with a very shallow, saucer-shaped, enclosed hull which uses turbojets to propel it at very high speed, even in closed waters. It is excellent for operations in inland waters and shallow seas.

Submersible: A relatively small craft with GEM and GravSled capabilities on the surface of the water and on land, the Submersible is in effect a submersible HoverCraft. It is capable of diving to a depth of 1000m and can remain submerged for 480 man-hours (divide by number aboard for the duration), before having to surface to replenish air. Life support systems can be installed for a longer duration. It is air-locked for underwater access/egress.

CargoSub: A large submersible which is actually a full-fledged Ship, the CargoSub is capable of transporting a significant amount of goods, equipment, men, and even vehicles for a substantial distance. It is not a true land-going HoverCraft, and can operate Only on a smooth shelving beach or very level land at 1/2 GEM speeds, but in the water it has full GEM capability, It is air-locked and has life support systems good for maintaining the occupants for 1100 man-days (divide by the number aboard) before replenishing from stores or from surface air.

AFV: Armoured Fighting Vehicles, a term used to distinguish all military armoured vehicles.

In addition to these general classifications of vehicles, there are a few other terms which players will need to understand.

IC Internal Combustion Engine: The standard gasoline/diesel motor typical of lech/5-6 cultures. Cost of fuel = CR 5 per 100m/t. That is, a vehicle of I tonne mass will travel 100 km on CR 5 worth of fuel. A vehicle of 5t mass will travel 100/5 = 20 km on CR 5 worth of fuel.

Hydro-Turbo Engine: A turbine-driven unit which uses hydrogen fuel or some chemical equivalent, and which can consume hydrocarbon fuel (gasoline, oil, natural gas, propane, etc.) if it is necessary. For an additional 10% of the cost of the vehicle (maximum CR 75 000), a rechargable PowerCell operated motor can also be installed, with the same range as given for the Hydro-Turbo engine. Cost of fuel = CR 2.5 per 100 km/t. The hydro unit is self-contained (not air breathing).

FRU Fusion Reaction Unit: A fusion/plasma reactor which generates electrical power to drive the vehicle. FRUs cost 20% of the vehicle cost. The FRU will not break down if properly maintained and serviced. Cost of fuel = CR 500 + CR 100 x mass of vehicle in tonnes, for 1000 hr. of operation. Note: minimum cost of a FRU CR 100 000.

Hydrox Fuel: Hydrogen/Oxygen fuel can be produced from water by electrolysis. Such units may be obtained at CR 10 000, and since they can be sun-powered, 'free' fuel is possible. Such a unit will provide 1000 km/t of fuel in one hour. Nuclear-powered units can be acquired which cost CR 75,000 and can refuel any vehicle in 10 minutes. Such units require CR 5000 worth of fuel every 500 hrs. of operation. Both units have a breakdown no. of 1/4,

Breakdown & Time Maintain: Entries in the vehicle data section include the distance or operation time after which a maintainance check-up tune-up/ overhaul is required. The Breakdown % entry gives time cumulative chances that a multi-systems breakdown will occur at each given distance over the rated limit before a maintainance check should be made. The Time Maintain entry gives the period required by a Tech/5 to maintain the unit; increase by 1 hr. for each expertise level the Tech is under expertise/5. Also increase maintainance and repair time by 20% for each Tech level that the Tech is under the Tech level of the equipment. Note: a Tech level/4 mechanic could not repair or maintain Tech/5+ equipment; he would simply not know enough to do the job.

Breakdown No. Each vehicle is assigned a breakdown number so that start-up problems can be 'engineered' by the StarMaster. Also, a breakdown might occur when a vehicle is being driven hard in adverse conditions. For instance, a blow-out or thrown track is very likely when an ATV or Crawler is being 'pushed' on very rough or rocky ground. Such breakdowns will invariably apply to the motive systems.

Rad Shield: Each vehicle is rated for its protection capability against hard radiation. Usually, -1 rad factor is sufficient to screen against most background radiation, fall-out, and solar storms on planets with thin atmospheres and/or limited or non-existent Van Allen Belts. Civilian vehicles may be protected to -5 at a cost of CR 500 per tonne of vehicle for each -1 rad factor. Add 5% of vehicle mass per unit of rad protection.

Armour: The armour rating is the defense of the vehicle against projectile and energy weapon penetrations. The armour rating is given in the form A/A. +3/+1, etc. The first armour rating is against missiles, projectiles, shaped charges, explosions, flame, and nuclear blasts beyond ground zero range. The second armour rating is against energy weapons (lasers, blasters, fusion guns, scramblers, etc.) and nuclear blasts at ground zero or direct hit ranges. Attacks with hand-held melee weapons, etc., are rated +2 levels higher in projectile protection. That is, a +1/A to AFV (armoured fighting vehicle) armour levels at a cost of CR 500 per tonne of vehicle mass. For instance, a 12t Crawle rated at B/B, (2 levels below AFV; see the Penetration Tables in the ground combat section) could be upgraded to AFV/AFV at a cost of 500 x 12 x 2 = CR 12 000. Each +1 armour level rise also adds 50 kg per tonne of vehicle mass, so the 12t unit would now weigh an additional 50 x 2 x 12 = l.2t, which has an effect on fuel consumption. Maximum upgrading is +2/+l.

Sealed Vehicles: All Military vehicles are assumed to be sealed from the environment. Civilian vehicles can be sealed at a cost of CR 250 per tonne of vehicle mass. A Life Support system can be mounted at 50 kg per man to be provided for (reduce cargo capacity accordingly) at a cost of CR 250 per man-day of capability. To seal a 12t crawler and provide 5 man-days' survival for a maximum crew and passenger load of 13 would cost 250 x 12 x 250 x 5 x 13 = CR 19 250. This will effectively make

the Crawler an 'alien environments' vehicle.
Amphibious Vehicles: All vehicles except groundcars and trucks designed for on-road operation only are assumed to be amphibious and can either 'swim' across water or glide across on GEM or grav-field.

Movement: Movement is classified by type of vehicle. See the combat rules for details.

Cost of Vehicles: Vehicle costs are given at the retail rate on a major planet. Wholesale costs (available at the manufacturer or government armoury) are at 55% of retail, and these may be had by a Merchant character if he is successful in a Merchandizing CR (See 10.5) for civilian vehicles or by a military character (retired) seeking equipment for his mercenary band, ships, etc., from a parent military force (25% chance + 5% per rank level over rank/grade/6, and normal 'discounts' apply in addition). On 'backwoods' planets, however, where such equipment has to be shipped in at some expense, costs may be 10% x 2d6 above the retail rate.

Spares & Parts: All vehicles purchased at retail rates include 10% of purchase cost in the form of spares and parts. Wholesale purchases do not include spares, which must be acquired separately at 10% of retail cost of the vehicle.

ANTI—GRAV FLOATER: The 'Floater' is an unpowered grav sled rides about 1m above the ground and can be pushed along by men on foot or towed behind a vehicle. It is the Tech/7+ equivalent of the trailer. All Units have a Breakdown No. of 1/4. Units which come in various sizes and carrying capacities:

Floater	Mass	Lift Capacity	Powercell	Tech Level	Cost (CR)	Skill Required	Vehicle Required
AGF-1	50kg	250kg	1000 hr.	7	2500	none	none: men may push/pull
AGF-2	100kg	500kg	1000 hr.	7	3750	none	none: men may push/pull
AGF-3	275kg	1t	1000 hr.	7	5000	Semi-Truck/I	Lt. Vehicle (car, etc.)
AGF-4	500kg	2t	1000 hr.	7	6500	Semi-TruckI2	Lt. Truck
AGF-5	750kg	3t	1000 hr.	7	7500	Semi-Truck/3	Mdm. Truck
AGF-6	1250kg	5t	1000 hr.	7	8750	Semi-TruckI4	Mdm. Truck
AGF-7	2000kg	10t	1000 hr.	7	10000	Semi-Truck/6	Hv. Truck
AGF-8	5000kg	25t	100 hr.	7	15 000	Semi-Truck/7	Hv. Truck
AGF-9	9000kg	50t	100 hr.	7	20 000	Semi-Truck/8	Hv. Truck

All AGFs have 'G/G' type hull armour, but they can be upgraded as described later in the Vehicle section (see 5.14). AGF-1 to AGF-3 have a vehicle damage capacity of 3. AFG-4 to AGF-7 have a vehicle damage capacity of 4, and AGF-8 and AGF-9 have a vehcile damage capacity of 7.Powercells cost CR 100 per tonne of mass in Life Capacity. An AGF-1 would cost only CR 25 to recharge.

All units must receive a maintainance check of 2 hours every 5000 km.

VEHICLE SPECIFICATION	COMMON	COMMON	COMMON	COMMON	COMMON	COMMON	COMMON
Vehicle Type	GroundCar	GroundCar	Lt.Truck	Lt.Truck	Hv.Truck	Hv.Truck	ATV Carrier
Tech Level	5-6	7+	5-6	7+	5.6	7+	5-6
Mass	2t	2t	3t	3t	6t	6t	2t
Crew	1+5	1+5	1+11	1+11	1+21	1+21	1+4
Cargo	500 kg	500 kg	2t	3t	St	8t	1t
Travel Mode	Fast Wheeled	Fast Wheeled	Fast Wheeled	Fast Wheeled	Mdm.Wheeled	Mdm.Wheeled	Mdm. Wheeled
Engines	IC	Hydrox-Turbo	IC	Hydrox-Turbo	IC	Hydrox-Turbo	IC
Range	500 km	1500 km	500 km	1500 km	500 km	5500 km	500 km
Maintainance	2000 km	5000 km	2000 km	5000 km	2000 km	5000 km	2000 km
Breakdown %	I%/+10 km	I%/+20 km	I%/+10 km	I%/+20 km	I%/+10 km	I%/+20 km	+2%/+10 km
Time Maintain	3 hr.	3 hr.	3 hr.	3 hr.	3 hr.	3 hr.	3 hr.
Breakdown No.	2/4	1/4 .	2/4	1/4	2/4	1/4	2/4
Damage Cap.	5	8	7	9	9	12	7
Rad Shield	-1	-2	-1	-2	-1	-2	-1
Armour	G/G	E/E	G/G	E/E	G/G	E/E.	G/G
Cost (CR)	5000	6500	6000	7500	9000	10500	7500

VEHICLE SPECIFICATION	COMMON	COMMON	COMMON	COMMON	COMMON	COMMON	COMMON
Vehicle Type	ATV Carrier	ATV Lt. Truck	ATV Lt. Truck	ATV Hv. Truck	ATV Hv. Truck	HoverCar	HoverLorry
Tech Level	7+	5-6	7+	5-6	7+	7+	7+
Mass	2t	5t	5t	10t	10t	3t	6t
Crew	1+4	1+9	1+9	1+18	1+18	1+5	1+12
Cargo	1t	10t	10t	30t	30t	1t	6t
Travel Mode	Mdm. Wheeled	Mdm. Wheeled	Mdm. Wheeled	Slow Wheeled	Slow Wheeled	GEM	GEM
Engines	Hydrox-Turbo	IC	Hydrox-Turbo	IC	Hydrox-Turbo	Hydrox-Turbo	Hydrox-Turbo
Range	1500 km	500 km	1500 km	500 km	1500 km	1500 km	2000 km
Maintainance	5000 km	2000 km	5000 km	2000 km	S000 km	4500 km	4000 km
Breakdown %	+2%/+20 km	+2%/+10 km	+2%/+20 km	+2%/+10 km	+2%/+20 km	+3%/+10 km	+2%/+10 km
Time Maintain	3 hr.	3 hr.	3 hr.	4 hr.	4 hr.	5 hr.	5 hr.
Breakdown No.	2/4	2/4	1/4	2/4	1/4	1/4	1/4
Damage Cap.	10	9	12	12	16	8	12
Rad Shield	-2	-1	-2	-I	-2	-2	-2
Armour	E/E	G/G	E/E	G/G	E/E	E/E	E/E
Cost (CR)	9000	12000	15000	57500	22500	10000	17 500

VEHICLE SPECIFICATION	COMMON	COMMON	COMMON	COMMON	COMMON	COMMON	COMMON
Vehicle Type	HoverCarrier	HoverTruck	HoverCruiser	HoverShip	Lt. Crawler	Lt. Crawler	Mdm. Crawler
Tech Level	7+	7+	7+	7+	5-6	7+	5-6
Mass	10t	1St	50t	100t	3t	3t	6t
Crew	1+18	1+30	1+50	1+100	1+6	1+6	1+12
Cargo	10t	1St	50t	100t	3t	5t	10t
Travel Mode	GEM	GEM	GEM	GEM	Mdm. Wheeled	Fast Tracked	Mdm. Tracked
Engines	Hydrox-Turbo	Hydrox-Turbo	Hydrox-Turbo	Hydrox-Turbo	IC	Hydrox-Turbo	IC
Range	2000 km	2000 km	5000 km	7500 km	500 km	1500 km	500 km
Maintainance	4000 km	4000 km	5000 km	7500 km	1000 km	3000 km	1000 km
Breakdown %	+2%/+10 km	+2%/+10 km	+2%/+20 km	+2%/+20 km	+2%/+10 km	+2%/+10 km	+2%/+10 km
Time Maintain	5 hr.	5 hr.	5 hr.	5 hr.	4 hr.	4 hr.	5 hr.
Breakdown No.	1/4	1/4	1/4	1/4	2/5	2/5	2/5
Damage Cap.	12	15	25	35	9	12	12
Rad Shield	-3	-3	-5	-5	-1	-3	-1
Armour	D/D	D/D	A/A	A/A	B/B	AFV/AFV	B/B
Cost (CR)	25 000	35 000	100 000	185 000	12500	17500	20000

VEHICLE SPECIFICATION	COMMON	COMMON	COMMON	COMMON	COMMON	COMMON	COMMON
Vehicle Type	Mdm. Crawler	Hv. Crawler	Hv. Crawler	CargoTrak	Lt.GravSled	Mdm.GravSled	Hv.GravSled
Tech Level	7+	5-6	7+	7+	7+	7+	7+
Mass	6t	12t	12t	50t	2t	5t	10t
Crew	1+12	1+20	1+20	1+40	1+5	1+12	5+20
Cargo	10t	20t	20t	50t	3t	8t	18t
Travel Mode	Mdm. Tracked	Slow Tracked	Slow Tracked	Slow Tracked	GravSled	GravSled	GravSled
Engines	Hydrox-Turbo	IC	Hydrox-Turbo	Hydrox-Turbo	Hydrox-Turbo	Hydrox-Turbo	Hydrox-Turbo
Range	1500 km	500 km	1500 km	2500 km	2000 km	2000 km	2000 km
Maintainance	3000 km	1000 km	3000 km	5000 km	4000 km	4000 km	4000 km
Breakdown %	+2%/+10 km	+2%/+10 km	+2%/+10 km	+3%/+15 km	+2%/+10 km	+2%/+10 km	+2%/+10 km
Time Maintain	5 hr.	6 hr.	6 hr.	10 hr.	6 hr.	8 hr.	8 hr.
Breakdown No.	2/5	2/5	2/5	2/5	1/4	1/4	1/4
Damage Cap.	15	16	20	35	2	4	6
Rad Shield	-3	-1	-	-5	-2	-2	-2
Armour	AFV/AFV	B/B	AFV/AFV	AFV/AFV	D/D	D/D	D/D
Cost (CR)	25000	37500	45000	100000	50000	22000	35000

VEHICLE SPECIFICATION	COMMON	COMMON	COMMON	COMMON	COMMON	COMMON	COMMON	COMMON
Vehicle Type	Motor Boat	JetBoat	JetBoat	HydroFoil	HydroFoil	HydroSkimmer	Submerible	CargoSub
Tech Level	5+	7+	7+	7+	7+	7+	7+	7+
Mass	1-3t	2t	10t	5t	25t	2t	25t	100t
Crew	1+5	1+5	2+18	1+12	3+30	1+5	2+8	5+50
Cargo	1t	1t	10t	5t	25t	1t	10t	100t
Travel Mode	Motor Boat	HydroJet I	HydroJet II	HydroFoil I	HydroFoil II	HydroSkimmer	Sub I/GEM	Sub II/GEM
Engines	IC	Hydrox-Turbo	Hydrox-Turbo	Hydrox-Turbo	Hydrox-Turbo	Hydrox-Turbo	Hydrox-Turbo	FRU
Range	200 km	5000 km	2500km	5000 km	5000 km	5000 km	5000 km	2500 km
Maintainance	1000 km	3000 km	2500 km	3000 km	5000 km	2000 km	10 000 km	10 000 km
Breakdown %	+2%/+10 km	+2%/+10 km	+2%/+10 km	+2%/+I0 km	+2%/+10 km	+3%/+10 km	+3%/+20 km	+2%/+20 km
Time Maintain	2 hr.	3 hr.	6 hr.	3 hr.	8 hr.	3 hr.	12 hr.	24 hr.
Breakdown No.	2/5	1/4	1/4	1/4	1/4	1/5	1/4	1/4
DamageCap.	3	4	12	8	15	5	25	60
Rad Shield	-	-	-1	-1	-2	-	-6	total
Armour	H/H	D/D	C/C	D/D	C/C	E/E	+3/+3	+4/+4
Cost (CR)	3500	9000	40000	2S000	90000	10000	550000	1500000

MOVEMENT TABLE: VEHICLES

		Terrain Type Vehicle is Traversing								
Travel Mode	**Turn**	**Road**	**Clear**	**Down slope**	**Up slope**	**Rough**	**Woods**	**Swamp**	**Ford**	**Water**
Fast Tracked Vehicle	6s	135m	90m	60m	60m	60m	25m	10m	10m	10m
	km/h	81	54	36	36	36	15	5	5	5
Medium Tracked Vehicle	6s	115m	70m	60m	60m	60m	25m	10m	10m	10m
	km/h	68	41	36	36	36	15	5	5	5
Slow Tracked Vehicle	6s	75m	50m	40m	30m	60m	25m	10m	10m	10m
	km/h	45	32	23	18	36	15	5	5	5
GEM (Hovercraft)	6s	225m	225m	75m	75m	10m	10m	225m	225m	225m
	km/h	135	135	45	45	5	5	135	135	135
Powered GravSled	6s	I35m	135m	I35m	135m	70m	25m	I3Sm	I3Sm	I35m
	km/h	81	81	81	81	41	15	81	81	81
Fast Wheeled ATV	6s	180m	90m	60m	60m	60m	25m	10m	10m	10m
	km/h	108	54	36	36	36	15	5	5	5
Medium Wheeled ATV	6s	135m	90m	6m	40m	60m	25m	10m	10m	10m
	km/h	81	54	36	24	36	15	5	5	5
Slow Wheeled ATV	6s	I20m	60m	30m	25m	60m	25m	10m	10m	10m
	km/h	72	36	18	15	36	15	5	5	5
Fast Wheeled Car	6s	375m	90m	30m	25m	25m	-	-	10m	-
	km/h	225	54	18	15	15	-	-	5	-
Medium Wheeled Truck	6s	270m	90m	30m	25m	25m	-	-	10m	-
	km/h	162	54	18	15	15	-	-	5	-
Slow Wheeled Truck	6s	225m	60m	25m	25m	25m	-	-	10m	-
	km/h	135	36	15	15	15	-	-	5	-

Water Travel Mode	**Turn**	**Water**	**Swamp**	**Sea**	**Sub.**
Sub I/GEM	6s	135m	70m	135m	135m
	km/h	81	41	81	81
Sub II/GEM	6s	I35m	-	135m	75m
	km/h	81	-	81	45
HydroSkimmer	6s	270m	270m	225m	-
	km/h	562	162	135	-
Motorboat	6s	90m	40m	75m	-
	km/h	54	24	45	-
HydroJet I	6s	270m	60m	270m	-
	km/h	162	36	162	-
HydroJet II & HydroFoil II	6s	225m	-	225m	-
	km/h	135	-	135m	-
HydroFoil I	6s	330m	60m	270m	-
	km/h	198	36	162	-

6.0 PERSONAL WEAPONS

The following section provides a comprehensive listing of light, man-portable weapons ranging from archaic melee and missile weapons to the most advanced energy weapons.

Caution: If one attempts to employ everything at once, some confusion and plain difficulty in managing the weapon types will occur. Typically, individual players will develop preferences for certain weapons and will tend to ignore others. The same is true of entire cultures, as will be seen later. Thus, in any given adventure, one should not expect to see too many different weapon types being used.

Space Opera, as should be obvious by now, attempts to provide a spectrum or range of equipment in a number of categories to reflect characteristic technological development at given levels. This permits simulation of science fiction settings and gives some continuity to game play in that the players (and the StarMaster) will have some chance of predicting the type of weaponry and other equipment they will have appearing in a given scenario. The weapons should be employed with this concept in mind.

Breakdowns are relatively rare with weapons. However, when the character is in the immediate vicinity of a large explosion, there is a 2/4 chance that most weapons will malfunction. Also, if desired, a hit in the arm (the character is holding the weapon) may affect the weapon if the Breakdown No. (2/4 on 1d20) is rolled. If a Breakdown occurs, the weapon was struck. Add the wound modifier to the second Breakdown No. to represent the seriousness of the hit. In some cases, a weapon may be damaged, but the character will come out unscathed.

Costs or weapons in this section, and also cost of ammunition, are retail values. Military veterans may purchase arms and

ammunition from a government arsenal at 75% of listed value. The same is true of Merchants who make a successful Merchandising CR when purchasing from a manufacturer. Retail costs are based upon purchase on a major planet. In 'backwater' areas, costs will be 150% + 10.d10% to reflect transportation costs, etc. Also note that Military veterans may apply discounts to 75% value purchases from government arsenals if buying from an arsenal of their 'parent' Service.

6.1 ARCHAIC MELEE WEAPONS

Archaic melee weapons include those personal arms which would be encountered in cultures of low technological development. They typically employ force of impact and perhaps some kind of cutting edge or piercing point to cause damage to an opponent. Against advanced armour, most of these weapons will have limited effects. There will be a slight chance, however, that even high grade advanced armour will be penetrated by archaic weapons—representing the possibility that an edge or point has found a chink or joint in the armour.

DAGGER: A small, knife-like weapon with a flat, two-edged blade and thrusting point. Tech/I weapon. Mass = 350-500gm. Length = 350-400mm. Cost = CR 10. Skill required = Daggers, et. al.

KNIFE: A short version of the dagger, often balanced for throwing at opponents at ranges of 15m or less. The knife may be of the folding jack-knife or switchblade type, or it may be a fixed blade. Tech/1 weapon. Mass = 150-250gm. Length = 200-300mm, Cost = CR 10. Skill requires Daggers, et. al.

STABBING SWORD: A 'classical' short sword on the Roman model, with a flat, two-edged blade and thrusting point. Most versions have a guard on the hilt. Tech/1 weapon. Mass = 1000-1500gm. Length = 500-600mm. Cost = CR 25. Skill required = Daggers, et. al.

SWORD: The standard long-bladed weapon, with a flat one or two-edged blade. Most swords have some form of guard, either a cross-piece or a basket hilt. Tech/1 weapon. Mass = 1500-2000gm. Length = 900mm. Cost = CR 35. Skill required = Sword, et. al.

BOARDSWORD: A heavy weapon designed for one or two-handed use. It has a long, fairly thick blade with a double edge, a cross-piece hilt guard, and a point which is almost impossible to use because of the weapon's balance. Its 'charm' lies in its

effectiveness against archaically armoured opponents. Tech/2 weapon. Mass = 2500-3500gm. Length = 900-1000mm. Cost = CR 50. Skill required = Sword, et. al.

GREATSWORD: A massive, two-handed blade with a double-edge, a wide cross-piece hilt guard, and a point almost never used, except when the weapon is held like a spear in the charge (very rare). The weapon is most effective against mounted enemies and heavily armoured opponents. Mass = 4000-5000gm. Length = 1200-1800mm. Cost = CR 65. Skill required = Sword, et. al.

FOIL: Any 'rapier' weapon is classed as a foil. The foil is a remarkably light weapon with a long, thin, dull-edged blade and depends upon a thrust for its deadliness. Its only drawback is its tendancy to shatter (1 to 10) when parrying heavier weapons or thrusting through the joints of good armour. Tech/3 weapon. Mass 500 to 700 gm. Length = 1000 mm. Cost = CR 50. Skill required = Foil.

SABRE: A long, single-edged slashing weapon with a slight curve to the blade along its length, terminating in a rarely used point. The hand is protected by a basket hilt or a cross piece. Tech/2-3 weapon. Mass = 1000-2000gm. Length = 900-1000mm. Cost = CR 50. Skill required = Sabre.

KATANA: A (Japanese) slashing sword with a long, single-edged blade that curves slightly along its length. The weapon has no tapered point, while the hilt guard is only a slightly raised band separating the blade from the handle. It can be used with one or two hands. Few slashing weapons are more dangerous, and only a foil is its match in combat. Tech/2-3 weapon. Mass = 1000-1500gm. Length = 1000mm. Cost CR 75. Skill required = Katana.

BATTLE AXE: The Battle Axe has several variant models. The light Norman war axe resembles a wood axe and is used as a throwing weapon as well as a hand-held weapon. The Nordic Broad Axe is slightly heavier and double-bladed. The great War Axe is a very heavy double-bladed weapon used against plate armour with good effect. Skill required = Battle Axe, et. al.

	MASS	LENGTH	COST
Tech/1 Norman Axe:	2000-2500gm	950-1100mm	CR 25
Tech/1 Nordic Axe:	3000-3500gm	1000mm	CR 35
Tech/2-3 War Axe:	4000-4500gm	1200-1400mm	CR 50

MACE: A heavy impact weapon with a massive metal head on a wooden shaft.The iron head is either a knobby ball or a spiked ball (sometimes called a 'Morning Star'), and sometimes a more complex triangular shape (base to shaft) with a number of sharp-edged flanges ('Martel'). The mace is designed to crack armour and smash bones. Tech/1-2 weapon. Mass = 2500-4000gm. Length = 900-1100mm. Cost = CR 40. Skill required = Battle Axe, et. al.

MORNING STAR: A mace-variant with one to three iron balls attached to the wooden shaft by a chain. The shaft is about 800—900 mm long, with about 400mm of chain beyond that. Tech/2 weapon. Mass = 3000-4000 gm. Length = 1200-1 300 mm. Cost CR 50. Skill required is Battle Axe, et. al.

FLAIL: A large version of the Morning Star, with one heavy iron ball attached to the shaft by a 500mm chain. It is used two-handed on foot but can be used one-handed on horseback if swung overhead in a steady circular motion. Tech/2 weapon. Mass = 4000-5000gm. Length = 1500-1800mm. Cost = CR 65. Skill required = Battle Axe, et. al.

SPEAR: The standard infantry weapon of many early cultures, the spear is a pure thrusting weapon. It is simple enough to be readily fashioned or repaired by anyone. Tech/0 weapon. Mass = 1500-2500gm. Length = 2000-3000mm. Cost = CR 10. Skill required = Spear, et. al.

JAVELIN: A 2000mm throwing version of the spear which can be cast 25-35m with accuracy and some penetrating force. Mass = 1000-1500gm. Length = 2000-2500mm. Cost = CR 10. Skill required = Spear, et. al. See Archaic Direct Fire Weapon, 6.4.

PIKE: A long polearm of up to 5500mm length with a fairly long metal tip. Pikes are effective when used in densely-packed infantry formation to produce a hedgehog of spears. As an individual weapon it is very unwieldly and can easily be evaded by an opponent closing in for hand-to-hand combat. Tech/1-2 weapon. Mass = 3000-4500gm. Length = 4000-5500mm. Cost = CR 15. Skill required = Spear, et. al.

LANCE: A long spear used from the back of a mount, often at a full charge to obtain maximum effect from the speed and momentum of the mount as it bears down on the target. The short lance (3500mm) can be used couched under the right arm or overhanded as a thrusting spear, while the long Chivalric lance must be couched. Tech/1-3 weapon. Mass = 2500-4000gm. Length = 3000-4500mm. Cost = CR IS. Skill required = Spear, et. al.

HALBERD: A heavy polearm that combines the features of a spear and a battle axe. Tech/2-3 weapon. Mass = 3000-4500gm. Length = 2500-3000mm. Cost = CR 50. Skill required = Spear, et. al.

OUARTERSTAFF: A weapon that is little more than a shaft of wood, although it can be metal-shod. The weapon is rarely capable of doing serious injury to armoured opponents, but it can stun or kill lightly armoured enemies. It is also excellent as a defensive weapon. Tech/0 weapon. Mass = 1000-2000gm. Length = 2000-2500mm. Cost = self-made. Skill required = Unarmed Combat.

CLUB/CUDGEL: Any improvised weapon from ready-to-hand materials is classified as a 'club.' If the character has StreetFighting or Unarmed Combat skill, he may apply bonuses when using such improvised weapons. Anything from a bottle to a chair to a long stick will qualify, as will a long gun such as a rifle, carbine, or SMG used to club an opponent.

BAYONET: A stabbing sword-like weapon which can be attached to the muzzle of a long gun to convert it to a polearm. The 'spear' so developed has the length of the weapon plus the bayonet. Alternately, it can be employed as a stabbing sword (that skill is required) in hand-to-hand combat. Tech/3+ weapon. Mass 1000-1500gm. Length = 500-600mm. Cost = CR 25. Skill required Stabbing Sword for hand-to-hand and Spear for bayonet work.

COMBAT USE: The method of using the various weapons listed above is detailed in the ground combat rules for hand-to-hand or melee action.

6.2 ADVANCED MELEE WEAPONS

With advanced technology, hand-to-hand combat weapons became remarkably efficient, so that even high-grade battlearmour was anything except immune to them:

MonoFilament Blades: Any edged weapon type can be a MonoFilament Blade--typically a knife or sword, although spears might also be so tipped. A monofilament wire stiffened by a forcefield renders the edge capable of sheering through most substances with greater ease than steel. Weapons so fitted are used in the usual way, but have MonoFilament penetration. Cost = CR 750. Powercell = 200 charge minicell at 100gm mass and CR 50. The powercell runs continuously, so it must be replaced every 10 weeks. A hit exhausts 1/2d6 charges. The MonoFilament is a Tech/7 weapon.

VibroBlades: The VobroBlade is a knife or sword with 'power steering.' Hypersonic vibrations are set up in the duralloy blade which causes it to cut extremely well. Cost = CR 1250 to fit it to a standard blade. The Powercell has 200 charges, with 1/2d6 charges expended each time the blade sheers through something. The minicell is the standard 100gm unit at CR 50. Tech/8 weapon.

ForeceBlades: The ForceBlade consists of a 200mm hilt containing a 500gm Powercell with 200 charges. The total unit weighs 1000gm. The forcefield generator inside the hilt will propagate a beam of energy that can be varied from 500mm to 1500mm in length which will cut through almost any material substance in time, unless it is forcefield reinforced. (That is why penetration is not automatic). Cost = CR 3000. Each hit exhausts 1 charge. The Powercell costs CR 200 to replace or can be recharged for CR 75. Tech/8 weapon.

Coagulators: The Coagulator is a 1000mm long rod massing 500gm. It contains a 500gm Powercell with 100 charges. The tip of the rod for about 250mm from the end farthest from the hilt has a VMXT forcefield generator which will scramble living tissue whenever the tip touches flesh or the field penetrates armour. The weapon is traditionally used like a Foil. It causes horrible wounds (double healing time, With Quicktime also increased to x3 normal) and has a +4 wound factor. The weapon is totally banned for civilian use throughout the known galaxy, but though there have been attempts to have the weapon outlawed as too horrible for use in war, it remains one of the most effective hand-to-hand weapons against Bugs and Klackons. It is, however, quite useless against silicate life forms and cold planet life forms. Cost = CR 4500. Each hit will exhaust 1d6 charges. The Powercell costs CR 200 to replace and can be recharged for CR 75. Tech/7 weapon.

Neuronic Whip: The Neuronic Whip is developed from a ForeRunner device discovered on Agol VIII. Technically, it is a non-lethal weapon, but most beings would probably prefare to be hit by a blaster bolt. The Neuronic Whip causes extreme pain by directly stimualting the nervous system and can bring unconsciousness by overloading the nervous system with ravening pain impulses. The effect is exactly as described for PainBlast (4.15 Telepathy). The 'Whip' is not effective against Bugs and Klackons, however, and Silicates and Cold Planet species are also immune. This 750mm rod, massing 1000gm, is issued to trusted Azuriach Officers and Officials as a badge of Authority in the State, and it is used at a punishment for insubordinate conduct, etc. It is utterly banned in the Terrain Union and other civilized nations, with possession bringing very heavy punishment. Actual use of such a terrible device may be subject to perpetual banishment or even the death penalty. The device is powered by a 100gm mini-cell with 100 charges, at a cost of CR 50. Each application of the rod exhausts 1d6 charges. Tech/7 weapon, used like a Foil.

Paralysis Rod: The Paralysis Rod is a 1000mm baton massing 1500gm. It contains a 100gm Powercell with 100 charges. The rod will temporarily paralyze the area of the body it touches and is similar in effect to a Stunner. It is general issue to Police as a Riot Control weapon. Each hit exhausts 1d6 charges from the powercell. Cost = CR 500. Tech/7 weapon, used like a Sabre.

LaserSword: The LaserSword consists of a 300mm hilt containing a JL57 continuous laser projector which will produce a focused laser beam of 500mm to 2000mm length. The 500gm KKK PowerCell contains 100 charges, one of which will be expended each time a hit is scored. The KKK can be recharged at a cost of CR 200 at any power main. The total weapon masses 1250gm and has the penetration power of a Laser HMG, and also its wounding factor. The weapon is used like a Katana., but has a speed factor of 10 and an effective length of 9. If it strikes a weapon other than a ForceBlade, LaserBlade, or LightSword, it has a 25% chance of sheering through it. When activated, the Laser'Blade' is a brilliant blue-white or red in colour. Cost = CR 12 500. Tech/8 weapon. When not in use, the laser beam is turned off.

LightSword: Of all the weapons developed for hand-to-hand combat, the LightSword is the most powerful. Only a Katana/10 Adept can use it to good effect. When so armed the Adept is the equivalent of 3 expertise levels higher than his opponent. The LightSword consist of a 300mm hilt massing 1250gm. It contains a PPK500 continuous TMTX forcefield (akin to a Blaster bolt) which has the penetration power of a Blast HMG, and also its wounding factor, The unit is developed from an artifact found on Formalhaut V by the Terran archaeologist Dr. T. M. Steiger in A.D. 2245, and it appears to have been one of the most prized melee weapons of the ForeRunners. The LightSword has a speed factor of 11 and an effective length of 9, for it can reach from 500mm to 2000mm. The powersource is a KTAM Klysestron 7c anti-matter powercell which will effectively activate the unit for its normal span of use. If it strikes a weapon other than a ForceBlade, LaserSword, or LightSword, it has a 50% chance of sheering through it. When activated, the LightSword is a deep violet •mauve colour. Cost = CR 35 000. Tech/9 weapon. When not in use, the TMTX field is turned off.

6.3 ARCHAIC MISSILES WEAPONS

BLOWGUNS: A blowgun is a Tech/1 weapon consisting of a lightweight hollow tube, usually of bamboo or some similar material, which projects a dart by the force of one's breath. Such a weapon typically employs a drug or poison on the dart tip. (See 6.20, Poisons.) The 1500mm blowgun is capable of moderate ranges, but short versions of several hundred millimeters' length have ranges of up to 10m. In a gravity field over l.25G, most blowguns are useless. Cost = CR 5. Length = 1500mm, Mass = 250gm.

SLINGS: A sling is a Tech/1 weapon consisting of a leather thong with a 'pocket' to hold a small stone or lead bullet which is cast by the force of one's arm. The weapon is deadly against lightly armoured targets. The extreme range (ER), given in the Weapon Table, is based on a PC or NPC Strength of 10-11. Characters under the base Strength lose 5m of range from the ER per point under Strength 10, and characters over Strength 10 gain 5m range to the ER per point over. Gravity will also effect the extreme range. Cost = CR 5. Length = 500mm. Mass = 100gm.

SLINGSTAFF: A slingstaff is a Tech/2 weapon consisting of a sling attached to a wooden pole to provide greater throwing power and range. Otherwise, it is the same as a sling, described above. Cost = CR 10. Length = 200mm. Mass = 1000gm.

SHORT BOWS: A short bow is a Tech/1 weapon easily manufactured from materials found in the environment. The short bow is characteristic of many aboriginal societies and while effective against animals and lightly armoured personnel, it has little penetration power and is defeated by good armour. Reduce extreme range by 5m per point deficient if firer is under Strength 10. Cost = CR 20. Length = 750mm. Mass = 500-750gm.

COMPOUND BOWS: A compound bow is a Tech/2-3 weapon requiring some skill and time to fashion. It is made from several layers of laminated woods carefully warped to provide increased striking power and range. The weapons can be tailored to the Strength of the user, unlike short bows, as the amount of tension is determined by the manner in which the bow is fashioned. Advanced technologies can produce similar weapons with ease, often employing synthetic materials in light hunting and archery bows. The extreme range (ER) is based on Strength 11. Characters under the base Strength lose 5m of range per point deficient; characters over the base Strength gain 5m per point above, if the bow is of equivalent power. Also, characters with Strength 18+ can gain some penetration power, so reduce 1d20 scores to penetrate vulnerable armour by -2 at PB and SR (point-blank and short range). Cost = CR 50. Length = 750mm, Mass = 750-1000gm.

LONGBOWS: The longbow is a Tech/2-3 weapon fashioned from very resilient wood capable of imparting high tension. Skill and time is required to fashion such a weapon, while Strength 13+ is required to draw it. All modifications for range and penetration noted for compound bows, described above, apply here as well. Tech/3 societies will also be able to fashion the much shorter composite bow, which has the dimensions and weight of a compound bow but the firing characteristics of the longbow. These weapons are intricate melding of layers of woods and synthetic materials. Costs of composite bows are usually 2 to 3 times Longbow costs. Cost CR 50. Length = 1500mm. Mass = 1000-1250gm.

ARROWS & QUIVERS: Of course, bows fire arrows, which may be purchased or made in the field. A quiver and 20 arrows will mass about 0.5 kg to 1.0 kg and cost CR 10-20.

CROSSBOWS: The crossbow is a missile weapon with a stock and resembles a rifle when viewed from the side. It is aimed and fired like a rifle as well. The bow is usually fashioned from tempered steel and will require some form of mechanical cocking or winding to bring the weapon under tension so that it can fire a quarrel. Firing is effected by pulling a trigger similar to that of a firearm. This Tech/ 3-4 weapon can be easily duplicated by advanced technologies, and weights can be brought into line with conventional medium and heavy firearms. Extreme ranges for heavy crossbows are standard ranges in the Weapon Tables. More costly weapons may have ranges up to 400m. Cost CR 75. Length 850mm. Mass = 5000gm.

CROSSBOW QUARRELS: Crossbow fire quarrels or short, heavy arrows. A quiver and 20 crossbow quarrels (also called bolts) will mass 1.0 kg and Cost CR 20. Advanced technologies will also have dart ammunition available which injects a drug or poison into a target. Cost = CR 150. Length = 1100mm. Mass = 7500gm.

JAVELINS: The javelin is a Tech/1 hurled missile. It is an almost universal weapon among aboriginal peoples and can be used as a combination missile weapon and close combat thrusting spear. It is easily fashioned and, with some practice, skill in its use can be quickly gained. The extreme range (ER) is based on a Strength 11 score. Characters with lower Strength will subtract -3m from their extreme casting range for each point deficient. Characters with higher Strength will add +3m to their extreme casting range for each point above. Also, characters with Strength 18+ gain in penetration power at PB and SR (Point-blank and short range), so reduce the 1d20 score to penetrate vulnerable armour by -1 at close ranges. Cost = CR 10. Length = 2500mm. Mass = 1500gm.

ATLATL: The Tech/1 atlatl or spear-thrower is a long piece of wood grooved to hold the javelin in place and serves to increase the length of the thrower's arm. Extreme ranges with a hurled javelin are raised by 15m when using an atlatl. Cost = CR 10. Length = 1000mm. Mass = 1000gm.

THROWN AXES, DAGGERS, STONES, ETC.,: Axes and daggers are Tech/1 melee weapons. If balanced for throwing, they can serve as short-range missile weapons. Stones, obviously, are available for the picking up and are Tech/0 weapons requiring no skill, just a good eye and a strong arm. Characters will have extreme range corrections as outlined for javelins, above.

6.4 TECH/3-4 FIREARMS

Firearms include a wide range of weapons from the archaic match-locks muskets of Tech/3 cultures just emerging from a 'chivalric' age to the most advanced automatic weapons of a Tech/7 star-culture. All employ a chemical charge to propel a slug at high velocity.

Weapon Type	Calibre	ROF	Ammo	Length	Mass	Tech Level	Cost (CR)
Matchlock	.85	ML:8	1	1200mm	6500gm	3	85
Matchlock	.75	ML:8	1	1100mm	5000gm	3-4	75
Musket	.75	ML:4	1	1000mm	4000gm	3-4	90
RifleMusket	.615	ML:5	1	1000mm	3750gm	3-4	125
RifleMusket	.40	ML:5	1	1100mm	3500gm	3-4	110
MusketPistol	.40	ML:4	1	225mm	750gm	3-4	65
MusketPistol	.40	ML:4	1/1	225mm	1250gm	3-4	90
Duel Pistol	.40	ML:5	1	225mm	7S0gm	3-4	125

ML: Muzzle-Loaders: Each barrel of the muzzle loader can be fired once. The reloading time is denoted by a number following the colon (:) after the 'ML' designation. For example, M:4 means that the weapon can be fired and then reloaded at the beginning of the 4th turn following. In other words, including the firing turn, a total of 4 full combat turns or 24 seconds would be needed to reload the piece. Cartridges (oiled paper tubes with ball and powder) can be used in musket weapons, reducing the reload time by -1 turn or 6 seconds.
Note: All long guns must be reloaded in a standing or kneeling position; if lying down, increase the reload time by -*2 combat turns because of the awkwardness of the procedure.

Matchlock: The matchlocks date back to the late 5th or 6th centuries on Terra. They were developed to smash heavy armour plate. The matchlock uses a burning fuse and are unreliable at best, with a miss-fire 3 times in 10 in good weather, and 9 times in 10 during damp/wet weather. A forked firing support is used to steady the weapon when firing. The .75 calibre weapon is able to accept a bayonet.

Musket: The 'muskets' are all flintlocks and are reliable in good weather, with 1 failure to fire in 10. This malfunction probability increases to 5 in 10 during damp/wet weather. However, during early Tech/4 development, the weapons were adapted for percussion caps, and they effectively fire every time. The .75 smoothbore is the famous British 'Brown Bess,' in service for well over 100 years. The .615 rifled musket is the 'Baker Rifle,' used by the 95th Rifles and the King's German Legion at Waterloo. The .40 rifle musket represents a range of 'Kentucky Long Rifles' of various calibre's. The musket pistol is either a single or a double-barrel smoothbore handgun with limited range. The duelling pistol is a rifled handgun with good accuracy at close ranges.

Cost of ammo is:		
Calibre	Mass of 100 Rounds	Cost (CR)
.85 ball & powder	5000gm	5
.75 ball & powder	4250gm	12
.615 ball & powder	3000gm	10
.40 ball & Powder	2000gm	8

Cost of powder and shot is based upon a character's casting his own lead shot, using bar lead and a bullet mould which comes with the weapon. Cost of purchased ammunition will be + CR 5. The powder is carried in a sealed powderflask (20 charges), and the ball ammo is carried in a leather pouch fixed to the belt or to the shoulder strap holding the powderflask. Spare flints (CR 0.50 each) are carried as well, as a flint is good for only 20-25 discharges before it has to be replaced or adjusted.

6.5 SHOTGUNS, TECH/5-6

Shotguns are smoothbore descendants of the musket and the blunderbuss. All muskets could fire shot as well as solid ammunition, and thus these Tech/3 weapons appear here as well.

The 'standard' shotgun is a Tech/6 automatic shotgun carrying 6 shells in the magazine, with a ROF of DA. Reloading is at the rate of 3 shells per combat turn or 1 shell and 1 shot per turn. Breech-loading single-barrel and double-barrel models (Tech/4-5) are also available.

When firing slugs, shotguns have musket-like ranges and accuracy.

When firing shot, a shotgun will be able to hit up to 3 targets standing within 2m to either side of the line of fire up to the limit of range. At range under 10m, a single target can have the full blast (2 hit determination rolls) fired into it for possible double damage. A Tech/6-7 flechette round is also available. Flechettes are slivers of metal which do a nasty job of tearing flesh and bone at scatter-shot ranges.

Cylindrical magazines containing 10 shells can be attached beneath a .12 or .10 gauge shotgun to increase their magazine capacity to 16 shells. The mass of the auxiliary magazine is 500gm and it Costs CR 35.

shotgun	Calibre	ROF	Ammo	Length	Mass	Cost (CR)
slug	.10	2	6	1000mm	3750gm	150
shotshell	.10	2	6	1000mm	3750gm	150
flechette	.10	2	6	1000mm	3750gm	150
slug	.12	2	6	1000mm	3750gm	135
Shotshell*	.12	2	6	1000mm	3750gm	135
flechette	.12	2	6	1000mm	3750gm	135

All shotguns receive a +2 penetration bonus at PB and +1 at SR with slug and flechette rounds. All rounds have a -1 penalty on penetration at ER.
*Also fired by .85 and .75 matchlocks, and by .75 muskets.

Ammo Type	Mass/100 Rounds	Cost/100 Rounds
.12 slug shell	3500gm	CR 30
.12 shotshell	3250gm	CR 25
.12 flechette	3500gm	CR 35
.10 slug shell	3750gm	CR 35
.10 shotshell	3500gm	CR 25
.10 flechette	3750gm	CR 35

Note: Single and double-barrelled shotguns will be used in Tech/ 4-5. These cost CR 100 and CR 150 for 1 and 2 barrel versions. Mass is comparable to that of the automatic shotguns. ROF is 1 for single barrel shotguns, while double barrel models may fire at 11/2.

6.6 TECH/4-5 FIREARMS

All Tech/4-5 firearms represent a considerable step forward over the muzzle-loaders in that they employ a brass percussion

cartridge and breech-loading mechanisms. The result was a weapon that has a much higher rate of fire and greater reliability under all weather conditions.

Weapon Type	Calibre	ROF	Ammo	Length	Mass	Cost (CR)
Derringer	.32	1	2	75mm	250gm	50
Revolver	.38	11/2	6m	200mm	750gm	100
Revolver	.44	11/2	6m	200mm	900gm	115
Revolver	.45	2	6m	200mm	900gm	125
Lt. Rifle	.22	1	I	1000mm	3250gm	75
Mdm. Rifle	.30	1	I	1000mm	4000gm	100
Mdm. Rifle	.30	11/2	10in	1000mm	4000gm	135
Mdm. Carbine	.30	1	I	750mm	3500gm	100
Mdm. Carbine	.30	11/2	10in	850mm	4000gm	135
Buffalo Gun	.30+	1	I	1000mm	4000gm	135
Elephant Gun	.500	1/1	2	1000mm	5000gm	175
Elephant Gun	.600	1/1	2	1000mm	6000gm	225

Tech/4-5 firearms represents a transitional period corresponding roughly to the late 19th century on Terra. The revolvers and pistols include the Derringer 'hold-out' pistol, a very short-range two-barrelled weapon, a more-or-less standard .30 revolver, the .44 Colt single-action 'Peace-maker,' and the double-action Smith & Wesson .45 service revolver. The light rifle is the old .22 single-shot bolt action still used by some for 'plinking.' The .30 rifles include a single-shot bolt-action model and a bolt-action rifle with a magazine (Lee Enfield), although it can also represent lever-action repeaters like the Civil War Henry. The .30 carbines include a single-shot model (like the Springfield) and a magazine weapon (Winchester3o. 30). The buffalo gun represents a range of big game rifles of various calibre's up to .65 cal. Finally, the two Elephant Guns represent the double-barrelled British 'Express' models widely used in Africa.

Pistols with a ROF of 1'A can be fired at ROF 2 by hand gunners with expertise/6-10, for they have mastered the art of cocking and firing the single-action weapon. Pistols with an ROF of 2 can be fired at ROF 3 by hand gunners with expertise/6-10, for they have mastered rapid fire techniques and the art of timed-rate fire.

Weapons with ROF 11/2 can be fired at 2 rounds and I round alternate turns.

Reloading of single-shot weapons is at 1 round and 1 shot per turn. Magazine weapons (m) can be reloaded at the rate of 6 rounds per combat turn; the shells must be loaded singly.

Calibre of Ammo	Mass of 100 Rounds	Cost (CR)
.32 Pistol	1000gm	10
.38 Pistol	1750gm	20
.44 Pistol	2000gm	25
.45 Pistol	2000gm	25
.22 Rifle	1000gm	10
.30 Rifle	2750gm	25
.30+ Rifle	3500gm	30
.500 Rifle	5000gm	40
.600 Rifle	5500gm	45

It should be noted that Tech/4-5 ammunition is often not compatible with later weapons of the same general calibre because of rechambering of later weapons, etc. Also, it is common to hand-load spent cartridges to save money. Hand-loading costs 2/3 the list prices of ammunition. A bullet mould for the calibre of the ammunition may be obtained at CR 25.

The .30 cal. rifles should be regarded as the standard military arms. They will therefore be capable of using a bayonet and will also be fitted with a shoulder sling in the military versions. Scopesights are only at an experimental stage and will be unavailable to both military and civilian versions of the weapons.

6.7 TECH/5 FIREARMS

Tech/5 firearms represent a further increase in general performance of small arms. Ranges of most rifles have increased, while many accept clip ammunition. A good range of handguns will be available, all of them double-action weapons with an excellent rate of fire. Military arms evidence a significant number of fully automatic weapons.

While the civilian rifles and pistols largely speak for themselves, the military weapons deserve some comment. The standard infantry arm is the semi-automatic M-1 rifle, while the M-4 carbine is a light, fully automatic weapon designed for use by officers, etc. Both will accept a bayonet. The machine pistol is a mini-submachine gun derived from the 9mm pistol. The SMGs are modelled after the Schmeisser and the Thompson. The Thompson .45 can also accept a 50c. The LMG or light machine gun is comparable to the U.S. BAR or the British Bren. When fired with bipod support, it has LMG range. Fired from the hip or shoulder, it has only an effective R.2 rifle range. The MMG medium machine gun and HMG heavy machine gun must be mounted on tripods or TE/Mech mounts. Tripods include vehicle pedestal/post mounts as well as actual tripods used for field mounts. The TE/Mech mount is a traversing and elevation mount or else a coaxial mounting in a weapon turret. Such mounts confer certain benefits with respect to accuracy over long range.

Weapon Type	Calibre	ROF	Ammo	Length	Mass	Cost (CR)
Revolver	.22	2	6m	100mm	275gm	75
Target Pistol	.22	2	10c	225mm	750gm	175
AutoPistol	.32	2	6c	100mm	325gm	100
AutoPistol	9mm	2	6c	100mm	350gm	150
AutoPistol	9mm	2	8c	175mm	750gm	135
Service Rev.	.38	2	6m	175mm	750gm	135
'Special' Rev.	.38	2	6m	125mm	550gm	135
Service Rev.	.45	2	6m	200mm	900gm	145
AutoPistol	.45	2	8c	175mm	900gm	145
Lt. Rifle	.22	11/2	10m	1000mm	3500gm	110
Lt. Carbine	.22	2	20c	750mm	3000gm	125
Mdm. Rifle	.30	11/2	10	1000mm	4000gm	150
Mdm. Carbine	.30	11/2	10c	800mm	3500gm	140
H.P. Rifle	.30+	11/2	10c	1000mm	4000gm	200
H.P. Carbine	.30+	11/2	10c	750mm	3500gm	180
H.P. Rifle	.40t	11/2	10c	1000mm	4000gm	250
H.P. Carbine	.40+	11/2	10c	750mm	3500gm	225
H.P. Rifle	.50+	11/2	10c	1000mm	4000gm	350
M-I Rifle	.30	2	10c	1000mm	4000gm	165
M-4 Carbine	.30	2/10	20c	750mm	3000gm	185
MachinePistol	9mm	2/10	20c	225mm	1250gm	225
SMG	9mm	2/10	30c	600mm	3250gm	250
SMG	.45	2/10	30c	600mm	3500gm	250
LMG Bipod	.30	2/10	30c	1100mm	7500gm	450
MMG Tripod	.30	10	100b	1000mm	15 kg	750
HMG Tripod	.50	10	100b	1500mm	30 kg	1000

The cost and mass of ammo are:

Calibre of Ammo	Mass of 100 Rounds	Cost (CR)
.22 Pistol	750gm	10 CR
.32 Pistol	1000gm	10CR
9mm Pistol/SMG	1500gm	20 CR
.38 Pistol	1500gm	15 CR
.45 Pistol	2000gm	20 CR
.22 Rifle	1000gm	10
.30 Rifle	2500gm	20
.30+ Rifle	3000gm	30
.40+ Rifle	3500gm	40
.50+ Rifle	4000gm	45
.50 HMG	7500gm	45

6.8 TECH/6 FIREARMS

Tech/6 civilian weapons differ little from those of Tech/5. However. 4ilitary small arms have improved considerably.

Weapon Type	Calibre	ROF	Ammo	Length	Mass	Cost (CR)
SAR 7.62	7.62mm	2	30c	1000mm	4000gm	200
ACR 7.62	7.62mm	2/10	30c	1000mm	4000gm	300
AR 7.62	7.62mm	2/10	30c	750mm	3250gm	275
AR 5.56	5.56mm	2/10	30c	800mm	3250gm	275
SMG	9mm	2/10	30c	500mm	2500gm	275
LMG (bipod)	7.62mm	2/10	100b	1000mm	6000gm	650
MMG (tripod)	7.62mm	2/10	100b	1000mm	12 kg	1000
HMG (tripod)	.50	2/10	100b	1800mm	30kg	1500
Magnum Rev.	.375	2	6m	200mm	900gm	200
AutoMag	.375	2	10c	200mm	900gm	240
Magnum Rev.	.44	2	6m	200mm	1000gm	250
AutoMag	.44	2	10c	200mm	1000gm	285

The SAR or semi-automatic rifle is the standard infantry arm in Tech/6 cultures. It is fitted with a shoulder sling, accepts a bayonet, and can be fitted with Scopesights, infra-red visors, night visors, and other specialised sighting equipment. It has a 30-round clip (30c) which can be inserted beneath the weapon to the front of the pistol grip/trigger guard. Reloading can be accomplished in 1 combat turn, and a rifleman with expertise/8-10 can even fire 1-2 shots as well in the same turn. Automatic rifles (ACR) are merely the fully automatic version of the SAR and can fire in bursts of up to 10 rounds in a combat turn. Assault rifles are shortened versions of the ACR, combining the lightness of the SMG with some of the accuracy of the carbine. The weapons these types are modelled after are the FN FAL. 7.62 and M-14 semi-automatic rifles, The FN Falo 7.62 and M-14 automatic combat rifles, the AK-47 and M-16 assault rifles, while the SMG is the Israeli 'Uzi.' The LMG is a modified automatic rifle, bipod stabilised and having a receiver for belt ammunition. The MMG it a NATO 7.62mm automatic support weapon, while the HMG is an improved .50 cal. with ranging machinegun long-range fire capabilities.

The Magnum handguns represent the latest in heavy revolver and automatic side arms. The AutoMag ranges are increased somewhat over actual performance to. reflect an improved weapon which does reach current target pistol accuracy. These become standard military and police issue in the later part of a Tech/7 development period.

The cost and mass of ammo are:

Calibre of Ammo	Mass of 100 Rounds	Cost (CR)
7.62mm Rifle	2500gm	20
9mmSMG	2000gm	25
.375 Magnum	2000gm	25
.44 Magnum	2250gm	30
.50 HMG	7500gm	46

6.10 TECH/7 FIREARMS

Tech/7 firearms represent the farthest advance in the development of the traditional small arm. Virtually all the rifle and carbine types are on the fully automatic rifle model and bear a close resemblance to the Tech/6 military weapons. The pistols are capable of delivering a considerable amount of hitting power and have excellent range and penetration power:

Weapon Type	Calibre	ROF	Ammo	Length	Mass	Cost (CR)
Sportsman	5mm	2	10c	200mm	750gm	300
Body Pistol @	5mm	2	10c	100mm	250gm	250
Enforcer	7mm	2/10	10c*	200mm	1000gm	375
Body Pistol @	7mm	2	10c	100mm	350gm	350
AutoMag	10mm	2	10c	200mm	1000gm	425
AutoFire	10mm	2/10	10c*	250mm	1150gm	500
Lt. Rifle	5mm	2	30c	900mm	3000gm	400
Lt. Carbine	5mm	2/10	30c	600mm	2500gm	400
Med. Rifle	7mm	2	30c	900mm	3500gm	450
AR7 AutoRifle	7mm	2/10	30c	1000mm	3750gm	525
AMG10 LMG @@	10mm	2/10	100c	1000mm	5000gm	1000
Hv. Rifle	10mm	2/10	30c	1000mm	3750gm	585
Hv. Carbine	10mm	2/10	30c	750mm	3500gm	565
H.P. Rifle	12mm	2	10c	1000mm	4000gm	650

@Body pistols are designed for concealment and may not appear on weapon detectors. A good physical search is often required.
@@Bipod mounted weapon.
*30c clips are also available.
The cost and mass of ammo are:

Calibre of Ammo	Mass of 100 Rounds	Cost (CR)
5mm	1500gm	25
7mm	2000gm	
10mm	2500gm	35
12mm'	3000gm	40

Ammunition of the same calibre is compatible in both pistols and rifles. Interchangeable ammo is part of the drive toward standardisation of armaments so that only the most effective types of weapons are produced. The result is that a pistol has the same hitting power at close range as a rifle does at longer ranges.

6.11 'RECOILESS' SERIES: ROCKET GUNS

The 'Recoiless' rocket-firing weapons are Tech/7 descendants of such experimental guns as the Gyrojet rifles and pistols developed on Terra during the middle of the 20th century. The ammo consists of small, spin-stabilised rocket rounds which gather speed as they accelerate away from the muzzle of the weapon.

Recoiless weapons have the advantages of 'no kick' or recoil, while the slugs themselves will attain very high .velocities and deliver excellent hitting power against the target once the shells have reached full velocity. A Recoiless weapon can be fired under water (50% range divisions). Recoiless small arms have enjoyed popularity as rocket shells are unaffected by smoke and aerosols, which attenuate Laserfire. They do not drop off in velocity, unlike slugs fired by cartridge weapons, because the rockets fire throughout their flight. They continue in use in some regular forces, numerous militias, and training units. Civilian use is widespread in some areas. Long guns are sometimes referred to as 'Cone Rifles' because of the generally conical shape of the racket rounds.

Weapon Type	Calibre	ROF	Ammo	Length	Mass	Cost (CR)
GyroJet Pistol	5mm	2/10	10c	250mm	850gm	500
Gyro.Jet Rifle	5mm	2/10	30c	1000mm	3500gm	850
GyroJet Carbine	5mm	2/10	30c	750mm	2750gm	750
Cone Rifle	7mm	2/10	30c	l000mm	500gm	1000
Hv. Cone Rifle	10mm	2/10	'20c	1000mm	3750gm	1200
Lt. InfR @	10mm	10	200c	1000mm	15kg	2500
Mdm. InfR @@	20mm	10	200c	1500mm	250kg	15000
Hv. LnfR @@	40mm	10	200c	2500mm	600kg	27500

@Tripod weapon.
@@Vehicle mounted in cupola or turret.

Cost and mass of ammo is:

Calibre of Ammo	Mass of 100 Rounds	Cost (CR)
5mm Gyro	1000gm	40
7mm Gyro	1350gm	50
'10mm Cone	1750gm	60
10mm InfR*	10kg	200
20mm InfR*	50kg	1000
40mm InfR*	125 kg	3000

*Actual number of rounds is higher; Infinite Repeaters fire an effective 500 rounds per minute.

All recoiless weapons will have a reduced penetration capability at point-blank and short range because the rocket rounds have not attained maximum velocity and are still accelerating. The 20mm InfR and 40mm InfR rocket shells contain explosive charges, as these weapons are actually automatic cannons which were expressly designed for anti-tank and anti-aircraft fire. Infinite Repeaters actually put out a high volume of fire and only 'area' autofire is possible against infantry, while autofire is used to score hits on any vehicle Because of their good underwater performance, they are often mounted in submarines and submersibles as close range offensive armament.

6.12 GAUSS RIFLE

One of the lines of weapon development led to the application of the linear magnetic accelerator to accelerate non-metallic slugs encased in discarding steel sabots to hypervelocity's, often in excess of 5000m per second. The main thrust was toward the development of heavy anti-tank cannon, but the bipod heavy gauss anti-tank rifle was developed for use by infantry. The gauss 'rifle' is clip-loaded with 20 hypervelocity rounds. Each round contains a mini-cell which powers the accelerator field, so it is unnecessary to provide a powercell with the weapon itself.

Gauss weapons are exceedingly expensive and have a somewhat slow rate of fire. However, they are devastating against even well-armoured infantry, and even a light tank is not immune to its fire. The 20mm rounds can be obtained in 'solid-shot' and 'APDSV explosive' form. (APDSV = armour-piercing-discarding-sabot, hypervelocity round): A Tech/10 pistol version has been developed for the Terran Space-Forces, but it is not available to civilians.

Weapon Type	Calibre	ROF	Ammo	Length	Mass	Cost (CR)
Gauss Rifle*	20mm	2	20c	1000mm	9000gm	22 500
Gauss Pistol	20mm	2	6c	300mm	1500gm	15 000

*firearm rifle range category
Breakdown No. = 3/3 rolled every 10th firing.

Cost and mass of ammo are:

Round	Warhead	Mass of 100 Rounds	Cost (CR)
APDSV	nil	7500gm	150
APDSVG	'G'	7500gm	1000
APDSVF	'F'	8000gm	2000
APDSVE	'E'	8000gm	3500

Gauss 'warhead' rounds explode upon penetration of vehicle and tank armour, and damage inflicted on a vehicle is that of an equivalent 'HE' warhead which has effected penetration. The actual penetration, however, is based upon the capabilities of the gauss weapon itself.

6.13 STAT RIFLE

The Stat rifle is a logical development of the Recoiless rocket guns. The Stat 'Penetrator' is designed for maximum projectile penetration of armour using a low velocity rocket shell with a shaped Viradex V explosive charge. The +2500°C gasses produced by the Viradex V detonation can effect a 'burn through' of the armour. The Stat Rifle is, in effect, a re-chambered heavy Cone Rifle using 15mm rocket rounds. The cost and general specifications of the Stat Rifle are the same as for the heavy Cone rifle (see 6.11). Ammo masses 3500gm per 100 rounds and costs CR 450. Note: Stat weapons are strictly military arms and rarely find their way into civilian hands. They are available in Tech/8 cultures.

6.14 TANGLEGUN

The Tanglegun is a Tech/7 police weapon about the size and general configuration of a SMG. It fires a burst of synthesilk fibre which wraps around a target and effectively ties him up. Synthesilk fibre cannot be snapped except by power armour (one turn doing so) because of its strength, but will readily 'relax' when a droplet of KMC is touched to a strand. A Tanglegun ammo capsule can be fitted in one combat turn.

Tanglestrands will continue to constrict a victim as long as he struggles, hugging tighter and tighter until no movement other than breathing is possible. Normally, such retraint is non-lethal, but a tangleround fired into a person's mouth (a nasty trick practised by some planetary police forces in autocratic cultures) will effectively strangle a victim because the tanglestrand will react to the swallowing and gagging reaction, forming a ball in the process which blocks the breathing passage.

Tanglerounds must be aimed at the upper or lower body, so a victim will either have his hands or his feet (or equivalent) restrained. Large creatures and silicate beings will probably require several rounds to restrain them. Amoeboid life forms can 'flow' through the strands and are thus unaffected by them.

Synthesilk is heat-sensitive, and thus a low-setting on a laser, Blaster, fusion gun, flamer, etc will readily melt the tanglestrands and release a victim. However, the technique should be restricted to personnel in armour protection classes C or higher.

Weapon Type	Calibre	ROF	Ammo	Length	Mass	Cost (CR)
TanglePistol	2mm	1	10c	225mm	1000gm	300
TangleRifle	2mm	1	20c	750mm	2750gm	550

TangleAmmo costs CR 20 for a 10c capsule and CR 35 for a 2Cc capsule, with mass at 150gm and 350gm respectively.
KMC anti-tanglestrand catalyst can be obtained for CR 50 for a 20-application spray vial massing 50gm.

6.15 LASERS

The Laser enjoyed a short period of dominance as the chief battlefield weapon of late Tech/6 and early Tech/7 cultures before it was replaced with the Blaster. However, it can still be found in the armaments of many planetary defence force militia units, especially on colony planets, and it remains a very common civilian small arm.

Lasers suffered from a number of disadvantages. Smoke and light-dispersing gases can attenuate laserfire. The amount a laser beam is weakened depends on the type of smokes gas, fog, or anti-laser aerosol the beam travels through to reach the target.

The advantages of laser weapons almost outweigh the disadvantages. Lasers are silent. The beams cannot be readily detected unless it is dim or dark, or if there is dust or smoke in the air to reflect a portion of the beam and so render them visible to observers. Certain laser wavelengths are effective under water (all range increments at 50%), which makes them an effective submarine weapon. Their lack of recoil also makes them a preferred weapon for combat in low pressure atmospheres and airless conditions in low/null gravity fields. Because it is inadvisable to fill spacecraft with smoke from anti-

laser aerosol grenades, lasers remain a standard boarding weapon.

Lasers come in pistol, carbine (actually little more than an SMG), rifle, machine gun, and light and heavy cannon versions. Underwater lasers cost about 150% of standard models:

Weapon Type	Calibre	ROF	Ammo	Length	Mass	Cost (CR)
LaserPistol	3mm	2/10	20c	200mm	750gm	1000
LaserCarbine	5mm	2/10	3Cc	500mm	2000gm	1750
LaserRifle	5mm	2/10	3Cc	900mm	3250gm	2250
Laser LMG@	5mm	2/10	50c	1000mm	7500gm	3500
Laser MMG@@	7mm	10	100c	1250mm	15 kg	5000
Laser HMG@@	10mm	10	100c	1500mm	30 kg	7500
Hv. Laser @@@	20mm	10	200c	1800mm	200 kg	22 500

@Bipod mounted.
@@Tripod or TE/Mech mounted, often in a vehicle as a cupola or coaxial gun.
@@@Turret mounted vehicle weapon or aircraft/spaceship weapon: 25m Blast zone.

The powercells may be recharged at any power main in a time period (in seconds) equal to the calibre x no. charges. A 3m/20c powercell for a pistol, for instance, recharges in 60 sec.; a 20mm/200c heavy duty powercell recharges in 4000 sec. or 66.7 mm. or 1.11 hr. Of course, high voltage mains are available and cut the recharge time to 10%. Cost of a recharge = CR 0.50 per sec. The 20rnm/200c would therefore cost CR 2000 to recharge, while the 3mm/20c would cost only CR 30. Spare powercells can be carried. These cost an equivalent to one full recharge plus 125% and will mass 10gm per charge/ second. A 3mm/20c therefore costs CR 67.5 and masses 600gm, while the 20mm/100c costs CR 4500 and masses 40 000gm or 40 kg. Note: mass of powercell is in addition to weapon mass.

6.16 BLASTER'S

The moment Blasters appeared, they began to replace the Laser. Blasters fire a series of pulses of Nova-related energy (see Nova Guns in the Space Combat section).

Blasters are unaffected by smoke, haze, fog, aerosols, etc., except insofar as such conditions affect the firer's ability to see his target. Blasters also create 'fog' when their beams hit significant amounts of standing water (but not when firing through mere fog or rain). When fired at flammable targets, Blasters have a 5 to 20 chance of igniting flammable materials and will create plenty of smoke.

Blasters have a limited range under water (10% range increments) and comparable liquids. They have a slight but significant recoil, so only EVA/5-10 personnel may employ them in freefall without the possibility of 'tumbling' and other unwanted effects. The beams are plainly visible in all conditions as bolts of brilliant bluish-white or violet light. The position of a firer can be determined quite readily, making mobility a necessity. The Blaster emits a sound reminiscent of sharply torn cloth blended with the whining scream of a ricocheting bullet. Heavy weapons have the undulating howl of a banshee as the pulse-bursts of. energy tear across the intervening distance to the target.

Blasters are universally regarded as military weapons, but in a universe in which most spacefarers will serve as some form of naval auxiliary or reserve force, the Blaster is fairly easy to acquire. At the same time, many starcultures frown upon possession of such destructive weaponry by persons clearly not in the military or else 'approved' as responsible citizens. In autocratic nations like the Azuriach Imperium or the Galactic Peoples Republic, possession of Blast weapons is a serious offence unless licensed by the governing authority (a rarity).

Blast weapons come in pistol, carbine, rifle, and machine gun versions.

Weapon Type	Calibre	ROF	Ammo	Length	Mass	Cost (CR)
BlastPistol	5mm	2/10	20c	250mm	1250gm	1500
BlastCarbine	5mm	2/10	30c	600mm	2250gm	2500
BlastRifle	7mm	2/10	30c	1000mm	3500gm	3500
Blast LMG@	7mm	2/10	50c	1200mm	7500gm	6000
Blast MMG@@	10mm	10	100c	1200mm	15kg	9000
Blast HMG@@	15mm	10	100c	1500mm	30kg	15000
Hv. Blaster@@@	20mm	10	200c	1800mm	200kg	32500

@Bipod mounted.
@@Tripod mounted or TE/Mech mounted, often in a vehicle as a cupola or coaxial gun.
@@@Turret vehicle weapon or aircraft/spaceship weapon: 25m Blast Zone.

All Blast weapons utilise a powercell to energise their firing systems. The capacity of the powercell is given in the ammo column. All other specifications are as given for Laser powercells in the preceding section.

6,17 NEEDLE GUNS & SPRING RIFLES

'Needlers' were developed as lightweight, 'tamper-proof' Tech/7 military weapons. Operated by a mechanical spring device wound by hand or with a small but powerful torque wrench supplied with the gun, the weapons are totally silent at distances over 10m. Thus the position of the firer cannot usually be determined by sound. All needle guns fire 3m flechettes at high velocity which do surprising damage. The flechettes are sharp-edged and spin furiously upon penetrating the target, slashing through muscle, sinew, and even bone with awesome violence. It is a popular hunting weapon in the colonies, however, because it has fully automatic capabilities and is relatively inexpensive to operate. Thus colonial militias will evidence a good number of such weapons. It is also an excellent personal defence weapon.

Drugged and poisoned needles are available, but these will not penetrate armour over class H (chain-mail equivalent). Thus their use is restricted to 'soft' targets in limited or no armour. See 6.20 Poisons & Drugs for details.

Needle weapons come in a pistol, carbine (SMG) and rifle version:

Weapon Type	Calibre	ROF	Ammo	Length	Mass	Cost (CR)
MiniNeedler@	3mm	2/10	10c	100mm	250gm	200
NeedlePistol	3mm	2/10	20c	200mm	750gm	250
RazorGun Carbine	3mm	2/10	50c	600mm	2500gm	450
NeddleRifle	3mm	2/10	50c	900mm	3250gm	550

@Hold-out weapon designed for concealment.
@@Use FireArm P.1 range.

Needle ammunition comes in 100-rounds lots (10c, 20c, or 50c clips) at CR 25 and at mass 500gm. Poisoned or drugged rounds are purchased at the costs indicated per 'dose' of chemicals, as given in 6.20 Poisons & Drugs.

6.18 DART GUNS

This Tech/6 weapon was originally developed to inject animals with a drug to pacify them without injury. It later became a popular hunting weapon in the colonies. The weapon fires a dart pneumatically, and it is therefore as hard to spot the firer from sound alone as it is to detect a needle rifleman.

Some darts are drugged or poisoned. Others are 'shock darts' (see below) which produce a deadly trauma through a combination of hydrostatic and electric shock to the victim's body systems.

Weapon Type	Calibre	ROF	Ammo	Length	Mass	Cost (CR)
Dart Rifle	10mm	1	10	1000mm	3500gm	250

The weapons are loaded round by round, with 3 rounds loaded in a combat turn or 1 round and 1 shot in a combat turn. The compressed gas capsule is good for 100 shots. Ammunition costs CR 2.5 per dart, plus appropriate drugs or poisons, or CR 7.5 per shock dart. One round of the 10mm dart ammunition weighs 15gm, complete with drug or poison. It should be noted that Crossbow quarrels can be modified to take a dart or shock-dart tip.

6.19 SHOCK DARTS

Shock Darts are 5mm projectiles designed to impart an electric and hydrostatic shock to the system of a victim. The Shock Dart projector is itself a 'hold-out' weapon, usually disguised as some innocent and functional personal item, such as a pen. Modified Shock Darts are also available for Dart Guns. 100 darts mass 500gm and cost CR 7.5 each. Shock Darts are available in late Tech/7 and early Tech/8 cultures.

The range of a Shock Dart is only 5m (point-blank range), but it can be affixed to a Dart Rifle round to a crossbow quarrel (giving it the range of the appropriate weapon delivering it).

6.20 DRUG & POISON EFFECTS

A wide range of drugs and poisons are available for use in Darts, Needle rounds, and Blowgun darts. In most instances, a Constitution CR is required, in which the victim must roll equal to or below his Constitution score on 1d20 to 'save' from the full effects of the drug or poison. However, this CR will be modified upward or downward according to the victim's body chemistry and its interaction with the chemical. Chemicals (drugs and poisons) are identified as D or P plus a number. Players can give whatever names they wish to the chemicals. Costs and effects are listed below:

Race Affected	Drug Type/Constitution CR Modifier														
	D1	D2	D3	D4	D5	D6	D7	D8	D9	D10	D11	D12	D13	D14	D15
Humans	-8	-10	-4	NE	-3	-6	-3	-4	+0	IR	+0	NE	NE	NE	NE
Humanoids	-4	-3	-7	-7	NE	-3	-5	-4	-1	NE	+0	NE	NE	NE	NE
Felines	NE	-8	-1	-2	-5	-4	IR	-3	-1	NE	+0	NE	NE	NE	NE
Canines	-2	-2	-7	-4	-4	-6	-5	-3	-1	NE	+0	NE	NE	NE	NE
Pithicenes	-7	-10	-5	NE	-3	-3	-2	-4	-1	IR	+0	NE	NE	NE	NE
Ursoids	IR	-7	-5	IR	-3	-4	-1	-2	+0	+0	+0	NE	IR	NE	NE
Saurians	-3	+0	-6	-5	+0	-3	-1	-4	+0	-3	+0	NE	NE	NE	NE
Transhumans	-4	-2	-3	-4	-1	-2	-1	-1	+0	NE	NE	NE	NE	NE	NE
Arachnids	NE	-2	NE	+0	+0	-2	NE	NE	NE	-6	-2	-6	NE	NE	NE
Scorpionids	NE	-2	NE	+0	+0	-2	NE	NE	NE	-6	-2	-6	NE	NE	NE
Insectoids	IR	-3	NE	-1		NE	-5	NE	NE	NE	-6	-6	NE	NE	NE
Amoeboids	NE	NE	NE	NE	NE	NE	NE	NE	NE	NE	NE	NE	-5	NE	NE
Icthyoids	-5	-6	-6	-7	-4	-4	-2	-3	-10	-3	+0	NE	NE	NE	NE
Silicates	IR	IR	IR	IR	IR	IR	IR	IR	IR	IR	IR	IR	IR	-7	IR
Cold Planet	NE	NE	NE	NE	NE	NE	NE	NE	-5	NE	-3	NE	NE	NE	-7
Origin	N	M	M	M	N*	M	M	N	M	M	M	N	M	M	M
Effect	F	S	S	S	S	S	P	P	S	P	P	S	S	S	S
Cost (CR)	5	3	2	4	4	2	3	3	5	5	4	3	5	5	5

NE = No Effect: Body chemistry is able to absorb drug.
IR = Irritation: Victim may be roused to fury by the drug, and he will at least be surly.
N = Natural Source: Drug can be extracted from plants, etc., or can be purchased.
S = Sleep: Drug causes victim to became unconscious.
P" Pacify: Drug leaves victim awake but in a stupor which makes him capable of effective self-directed action. He is easily 'led.' The drug can also double for 'Truth' serums at x 5 cost.

Drugs will take 3-18 seconds to take effect (roll 3d6). If 0-6 seconds, effects will be immediate; 7-12 = effects occur at end of next combat turn; 13-18 = effects occur at end of second combat turn after shot. The effects last for a number of 1 minute tactical game turns equal to 2d6 plus the CR modifier (negative 'sign becomes positive). For example, a human affected by D1 soporific will sleep for 2d6 + 10 minutes unless given an antidote. At that time, a Constitution CR must be successfully rolled to awaken. If a failure to awaken occurs, another attempt may be made every 1d6 minutes thereafter.

The effects of a soporific are such that fatigue and wind levels will be at 50% of normal for 20 minutes minus Constitution score once the victim awakens.

Pacification drugs have effects which last over a longer period of time. Duration = 6 minutes x 2d6 x CR modifier for the drug.

An adjustment may be made for body size. Dosages are set for standard body mass of 200 kg or less. For each 200 kg over the standard body mass (or part thereof), an additional shot of the given drug may be required for any effects to occur. A 350 kg animal, for instance, will have to be shot twice for the drug to be effective at all. A 600 kg animal would have to be shot three times, etc. Once the required amount of drug has been delivered, one Constitution CR is rolled for the victim. Each shot delivered thereafter adds +1 Constitution CR roll. No creature can withstand the effects of more than 6 doses of a soporific. The effects will automatically take place if the drugs were all delivered within a 6-minute period.

Drug antidotes work in identical fashion to the drugs. There is a specific antidote for each drug, denoted AD1, AD2, etc. The antidote AD15 is a general antidote for all species marked 'N' and is available to registered Physicians only, as it has a flat 25% chance of destroying the nervous system if administered by anyone who is not a trained Physician or a MediTech/7-10. AD15 will counter the effects of all drugs listed.

For an antidote to take effect, a modified CR is rolled, with the negative modifier now a standard +5 across the board for all drugs. The antidote will arouse the victim in 10.d6 seconds (6-60 seconds), but will not counter the temporary fatigue and wind reduction associated with being drugged.

A Stunner charge will cause the same effects as a drug, only the effects will be instantaneous. A 'reverse' charge on a Stunner or the administering of the appropriate drug will arouse the victim. Failure to arouse a stunned victim will mean that the time period has been tripled because the victim is in deep coma.

	Poison Type/Constitution CR Modifier														
Race Affected	**P1**	**P2**	**P3**	**P4**	**P5**	**P6**	**P7**	**P8**	**P9**	**P10**	**P11**	**P12**	**P13**	**P14**	**P15**
Humans	-6	NE	-5	-5	-4	-4	-3	-3	-2	-2	-5	-3	NE	NE	-6
Humanoids	-6	+0	-5	-5	-4	-4	-3	-3	-6	NE	-3	-4	NE	NE	-6
Felines	-5	+0	-5	-4	+0	-3	-4	-4	-3	+0	-3	-3	NE	NE	-6
Canines	-6	+0	.5	-5	-4	-4	-3	-3	-2	-2	-5	-3	NE	NE	-6
Pithicenes	-6	NE	-5	-5	-4	-4	-3	-3	-2	-2-	-5	-3	NE	NE	-6
Ursoids	-4	-4	-4	.3	+0	-3	-1	-2	-I	-I	-6	-5	NE	NE	-5
Saurians	-3	-2	-2	-2	-6	-3	NE	-2	NE	-6	-4	-1	NE	NE	-5
Transhumans	-2	-2	-2	-2	-2	-2	-2	-2	NE	-2	-2	-2	NE	NE	-2
Arachnids	NE	NE	NE	NE	NE	NE	+3	+6	-5	NE	-I	NE	NE	-6	-6
Scorpionids	NE	NE	NE	NE	NE	NE	+3	+5	-6	NE	-2	NE	NE	-5	-4
Insectoids	NE	NE	NE	NE	NE	NE	+2	+4	NE	NE	-I	NE	NE	-6	-6
Amoeboids	NE	NE	NE	NE	NE	NE	NE	NE	-4	-1	NE	NE	-6	NE	-5
Icthyoids	-4	-4	-4	-4	-4	-4	-4	-4	-4	-3	NE	-6	NE	NE	-4
Silicates	NE	NE	NE	NE	NE	NE	NE	NE	NE	NE	NE	NE	NE	NE	-4
Cold Planet	NE	NE	NE	NE	NE	NE	-6	NE	NE	NE	-3	NE	-4	NE	-0
Origin	N	M	M	N	N	M	M	N	M	M	M	M	M	M	N
Wound Effect	+4	+3	+3	+1	+2	+2	+5	+2	+4	+1	+3	+4	+3	+3	+4
Cost(CR)	3	3	4	1	3	4	0	3	5	4	5	3	5	5	25

NE = No Effect: body chemistry is compatible with the 'poison.'
N = Natural Source: poison can be extracted from plants, etc., or can be purchased.

Poisons will take 3-18 seconds to take effect (roll 3d6). If 0-6 seconds, effect is immediate; 7-12 effect occurs at end of next turn; 13-18, effect occurs at end of second turn after shot.

If the victim fails his Constitution CR, the full effects of the poison are felt; roll on the Wound Effects Table, adding the Wound Effect modifier to the result. If the victim 'saves' in his Constitution CR, only a 'light wound' is sustained. Any poison marked 'NE' is totally ineffectual.

Antidotes are available for poisons. Specific antidotes are marked API, AP2, etc. The antidote must be administered within 10 minutes for all poisons with a CR modifier of -3 or less, and within 7 minutes for poisons with a CR of -4 or greater. The antidote will reduce damage to 50%. There is also a Universal Antidote or UAP which can be administered prior to a situation which might involve poison. It has a duration of 6 + 10d6 minutes. If administered after a hit is suffered, the time factors noted for specific antidotes apply. The UAP will have a 50% chance of totally countering poison effects; otherwise, 50% damage is sustained.

Silicates have exceedingly tough hides, and drugs and poisons may not necessarily be delivered beneath the 'skin' because a dart does not penetrate. However, dart guns fire syringe-like projectiles which might spray the chemical onto the surface of a Silicate. In the case of D14 and P15, contact is sufficient to cause the effects to occur. Needles and blowgun darts are not effectual against Silicates, however, unless penetration occurs (which is highly unlikely).

Gases may be modelled on the drug and poison types presented above, and gas grenades, etc., can be produced with appropriate chemicals contained therein. Cost of such grenades is 10 to 20 times the cost of one dose of a drug or poison and will fill a volume equal to a smoke grenade of type 'F' or 'G', affecting everyone inside the zone. Most gases will be countered by gas masks or appropriate breathing apparatus, but some will be contact gases requiring air-tight protective clothing for protection.

Note: Roll for duration after exposure; that way, no one knows the 'immunity' status for sure until after the damage is done.

6.21 DISRUPTERS

Disrupters are weapons which interfere with the normal molecular resonation of matter;

Sonic Protein Disrupters are lethal versions of the sonic Stunner and require identical conditions to be effective. The weapons are effective against all hydrocarbon animal life forms but have no effect against silicate, cold planet, or other 'exotic' life forms. Nor will an SPD have any effect on a metal or plastic target. They work only in atmospheres over 250mm pressure.

Sonic Metal Disrupters are specifically designed to disrupt the circuits and servos of Robots, Power Armour, and electrical systems of lightly armoured or un-armoured vehicles. Upon a SMD penetration occurring, there is a 25% chance that the systems will 'go down' temporarily for 3d6 combat turns (18-108 sec.) until internal automatic resetting interlocks can restore the affected systems to normal function. Metal Disrupters will also affect silicate life in the same way that SPDs affect hydrocarbon life forms. They have sonic weapon limitations.

Energy Disrupters are beam projectors which combine all the functions of SPDs and SMDs, with the added advantage that they also affect cold planet and other 'exotic' life forms. When autofired, they have the added advantage of producing the equivalent of explosive effects if aimed at a single target (1 shot only in this instance) will cause the target to 'disintegrate' if its defensive capacity is exceeded. The ED weapons 'phased' to the molecular resonation of the target, and thus the weapons are called 'phasers' in some starcultures. For an additional +25% of cost, a Stunner setting can also be obtained. They are usable in vacuum,

Weapon Type	Model	ROF	Ammo*	Length	Mass	Tech Level	Cost (CR)
SPD Pistol	sonic	1	10c	200mm	1000gm	7	2750
SPD Carbine	sonic	1	20c	650mm	3750gm	7	3500
SPD Rifle	sonic	1	20c	900mm	5000gm	7	4250
SPD MG@	sonic	10	50c	1200mm	I5kg	7	6500
Hv. SPD@@	sonic	10	50c	1500mm	50kg	7	10000
SMD Pistol	sonic	1	10c	200mm	1000gm	7	3000
SMD Rifle	sonic	1	20c	650mm	3750gm	7	4500
SMD MG@	sonic	1	50c	1200mm	I5kg	7	7500
Hv. SMD	sonic	1	50c	I500mm	50kg	7	12500
ED Pistol	energy	2110	10c	125mm	400gm	9	4000
ED Carbine	energy	2/10	20c	650mm	3000gm	9	5750
ED Rifle	energy	2/10	20c	900mm	4000gm	9	7000
ED MG@	energy	10	50c	1200mm	I5kg	9	16000
Hv ED	energy	10	50c	1500mm	50kg	9	25000

*Powercells Cost CR 5 x charges. Recharge take I minute per 10 charges and cost CR 1.50 per charge. Mass of powercells is 10gm per charge.
@Tripod mounted.
@@Vehicle mounted only.
@@@Applied when firing on silicate life forms.

6.22 SLUG GUN

The Tech/7 'slug' gun is a uniquely Terran hold-out weapon. Usually disguised as some 'innocent' personal item, such as a fully functional pocket lighter, wristwatch, pen, etc., it will bear the closest scrutiny, short of a detailed internal examination. The slug gun expels a droplet of highly compressed CX2 gas, which has the property of expanding rapidly in the direction in which it is initially ejected from the weapon. The wave front of expanding gas literally 'puts the slug' on the target, as an ancient Terran saying goes, effectively delivering a massive punch which can shatter bones and inflict massive internal injuries. The slug gun loses power very rapidly with range, and thus it is typically used by Terran Intelligence and Security agents or by Police undercover agents. A few of the weapons have passed into civilian hands and might be obtained on Terran worlds from the Black Market. They may also be issued from time to time to government personnel for personal protection in situations in which the obvious armaments are

either too conspicuous for freedom of action or are forbidden by local governments.

The slug gun is responsible for the 'tough' reputation of the Terrans in a brawl. The weapon is characteristically held in the fist (pocket lighter models being very useful for this) and is fired as the PC appears to throw a punch at his opponent. The effects of such a Terran 'love tap' are truly spectacular, as few victims remain on their feet, no mater how big they are, unless they are of 'big game' size.

Weapon	ROF	Ammo	Length	Mass	Cost
Terran CX2 'Slug Gun'	1	10cap	50-100mm	0.10kg	CR 750

Range is point-blank at 5m.
Slug Gun ammo: 10gm CX2 capsule @ CR 10. Reload in I turn.

6.23 FUSION GUNS

Fusion guns are advanced energy weapons related to the Flamer and to the Blaster. They project an actively fusing plasma which will splatter when the bolt hits, producing secondary incendiary effects in the general vicinity when autofired.

Weapon Type	Calibre	ROF	Ammo	Wound Factor	Splatter Radius	Rad Level	Armour Penetration	Length	Mass	Tech Level	Cost (CR)
Fusion Pistol	10mm	2/10	20c	+2	2m	3	F.10	275mm	1500gm	8	3500
Fusion Rifle	15mm	2/10	30c	+3	5m	3	F.15	1000mm	4000gm	8	7500
Fusion MG@	20mm	10	100c	+5	10m	4	F.20	1200mm	18 kg	8	22500
Hv. Fusion Gun@	25mm	10	100c	+6	5m	5	F.25	1500mm	250 kg	8	27500

@The Fusion MG is a tripod-mounted support weapon, while the Hv. Fusion Gun is a regular light, turret-mounted, vehicle cannon.

Fusion weapons tend to be employed only by the Terran Union or the Azuriach Imperium. Some AFV with 20mm Hv. Blasters may substitute the 25mm Hv. Fusion Gun.

It should also be noted that the Fusion weapons produce hard radiation (Rad Level) at the surface of the target hit by the main bolt, but not the splatter. If a penetration occurs, this radiation will affect the personnel inside the target, whether in personal armour or in a vehicle. Armoured personnel in a vehicle may apply the armour protection against radiation to defend against this hard radiation.

All Fusion weapons employ a powercell to energise their firing systems. The capacity of the powercell is given in the ammo column. All other specifications are as given for Laser powercells in 6.15 Lasers.

6.24 STUNNERS

Stunners are Tech/7-8 weapons designed to incapacitate rather than to injure or kill, Stun weapons come in a sonic and an energy version. Sonic stunners will function only in an atmosphere between 260mm and 300mm pressure. The sonic vibration will also travel through water to other similar liquids for up to 100m. Energy Stunners fire a beam and are capable of functioning in low pressure and vacuum, but are ineffective under water.

Stunners produce effects corresponding to the 15 drug categories Outlined in 6.20 Drugs & Poisons. A weapon will have 5 settings built in (custom order). The weapon is placed at the desired stun setting and, upon penetration, has the same effect as the corresponding 'drug,' only the effect will take place instantly. The standard antidote to a Stun beam is a charge with the reverse setting. Targets roll a Constitution CR upon penetration to determine effects.

Weapon Type	Model	ROF	Ammo	Length	Mass	Cost
Stun Pistol	sonic	2/10	10c	175mm	750gm	300
Stun Carbine	sonic	2/10	30c	550mm	2500gm	475
Stun Rifle	sonic	2/10	30c	800mm	3250gm	550
Hv. Stunner	sonic	2/10	100c	1000mm	20kg	1000
Stun Pistol	energy	2/10	10c	175mm	750gm	450
Stun Carbine	energy	2/10	30c	550mm	2500gm	650
Stun Rifle	energy	2/10	30c	800mm	3250gm	800
Hv. Stunner	energy	2/10	100c	1000mm	20kg	1500

Stunners are standard issue to most planetary and interstellar police agencies. They are a very humane method of subduing criminals and rioters with a minimum of violence. The weapons come in pistols, carbine, rifle, and vehicle-mounted 'MG' versions:

Powercells cost CR 2 x charges for sonic stunners and CR 3 x charges for energy stunners. A recharge takes 1 minute per 20 charges and costs CR 0.50 per charge.

Note: Stunners are often used by civilians as personal defence weapons as they are non-lethal and will not bring serious penalties if a 'mistake' is made (usually only an 'assault' charge at worst). Criminals prefer the weapon for much the same reason.

6.25 APROBDIF PROJECTORS

APROBDIF projectors are Anti-Robot Positronic Brain Disrupter Field weapons used to disable the Positronic systems of robotic and other forms of computer equipment. Thus the weapons can be used to reduce the capacities of combat computers by knocking out special HUD targeting bonuses and reducing the computers to more-or-less standard functions. Combat use of mini-computers and multi-computers is thus necessarily limited in that personnel do not place full reliance on them and will resort to the least vulnerable of all fire-control and general decision-making systems, namely the well-trained Armsman.

APRO weapons come in pistols, rifle, support weapon (MG), heavy vehicle projector, and area defence generator versions. All portable weapons and the heavy projector fire a beam of positrons which disrupt the higher level 'discretionary' functions of a Positronic brain,' reducing it to a standard computer which must be directed to perform actions which it previously could decide for itself. In other words, a Robot affected by an APRO hit will still function if direct control is taken by its controller ('Move 50m forward. Fire weapon at Target 'X'. Assume prone position. Five rounds grenade fire at bunker 'V'. Assume standing position. Withdraw at 'A' speed.') In effect, a controller will be able to operate only 1 unit per level of expertise he possesses in Military Programming. etc. (See 5.12 Robots), and all bonuses for targeting, as well as all combat 'expertise' possessed by the robotic equipment will be lost.

If an APRO penetration occurs, the functions of the Positronic brain will be affected in one of the following ways. Roll 1d6: Non-combat Robots simply shut down when hit by an APRO bolt (Result 1 automatically applies).

1d6 Result	Disruption Effect of APROBDIF on Positronic 'Brain'
, 2, 3	obot will stand in place and do nothing. irect personal command is required to ake the unit function at all (50% chance hat personal command will succeed on he first attempt; failure means the unit is knocked out' and requires extensive epair.)
4	Robot ceases to fire weapons and moves about in a random direction until personal command is assumed or the unit is turned of t. Personal command succeeds 80% of the time on the first attempt.
	obot ceases movement but continues to re weapons in random directions at any arget in sight until it runs out of mmunition, or until it is turned off or ersonal command is assumed. Personal ommand succeeds at 50% on the first ttempt.
6	Robot moves and fires at random at any target in sight until it runs out of ammunition or is turned off, etc. Personal command succeeds at 40% on the first attempt.

The MekPurrs have developed special anti-APRO screens or Positronic 'Brain Screens' to protect their cybernetic equipment. Before a normal penetration of armour can occur, this anti-APRO screen must first be penetrated. This entails rolling 2d6. At point-blank and short ranges APRO penetrates on 7+. At medium range, 6+ penetrates. At long and extreme ranges, 9+ penetrates. Some 'Brain Screens' will have +1, +2, or +3 protection, which raises the score required to penetrate by the same value. MekPurr spacecraft and major installations will have powerful anti-APRO field generators which produce a +4 protection throughout the volume, making APRO projectors all but useless.

Disabled Positronic equipment requires significant repair and reprogramming by a skilled Computer Tech; at least a class 4 Breakdown has occurred (roll on Single-System Breakdown Table, 4.22, with a class 4 malfunction as the minimum.)

APRO Projector	ROF	Ammo	Length	Mass	Tech Level	Cost (CR)
APRO Pistol	1	10c	150mm	500gm	7	500
APRO Rifle	1	20c	600mm	2000gm	7	900
APRO MG@	10	50c	900mm	6000gm	7	1500
Hv. APRO@@	1	100c	l200mm	l8kg	7	2500
APRO Field Gen.	auto	l00hr.	2x2x2m	1500 kg	7	17500

@Tripod mounted.
@@Vehicle mounted only.

Cost of powercells = CR 0.50 per charge. APRO Field Generator has a 100-hour continuous use powercell which can be recharged in 15 minutes at a cost of CR 250. Anything entering its field which has a Positronic 'brain' must check for APRO penetration at each range level, and every minute when at point-blank range.

APRO Screen	Protection	Tech Level	Cost (CR)
+0 Standard	standard	7	7500
+1 MekPurr	+1	7	10000
+2 MekPurr	+2	7	22 500
-+3MekPurr	+3	8	30000
+4 MekPurr@	+4	8	50 000
+4 MekPurr@@	+4	7	10000Per 1000m^3 protected

@Vehicle APRO screen only.
@@Area anti-APRO field generator for spacecraft/major installations.

All portable units mass 5 kg and have a duration equal to the power levels of the unit using it. Vehicle generators mass 25 kg and Operate on vehicle power. Area generators mass 200 kg per l000m^3 protected. They operate from power mains but also have 100 hr. emergency powercells.

6.26 DALLY GUN

The Tech/8 Dally Gun or 'Dial-a-Gun' (the initial reaction of the Terran troops to which it was issued) is a LMG massing 9 kg and costing CR 15 000. It has the capacity to fire as a 10mm fully automatic Cone Rifle with 10mm InfR ranges when steadied on its bipod, as a 7mm Blast Rifle with Blast LMG ranges when steadied on its bipod, and as a Mdm. ('Thimble') grenade launcher, The weapon holds 30c 10mm Cone rounds, 50c 7mm Blaster charges, and 20c Thimble 'H' grenades.

The Dally Gun is rather heavy for a man to carry easily, but it is suitable for Power Armour personnel, the strong Balrads and Hisssss'ist, etc.

7.0 HEAVY WEAPONS

It is expected that many Space Opera role-play scenarios will not involve weaponry heavier than side arms and light support weapons.

8.0 GROUND COMBAT

The term 'ground combat' is used in Space Opera to refer to a range of combat situations which occur on the surface of a planet or asteroid, or inside a spaceship. The systems closely parallel and are designed to be fully compatible with those in Space Marines. In effect, they are an extended version of the Space Marines skirmish rules, with greater emphasis on personal characteristics.

8.1 SCALE

Normal Space Opera ground combat scale is 1mm = 1m. This corresponds exactly to Space Marines scale of 1 inch = 25m.

Extended ground combat scale is 10mm = 1m. This is the Space Opera close combat scale and is recommended for combat simulations in enclosed spaces, such as spaceships and buildings, or when a small group of characters will be operating in a relatively limited area.

8.2 TURN DURATION

While provision is made in Space Opera for turns of 6 seconds, 1 minute, 6 minutes, and 1 hour, ground combat tends to be most effective in 6-second segments. The action tends to be at close quarters, so the reduced time period permits the situation to develop stage by stage. Since all movement is based upon a true scale representation of actual speed, 6-seconds turns will not bring characters and NPCs some hundreds of meters away into the action within a space of one or two turns. For instance, a running man covers about 30m in 6 seconds. Using the Space Marines turns of 20 seconds, he would cover 100m.

8.3 TURN SEQUENCE

The turn sequence is the sequence of events in which various operations will be performed during a Space Opera combat turn. The sequence of events corresponds to that in Space Marines.

1. Roll for move or countermove.
2. Indirect fire (grenades, artillery, etc.) is plotted and individuals/units performing cover fire are designated in secret.
3. Side 'A' moves ('mover' in the turn).
4. Side 'B' ('counter-mover' in the turn).
5. Both sides perform covering fire, and individuals/units that did nothing else previously in the turn may 'observe' if they are not currently cover firing.
6. Both sides perform simultaneous regular fire and observation.
7. Indirect fire effects occur.
8. Hand-to-hand close combat (melee) occurs.
9. Return to Phase 1 for start of next combat turn.

In rolling for the move or countermove, 2d6 are rolled by each side. The side with the highest dice roll decides whether to move first (mover) or second (counter-mover) in the turn. Optionally, players may wish to use simultaneous movement. This may involve writing down individual orders for each individual/unit, setting out where they will move, how quickly, and what actions they will perform in general when they arrive at the designated position. Such actions are then made simultaneously in Phases 3 and 4, which effectively become one phase.

Morale checks are taken whenever they are needed, within whichever phase they apply. (See Morale rules.) If desired, player-characters may be exempted from morale checks, their players taking full personal responsibility for the courage of their characters. However. NPCs are always subject to morale considerations, as they are effectively 'alive' and 'aware' of their situation. The Non-Player Character 'decides' his own fate through a randomised Bravery CR; he values his life, even if the 'living' players and StarMaster don't. Only the ferocious 'Bug' Warrior caste never checks morale, are literally mind. less 'units' genetically programmed to DEFEND THE HIVE at any cost.

8.4 COMBAT TURN MOVEMENT

A vehicle character, or NPC is not obligated to move unless desired by the controlling player and may remain stationary or performing other functions. However, it sometimes happens that a 'forced' move will result from a failed Bravery CR, or because a vehicle has malfunctioned or the driver is incapacitated and control has been lost. Generally, players are perfectly free to decide whether a character or NPC moves at all, where he moves, the speed at which movement occurs, etc.

Terrain, mass of equipment carried, and the nature of the character/ NPC moving will determine the rate of movement. A person or vehicle may move up to the maximum amount listed in section 2.14 as is appropriate to the terrain traversed. The option is always open to move at a slower rate, but it should be remembered that movement is completed in each turn. Movement rates for all characters is discussed in Volume 1.

8.5 PAPA POWERED ARMOUR MOVEMENT

Travel Mode	Turn	Road	Clear	Downslope	Upslope	Rough	Woods	Swamp	Ford	Water
Scout	6s	55m	45m	45m	30m	22m	15m	7m	7m	7m
	km/h	33	27	27	18	13	9	4.2	4.2	4.2
Marauder/Assault	6s	45m	37m	22m	22m	15m	7m	7m	7m	7m
	km/h	27	22	22	13	13	8.4	4.2	4.2	4.2
Overboost Power	6s	+17m	+17m	+17m	+8m	+8m	+8m	-	-	-
(all PAPA)	km/h	+10	+10	+10	+5	+5	+5	-	-	-

PAPA 'Overboost' is battle speed. Engagement exhausts 15 minutes of power, and power expenditure is at I hour per 15 minutes Over-boost is used after the initial 15 minutes.

8.6 CONTRA-GRAV HARNESS MOVEMENT

Travel Mode	Max. Speed		
	6 Sec.	Km/h	Cruise
CG 'AAA' Harness	36Cm	216	0.33
CG 'AA' Harness	315m	189	0.32
CG 'A' Harness	27Cm	162	0.33
CG 'B' Harness	225m	135	0.36
CG 'C' Harness	18Cm	108	0.42

Rough Terrain reduces JB (Jump Belt) movement by -25% to 75% of normal speed. Light Woods, Swamps, Steep Slopes, and Mountainsides cut JB movement by -25% to -50%, depending on the nature of the terrain, leaving movement at 75% to 50% of normal. Thick forests, thickets, outright jungle, and very boggy swamps will cut speeds by -75% to -100%, so even the best conditions will result in only 25% of normal speed (and such conditions are generally unlikely). No jump can be made over water in safety unless it can be cleared entirely. Obstacles can be jumped over so long as the distance is not over 1/2 .JB movement in clear terrain or more than 1/4 JB movement in height. Contra-gravity Harness is under the same restrictions when used on JB function. If fully powered flight is used, the Flying rules apply.

One can make no more than 2 jumps in 6 seconds when using a JB unit. (Veteran troops can make 3 jumps in 6 seconds). A 'long jump is defined as more than 25m. Thus speed will require making longer jumps, which will expose personnel to enemy fire. For instance, a Terran JB 'A' can make 15Cm in 6 seconds, but even in the hands of a veteran, only 75m (3 x 25m) can be jumped in short bounds.

8.7 MOVEMENT FUNCTIONS

Certain PC actions or 'functions' can affect movement rates. Changing posture, for example, will subtract from a character's or NPC's movement. With movement in 6-second combat turns, the following 'functions' will require a portion of the time that might otherwise be spent in movement:

Function	Movement Time Reduction
1. Drop to knees	1 second lost
2. Turn 90O~I8Co	1 second lost
3. Fall prone	1 second lost
4. fall prone, ready for action	2 seconds lost
5. Assume kneeling position from prone position	2 seconds lost
6. Assume erect position from kneeling position	1 second lost
7. Assume erect position from prone position	3 seconds lost
8. Leave/enter most vehicles (per man)	3 seconds lost per man
9. Leave/enter narrow opening (window, etc.)	3 seconds lost per man
10. Leave/enter normal single door (per man)	2 seconds lost per man
11. Draw/sheath weapon/equipment	1-3 seconds lost, depending on situation
12. Activate Communicator (hand-held)	1 second lost
13. Reload clip-fed small arm	2 seconds lost
14. Reload loose ammunition weapon	4 seconds lost
15. Reload musket, crossbow, etc.	all movement lost
16. Reload heavy support weapon (MMG, HMG, etc.)	all movement lost
17. Observing closely for hidden enemies	2 seconds lost
18. Acting as Forward Observer for artillery	all movement lost
19. Firing/throwing weapon in same turn as moving	2 seconds lost
20. Setting up bipod weapon for autofire	2 seconds lost
21. Setting up heavy support weapon (MMG, HMG, etc.)	all movement lost

Other situations may be added to the function list as players and StarMasters think of them. Note that the time lost applies to the portion of a 6-second turn used for the actual movement.

Actual combat (firing, etc.) does not depend upon having time to perform the function. Rather, movement depends upon one's having the time left to do so. for instance, if a PC intends to fire his weapon in the turn coming up, he must allow -2 seconds from his movement time if he also plans to move. Suppose he intends to leap up from a prone position and charge the enemy, firing from the hip as he comes. That will take -5 seconds from his movement time.

If close combat (melee) is joined at the end of a turn in Phase 8, no movement penalty time will be assessed. But if melee continues into the next combat turn, 2 seconds of time will be lost due to 'firing' (in this instance, 'striking') at the enemy before any other functions can be considered.

8.8 MORALE

See Section 2.17, PC Morale to determine effects of combat situations on player characters and NPC.

8.9 DIRECT FIRE WEAPON

As noted previously in the description of the various weapons, direct fire weapons must be aimed straight at the target one intends to hit, with line-of-sight being the path the energy bolt or projectile will follow.

To determine whether a direct fire weapon hits a target, 1d100 dice are rolled, and the result is compared to the adjusted hit probability obtained from the Direct Fire Hit Table. If the 1d100 result is less than or equal to the probability indicated, the fire-hits. Otherwise, a clear miss has occurred.

01 Direct Fire Results: A 1d100 result of 01 always hits, unless it is specifically stated that such a hit is not possible. All 1d100 results of 96-00 always miss. Note that these numbers refer to un-modified 1d100 rolls, not to results modified by DMs.

Penetration of Screens & Armour: When a hit is scored, that is not the end of matters. If the target is protected by forcefield battlescreens and/or by armour, the screens and armour must first be penetrated before any injury or damage will result. Penetration will be discussed later in the ground combat rules.

Automatic Weapons: Any weapon with a '10' in its ROF is rated as an automatic weapon. An automatic weapon is capable of firing a burst of projectiles or energy bolts in pulses every time the trigger is pulled on autofire. For normal fire purposes, these weapons will be allowed to roll 1d100 hit determination dice 3 times per 10-round autofire burst to simulate the much increased hit probability of a burst of fire, and also the chance of more than one shot hitting a target.

Bonuses will be assigned to hit probabilities for firing more than once at the same target, but these do not apply to autofire bursts. Each of the '3' shots fired is at the same hit probability as the first.

Simultaneous with the 1d100 rolled to determine whether a hit is scored, roll 1d6. A result of I, 2, or 3 indicates one hit per 3 rounds fired if the 1d100 result also indicates a hit. A 4 or 5 indicates that 2 of the 3 rounds hit. A 6 indicates all 3 rounds hit.

Area AutoFire: An automatic weapon can also be autofired into an area. For hand-held small arms, this area is 25m x 50m, and for bipod, tripod, and vehicle-mounted heavy automatic weapons (MMG and up), the autofire area is 50m x 150m. The long axis of the rectangle defining the autofire area is directed away from the muzzle of the weapon. More than one target can be hit with area autofire:

Small arms (man-carried) can hit up to 5 targets. Roll I1d100 along with 1d6. If a hit result occurs on the 1d100, 1-5 = 1 round hits and 6 = 2 rounds hit, using the 1d6 result.

Support Weapons (MGs and up) can also hit up to 5 targets. Roll 1d100 along with 1d6. If a hit result occurs on the 1d100 1-4 = 1 round hits and 5-6 = 2 rounds hit, using the 1d6 result.
Area fire is directed against personnel, for the most part. If less than 5 targets are in the autofire area, each target can be subjected to area autofire only once (1d100 rolled once per target). Targets are chosen on the basis of which ones are closest and most exposed to the automatic fire if there are more than 5 targets in the area. For instance, 8 troopers come under autofire, but 4 are prone and 4 are erect. The 4 erect troopers would be vulnerable, as would the closest prone trooper. If a vehicle or building is in the autofire area, it is fired upon first, with the 1d6 roll indicating the number of rounds that strike it if a 1d100 hit is scored. That means that the number of other targets in the autofire area vulnerable to attack will be reduced in some instances. For example, suppose that a light AFV was in the same autofire zone as the 8 troopers mentioned previously. It would be first to receive autofire. If the 1d6 result was 5,5 rounds of the 10 in the automatic burst have already been expended. Two of the closest erect troopers would each receive a burst with the possibility of 1 or 2 rounds hitting them, while the third closest erect trooper would receive only the 1 remaining round if he is hit. At that point, all 10 rounds have been accounted for.

Autofire is typically used when multiple targets are available, or when smoke or other cover has partially obscured the targets. The aim is significantly lower than for the 3-target aimed burst, but it has the good result of bringing more than 3 targets under fire at one time.

Some heavy automatic weapons like HMGs, 20mm autocannon, and Heavy 20mm Laser or Blaster autocannon can be given the opportunity to hit 10 targets, provided the ammunition lasts. That is, so long as a round remains unexpended by the 1d6 rolls, another target can be ranged. If only 1 hit is scored on each target, 10 can be hit. This reflects the actually much higher ROF or rate of fire of such weapons over the usual infantry weapon without complicating book-keeping by assigning variable rates of fire *(RQFII5, ROFI2O,* etc.) to different weapons.

8.10 DIRECT FIRE HIT TABLE

Roll 1d100. A result equal to or less than the required percentage is a hit. A 01-05 result always hits. A 96-00 result always misses.

	Range to Target				
Firer Status	**Point Blank**	**Sho**	**Mediur**	**Long**	**Extrem**
Erect	95	80	50(60)	15(30)	0(15)
Kneeling/Sitting	95	85	55(65)	20(3:	5(20)
Prone/in Foxhole	95	85	60(75)	30(50)	10(35)
Using Bipod, Pedestal or Tripod Mount w/o T/ Mech.,	90	85	65(75)	35(5:	15(40)
Using Tripod with T/E Mech. or Mechanical Mount	50*	90	75(80)	50(65)	25(50)

*For second shot at stationary target from stationary weapon, hit percentage = 95%.

Numbers in brackets ( ) are percentages to hit for scopesights or equivalent.

Modifiers to the basic percentage to hit are added to or subtracted from the hit probability, not the 1d100 roll. The base percentage to hit will thus be adjusted upward or downward:

Firer Status Modifiers: Subtract the worst modifier applicable	Hit % Modifier
Moving at walk	-10
Moving at trot (double)	-35
Moving at run, using jump belt, etc	-70
Firing from slow moving vehicle	-15
Firing from fast moving vehicle (over 40 km/h)	-50
Using integral weapon of stabilized vehicle moving slowly	-05
Using integral weapon of stabilized vehicle moving fast	-20
Using 'wrong' hand of firing 'off sided'	-25
Using one hand with pistol at short range or less	-05
Using one hand with pistol at medium range or more	-10
Using one hand to fire shoulder weapon	-35
Under fire	-10
Suppressed	-40
Dazed	-50
Tired (less than 1/2 SF remaining)	-05
Exhausted (no SF remaining)	-25
In melee but not grappled and using pistol or SMG	-10
In melee but not grappled and using short shoulder arm	-25
In melee but not grappled and using long shoulder arm	-45
In melee but not grappled and using heavy weapon (LMG, HMG, etc.)	-70
Has sustained light wound in firing arm or shoulder	-10
Has sustained light wound in head	-10
Has sustained serious wound in head/firing arm	-25
Has sustained more than 50% loss of DF	-20

AutoFire Area Modifiers: Subtract the applicable modifier	
AutoFire at Point Blank Range (multiple target)	-35 on each target
AutoFire at Short Range (multiple Target)	-25 on each target
AutoFire at Medium Range (multiple target)	-20 on each target
AutoFire at Long Range (multiple target)	-10 on each target
AutoFire at Extreme Range (multiple target)	-05 on each target

Firer's Skill Modifiers: Add/Subtract the applicable modifier	Hit % Modifier
Firer's skill (above basic familiarisation with weapon)	+02 per skill level
Firer not familiarised with weapon and range is Point Blank	-15
Firer not familiarised with weapon and range is Short	-20
Firer not familiarised with weapon and range is Medium or more	-25

Consecutive Shots/Bursts at Same Target: Add applicable modifier	
Firing at same Short range target in consecutive turns:	+05
Firing at same Medium range target in consecutive turns	+10
Firing at same long range target in consecutive turns:	+15
Firing at same Extreme range target in consecutive turns:	+20

Projectile weapons receive the bonus twice at Medium range or greater; beam weapons receive it only once. Firing semiauto, the second shot at the same target counts as a subsequent shot though fired in the same turn. The firer must be stationary or the weapon must be of a stabilised, slow-moving vehicle.

Projectile Weapon in Unfamiliar G: Subtract applicable modifier	
Unfamiliar gravity field and range is Short	-0
Unfamiliar gravity field and range is Medium	-10 (Gf-Gp)
Unfamiliar gravity field and range is Long	-50 (Gf-Gp)
Unfamiliar gravity field and range is Extreme	-90 (Gf-Gp)

Gf = familiar (home planet/ship) gravity; Gp = planetary gravity. Example: If Gf - Gp = 0.13 G difference, penalty at Long range is -50 x 0.13 = 6.5 = -7 (always round fractions up).

Target Status Modifiers: Add/Subtract applicable modifiers*	
Target moving slowly (man on foot trotting)	-10
Target moving fast (Jump Belt, fast ground vehicle)	-25
Target moving very fast (aircraft, etc.)	-40
Target kneeling or in equivalent cover	-15
Target prone or in equivalent cover	-30
Target in foxhole or equivalent cover	-40
Target half man-sized	-15
Target quarter man-sized	-30
Target large animal size (horse, etc.)	+10
Target small vehicle size (car, jeep, etc.)	+15
Target large vehicle size (truck, APC, AFV)	+30
Target is single body part: head	-35
Target is single body part: neck	-60
Target is single body part: arm or shoulder	-35
Target is single body part: leg	-25
Target is single body part: chest	.25
Target is single body part: abdomen	-25
Target is stationary and in the open	+10
Target is partially concealed (in bush, etc.)	-10**
Target is lightly obscured by smoke, etc., but still visible	-25**
Target is completely obscured	-25***

*All applicable modifiers may be applied.
**Adjustment not applied to area fire by automatic weapons.
***Adjustment applied only to area fire by automatic weapons.

8.11 HIT LOCATION

The location of a hit is important. Body armour and the armour of many vehicles will vary from point to point, and the penetration effect is of shot will therefore be of greater or lesser degree depending upon the point actually struck.

Human/Humanoid Target Hit Location@	
1d100 Result	Body Area Affected
01-06	Left Lower Leg
07-12	Right Lower Leg
13-19	Left Upper Leg
20-26	Right Upper Leg
27.40	Lower Abdomen/Groin
41-54	Abdomen/Belly
55-68	Chest
69-71	Left Hand/Lower Arm
7 2-74	Right Hand/Lower Arm
75-77	Left Upper Arm
78-80	Right Upper Arm
81-83	Left Shoulder
84.86	Right Shoulder
87-89	Neck
90-00	Head

@Used for Terrans, Azuriach, GPR, IRSOL, Mercantile Leaguers, Balrads, MekPurrs, Rauwoofs, Hissss'ist, and Pithecines. Related Humanoid, Ursoid, Feline, Canine, Saurian, and other such races are also considered 'human' in form, as are all Avians like the Whistlers. Terran-type four-footed animals are also included, with 'arms' and 'shoulders' signifying the front legs. Only exposed parts of the body can be hit. If not exposed = miss.

Non-Human Target Hit Location@	
1d10 Result	Body Area Affected
01-02	Head
03	Right Limb
04	Left Limb
05	Right Pincer
06	Left Pincer
07-10	Abdomen/Thorax

@Applied to Bugs, Klackons, Mertuns, and Arachnids, Insectoids, Scorpionids, in general, while Icythoids can be of this or 'humanoid' type. Animals may also be non-humanoid in shape.

Silicates & Cold Planeters Hit Location:	
1d10 Result	Body Area Affected
01-10	Hit! There aren't any vital spots, so it will not matter.

8.12 PENETRATION

Once a hit has been scored on a figure, vehicle, or other target, the round or energy pulse must still penetrate the protection of the unit to injure/damage the target. To determine whether a hit penetrates the protection of the target, consult the penetration table and roll 1d10 (decimal die) for each hit scored.

If the target is protected by forcefield battlescreens, the screens must be penetrated first before the armour itself is threatened. Penetration of the screen but not the armour means that the round/energy pulse has had no effect.

As noted earlier in the description of personal armour, vehicle armour, and aircraft armour, several classifications are to be distinguished.

Body Armour: Three armour class ratings are given in the form -/./-. The first class is used only for melee weapons. The second is defence against all projectiles (whether arrows, bullets, or rocket-propelled missiles) and chemical explosives. The third is defence against energy weapons. For instance C/A/B gives armour protection 'C' against melee weapons, protection 'A' against projectiles and explosions, and 'B' against all energy beam weapons.

TECH/1-4: DIRECT FIRE SMALL ARMS

Weapon Category	ROF	Ammo	Target Range (Meters)					Armour Protection Class/1d10 N+ Required to Penetrate												Wound Factor	Vehicle Damage
			PI	SR	MR	LR	ER	K	J	I	H	G	F	E	D	C	B	A	AF\	Screer		
Blowgun(1)	1:2	1	5	10	15	25	35	4	9	10	10	—	—	—	—	—	—	—	—	—	Poison	—
Sling (1,2)	1:2	1	—	25	50	10(	15(	5	7	8	10	–	–	–	–	–	–	–	–	–	-2	—
Sling staff(1,2)	1:2	1	—	25	50	100	200	5	7	8	10.	—	—	—	—	—	—	—	—	—	-1	—
Short Bow (1,2)	1	20	—	25	50	10(	15(	4	6	8	10	–	–	–	–	–	–	–	–	–	-1	—
Compound Bow(1,2)	1	20	—	25	50	125	200	2	4	6	9	—	—	—	—	—	—	—	—	—	-1	—
Longbow(1,2)	1	20	—	25	50	12!	27!	2	3	5	7	9	1(	—	—	—	—	—	—	—	-1	—
Lt. Crossbow (1)	1:4	20	10	25	50	125	250	2	3	5	7	9	10	—	—	—	—	—	—	—	+0	—
Hv. Crossbow (1)	1:6	20	1(	25	50	12!	30(	2	2	2	5	7	9	1(	—	—	—	—	—	—	+1	—
Thrown javelin(1,2)	1	1	5	10	25	40	50	3	6	8	10	—	—	—	—	—	—	—	—	—	+1	—
Thrown Axe(1,2)	1	1	5	10	15	20	25	4	6	8	10	–	–	–	–	–	–	–	–	–	+0	—
Thrown Dagger(1,2)	1	1	5	10	15	20	25	5	7	8	10	—	—	—	—	—	—	—	—	—	-2	—
Thrown Club(1,2)	1	1	5	10	15	20	25	7	1(	—	—	–	–	–	–	–	–	–	–	–	-3	—
Thrown Rock(1,2)	1	1	5	10	25	50	75	8	10	—	—	—	—	—	—	—	—	—	—	—	-4	—
.85Matchlock(1)	1:8	1	1(	50	75	10(	15(	C	2	3	3	4	6	8	9	1(	—	—	—	—	+2	1
.75Matchlock(1)	1:8	1	10	50	75	100	150	0	2	3	4	5	7	9	10	—	—	—	—	—	+1	1
.75Musket(1)	1:4	1	1(	50	75	10(	15(	C	2	3	3	4	6	8	9	1(	—	—	—	—	+1	1
.6lSRifleMusket(1)	1:5	1	10	100	175	250	325	0	2	3	3	4	6	8	9	10	—	—	—	—	+1	1
.40Longrifle(1)	1:5	1	1(	10(	20(	27!	35(	1	3	4	4	5	7	9	–	–	–	–	—	—	+0	—
.40MuzzlePistol(1)	1:4	1	5	15	25	—	50	2	3	5	6	7	—	—	—	—	—	—	—	—	-2	—
.40DuelPistol(1)	1:5	1	5	25	35	50	75	2	3	4	5	6	—	—	—	—	—	—	—	—	-2	—
.32Derringer(1,3)	1/2	2	5	10	15	20	25	2	3	5	6	7	—	—	—	—	—	—	—	—	-3	—
.38Revolver(1)	11/2	6m	5	25	35	50	75	2	3	4	5	5	—	—	—	—	—	—	—	—	-2	—
.44/.45Revolver(1)	11/2	6m	5	25	35	50	75	2	2	2	3	4	—	—	—	—	—	—	—	—	-1	—
.22Rifle (1)	1	1	1(	10(	20(	30(	50(	2	3	4	5	5	—	—	—	—	—	—	—	—	-3	—
.30Rifle(1,4)	1/11/2	1/10m	10	100	200	300	500	0	0	0	1	2	5	7	8	9	10	—	—	—	+0	—
.30Carbine(1,4)	1/11/2	1/lOin	1(	10(	20(	27!	35(	C	0	1	2	3	6	8	9	1(		–	—	—	+0	—
.30+BuffaloGun(1)	1	1	10	100	200	350	600	0	0	0	0	1	4	6	7	8	9	10	—	—	+1	1
.500Express(l,5)	1/2	2	1(	10(	15(	20(	25(	A	A	A	A	A	2	4	5	6	7	8	9	10	+3	1
.600Express(1,5)	1/2	2	10	100	150	200	250	A	A	A	A	A	1	3	4	5	6	7	9	10	+3	1
.12Shotshell(1,6)	1/2	1/2/6	1(	25	50	75	10(	2	4	5	6	8	10	—	—	—	—	—	—	—	-2	—
.12Flechette(1,7)	2	6m	10	25	50	75	100	0	2	3	4	6	9	—	—	—	—	—	—	—	+0	1
.12Slug(1,6)	1/2	1/2/6	1(	50	75	10(	15(	C	2	3	4	5	7	9	1(	–	–	–	—	—	+1	1
.10Shotshell(1,8)	1/2	1/2/6	10	25	50	75	100	2	3	4	6	8	10	—	—	—	—	—	—	—	-1	—
.10Flechette(1,7)	2	6m	1(	25	50	75	10(	C	1	2	3	5	9	—	–	–	–	–	—	—	+0	1
.10Slug(1,8)	1/2	1/2/6	10	50	75	100	150	0	2	3	4	5	7	9	10	—	—	—	—	—	+2	1

(1) All weapons increase penetration N+ by +1 at LR and +2 at ER.
(2) Weapon has variable range at ER.
(3) Hold-out weapon.
(4) Single-shot and repeating versions represented.
(5) 'express' Elephant Guns are double-barrelled.
46) Single and double barrel breechloaders and Tech/S 'automatic' shotguns represented.
(7) Tech/6 shell.
(8) Single and double barrel breechloaders and Tech/S shotguns represented. Shot load fired by .85 matchlock.

TECH/5-6: DIRECT FIRE SMALL ARMS

Weapon Category	ROF	Ammo	Target Range (Meters)					Armour Protection Class/1d10 N+ Required to Penetrate													Wnd Fctr	Vhcl Dmg
			PI	SR	MR	LR	ER	K	J	I	H	G	F	E	D	C	B	A	AFV	Scr		
.22Revolver(1,2)	2	6m	5	15	25	40	60	2	3	4	5	6	—	—	—	—	—	—	—	—	-3	—
.22largetPistol(1)	2	10c	1(	25	75	100	150	2	3	4	5	6	–	–	–	–	–	–	—	—	-3	—
.32AutoPistol(1,2)	2	6c	5	15	25	50	75	2	3	4	5	6	—	—	—	—	—	—	—	—	-3	—
.32AutoPistol(1)	2	10c	5	25	50	75	100	2	3	4	5	6	–	–	–	–	–	–	—	—	-3	—
9mmAutoPistol(1,2)	2	6c	5	15	25	50	75	1	2	2	3	4	9	—	—	—	—	—	—	—	-1	—
9mmAutoPistol(1)	2	10c	5	25	50	75	100	C	1	1	2	3	8	–	–	–	–	–	—	—	-1	—
.38'Special'(1,2)	2	6m	5	15	25	50	75	2	3	3	4	5	—	—	—	—	—	—	—	—	-2	—
.38Revolver(1)	2	6m	5	25	50	75	100	2	3	3	4	5	–	–	–	–	–	–	—	—	-2	—
.45Revolver(1)	2	6m	5	25	50	75	100	2	2	3	3	4	—	—	—	—	—	—	—	—	-1	—
.45AutoPistol(1)	2	8c	5	15	35	60	75	2	2	3	3	4	–	–	–	–	–	–	—	—	-1	—
.22Rifle(1)	11/2	10m	10	100	200	400	600	2	3	4	5	5	—	—	—	—	—	—	—	—	-3	—
.22Carbine(1)	2	20c	1(	10(	20(	300	400	2	3	4	5	5	–	–	–	–	–	–	—	—	-3	—
.30Rifle(1)	11/2/2	10c	10	100	200	400	600	0	0	1	2	3	4	6	8	9	10	—	—	—	+0	—
.30Carbine(1)	11/2	10c	1(	10(	20(	300	400	C	C	1	2	3	4	7	9	1(	—	—	—	—	+0	—
.30+H.P.Rifle(1)	11/2	10c	10	100	300	500	800	A	A	0	0	1	2	4	6	7	8	9	10	10	+1	1
.30+H.P.Carbine(1)	11/2	10c	1(	10(	20(	350	500	A	A	C	C	1	2	5	7	8	9	1(	—	10	+1	1
.40+H.P.Rifle(1)	11/2	10c	10	100	300	500	900	A	A	A	A	A	0	2	4	5	6	8	10	9	+2	1
.40+H.P.Carbine(1)	134	10c	1(	10(	20(	350	500	A	A	A	A	A	0	3	5	6	7	9	10	9	+2	1
.50+H.P.Rifle(1)	11/2	10c	10	100	300	500	1000	A	A	A	A	A	A	1	3	4	5	7	9	8	+3	1
.30AutoCarbine(1)	2/1C	20c	1(	75	15(	225	300	C	C	1	2	3	5	7	9	–	–	–	—	—	+0	1
9mmMach.Pistol(i,3)	2/10	30c	10	25	50	75	100	1	2	2	3	4	9	—	—	—	—	—	—	—	-1	1-2
9mmSMG(1,4)	2/10	30c	1(	50	75	100	150	1	2	2	3	3	8	–	–	–	–	–	—	—	-1	1-2
.45SMG(1)	2/10	30c	10	50	100	125	150	1	2	2	3	4	8	—	—	—	—	—	—	—	-1	1-2
3CLMG(1,5)	2/10	30c	2!	12!	30(	500	800	C	C	1	2	3	4	6	8	9	1(	—	—	—	+0	1-2
.30MMG(1,6)	10	100b	25	150	400	600	1000	0	0	1	2	3	4	6	8	9	10	—	—	—	+0	1-3
.50HMG(1,7)	10	100b	2!	15(	50(	750	150(	A	A	A	A	A	A	1	3	4	5	7	9	8	+3	1-6
.357Mag.Rev.(1)	2	6m	5	25	50	75	125	A	0	0	1	2	7	10	—	—	—	—	—	—	-1	1
.357AutoMag(1)	2	10c	5	25	50	75	125	A	A	C	C	1	6	9	–	–	–	–	—	—	+0	1
.44Mag.Rev.(1)	2	6m	5	25	50	75	125	A	A	A	0	0	5	8	10	—	—	—	—	—	+0	1
.44AutoMag(1)	2	10c	5	25	50	75	125	A	A	A	C	0	4	7	9	1(	—	—	—	—	+0	1
7.62mrnSAR(1)	2	30c	10	100	200	400	700	A	A	0	1	2	3	5	7	8	9	10	—	10	+1	1
7.62AutoRifle(1)	2/10	30c	1(	10(	20(	400	600	A	A	C	1	2	3	5	7	8	9	1(	—	10	+1	1-3
7.62mmCarbine(1)	2/10	30c	10	100	200	300	400	A	A	0	1	2	3	5	8	9	10	—	—	10	+1	1-3
5.56mmCarbine(1)	2/10	30c	1(	10(	20(	300	500	A	A	C	1	2	3	5	8	9	1(	–	—	—	+1	1-3
9mmSMG(1,8)	2/10	30c	10	50	100	150	200	A	0	1	2	3	7	9	—	—	—	—	—	—	+1	1-3
7.62mmLMG(1,5)	2/10	100b	2!	15(	40(	600	100(	A	A	C	1	2	3	5	7	8	9	1(	—	10	+1	1-4
7.62mrnMMG(1,6)	10	100b	25	150	500	750	1250	A	A	0	1	2	3	5	6	7	8	9	10	10	+1	1-4
.50HMG(1,9)	10	100b	5(	30(	60(	120(	200(	A	A	A	A	A	A	1	3	4	5	7	9	8	+3	1-6

(1) All weapons increase penetration N+ by +1 at LR and +2 at ER.
(2) Hold-out Weapon.
(3) M.P. has 9mm SMG ranges if fitted with stock.
(4) Tech/5 SMG.
(5) Bipod.
(6) Tripod.
(7) Tripod TE/Mech.
(8) Tech/6 8MG.
(9) Tech/6 ranging HMG.

TECH/7+: DIRECT FIRE SMALL ARMS

Weapon Category	ROF	Ammo	Target Range (Meters)					Armour Protection Class/1d10 N+ Required to Penetrate													Wnd Ftr	Vcle Dmg
			PB	SR	MR	LR	ER	K	J	I	H	G	F	E	D	C	B	A	AFV	Scr		
5mm Sportsman (1)	2	10c	10	25	75	100	150	A	A	A	0	0	3	6	8	9	10	—	—	10	+0	—
5mmBody Pistol (1,2)	2	10c	5	15	25	50	75	A	A	A	0	0	4	7	9	10	—	—	—	10	+0	—
7mm Enforcer (1)	2/10	10c	10	25	75	100	150	A	A	A	A	0	2	5	7	8	9	—	—	10	+1	1-2
7mmBody Pistol (1,2)	2	10c	5	15	25	50	75	A	A	A	0	0	3	6	8	10	—	—	—	10	+1	—
10mmAuto Mag (1)	2	10c	10	25	75	100	150	A	A	A	A	A	1	4	6	7	8	9	10	10	+2	1
10mmAuto Fire (1)	2/1(	10c	1(	25	75	125	200	A	A	A	A	A	1	4	6	7	8	9	10	10	+2	1-3
5mmLt. Rifle (1)	2	30c	10	100	300	500	800	A	A	A	0	0	3	6	8	9	10	—	—	10	+0	—
5mmLt. Carbine (1)	2/1(	30c	1(	10(	200	300	500	A	A	A	0	0	3	6	8	9	10	—	—	10	+0	1-2
7mrnMdm. Rifle (1)	2	30c	10	100	300	500	800	A	A	A	A	0	2	5	7	8	9	10	10	10	+1	1
7mmAR7Auto Rifle (1)	2/1(	30c	1(	10(	300	500	900	A	A	A	A	0	2	4	6	7	8	9	10	10	+1	1-3
10mrnHv. Rifle (1)	2/10	30c	10	125	400	600	1000	A	A	A	A	A	1	3	5	6	7	8	9	9	+2	1-3
10mmHv. Carbine (1)	2/1(	30c	1(	10(	200	300	500	A	A	A	A	A	1	3	5	6	7	8	9	9	+2	1-3
12mmH.P.Rifle (1)	2	10c	25	150	300	600	1200	A	A	A	A	A	0	2	3	4	5	7	8	8	+3	1-2
AMG10 LMG (1,7)	2/1(	100	2[	25(	600	100(	150(	A	A	A	A	A	1	2	4	5	6	7	8	9	+2	1-4
5mmGyro Pistol (3)	2/10	10c	10	50	100	150	300	A	A	A	0	1	3	5	6	7	9	10	—	—	+0	1-2
5mmGyro Rifle (3)	2/1(	3Cc	1(	10(	300	500	800	A	A	A	A	1	3	5	6	7	9	10	—	—	+0	1-2
5mmGyro Carbine (3)	2/10	30c	10	100	200	300	500	A	A	A	A	1	3	5	6	7	9	10	—	—	+0	1.2
7mmCone Rifle (3)	2/1(	30c	1(	10(	250	500	100(	A	A	A	A	0	2	4	5	6	8	9	10	10	+1	1-3
10mmCone Rifle (3)	2/10	20c	10	100	300	600	1200	A	A	A	A	A	0	1	2	4	5	7	8	9	+2	1-3
10mmLt.Inf.Re. (3,7)	10	200c	2[	20(	400	750	150(	A	A	A	A	A	2	3	4	5	7	9	9	9	+4	1-5
StatRifle (4)	2/10	30c	10	100	300	600	1200	A	A	A	A	A	A	A	2	3	4	5	7	8	+4	1-3
20mmGaussPisto (1)	2	8c	1(	10(	200	300	600	A	A	A	A	A	0	1	2	3	5	7	8	8	+~	1-2
20mmGaussRifle (1)	2	20c	25	200	500	1000	1800	A	A	A	A	A	0	1	2	3	4	5	6	7	+5	1-2
3mmMiniNeedler (1,2)	2/1(	10c	5	25	50	75	100	A	0	1	2	3	4	5	6	8	10	—	—	—	+1	—
3mmNeedlePistol (1)	2/10	20c	10	50	75	100	150	A	0	1	2	3	4	5	6	8	10	—	—	—	+1	—
3mmRazor Gun SMG	2/1(	50c	2[	10(	200	300	500	A	A	0	1	2	3	4	5	7	9	—	—	—	+1	—
3mmNeedle Rifle (1)	2/10	50c	25	400	800	1200	—	A	A	0	1	2	3	4	5	7	9	—	—	—	+1	—
10mmDart Rifle(1,5)	1	10m	1(	10(	200	300	600	2	3	4	5	6	7	8	9	10	—	—	—	—	Drug	—
5rnmShock Dart (4,2)	1	1	1	2	3	4	5	A	A	A	A	2	3	4	5	7	9	—	—	—	+5	—
2mmTangle Pisto (4)	1	10c	5	25	50	—	—	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	—	NA	NA	
2mmTangle Rifle (4)	1	20c	10	25	50	75	100	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
1mmCX2Slug Gun (2)	1	10c	1	2	3	4	5	A	A	A	A	6	6	7	10	—	—	—	—	5	+4	—
3mmLaser Pistol (6)	2/10	20c	10	50	125	200	400	2	2	2	3	4	5	6	7	8	9	10	10	10	+0	1-2
5mmLaser Carbine (6)	2/1(	30c	2[	10(	250	500	100(	0	0	0	1	2	3	4	5	6	7	8	9	10	+1	1-3
5mmLaser Rifle (6)	2/10	30c	25	100	500	1000	2000	A	A	A	0	0	2	3	4	6	7	8	9	10	+1	1-3
5mmL. Laser (6,7)	2/1(	50c	2[	15(	500	150(	300(	A	A	A	0	0	2	3	4	5	6	7	8	9	+2	1-4
7mmM.Laser (6,8)	10	100	25	200	600	2000	4000	A	A	A	A	A	0	2	3	4	5	6	7	8	+2	1-5
10mmH.Laser (6,8)	10	100	2[	30(	100(	250(	600(	A	A	A	A	A	A	0	2	3	4	5	6	7	+3	2-7

(1) All weapons increase penetration N+ by +1 at LR and +2 at ER.
(2) Hold-out weapon.
(3) Recoilless weapons raise penetration N+ by +1 at PB and SR.
(4) Penetration unaffected by range.
(5) See Drugs & Poisons section.
(6) Lasers reduce penetration N+ by -1 in 25Cmin atmosphere to vacuum, and ER range is also used. ER not used in +250 mm atmosphere.
(7) May be bipod or tripod mounted.
(8) TE/Mech or Vehicle mounted only.

TECH/7+: DIRECT FIRE ENERGY SMALL ARMS

Weapon Category	ROF	Am	Target Range (Meters)					Armour Protection Class/1d10 N+ Required to Penetrate												Wnd Ftr	Vcl Dmg
			PB	SR	MR	LR	ER	K	J	I	H	G	F	E	D	C	B	A	AFV	Scn		
5mm Blast Pistol(1)	2/10	20c	25	50	150	300	600	A	A	A	2	2	3	5	6	7	9	10	10	10	+1	1-3
5mm Blast Carbine(1)	2/10	30c	25	100	250	500	1000	A	A	A	A	2	2	4	5	6	8	9	9	9	+1	1-3
7mm Blast Rifle(1)	2/10	30c	25	100	500	1000	2000	A	A	A	A	A	2	2	4	5	7	8	9	9	+2	1-3
7mm Blast LMG(1,5)	2/10	50c	25	150	600	1500	3000	A	A	A	A	A	2	2	3	4	5	7	8	9	+2	1-5
10mm Blast MMG(1,6)	10	100c	25	200	1000	2500	5000	A	A	A	A	A	A	2	2	3	4	6	7	7	+3	1-6
15mm Blast HMG(1,6)	10	100c	25	500	1500	3000	7500	A	A	A	A	A	A	A	A	A	2	4	5	6	+4	2-7
SPD Pistol(2)	1	10c	10	50	75	100	—	1	1	1	2	4	6	8	10	—	—	—	—	—	+1	—
SPD Carbine(2)	1	20c	25	100	200	300	—	1	1	1	2	3	5	7	9	10	—	—	—	—	+2	—
SPD rifle(2)	1	20c	25	100	250	500	—	1	1	1	2	3	5	7	9	10	—	—	—	—	+2	—
SPD MG(2,6)	10	50c	25	150	500	1000	—	1	1	1	2	2	4	6	8	9	—	—	—	—	+3	—
Hv. SPD(2,7)	10	50c	50	300	750	1500	—	1	1	1	1	2	3	5	7	8	10	—	—	—	+5	—
SMD PistolC2)	1	10c	25	50	75	100	—	2	2	2	2	2	2	2	2	3	5	7	8	—	—	1-3
SMD rifle(2)	1	20c	25	100	250	500	—	0	0	0	0	0	1	2	2	2	3	6	7	—	—	1-5
SMD MG(2,6)	10	50c	25	150	500	1000	—	0	0	0	0	0	0	0	0	1	2	5	6	—	—	2-7
Hv. SMD(2,7)	10	50c	50	300	750	1500	—	0	0	0	0	0	0	0	0	1	2	3	4	—	—	3-8
ED Pistol	2/10	10c	10	50	75	150	—	0	0	0	0	2	2	4	6	8	9	10	10	10	+2	1-3
ED Carbine	2/10	20c	25	100	200	400	—	1	1	1	1	2	2	3	5	7	8	9	9	9	+3	1-5
ED rifle	2/10	20c	25	100	400	600	—	0	0	0	0	0	1	2	4	6	7	8	9	9	+3	1-5
ED MG(6)	10	50c	25	150	500	1000	—	A	A	A	A	0	0	1	2	3	5	7	8	8	+4	1-6
Hv. ED(7)	10	50c	50	300	750	1500	—	A	A	A	A	A	0	0	1	2	3	5	6	7	+6	3-8
Flame Pistol NB(3)	2	20c	10	50	125	200	—	0	0	0	1	2	3	4	6	8	9	10	10	—	+4	1-3
Flame Pistol WB	10	20c	10	—	50	100	—	0	1	2	3	4	5	7	9	—	—	—	—	—	+2	1-3
Flame Rifle NB(3)	2	30c	10	100	200	400	—	0	0	0	0	1	2	3	5	7	8	9	9		+4	1-5
Flame Rifle WB	10	30c	10	—	50	100	200	0	1	2	3	4	5	7	9	—	—	—	—	—	+2	1-3
Hv. Flamer(7)NB(3)	1	100c	25	150	300	750	—	A	A	A	0	0	0	1	2	4	5	6	7	7	+6	3.8
Hv. Flamer(7)WB	10	100c	25	—	75	150	300	1	1	1	1	2	3	5	7	9	—	—	—	—	+2	1-3
Fusion Pistol(1)	2/10	20c	10	50	150	250	500	A	A	A	A	0	1	2	3	4	5	7	10	—	+2	1-3
Fusion Rifle(1)	2/10	30c	25	100	300	800	1500	A	A	A	A	A	A	0	1	2	3	4	6	9	+3	1-3
Fusion MG(1)	10	100c	25	100	500	1500	3000	A	A	A	A	A	A	A	A	0	1	2	4	6	+5	1-6
Stun Pistol(4)	2/10	10c	10	50	150	300	—	0	0	0	1	2	3	5	6	8	9	10	—	—	Stun	—
Stun Carbine(4)	2/10	30c	10	100	250	500	—	0	0	0	1	2	3	5	6	8	9	10	—	—	Stun	—
Stun Rifle(4)	2/10	30c	10	100	500	1000	—	A	A	A	0	1	2	4	5	7	8	9	—	—	Stun	—
Hv. Stunner(4,7)	2/10	100c	25	150	600	1500	—	A	A	A	A	A	A	0	1	3	4	5	~10	—	Stun	—
APRO Pistol	1	10c	10	50	75	100	—	A	A	A	A	1	2	2	3	3	4	4	4	5	APROB DIF	
APRO Rifle	1	20c	10	100	150	250	—	A	A	A	A	1	2	2	3	3	4	4	4	5	APROB DIF	
APRO MG(5)	1	50c	25	100	250	500	—	A	A	A	A	A	A	A	A	A	2	2	2	4	APROB DIF	
Hv. APRO(7)	1	100c	—	200	500	1000	—	A	A	A	A	A	A	A	A	A	A	A	2	4	APROB DIF	
APRO Field(7)	Autc	100hr	200	400	600	800	1000	A	A	A	A	A	A	A	A	A	A	A	0	2	APROB DIF+1	

(1) ER used in atmosphere under 250mm or in vacuum, with penetration N+ reduced by -1.
(2) Sonic weapon increases penetration N+ by +1 at MR, +2 at LR, +3 at ER, and cannot be used in atmospheres under 250mm or over 3000 mm.
(3) NB (narrow beam) flame reduces penetration N+ by -1 at MR, -2 at LR, and -3 at ER.
(4) Sonic stunners are limited as are sonic disrupters (Note (2) above.)
(5) Bipod mounted.
(6) Tripod or TE/Mech.
(7) Vehicle or installation mounted only.

The Penetration Tables: Contained in the weapon penetration tables is a summary of some of the basic characteristics of the weapons, as well as armour penetration numbers which must be equalled or rolled higher on 1d10. Data included are the 'ROF' or rate of fire of the weapon, with '10' indicating automatic weapon capability. 'Ammo' entry gives the number of rounds contained in the typical weapon. The 'Target Range' entries give the upper end of 5 range categories, 'PB' or point-blank, 'SR' or short range, 'MR' or medium range, 'LR' or long range, and 'ER' or extreme range. The armour protection classes range from K to AFV, representing various levels of natural and body armour types as well as standard armoured fighting vehicle armour ('AFV'). Below each armour class is the 'N+' number of the 1d10 result or higher which is required to penetrate the armour. After the 'AFV' entry is the 'Screen' N+ number required to penetrate a basic strength battlescreen. Small arms also have a 'Wound Factor' entry, which is a DM applied to the wounds table to determine injury to a living target, while the 'Vehicle Damage factor indicates the amount of damage that will be inflicted if the round penetrates a vehicle and that result is rolled on 1d6. Where the range is greater than 1.6, as in 2-7, a 1 result delivers 1 + 1 damage. a 3 delivers 1 + 3, etc.

8.13 WOUNDS

When a living target is penetrated by a projectile, energy bolt, or melee weapon, wounds result. The damage inflicted varies according to where the person was hit. Roll 1d20 and consult the line corresponding to the location of the hit in the victim's body:

Wound Category Determined by 1d20					
'Humanoid' Area of Body Hit	**Very Light**	**Light**	**Moderate**	**Serious**	**Critical/ KIA Chance**
Left Lower Leg	01-06	07-14	15-17	18-19	20/nil
Right Lower Leg	01-06	07-14	15-17	18-19	20/nil
Left Upper Leg	01.04	05-10	11-14	15-17	18-20/nil
Right Upper Leg	01-04	05-10	11.14	15-17	18-20/nil
Lower Abdomen/Groin	01-02	03.06	07-10	11-14	15.20/10% + wound factor
Abdomen/Belly	01-02	03-06	07-II	12-IS	16-20/10% + wound
Chest	01-02	03-05	06.09	10-12	13-20/15% + wound
Left Hand/Lower Arm	01-04	05-07	08-II	12-14	15-20/nil
Right Hand/Lower Arm	01-04	05-07	08-II	12-14	15-20/nil
Left Upper Arm	01-07	08-12	13-16	17-18	19-20/nil
Right Upper Arm	01-07	08-12	13-16	17-18	19.20/nil
Left Shoulder	01-05	06-10	11-14	15-17	18-20/2%
Right Shoulder	01-06	06-10	11-14	15-17	18-20/2%
Neck	01-02	03-05	06-08	09-10	11-20/25% +wound factor
Head	01-03	04-05	06-08	09-10	11-20/25% + wound factor

Non-Humanoid				
Area of Body Hit	**Light**	**Serious**	**Critical/KIA Chance**	**Comment**
Head	01-05	06-10	11-20/30% + wound factor	full damage
Right Limb	01-03	04-09	10-20/nil	no damage points lost -
Left Limb	01-03	04-09	10-20/nil	no damage points lost -
Right 'Pincer'	01-09	10-16	17-20/nil	1/2 damage points lost
Left 'pincer'	01-09	10-16	17-20/nil	1/2damage points lost
Abdomen/Thorax	01-07	08-12	13-20/20% + wound factor	full damage

The 1d20 roll is modified upward or downward by the wound factor of the weapon scoring the hit.

Very Light Wound: 1/2d6 (1-3) points of damage. A very superficial flesh wound has been sustained.

Light Wound: 1 + 1d6 (2-7) points of damage. The wound is nothing to ignore, but does not seriously impair the victim.

Moderate Wound: 2 + 1d6 (3-8) points of damage. The wound is still not serious, but a Shock CR is required of all victims with Constitution under 11. (Animal Constitution = Shock CR rating).

Serious Wound: 7 + 1d6 (9-13) points of damage. A Shock CR is required.

Critical Wound: 13 + 2d6 (15—25) points of damage. A Shock CR minus the wound factor of the weapon is required.

KIA: NPCs run the risk of being killed outright by a critical wound. Roll 1d100 for all NPCs and creatures suffering the effects from a critical hit before determining damage Or rolling a Shock CR.

Effects of wounds will vary somewhat according to their location, and according to the general characteristics of the race sustaining them:

Humans & Humanoids: All bipedal creatures (including Ursoids, Canines, Felines, Pithecines, Saurians, and Humanoids) will have movement cut by -20% for each serious wound sustained to the legs, torso, and head (but not the arms). If 3 such wounds are sustained anywhere, the victim is deemed to be suffering from a critical wound, and a Shock CR (unmodified) is rolled. A critical wound reduces movement to 25% if sustained anywhere except in the legs. A critical wound in the legs is deemed to have shattered the bone or ripped up muscles so badly that it is incapacitated, reducing the Victim to a crawl speed (either a hobble if one leg is functional or an actual crawl if both legs are critically hit). Three light wounds are translated as producing the same effects as one serious wound. A light wound in the weapon arm or shoulder will impair ones aim, as will a serious wound (see Direct Fire Hit Table modifiers). A critical hit in the weapon arm incapacitates it completely, necessitating shifting to the other hand. Melee capability is also affected by wounds.. Each serious wound reduces the H/H melee combat factor by .25%, and three such wounds reduce the H/H factor to 26%, as does one critical hit. Note: 3 light hits anywhere on the body are equal in effect to a serious hit.

Non-Humanoids: The Mertuns, Klackons, Bugs, Arachnids, and Scorpionids have multiple limbs. Bugs and Insectoids have 6 limbs. When a limb is hit, there is a 25% chance for light, 50% for serious, and 100% for critical that it has been shot/chopped off. The creature feels no other effects. Movement can be maintained so long as the creature has 4 limbs, 2 on either side. When 3 limbs (2 and 1) remain, movement is at 50%. When 2 limbs remain, movement can be only at a crawl. If a Bug/Insectoid needs to fire a weapon (2 limbs required), and only 4 remain, movement will be at a crawl. Movement is not possible with one limb. Hits to the body or head will have no effect on movement; 'Bugs' have to be shot to pieces to stop them.

Klackons have 6 'legs' and 2 heavy, claw-like pincers used for manipulations and combat. Klackon movement is not affected until 3 limbs/claws remain. Essentially, the same comments as made for Bugs will apply, and Klackon claws can double for legs. Arachnids and Scorpionids are essentially the same. Hits to the body have no effect on movement. Shock CRs are never rolled.

Mertuns are 8-legged octopus-like creatures and movement is affected as outlined for Klackons.

Each serious wound reduces the H/H melee factor of all Non-humanoids by -25%, and three such wounds reduce the H/H factor to 25%, as does one critical hit. Such wounds have to be sustained in the head or body to be effected. Three light wounds to the head or body are the equal of I serious wound. Also, when movement is restricted due to loss of limbs, the H/H is reduced to half the existing level. Klackons losing the use of both claws (treat as the same as arms for human/humanoid types) have no H/H capacity or ability to use weapons.

Silicates: Silicate creatures are solid rock, or rather, its plastic or crystalline equivalent. Damage sustained from all weapons is halved, and location of hits is irrelevant because the being is fully operational in all respects until its damage levels are reduced to zero.

Animals: All animals will be on the 'humanoid' model, even if four-footed, or else on the non-humanoid model. All effects apply as outlined above.

8.14 CLOSE COMBAT

Despite the firepower of advanced weapons, a character is going to find himself locked in hand-to-hand combat with an enemy sooner or later.

PC Player Character Hand-to-Hand Capability: The basic H/H capability of a PC is computed by adding up the appropriate pre-requires with a given weapon:

Dagger, Throwing Knife Stabbing Sword	Expertise + Dexterity + Agility +2
Foil	Expertise + Dexterity + Agility +2
Katana	Expertise + Dexterity + Agility +2
Spear, Javelin, Pike Halberd, Bayonet	Expertise + Dexterity + Agility +2
Sword, Broadsword, Great-sword	Expertise + 2/3 (Dex. + Agil. + Str)+2
Battle Axe, Mace, Morning star, Flail	Expertise + 2/3 (Dex. + Agil. + Str)+2
Sabre	Expertise + Dexterity + Agility +2
Unarmed Combat, Quarter-staff, Clubs, etc	Expertise + 2/5 (Dex. + Agil. + Str. +Con + IQ) +2
VibroBlade, ForceBlade MonoFilament Blade	Expertise + 2/3 (Dex. + Agil. + Str)+2
Coagulator, Neuronic Whip	Expertise + 2/3 (Dex. + Agil. + Str)+2
LightSword, LaserSword	Expertise + 2/3 (Dex. + Agil + Str)+2

In addition, make the following adjustments to the H/H for race and character type:

Race	Armsman	Others
Human	110% H/H	80% H/H
Transhuman	175% H/H	150% H/H
Humanoid	100% H/H	80% H/H
IRSOL (no powered exoskeleton)	20% H/H	10% H/H@
IRSOL (in powered exoskeleton)	100% H/H	80% H/H@
Canine/Rauwoof	90% H/H	80% H/H
Feline/MeKPurr	150% H/H	125% H/H
Feline/Avatar	175% H/H	150% H/H
Ursoid/Blarad	200% H/H	150% H/H
Pithecine	150% H/H	100% H/H
Avian/Whistler	80% H/H	70% H/H
Saurian/Hissss'ist	150% H/H	100% H/H

@IRSOL are physically very weak; most typically wear powered exoskeletons to augment strength, and carrying capacities, etc., assume such equipment. If not in powered mode, all physical capabilities (carrying, moving, etc.) are reduced by the 'no powered exoskeleton' percentage. Note: The powered exoskeleton is not PAPA Powered Armour as such, but it may be light armour. Players should note that NPCs and creatures have hand-to-hand combat factors provided in the NPC and creature description.

Hand-to-Hand Initiative: At the start of each melee phase, each combatant rolls 1d20 (random factor), to which various modifiers will be added. The highest score has the initiative in that melee phase. The character/NPC with the initiative gets the chance to strike the first blow with a melee weapon or, if he is attempting to fire a weapon at point-blank range in melee, to loose 1 round. Normally, firing is not allowed in the melee phase, but combatants can try to fire at their melee assailant. Automatic weapons can be autofired at an assailant/ assailants only. All disengaged personnel cannot fire into the melee. (It is assumed that they have been occupied with other matters when the melee occurs and/or the combatants are too close to permit outside fire to be safely directed at the right target.) Exception: Creatures of over 600 kg mass will provide large enough targets to be fired upon. When engaged in hand-to-hand melee with man-size opponents. After the combatant having the advantage has struck his blow or fired his weapon, the other may attempt to strike or fire back.

When faced with multiple attack (a maximum of 4 opponents is possible, with 2 to the front and another 2 to the sides and back), the appropriate initiative modifiers will be provided for in the following table.

Hand-to-Hand Combat Factor	full H/H
Per point Effective Length of weapon is superior (1st round)	+3
Per point Weapon Speed is superior (subsequent rounds)	+3
In Spacecraft, with Spacecraft Orientation training	+5
In null grav without Space Combat training	-20
In house-to-house action, with Street Combat	+5
With Combat Training and opponent has no CT	+5
Charging/rushing the enemy	+3
Per enemy engaged	-10
Character is surprised/dazed/demoralised	-20
Character is prone/in foxhole/crawling/below level of adversary	-15
Character is fatigued/winded	-15
Character is carrying regular load	-1
Character is carrying heavy load	-2
Character is carrying full load	-25% H/H
Character is partially encumbered	-50% H/H
Character is fully encumbered	-75% H/H
Character is holding heavy weapon (except Transhumans/Blarads/PAPA)	-10
Character is attempting to draw pistol from 'quick draw' holster	-10@
Character is attempting to draw pistol from flap holster	-20@
Character is attempting to draw melee weapon from sheath	-10@
Per expertise level in Unarmed Combat	+3@@
Character is attempting to fire pistol in hand	+9@@@
Character is attempting to fire SMG held at ready	+5@@@
Character is attempting to fire shoulder/heavy weapon	-5@@@
Character is wielding MonoFilament sword weapor	+3
Character is wielding VibroBlade sword weapon	+5
Character is wielding ForceBlade	+7
Character is wielding LaserSword	+10
Character is wielding LightSword	+15
Character is attempting to enter through window	-10
Character is attempting to enter through door	-2
Character's vision limited by gas mask/filter mask	-3
Character is lightly wounded in weapon arm	-3
Character is seriously wounded in weapon arm	-10
Character lacks expertise with the weapon he is using	-10

@Penalty may be countered by +1 per expertise point with the given weapon.
@@Bonus added even if engaged in unarmed combat mode of attack/defence (no standard weapons), as character has special skills in close combat.
@@@Replaces 'weapon length' and 'weapon Speed' factors. However, if grappled by the enemy or grappling the enemy, only a pistol can be fired (-7); SMGs and longer weapons are useless as firearms in such situations.

Wounds also affect the combat capabilities of a character. Apart from wounds in a weapon arm, the following general effects Occur:

Under 25% DF lost through wounds	Increase load by 1 level
From 25% to 75% DF lost through wounds	Increase load by 3 levels
Over 75% DF lost through wounds	Increase load by 5 levels

Load levels' are
(1) optimum, 1/12 CC;
(2) light, 1/7 CC;
(3) regular,1/4 CC;
(4) heavy, 1/3 CC;
(5) full, 1/2 CC;
(6) partially encumbered,2/3 CC;
(7) fully encumbered, 4/5+ CC.

Combatants in PAPA add the PAPA H/H factor + personal weapon expertise for the weapon being used instead of using their own H/H ratings. The Power Armour effectively increases their overall strength and reaction times to maximum levels. Also, light wounds have no effect, while wounds from 25% to 75% DF cause -10% loss of H/H, and wounds over 75% DF cause -25% loss of H/H.

Melee Weapon Hit Probability: Once the initiative is decided, blows are struck. All melee weapons have a basic 35% hit probability. This percentage is modified by:

Attacker	
Expertise with weapon	+2% x level
Unarmed combat expertise	+1% x level
Combat Training expertise	+1% x level
Space Combat training	+5%@

Defender	
Expertise with same weapon	-2% x level
Or expertise with own weapon	-1% x level
Unarmed combat expertise	-1% x level
Combat training expertise	-1% x level
Space Combat training	-5%@

@Applicable Only in spacecraft, null Grav, etc.
If fighting in an Alien Environment without appropriate training, all combat bonuses are halved, whether attacking or defending.

Melee Firearm Hit Probability: If the combatant is attempting to fire a weapon at his enemy, he uses the hit probabilities given in the Direct Fire Hit Probabilities section, presented previously. If the defender is using a LightSword or LaserSword, he may attempt to deflect the shot with his beam weapon, the chance being equal to 10% + (2% x expertise).

Grappling: If the combatant with the initiative wishes, he may grapple with his opponent. This permits him to restrain his enemy so that weapons with length greater than effective length 3 cannot be used in close combat (LightSwords and LaserSwords can be shortened to that effective length), and all hit probabilities are halved. One may strike with hands and feet, daggers, knives, pistol butts, bottles, and short clubs. A shot has a flat 5% chance of hitting anything, if fired by a pistol, but a round can be loosed without affecting the ROF or melee 'rate of fire' with any other weapon, as the shot is fired more by reflex than by careful deliberation. A grapple is treated as an 'unarmed attack' and must 'hit' to be successful.

Once grappled, a combatant cannot escape unless he gains the initiative. This is automatic.

Close Combat ROF: the number of times that a given weapon can be used in a close combat attack during the melee phase is given as its 'ROF' or 'rate of fire' in the Melee Weapon Table. While ROF may not seem to be an appropriate term, it is used merely to keep a consistency with weapons capable of firing at a distance. The number of defences that a character can make against the attacks of adversaries depends upon his weapon skill, with a minimum of 2 active defences plus 1 per two expertise levels over expertise/2. A PC with expertise/7, for instance; would have 2 + 5/2 = 4 active defences in which he could apply his skill bonuses against the enemy's hit probabilities. The number of attacks can be increased by +1 when PC reaches expertise/7+, and by +2 at expertise/10, giving a total possible number of attacks at 4 with the 'fast' weapons and '3' with slow weapons. Exceptions are the pike and the lance, which are too long for such use.

Receiving Melee Charge with the Lance/Pike: Characters armed with these archaic melee weapons get an automatic first strike at an opponent if the effective length of the lance/pike is longer. After that, they can be in serious trouble, as neither weapon provides any defensive advantages unless used in a massed infantry formation (hedgehog) because of the unwieldy nature of the initiative determination is applied.

8.15 MELEE PENETRATIONS

Melee penetrations are a function of the weapon being used (or natural weapon by the race or species employing it) in comparison to the armour or hide to be penetrated. The table below gives the basic penetration capacity for each race and animal type with natural weapons (claws, teeth, fists, etc.). The N+ number must be equalled or exceeded to penetrate the protection listed. A bonus number is given for effective length, weapon speed, and wounds inflicted, as well as a bonus penetration DM which is added to the 1d10 penetration die roll.

Natural Weapons	Natural	Effective	Speed/	Wound	Armour Protection/N+ on 1d10 to Penetrate													
Race/Animal	Armou	Length	ROF	Effects	Skir	K	J	I	H	G	F	E	D	C	B	A	AFV	Screer
Terran Armsman	S	0	6/2	-5	3	4	5	6	7	8	9	10	11	12	13	14	17	A
Human	S	0	5/2	-6	4	5	6	7	8	9	10	11	12	13	14	15	17	A
Humanoid	S	0	5/2	-5	4	5	6	7	8	9	10	11	12	13	14	15	17	A
IRSOL	S	0	4/2	-5	5	6	7	8	9	10	11	12	13	14	15	16	8	A
Ursoid/Blarad	K	2	5/2	+1	2	2	2	2	3	4	4	5	6	7	8	9	13	A
Feline/MekPurr	K	0	6/2	.2	2	2	3	4	6	7	8	8	9	10	11	12	15	A
Feline/Avatar	K	1	7/2	+0	2	2	2	2	3	4	5	6	7	8	9	10	14	A
Canine/Rauwoo	S	0	6/2	-5	3	4	5	6	7	8	9	10	11	12	13	14	17	A
Pithecine	K	1	5/2	-2	2	3	4	5	6	7	8	9	10	11	12	13	16	A
Avian/Whistler	5	0	5/2	-6	4	5	6	7	8	9	10	11	12	13	14	15	17	A
Insectoid/Bug	Varies	2	4/2	+1	2	2	3	4	5	6	6	7	8	9	10	10	15	A
Icythoid/Klackon	Varies	3	4/2	+1	2	2	3	4	5	6	6	7	8	9	9	9	15	A
Saurian/Hiss	J	1	5/2	-2	2	2	3	4	6	7	8	8	9	10	11	12	15	A
Icythoid/Mertun	S	4	4/2	-4	3	4	5	6	7	8	9	10	11	12	13	14	17	A
Scorpionojd	Varies	3	4/2	-1	2	3	4	5	6	7	7	8	8	9	10	10	15	A
Arachnid	S	1	5/2	-3	3	4	5	6	7	7	8	8	9	9	10	10	15	A
ColdPlanet	Varies	1	3/2	-3	A	A	A	2	4	5	6	7	8	8	9	9	15	A
Silicate	Varies	2	2/2	+2	A	A	A	A	A	2	3	4	5	5	6	6	10	A
Animal/A	Varies	3	6/2	+4	A	2	2	3	3	4	4	4	5	6	7	8	10	A
Animal/B	Varies	3	6/2	+3	2	2	3	3	4	4	5	5	6	7	8	9	10	A
Animal/C	Varies	3	6/2	+2	2	3	4	4	5	5	6	6	7	8	9	10	10	A
Animal/D	Varies	2	6/2	+1	2	3	4	5	6	6	7	7	8	9	10	10	10	A
Animal/E	Varies	2	6/2	+0	2	3	4	5	6	7	7	8	8	9	10	10	11	A
Animal/F	Varies	2	6/2	.1	2	3	4	5	6	7	8	9	9	10	10	11	12	A
Animal/G	Varies	2	6/2	-2'	2	3	4	6	7	8	9	10	10	10	11	12	14	A
Animal/H	Varies	1	6/2	-3	2	3	5	6	7	8	9	10	11	12	13	14	—	A
Animal/I	Varies	1	6/2	-4	3	4	5	6	7	9	10	11	12	13	14	15	—	A
Animal/J	Varies	1	6/2	-5	4	5	6	7	8	10	11	12	13	14	15	—	—	A

Natural weapons include fists, feet, fangs, claws, etc. — 'weapons' associated with 'unarmed' combat. It should be noted that it makes little difference in game terms as to whether a beast attacks with claws or hooves, what really matters is the size of the 'weapon' and the force with which it hits. Thus, each creature has been rated for the power of its attack, while StarMasters are free to fill in the details of how the attack is made.

Melee	Effective	Speed			Wound	Armour Protection/1d10 N+ Required to Penetrate												
Weapon Category	Length	Initiative DM		ROF	Effect	S	K	J	I	H	G	F	E	D	C	B	A	Screen
Dagger	+3	+3		2	-3	A	3.	4	6	8	9	9	9	9	10	11	12	A
Knife	+1	+2		2	-3	A	3	4	6	8	9	9	9	9	10	11	12	A
Stabbing Sword	+4	+5		2	-2	A	2	3	4	6	8	9	9	10	10	11	12	A
Sword	+5	+5		2	-1	A	2	2	3	5	8	8	9	9	10	11	12	A
Broadsword	+6	+4		2	+0	A	A	A	2	4	7	8	9	9	9	10	10	A
Greatsword	+7	+3		1	+1	A	A	A	2	4	5	6	7	8	9	8	8	A
Foil	+8	+8		2	-1	A	A	2	3	6	7	7	8	10	10	11	12	A
Sabre	+5	+5		2	-1	A	2	3	3	4	6	8	9	9	10	10	11	A
Katana	+7	+7		2	+0	A	2	3	3	4	6	8	9	9	10	10	11	A
Nordic/Norman Axe	+5	+4		2	-1	A	A	2	3	4	7	8	9	10	10	10	10	A
WarAxe	+7	+3		1	+0	A	A	A	2	3	5	7	7	8	8	9	10	A
Mace	+5	+4		2	+0	A	2	2	3	4	5	7	8	9	10	10	11	A
Morning Star	+7	+3		1	+0	A	A	2	2	3	5	7	8	8	9	9	10	A
Flail	+8	+2		1	+0	A	A	A	2	3	5	6	7	8	9	9	10	A
Spear/Bayonet	+7	+4		1	-1	A	2	3	4	6	7	7	8	19	11	12	12	A
Lance(charge)	+11	NA		1	+0	A	A	A	A	A	4	4	5	6	6	7	8	A
Pike	+12	+0		1	-1	2	3	4	5	6	7	7	8	9	10	11	12	A
Lance	+11	+0		1	-1	2	3	4	5	7.	8	8	9	9	10	11	12	A
Halberd	+8	+3		1	+0	A	A	A	A	2	3	4	6	7	8	9	10	A
Quarterstaff	+6	+6		2	-4	2	5	8	8	9	10	—	—	—	—	—	—	A
Club	+3	+4		2	-4	3	6	9	9	10	10	—	—	—	—	—	—	A
Cudgel	+4	+5		2	-4	3	6	9	9	10	10	—	—	—	—	—	—	A
Bottle(club)	+1	+2		1*	.4	3	—	—	—	—	—	—	—	—	—	—	—	A
Chair(club)	+2	+2		1	-4	3	6	9	9	10	10	—	—	—	—	—	—	A
LongGun(club)	+5	+5		2	-3	3	6	8	9	10	10	—	—	—	—	—	—	A
Carbine(club)	+4	+4		2	-4	3	6	8	9	10	10	—	—	—	—	—	—	A
SMG(club)	+3	+3		2	-4	3	6	8	9	10	10	—	—	—	—	—	—	A
Pistol(club)	+1	+2		2	-4	3	6	9	9	10	10	—	—	—	—	—	—	A
BrassKnuckles	+1	+2		2	-3	3	6	7	8	9	10	10	10	11	11	11	11	A
MonoFilament	**	**		**	(+2)	A	A	A	A	A	2	2	3	4	5	6	7	A
Vibroblade	**	**		**	(+2)	A	A	A	A	A	A	A	2	3	4	5,	6	10
Forceblade	**	**		**	(+3)	A	A	A	A	A	A	A	A	2	3	4	5	10
Coagulator	+7	+8		2	+4	3	4	4	4	5	5	5	6	7	8	9	10	A
NeuronicWhip	+7	+8		2	Pain	2	3	3	3	3	3	3	5	7	8	9	10	A
ParalysisRod	+5	+5		2	Par.	3	7	7	7	7	7	7	8	9	10	—	—	A
LaserSword	+9	+10		3	+3	A	A	A	A	2	2	2	3	3	4	4	5	6
LightSword	+9	+11		3	+3	A	A	A	A	A	A	A	2	2	2	3	4	4

*50% chance of breaking on impact; if not, ROF/2.

**Wound effect is added to that of weapon to which the blade effect is added. Effective length, speed, and ROF are determined by the characteristics of the weapon so fitted.

Note: Weapons rated over N+ = 10 are incapable of effecting penetration unless fitted with a MonoFilament, Vibroblade, Forceblade unit.

Racial 'unarmed' combat modes add +1 to the 1d10 roll for every 3 unarmed combat expertise levels attained, and an additional +1 for expertise/10 (maximum +4). The same penetration bonuses are applied for expertise with an appropriate weapon.

MonoFilament blades are at AFV/10, VibroBlades are at AFV/9, and ForceBlades, LaserSwords, and LightSwords are at AFV/7, meaning that they can cut through vehicle armour (it takes time, but is possible.)

Add any racial unarmed combat natural weapon lengths and speeds to the effective length and speed of any melee weapon wielded.

For any armour over 'A' rating, increase the number required to penetrate by +1 per class the armour exceeds 'A' ratings. Thus Powered Armour with AFV armour ratings would be +1 over 'A' and vehicles with AFV armour would be +2 over 'A'. etc.

9.0 STARSHIPS

The Starship is perhaps the most expensive equipment a PC will ever meet up with in his career. Values are typically stated in scores of MegaCredits (MCR = 1 000 000), vastly beyond the means of most characters. Yet a PC will have many opportunities for employment and adventure aboard naval or civilian Starships, whether or not he has the chance to purchase his own ship.

Commercial Starships: A commercial vessel is designed for transportation of passengers and cargo, It will possess defensive armaments, but NovaGun calibre's will not exceed N175, StarTorpedoes will be ST*1 57s only, and heavy MegaBolt energy torpedo turrets will never be installed. Armour will not exceed +12/+10, while forcefield BattleScreens will not exceed +12. The stresses which the firing of heavy weapons produce are beyond the ability of a commercial hull to withstand. The defences and armaments mentioned are sufficient to hold off a pirate or privateer; if the vessel is a naval cruiser, to seriously meet its challenge would require a warship, not a merchantman designed for profit instead of destructive capability.

Naval Starships: A naval vessel is designed for war and reflects the thinking of naval planners as to what the best "marriage" of speed, guns, and armour should be. While it has cargo stowage, its holds will be relatively small. The Starship Design statistics reflect civilian Starship speeds at the 10 000t displacement level and higher; all naval craft are capable of +10 LS speed and +5 acceleration above those standards. For instance, a commercial vessel is capable of 150 LS speed and +15 LS acceleration if it is of 75 000t displacement; a naval vessel of the same size will be able to attain 160 LS and +20 LS acceleration. That bonus is built into naval Starship engines and is obtained "free," in addition to whatever levels actually purchased. Naval hulls are designed to accept ordinance given in the Starship Design statistics.

Q-Ships: The Navy and the IPA (Interstellar Police) use Q-Ships or heavily armed and armoured merchantmen of cruiser capability to lure pirates to their doom. Outwardly, these vessels resemble lightly armed and armoured merchantmen, but they contain concealed gun turrets, torpedo launchers, and armour of vastly higher quality. They also carry a complement of StarFighters for high-speed pursuit.

Naval Architecture: Should a person desire a Starship, he can engage a naval architect. At least one such firm will be located near the commercial shipyards found in all class A and B StarPorts. For a fee of about CR 25000 plus CR 2500 per 100t of displacement, the. architect custom designs the Starship required in 4 weeks. Roll 1d6, with a 5 or 6 indicating additional time required, for an additional charge of +25% on "5, " and +50% on "6." In gaming terms, this procedure represents determining just how much a specially designed vessel will cost to build, with the player going through the design section and working out the specifications desired. Half the fee must be paid in advance, with the balance due upon delivery of the plans.

Shipyards: Any class A or B StarPort wilt have 1d6 shipyards capable of constructing the Starship a PC desires. A PC can go to each and obtain an "estimate" of the costs. Roll 1d6and 1d20. The 1d6 die is the "hi-lo" determination, with evens adding a percentage and odds subtracting a percentage, which is obtained from the 1-20 result on the 1d20 die. This increase or decrease is then applied to the basic price of the spacecraft. If the PC is a Merchant character with Astronaut and Merchandising skills, he can apply a 1 DM to the 1d20 result for each level of Merchant expertise he possesses. This represents his practical knowledge of Starships and also his ability to "dicker" the price down. (A PC with Starship Engineering skill and Merchandising can also obtain the discount.)

Construction Times: Upon payment of 10% down on the project, the shipyard will commence work on the Starship ordered. Class A shipyards require 10 days plus 1 day per 1000t of hull displacement to complete the project. Class B shipyards require an additional 10% + 1d10% to do the same work. The PC ordering the ship has that time period to arrange bank financing or a government subsidy to pay the balance on delivery. Most shipyards will insist upon the financing being arranged within the first 10 days of construction. Details on how to obtain financing are given in the Trade & Commerce section later in these rules.

Standard Design Starships: A number of standard commercial Starships and private yachts and prospecting vessels are provided in these rules, representing commonly purchased vessels. These ships can be purchased quite readily at -10% reduction (plus up to an additional -10% for one's "dickering" ability). Construction time is 90% of that required for custom vessels because of the familiarity of the shipyards with the design.

9.1 SUB-LIGHT MANOEUVRE DRIVE

With the development of TISA or Trans-Gravitic Interphased Sub-Light Anomaly manoeuvre drive, space travel entered a new phase. Released from the constraints of inefficient, fuel-gobbling reaction motors, Newtonian laws of motion, and the physical limitations of personnel to withstand high acceleration for sustained periods, TISA powered spacecraft are capable of attaining speeds approaching that of light. "Phased out" of the normal universe by the TISA anomaly field, ships become almost "mini-universes" in their own right.

To the outside observer, a TISA powered ship appears to be an elongated teardrop of brilliant blue-white incandescence.

The event horizon of the anomaly marks a "connecting surface" which maintains a tenuous link between the ship and the external universe. A drag effect is exerted by the very fabric of normal space as it seeks to return the anomaly to the continuum. While it is theoretically possible for a ship to attain the speed of light under TISA, in practice the Torch drive encounters such tremendous resistance that velocities above 280 LS (light-seconds) have rarely been attained. Field strengths are so delicately balanced at high speeds that FTL hyperwarps are created when ships attempt to exceed design limits.

TISA (Torch) Drive Speed Rating: Manoeuvre drives are rated according to their maximum economical or "cruising" velocities, maximum velocity before FTL hyper-acceleration and insertion occurs, and acceleration/deceleration rates. These limits are all stated in LS or light-seconds of distance covered in a 5-minute period. For example, a ship rated at Cruise: 75 LS, Maximum: 150 LS, and Acceleration: 10 LS, can cruise at speeds up to 75 LS without using an appreciable amount of anti-matter

fuel. If velocities exceed 75 LS, #1 or one unit of fuel will be expended each hour (or fraction thereof) per 1000 tonnes of ship's mass, and a maximum 150 LS can be attained. The acceleration rating of the engines allows the vessel to increase or decrease its speed up to 10 LS in a 5-minute period.

Deceleration can be rapid if one is prepared to place the drive units at risk. Velocity at sub-light speeds is maintained by the intensity of the anomaly field. The drag of normal space upon the field interface can be used to brake the ship. If deceleration is made at a rate faster than the acceleration rating, a 1% chance exists per 5 LS of deceleration that the drive units will shut down entirely. Warp stresses may cause a "Sub-Light Manoeuvre Drive Circuitry Overload" breakdown, as outlined previously in 4.33 Engineering Malfunctions, so roll a Breakdown of a multi-system, as described in 4.23. If the shutdown is a class 1 malfunction, a restart time of 5 minutes x 5d6 is required. This time period is reduced 8% per expertise level of the Chief Drive Engineer.

If deceleration occurs, a ship must "work up" to desired velocities at the rated level of acceleration. Using the previous example, if a drive shutdown occurred, the ship could work up to the maximum speed of 150 LS for which it was rated at 10 LS increments per 5 minutes, attaining 150 LS velocity in 75 minutes or a little over an hour.

Naval vessels are designed for speed, not economy, and their engines will typically be capable of higher accelerations than those of civilian commercial and private craft. Some naval vessels are also capable of "emergency overboost" accelerations. Vessels with "overboost" expend the equivalent of 1 LY worth of fuel per 1 000t displacement for each 5 minutes that the acceleration is applied. Overboost permits triple the rated acceleration.
It should be noted that the acceleration formula (D = '1/2 at ^{2}) is ignored in these rules. When a ship accelerates/decelerates, the velocity change is considered to be "instantaneous" to simplify game mechanics. This means that a ship rated at Acceleration: 10 LS will immediately increase/decrease its velocity by up to 10 LS/5 minutes at the beginning of the movement phase of the turn in which the acceleration/deceleration is ordered. If the ship were moving at 90 LS in the previous turn, and 8 LS deceleration is ordered for the current turn, the ship moves 90 - 8 = 82 LS in the current turn.

9.2 SUB-LIGHT MANOEUVRE PROCEDURE

A TISA drive unit can propel a spacecraft in any direction quite independent of Newtonian laws of motion. Anomalies are separate from the normal universe and are not bound by the laws governing the motion of objects in standard space. Thus players do not have to plot vectors when making course changes. The ships merely move along their courses and, when required, turn on the proverbial "dime."

A course change may be executed at any time during a 5-minute turn, in the movement phase. The players should pre-record course changes in combat situations to avoid disputes. A turn is made in a series of "legs." Each turn of up to 45° requires that the ship proceed a rated percentage of its current speed before a course change is made. Several legs can be executed in the same turn.

Ships of 1000t displacement can execute a turn after covering 5% of their current speed. Ships of 2500t to 25 000t can execute a turn after covering 10% of current speed. Larger vessels can turn after covering 20% of current speed.

For example, a ship is rated at a manoeuvre turn of 10%, for it is a 5000t corvette. This means that it covers a distance equal to 10% of its speed in the current turn before a leg of up to 45° can be executed. Suppose the ship is making a torpedo run at 200 LS. The Commander (the player in charge of the vessel) writes orders: "200 LS/run 20 LS/Fire StarTorps x4/executing 180° turn." The ship thus proceeds 20 LS (which is 10% of its present speed), fires 4 torpedoes, and turns 45° at that point. The ship proceeds 20 LS, executes another 45° turn, moves again for 20 LS, and executes another 45° turn. Two more such legs are covered, which has the ship turned completely around and running back in the direction from which it came. It has used up a total of 20 + 20 + 20 + 20 + 20 = 100 LS of its 200 LS speed, so it uses the remaining 100 LS to move away at high speed. The diagram below illustrates the manoeuvre:

The battle and manoeuvre rules envision play on a flat, two-dimensional surface. The use of a third dimension (altitude above or below the plane of the playing surface) is not necessary. Most combats will likely involve only two or three ships. Since three points define a plane, the action on a flat surface actually would depict a three-dimensional action.

Even if many ships are involved in a battle, they would usually be manoeuvring in squadrons, so the use of three dimensions is still an unnecessary complication. However, if players desire a three-dimensional manoeuvre situation, the altitude of each ship above or below the playing surface must be noted in light-seconds. Calculation of positions will be assisted by the use of calculators and trigonometry.

Manoeuvres may also be plotted on graph paper. Several sheets of graph paper may be taped together or else a large sheet of draftsman's graph paper may be used. If a plastic overlay is available, it can be used to good effect. Ship's positions, courses, speeds, etc., can all be recorded on the plastic with grease pencils or overhead pens. The plastic can be cleaned after each voyage or battle for reuse later, or even during a battle if there are too many lines and jottings cluttering the surface.

In large battles with numerous ships, plotting on paper may become hopelessly confused after a few turns. Miniatures are strongly recommended in such cases.

9.3 MANOEUVRE DRIVE VOYAGE TIMES

To compute sub-light voyage times, simply divide the distance in light-seconds by the average speed of the ship, and multiply the result by 5 minutes to find the time. Finally, add the time required for the ship to accelerate and decelerate to voyage speed and back down to 0.

For example, a ship is rated at 75 LS cruising speed and 15 LS acceleration. It is shaping a course for Pluto from Terran orbit. The distance is approximately 6 800 000 000 km. Dividing by 300000 km, the distance is found to be 22 667 LS. At an average speed of 75 LS, the ship will reach Pluto in 5 x (22 667/75) 1511 minutes plus 5 x (75/1 5) x 2 = 50 minutes for the ship to accelerate and decelerate, a total of 1561 minutes or 26 hours! Incidentally, 75 LS is 25 PSOL (25% speed of light).

Long distance voyages under TISA drive will likely be plotted on paper. In battle, it is often necessary to determine when relieving vessels will arrive in the battle zone, and a paper plot proves the easiest way to handle the situation. Once the ships arrive at the edge of the battle zone, appropriate miniatures can be placed on the edge of the playing surface.

9.4 MANOEUVRE NAVIGATION

Sub-light navigation is regarded as "child's play" with the sophisticated computers available to starfarers. Setting a course requires mere seconds or split-seconds as a result, if the player-character is a qualified Astrogator or Pilot. See 4.7 for the procedure used.

9.5 FTL WARP DRIVE

The FTL Warp Drive is a faster-than-light propulsion system which uses anomaly drive to send a Starship past the speed of light (a shade over 300 LS), "translating" it into Tachyon hyperspaçe. Under Warp Drive, a Starship becomes totally isolated. There is no longer an interface (anomaly "event horizon") linking the ship with the normal universe. To all intents and purposes, it ceases to exist. From the point of view of its crew, the entire universe ceases to exist as well. Thus Starships are undetectable under Warp Drive, but FTL combat is impossible. Each ship, unless physically linked to another, is in its own separate universe.

In FTL mode, a Starship "moves" faster than light because it is not "in" the normal universe at all. However, the crew cannot "look out" of the FTL Warp; until the Starship drops back below light speed, the universe is simply not there to see!

Warp Factor: All FTL drive Units are rated according to a warp factor or the number of light years that the Starship can alter position in a 24-hour period.

Fuel Consumption: Starships consume an appreciable amount of fuel (nuclear or anti-matter) in FTL travel. All drive Units are rated for a Cruising Speed, and fuel consumption is based on the amount of fuel expended to cover 100 LY at cruising velocities or lower. If the Warp factor is increased over the rated Cruise levels, au additional 5% of fuel is expended per LY of increased Warp speed. For instance, a ship is rated at maximum warp factor 20 LY, and a cruise speed of warp factor 60% or 12 LY. It consumes #250 in fuel per 100 LY covered. The Captain has to make a high-speed FTL passage of 74 LY, so he orders maximum Warp factor, which is 8 LY over the cruising rate. This results in 140% expenditure of fuel, for a total expenditures of 1.4 x 74/100 x #250 = #259 rather than a cruising fuel expenditure of 74/1 00 x #250 = 185.
Note: The symbol (#) is the universal symbol for 10 kg of nuclear/ anti-matter fuel.

Planetary & Stellar Gravitic Disturbance Zones: Warp Drives will not function within the gravity fields of major planets and stars when the field strengths are too high:

Major Planet:	Zone = 100 planetary diameters from the planet.
Main Sequence Star:	Zone = 10000 LS from the star.
Sub-Giant:	Zone = 20000 LS from the star.
Giant:	Zone = 35000 LS from the star.
SuperGiant:	Zone = 50000 LS from the star.

For example, a Starship is rated at 100 LS maximum TISA velocity and +10 LS acceleration. Leaving the vicinity of Sol, a main-sequence star, it may accelerate to 100 LS, but no faster, until it passes the 10000 LS limit - a bit outside the orbit of Uranus, as it happens. At that point, the FTL Drive can be cut in, accelerating the Starship at +10 LS per 5 minutes until 300 LS manoeuvre speed is attained. At that point, the Starship "translates" into FTL mode. Similarly, if the Starship were returning to the Solar System, the moment it reached the 10000 LS limit, it would drop below light speed, reverting to its maximum sub-light speed—in this case, 100 LS.

It will also happen that battle-damaged ships will accelerate to light-speed for FTL conversion. In such instances, acceleration and sub-light velocity maximums are at current levels imposed by battle damage. Using the previous example, if the maximum speed has been reduced to 50 LS and the acceleration to +5 LS/5 minutes, the Starship would be unable to exceed 50 LS speed unless an FTL run up to light-speed is made. Similarly, when emerging from hyperspace, such a ship will revert to 50 LS speed, not its usual 100 LS.

FTL Translation: Once a ship accelerates past its rated TISA velocity, it is almost irrevocably committed to a high speed run up to 300 LS (light-speed) and FTL translation. Such a run cannot be aborted without grave risks to both the TISA Manoeuvre Drive units and to the FTL Warp Drives. Any attempt to shut down carries a flat 60% chance minus 2% per expertise level of the Chief Drive Engineer that the FTL Warp Drive will malfunction (roll breakdown number on multi-systems). If the FTL Drive does go down, the effect has the same chance of cascading through the TISA unit and causing it to break down as well. However, naval vessels typically have auxiliary TISA and FTL drives capable of delivering about 5% of the main units' performance, so a vessel can still limp home while the crew is attempting to repair the damage (if possible).

9.6 FTL VOYAGE TIMES

FTL jumps are in fractions or multiples of 24 hours. For example, a ship is rated at Warp factor 15. It will travel 15 LY in 24 hours. If making a short jump from Terra to Alpha Centauri, the 4.3 LY will be traversed in 4.3/15 x 24 = 6.88 hours.

There is sometimes (30% chance) a "time compression" phenomena experienced by Starship crews during an FTL hyperjump. In such instances, the apparent elapsed time in Warp is 1/288th of the normal period. For instance, on a 4.3 LY run as outlined above, a "temporal compression" would reduce the time to 1/288 x 6.88 = 0.0239 hours or 1.43 minutes! If it could carry the fuel, such a ship would cross the 100 000 LY of the First Galaxy in 18 years and 96.67 days of real time, but a temporal compression would give the crew an awareness of only 23 days and same 31/2 hours elapsing since the start of the voyage. Temporal compression is optional.

Of course, these are times only for the FTL portion of the journey. Added to it will be the times required to run up to light-speed and the times to move through the stellar zone of gravitic disturbance at both the departure and arrival points.

9.7.FTL ASTROGATION

Success or failure of an FTL translation requires precise calculations, for the Astrogator will not be able to make star sightings to check the ship's position once it enters hyperspace. The procedure and possible consequences are described in 4.7, Astronaut Training.

9.8 LOST IN SPACE

Whenever there is an error in Astrogation, a ship can arrive at a different set of co-ordinates from those anticipated. Similarly, whenever a Starship exceeds its design speed, an automatic FTL run up to light-speed and Hyperspace translation will commence. Unless the Astrogator can complete computations for an FTL jump before the ship attains 300 LS or light-speed, the ship's destination will be totally randomised. In the case of an inadvertent hyperwarp translation out of control, the distance of the jump will be equal to the cruising speed x 10.d20% for a 1d6 day period. It should be noted that such an error can occur only when manoeuvring outside of the gravitic- disturbance zone of a star and/or major planet.

See 4.2, Astrogation Training, for the skills required to deal with "Lost in Space" situations.

9.9.STANDARD STARSHIP DESIGNS

All naval and commercial/private Starships in "Known Space" are constructed upon one or another of 24 basic hull designs. Into these hulls will be fitted all essential and optional equipment, from powerplants, drive Units, and controls to armaments turrets, missile ordinance, and cargo and passenger compartments. The total tonnage of all installations and cargo cannot exceed the rated internal capacity of the hull. All costs are given in MegaCredits (CR x1,000 ,000).

THE HULL: Starship hulls are identified by the prefix "SSC/-," followed by their displacement in tonnes, with one tonne equivalent to 3 cubic meters (100 cubic feet). The following

tables give Statistical data on the various systems available for installation, along with costs (retail):

Volume: The total volume enclosed by the hull, in cubic meters. Multiply by 100 for cubic footage.

Approximate Dimensions: To ease the problem of designing a vessel so that it corresponds in the scale drawing to the actual volume and deck area, standardised dimensions are given for the hull area. Note:
the actual vessel might be wider in the beam, longer, or higher; the basic dimensions refer simply to the area accessible to the crew. Vessels with other dimensions can be designed, so long as they correspond to a given hull size.

Decks: The number of decks is given for each hull class, with 2.5m (8-foot) clearance from deck plates to overhead. The thickness of decks is omitted for ease of handling the figures, but it is generally several centimetres thick. The same is true of major bulkheads.

Control/Computer Systems: All vessels must have a full set of controls, wiring and circuitry, etc. Computers are also essential. The mass/volume of control equipment and command areas like the Bridge are fixed values and must be installed. The Computer Mk. indicated is standard and included in the basic hull cost. If a larger or smaller unit is desired, the basic cost of the hull can be adjusted accordingly. (See 5.2 Computers.) Note: the volume indicated is actual compartment space, so when designing the Bridge, etc., this value can be applied.

Standard Crew: Each hull class has basic crew requirements. The number of Astronauts and Techs normally shipped is therefore given. A vessel can operate on 10% crew, if necessary, standing watch-on-watch (4 hours on, 4 off) in emergencies. However, no vessel will ship without full crew if the men can be had.

Crew Quarters & Basic Life Support Systems: The number of rated crew and the mass and volume of the quarters provided for the crew, as well as life support systems to maintain the rated number, are fixed values and must be installed. Crew space is generally minimal, with several crewmen sharing the same compartment.

Basic Hull Cost: The cost of the hull, controls, standard computer, and crew quarters' and life support is given in MegaCredits. All equipment following is additional.
Available for Installations: The mass and volume remaining in the hull for installation of desired equipment, after the controls/computer and crew quarters/life support have been subtracted from the total hull capacity. Volume of equipment = x3 tonnage.

Main Powerplant: A Starship requires a Powerplant for its drives, life support systems, battlescreens, armaments—in fact, for every powered system aboard. Three choices of Powerplant are available. AMC Anti-Matter Converters are the lightest in mass. They are also essential for FTL warpspeeds over 25 LY. Fusion Reactors are somewhat more massive and are required for FTL warpspeeds over 15 LY. Fission reactors are the most massive of all and cannot power a vessel faster than Warp/14. Note: vessels over 10 000t displacement require fusion or AMC units, while vessels over 125 000t displacement carry AMC units. All powerplants expend fuel at a rate equal to that used to travel 100 LY under FTL Drive for every 20 days they are in space. This fuel expenditure covers all power consumption aboard the vessel, including operation of TISA manoeuvre drives, weapons, communications, sensors, etc.

TISA Manoeuvre Drive: Each hull has a maximum sub-light manoeuvre speed rating, beyond which speed it cannot go. For each 10 LS of power in the propulsion system, the unit is rated for its mass and cost. The acceleration rating for the class of hull is given as well, showing the increase or decrease in acceleration possible in a 5-minute turn. Note that this is not a cumulative value; a TISA unit rated at 220 LS will accelerate/decelerate at 30 LS for a SSC/100 hull, just as a TISA unit rated at only 100 LS will for the same hull.

FTL Warp Drive: Each hull has a maximum FTL warpspeed rating, beyond which speed it cannot go. The mass and cost of a Warp Drive unit is given per 1 LY of speed generated in a 24-hour period. Fuel consumption is based on the hull mass per 100 LY travelled at Cruising Warp or a lesser speed, with fuel stated in universal units denoted by the symbol "#." Cruising warpspseed is given as a percentage of the maximum warpspeed of the FTL drive finally installed.

Damage Capacity: The amount of damage that the hull can sustain, stated on the same spectrum as given earlier for vehicles and aircraft.

BattleScreens: The mass of a forcefield battlescreen generator per +1 increment of protection and the cost of +1 protection is given, along with the maximum screen strength sustainable with a given class of hull. In atmosphere or low orbit, battlescreen strength will not exceed +15, whatever the field strength, rendering even heavy screens vulnerable to heavy calibre BlastCannon fire.

BattleArmour: Every hull class comes equipped with a standard armour rating (projectiles/energy weapons), to which additional armour protection can be added at the mass and MegaCredit costs indicated per +1/+1 increment the basic protection is increased. There is no upper limit to the armour that can be carried except the total hull capacity. Tonnage refers to internal protection in the form of strengthened bulkheads and decks (armour class is not that of the hull, but at 10%) which use up internal space. Belt armour masses about 5 times internal masses but need not be considered for capacity purposes. Part of the mass/volume used up is in the form of TBX hull screen generators which assist in maintaining the physical existence of matter struck by NovaFire.

Main Battery Turrets: Provision is made in each hull design for the installation of heavy Nova gun turrets, with the "No." entry indicating the number of turrets that can be mounted and the guns in each turret (4x2 = 4 turrets, each with 2 Nova guns). The weapons place great stresses on the hull, so the maximum calibre a given hull class can accept is also given.

Hardpoints: Some vessels are also capable of mounting secondary weapons, used chiefly for anti-StarFighter and anti-Torpedo fire. The number and calibre that can be mounted is indicated. In all instances, only 1/2 the hardpoint turrets mounted can fire in any one direction; if a ship mounts 8x2 N25s, only 4x2 or 8 Nova guns can fire to either side of the vessel. Note that the SSC/100 and SSC/250 are StarFighter hulls and carry up to 6 fixed, forward pointing N25s, used in "dogfighting" in space and in the atmosphere.

MegaBolt Torpedo: Ships of 25 000t displacement or greater can mount a MegaBolt energy torpedo projector in a heavily armoured turret with 180° fire to the front and sides of the ship (usually a nose mount), in the calibre indicated (or lower).

NovaGuns: Turret/Hardpoint mass and cost are given. Megaeolt Torpedo: Turret mass and cost are given.

StarTorp Launchers: The number of launch positions and the maximum number of tubes in each launching bay are given in the form 1 x6, 2x4, etc. The first number is the number of launching bays; the second is the maximum number of tubes. After the launcher parameters are given the maximum calibre of StarTorpedo that can be fired (ST*157, ST*257, etc.). The mass and cost per launch tube are also given.

In addition to the components listed above, the following are available:

Staterooms, High Passage: 10t/30 cubic meters displacement at cost MCR 0.25. Occupancy = 1-2 (2 max.). Quarters are very high quality and relatively comfortable, considering the austerity which is the rule aboard most spacecraft.

Staterooms, Middle Passage: 10t/30 cubic meters displacement at cost MCR 0.2. Occupancy = 2. Quarters are of good quality; stateroom can double for High Passage if let to a single occupant requiring privacy. Crew quarters are generally of Middle Passage class.

Berths, Low Passage: 10t/30 cubic meters displacement at cost MCR 0.2. Occupancy = 4. Very cramped quarters, with about 3 square meters (30 square feet) of deck per person, including space allotted to bunks, etc.

ColdSleep: 1t/3 cubic meters displacement at cost MCR 0.025. Occupancy = 1. Cryogenic chambers which can be stored in a relatively small, area may be installed for quick-freezing emergency cases and recently slain personnel, as well as for low cost interstellar travel.

Dispensary: 7.5t/22 cubic meters displacement at cast MCR 0.25 per patient. Requirement: MediTech.

Sick Bay: 10t/30 cubic meters displacement at cost MCR 0.5 per patient. The Sick Bay is comparable to hospital facilities. Requirement: Physician. Note, any medical facilities over 10 patients must be of Sick Bay standard. One Physician and 1 MediTech are required per 20 patient capacity.

Cargo Hold: Any undesignated mass/volume is rated as cargo hold. No additional cost is incurred for cargo capacity.

Recreation Facilities: Commercial vessels carrying over 10 passengers must provide 1t/3 cubic meters of space per passenger (regardless of class of passage) for recreation areas - lounges, mini gymnasiums, etc.). Cost = MCR 0.05 per tonne/3 cubic meters.

Auxiliary Bridge: Starships over 10 000t displacement may mount an Auxiliary Bridge at 150% of cost of Computer installed. Such a computer is typically 1 or 2 Mk. below that of the Main Ship's Computer. The displacement is 50t/150 cubic meters.

Starship		Approximate				Control/Computer Systems	Standard Crew		Crew Quarters & Basic Life Support Systems				Basic Available For Installation		Cost of Main Powerplant/ Mass of Reactor Systems		
Hull Type	Volume (in³)	Dimensions	Decks	Mass	Volume	Computer Mk.	Astro.	Tech	Number	Mass	Volume	Cost	Mass	Volume	AMC	Fusion	Fission
SSC/100	300	30x4x2.5	X1	5t	15	IV	1	1	2	5t	15	3	90t	270	4.0/2t	3.0/4t	2.0/8t
SSC/250	750	40x7.4x2.5	X1	10t	30	IV	2	2	4	15t	45	5	225t	675	6.0/5t	4.5/10t	3.0/20t
SSC/500	1500	40x7.5x5	x2	15t	45	IV	2	3	5	25t	75	8	465t	1395	8.0/10t	6.0/20t	4.0/30t
SSC/1000	3000	50x8x7.5	x3	30t	90	V	3	7	10	50t	150	15	920t	2760	10/20t	7.5/40t	5.0/40t
SSC/2500	7500	75x10x10	x4	75t	225	V	5	15	20	100t	300	25	2325t	~6975	15/50t	11/100t	7.5/200
SSC/5000	15,000	100x15x10	x4	150t	450	V	10	30	40	200t	600	40	4650t	13,950	20/100t	15/200t	10/400t
SSC/10,000	30,000	125x19x12.5	x5	300t	900	VI	20	60	80	400t	1200	55	9300t	27,900	25/200t	19/400t	13/800t
SSC/15,000	45,000	150x20x15	x6	450t	1350	VI	25	75	100	5001	1500	70	14,050t	42,150	30/300t	23/600t	—
SSC/20,000	60,000	175x22x15	x6	600t	1800	VII	30	95	125	600t	1800	85	18,800t	56,400	35/400t	25/800t	—
SSC/25,000	75,000	200x25x15	x6	750t	2250	VII	35	115	150	750t	2250	100	23,500t	70,500	40/500t	30/1200t	—
SSC/50,000	150,000	250x30x20	x8	1500t	4500	VIII	50	150	200	1000t	3000	175	47,500t	142,500	55/1000t	37/2000t	—
SSC/75,000	225,000	275x32x25	X10	2250t	6750	VIII	75	225	300	1200t	3600	235	71,550t	214,650	70/1500t	45/3000t	—
SSC/100,000	300,000	300x40x25	X10	3000t	9000	IX	100	300	400	1600t	4800	300	95,400t	286,200	85/2000t	60/4000t	
SSC/125,000	375,000	325x42x25	X10	3250t	9750	IX	125	375	500	2000t	6000	360	119,750t	359.250	100/2500t	75/8000t	—
SSC/150,000	450,000	350x42x30	x12	4500t	13,500	IX	150	450	600	3000t	9000	420	142,500t	427,500	115/3000t	—	—
SSC/175,000	525,000	375x47x30	x12	5250t	15,750	X	175	525	700	3500t	10,500	480	166,250t	498,750	130/3500t	—	—
SSC/200,000	600,000	400x50x30	x12	6000t	18,000	X	200	600	800	4000t	12,000	550	190,000t	570,000	145/4000t	—	—
SSC/250,000	750,000	450x55x30	x12	7500t	22,500	XI	225	675	900	4500t	13,500	675	238,000t	714,000	175/5000t	—	—
SSC/300,000	900,000	500x60x30	x12	9000t	27,000	XI	250	750	1000	5000t	15,000	800	286,000t	858,000	200/6000t	—	—
SSC/400,000	1,200,000	525x65x35	x14	12,000t	36,000	XI	300	900	1200	6000t	18,000	1000	382,000t	1,146,000	250/8000t	—	—
SSC/500,000	1,500,000	550x75x35	x14	15,000t	45,000	XII	350	1050	1400	7000t	21,000	1200	478,000t	1,434,000	300/10,000t	—	—
SSC/600,000	1,800,000	600x75x40	x16	18,000t	54,000	XII	400	1200	1600	8000t	24,000	1400	574,000t	1,722,000	350/12,000t	—	—
SSC/750,000	2,250,000	650x85x40	x16	22,500t	67,500	XII	500	1500	2000	10,000t	30,000	1750	717,500t	2,152,500	425/15,000t	—	—
SSC/1,000,000	3,000,000	700x95x45	x18	30,000t	90,000	XIII	650	1850	2500	15,000t	45,000	2000	955,000t	2,865,000	500/18,000t	—	—

	TISA MANOEUVRE DRIVE				FTL WARP DRIVE						BATTLESCREENS			BATTLEARMOUR		
Starship	Max.	Mass/	Acc.	Cost/	Max.	Mass/	Fuel Cons./	Cruise	Cost/	Damage						
Hull Type	TISA	10 LS		10 LS	Warp	LY	100 LY	Warp	LY	Capacity	Mass/+1	Max.	Cost/+t	Basic	Mass/+1	Cost/+1
SSC/100	300 LS	1t	+30 LS	0.5	50 LY	0.5t	1.0	75%	1	100	2t	+9	0.2	+3	10t	0.1
SSC/250	270 LS	2.5t	+25 LS	0.75	45 LY	1t	2.5	75%	1	250	2t	+9	0.2	+3	25t	0.25
SSC/500	260 LS	5t	+25 LS	1.0	40 LY	2t	5.0	70%	1	450	2t	+10	0.2	+3	50t	0.5
SSC/1000	250 LS	10t	+20 LS	1.5	40 LY	4t	10	70%	1.5	850	4t	+10	0.4	+3	75t	0.75
SSC/2500	240 LS	25t	+20 LS	2	35 LY	10t	25	65%	2	1500	10t	+10	1.0	+3	150t	1.5
SSC/5000	220 LS	50t	+20 LS	3	35 LY	25t	50	65%	4	2500	20t	+10	2	+3	250t	2.5
SSC/10,000	200 LS	100t	+20 LS	4	35 LY	50t	100	65%	6	4000	40t	+11	4	+4	400t	4.0
SSC/15,000	190LS	150t	+15LS	6	35LY	75t	150	60%	9	6000	60t	+11	6	+4	525t	5.25
SSC/20,000	180 LS	200t	+15 LS	8	35 LY	100t	200	60%	12	8000	80t	+12	8	+4	650t	6.5
SSC/25,000	170 LS	250t	+15 LS	10	35 LY	125t	250	60%	15	10,000	100t	+12	10	+4	800t	8.0
SSC/50,000	160 LS	500t	+15 LS	15	30 LY	250t	500	60%	20	20,000	200t	+13	20	+5	1250t	12.5
SSC/75,000	150 LS	750t	+15 LS	20	30 LY	375t	750	60%	25	30,000	300t	+14	30	+5	1575t	15.75
SSC/100,000	140 LS	1000t	+10 LS	25	30 LY	600t	1000	60%	32	40,000	400t	+15	40	+5	1950t	19.5
SSC/125,000	140LS	1250t	+10LS	30	30LY	750t	1250	60%	40	50,000	500t	+15	50	+5	2175t	21.75
SSC/150,000	140LS	1500t	+10LS	35	30LY	1200t	1500	60%	48	60,000	600t	+15	60	+5	2500t	25.0
SSC/175,000	140LS	1750t	+10LS	40	25LY	1500t	1750	55%	56	70,000	700t	+15	70	+5	2875t	28.75
SSC/200,000	140 LS	2000t	+10 LS	45	25 LY	2000t	2000	55%	65	80,000	800t	+16	80	+6	3200t	32.0
SSC/250,000	140 LS	2500t	+10 LS	55	25 LY	2500t	2500	55%	75	90,000	1000t	+16	100	+6	3825t	38.25
SSC/300,000	130 LS	3000t	+5 LS	65	20 LY	4500t	3000	50%	85	100,000	1200t	+17	120	+6	4500t	45.0
SSC/400,000	120 LS	4000t	+5 LS	80	15 LY	6000t	4000	45%	100	115,000	1600t	+18	160	+6	5250t	52.5
SSC/500,000	110 LS	5000t	+5 LS	100	10 LY	9000t	5000	40%	120	130,000	2000t	+19	200	+6	6050t	60.5
SSC/600.000	100 LS	6000t	+5 LS	125	10 LY	12,000t	6000	40%	150	150,000	2400t	+20	240	+6	6900t	69.0
SSC/750,000	90 LS	7500t	+5 LS	160	10 LY	15,000t	7500	40%	180	175,000	3000t	+20	300	+6	8125t	81.25
SSC/1,000,000	80 LS	10,000t	+5 LS	200	10 LY	25,000t	10,000	40%	225	200,000	4000t	+20	400	+6	9800t	98.0

Starship Hull Type	MAIN BATTERY No.	MAIN BATTERY Maximum Calibre	HARDPOINTS No.	HARDPOINTS Maximum Calibre	MegaBolt Torpedo	StarTorp Launchers
SSC/100	1x2	N*50	x6Fwd.	N*25	—	1x6 ST*157
SSC/250	1x2	N*50	x6Fwd.	N*25	—	1x6 ST*157
SSC/500	2x2	N*50	4x2	N*25	—	1x6 ST*157
SSC/1000	3x2	N*75	4x2	N*25	—	1x6 ST*157
SSC/2500	4x2	N*100	4x2	N*25	—	1x6 ST*257
SSC/5000	4x2	N*125	4x2	N*25	—	2x4 ST*257
SSC/10,000	4x2	N*150	6x2	N*25	—	2x4 ST*257
SSC/15,000	4x2	N*150	6x2	N*25	—	2x4 ST*257
SSC/20,000	4x2	N*200	6x2	N*50	—	2x4 ST*257
SSC/25,000	5x2	N*200	8x2	N*50	MB*500	2x6 ST*257
SSC/50,000	5x2	N*250	10x2	N*50	MB*500	2x6 ST*375
SSC/75,000	5x2	N*250	10x2	N*50	M6*500	2x6 ST*375
SSC/100,000	5x2	N*300	12x2	N*75	MB*500	2x6 ST*375
SSC/125,000	5x2	N*300	12x2	N*75	MB*500	2x6 ST*375
SSC/150,000	6x2	N*300	14x2	N*75	MB*500	2x6 ST*375
SSC/175.000	6x2	N*300	16x2	N*75	MB*500	2x6 ST*375
SSC/200,000	6x2	N*350	18x2	N*75	MB*750	2x6 ST*375
SSC/250,000	6x2	N*350	20x2	N*75	MB*750	3x6 ST*775
SSC/300,000	8x2	N*400	22x2	N*75	MB*1000	3x6 ST*775
SSC/400.000	8x2	N*500	24x2	N*75	MB*1000	3x6 ST*775
SSC/500,000	8x2	N*500'	26x2	N*75	MB*1000	3x6 ST*775
SSC/600,000	8x2	N*750	28x2	N*75	MB*1000	4x6 ST*775
SSC/750.000	8x2	N*750	30x2	N*100	MB*1000	4x6 ST*775
SSC/1,000,000	10x2	N*1000	30x2	N*100	MB*1000	4x6 ST*775

NovaGun Calibre	Turret Mass	Per Gun Cost
N*25	1t	0.2
N*50	2t	0.4
N*75	5t	0.6
N*100	10t	0.9
N*125	25t	1.25
N*150	50t	1.75
N*175	100t	2.5
N*200	200t	3.5
N*225	300t	5
N*250	400t	7.5
N*275	500t	10
N*300	750t	15
N*325	1000t	20
N*350	1600t	25
N*375	2250t	30
N*400	3000t	35
N*450	4000t	50
N*500	5500t	65
N*600	7000t	80
N*750	9000t	100
N*1000	12,500t	125
MegaBolt Turret	**Torpedo Mass**	**Cost/Turret**
MB*500	7500t	90
MB*750	12,500t	175
MB*1000	20,000t	300

MegaBolt turret Contains a triple projector.

StarTorp Calibre	Launchers Mass/Tube	Cost/Tube	Nova Equivalent
ST*157	1t	0.25	N*250
ST*257	5t .	1	N*500
ST*375.	25t	5	N*750
ST*775	100t	10	N*1000

Communications Gear: Interplanetary and Interstellar communicators can be purchased and installed in the models and at the prices indicated in 5.7 Communication Systems (included in Control mass).

EW/ECM Systems: All Starships are capable of mounting comprehensive electronic warfare and countermeasures systems. The cost of such systems is MCR 1.5 for a basic installation, plus MCR 0.25 for each EW/ECM factor per 1000t (or part thereof) of ship's mass. The limit on the EW/ECM rating is Tech Level + 1 for commercial craft and Tech Level + 5 for naval vessels. The mass and volume displaced by the equipment is equal to ~4% of the ship's mass up to 100 000 tonnes displacement. EW/ECM at 10, for instance, would mass 0.005 x 10 x 50000 = 2500t (7500 cubic meters) for a 50 000t spacecraft. All sensor systems, jamming systems, sensor-screens, internal security, etc., are included.

Sensor Range: Basic sensors have a range of 1000 LS. Depending upon the Tech Level of the star-culture producing the equipment, greater ranges are available. Mass/volume of the equipment is included in EW/ECM:

Sensor Range	Tech Level	Cost (MCR)
1000LS	7	0.75*
1500LS	7	1.25
2000 LS	7	1.75
2500 LS	7	3.0
3000 LS	8	5.0
3500LS	8	7.5
4000LS	9	10.0
4500LS	9	12.5
5000LS	10	15.0

* Also the price for a it SensorBuoy.

Astronomical ranges (equivalent to a telescope) are equivalent to a 200" reflector like that at Mount Palomar. Visual mode is typically used for starscans and locating/examining at long range the major planets and planetoids in a star system. It is not capable of effectively detecting small objects at ranges exceeding standard sensor range.

Computer Software: When a ship is purchased, 10% of the computer (not controls) cost is included as software programs of the purchaser's choice. See 5.2 Computers for available programs.

Fuel Capacity & Fuel Consumption: All vessels use a standard Unit of fuel, denoted (#), massing 10 kg (0.01 tonne). Fuel tankage is determined simply by designating the number of units of fuel one wishes to carry aboard. Once designated, that is the capacity of the vessel. Cost of fuel tanks is MCR 0.2 per #1000. The mass of the tanks is "included" in the fuel mass, with #1000 10t/30 cubic meters. The "tanks" are really storage bays for nuclear and antimatter fuel rods and power capsules. Fuel costs = CR 500 per fuel unit (#) for 10 kg.

Atmospheric Streamlining: Starships are not designed for atmospheric entry, but it may be streamlined to permit atmospheric operations. Streamlining costs MCR 0.5 per 100t of displacement and permits light craft (under 1000t) to operate at speeds equal to 175 times TISA LS rating, with speeds measured in km/h. A TISA 40 rating, for instance, yields 9000 km/h at low level. Craft at 1000t displacement or greater can operate at 150 times TISA LS rating, atmospheric speeds being measured in km/h.

Ship's Boats: Starships may be equipped to accept standard short-range auxiliaries for shuttle service. These are detailed later. The Landing bays will be twice the volume of the shuttlecraft.

Life Capsules: All Starships carry Life Capsules, as described below.

Ship's Workshop: Starships may be equipped with workshop facilities to perform major repairs. Mass of workshops is 10t per 1000t of ship displacement, at a cost of MCR 0.1 per 10t of facility.

Mining Unit: A 20t mining system is available for meteor mining and planetary mining, It can process 2d6 tonnes of ore per day to produce 5/100 concentrate (95% reduction of mass of ore to nearly pure form). It also has analysis equipment for use by trained Geologists.

9.10 STARSHIP CREWS

The numbers in the crew of any given class of starship have already been indicated in the basic specifications. The numbers are based upon the duties that must be performed with adequate efficiency and safety. A Starship can function on even a vastly reduced crew status, but as numbers dwindle, problems tend to increase:

Captain: The Captain is a qualified FTL Pilot (Astronaut) and probably a highly qualified Astrogator as well. Captains receive, in addition to standard salaries, special bonuses for the tonnage of commercial ship commanded. Commercial Captain bonuses are +20 CR per month for each 1000 tonnes of the ship's mass displacement.

Pilot: There must be at least one qualified FTL Pilot aboard a Starship. Commercial and naval vessels of 2500t displacement or greater will ship at least 3 Pilots, including the Captain, and the numbers will likely be greater as the mass of the vessel significantly increases. On ships of 10 000t or more, there will be a Chief Pilot, who receives +125 CR per month per 10 000t of mass displacement.

Astrogator: Ships of 2500t displacement and over will require at least one qualified FTL Astrogator in addition to the Captain. Large vessels will have an Astrogation Section with at least one Astrogator per 10 000t of ship's mass. In such an instance, the Chief Astrogator receives a bonus of +100 CR per 10 000t of mass displacement in his monthly paycheque.

Astronaut: The Astronautic Division aboard a Starship includes a fair number of personnel trained in EVA and other uniquely specialised tasks. They also form the gunnery teams to man the armaments turrets and torpedo launchers (or at least to command such positions, which may be manned by Armsmen).

Gunnery Officers: Each main battery turret is commanded by a Gunnery Officer (either an Astronaut or an Armsman trained in Space Armaments). One of these is designated Chief Gunnery Officer and receives +10 CR per month for each 10 000t of mass displacement.

Engineer: There must be one Engineer for every 10 Techs rated in the Starship specifications. One of these will be designated the Chief Engineering Officer and receives a monthly bonus of +10 CR per 10 000t of mass displacement.

Techs: The Technical & Engineering Division is charged with maintaining and repairing all Starship systems. Techs include Com/Techs as well as Power Techs, Drive Techs, Mech Techs, etc. Even if the Technical Division is much reduced in numbers, the Starship can be operated. However, the maintenance time required for routine checking, adjustment, and minor repair of Starship systems (see 4.26 Starship Maintenance and following sections) is based upon crew status at 100%. For each 10% or part thereof the Technical Division is under strength, increase maintenance times by +10%, reflecting the dramatically increasing chance of minor malfunctions and adjustments needed. (Times given in Starship Maintenance are based upon a full complement, with each man performing his share of the duties during his watch.)

Marines: Naval vessels will often ship a complement of Marines. These troops are maintained in second-class quarters and usually do not become involved in routine operation of the ship. They will be active during any space battle, however, standing to in full battle gear to repel boarders or to board enemy vessels grappled with tractor beams. They also will be ready for planetary assault roles. Shipboard duties include security assignments (guard duty, patrol, etc.) throughout the ship.

Medical Section: Whenever a ship has a Dispensary aboard, a MediTech is required. Once the medical facilities are able to handle more than 10 patients, a Physician and a MediTech will be required per 20 patients capacity (minimum; usually, the ratio is 1 Physician and 3 Medi/Techs per 20 beds) in the sickbay. These personnel can be counted in the "Technical" complement. The Chief Surgeon receives +25 CR per 10 beds in the sickbay.

Gunners: Each hardpoint (excepting fixed units, controlled by the Pilot) requires 1 gunner to man the weapon. Turrets have variable crew sizes, depending upon the calibre:

Weapon Turret	Crew	Weapon Turret	Crew
N*50	1	N*450	10
N*75	1	N*500	10
N*100	2	N*600	12
N*125	2	N*750	12
N*150	2	N*1000	15
N*175	3		
N*200	5	MB*500	10
N*225	5	MB*750	15
N*250	5	MB*l000	25
N*275	5		
N*300	7	ST*157	FM@ Pilot
N*325	7	ST*157@@	1
N*350	7	ST*257@@	3
N*375	7	ST*375@@	5
N*400	10	ST*775@@	10

@ Fighter Mount: SSC/100—SSC/500 only.
@@ Per StarTorpedo Tube in the Launch Battery.

Stewards & Pursers: For every 10 passengers aboard a commercial Starship, there will be one steward, with a Purser in charge of each 5 stewards. There will also be one steward in the ship's dining/kitchen facilities for every 20 passengers. These personnel are shipped in addition to the rated crew, and second-class staterooms must be provided for them as well.

Cargo Handlers: About 10%-l 5% of a commercial Starships rated Techs are General Ship's Hands and Cargo Officers, with one Cargo Officer per 10 hands. Ships under 10 000t displacement usually have all crew members doubling up for cargo duty.

Robot Meks: The MekPurr Starships are heavily manned by robotic equipment (see 5.12, Robots). Only about 10% of the personnel aboard are trained, living beings.

Crew Ratings: Starship crews are rated generally when encountered in NPC roles. A 1d10 is rolled 5 times, and the average is taken to find the average skill aboard the craft. If high-level specialists are required, they must be enlisted. Terran and IRSOL warships have skill levels at 6+, others at 4+. Should the die roll fall below these levels, it is read at 6+ or 4+, as appropriate.

9.11 SHIP'S BOATS

Spacecraft are vessel without FTL capacity. These can include large interplanetary liners and cargo transports based upon Starship hulls, but lacking FTL Warp Drives. More commonly, they include the following spacecraft carried aboard Starships as

"boats" or auxiliaries used for ground-to-orbit shuttle service, and for emergency lifeboats.

Specification	Lander	Shuttle	Cutter	Pinnace	Launch
Crew	1—2	1—2	1—2	1—2	1—2
Standard Cargo	250t	100t	60t	15t	5t
Standard Passengers	50	25	20	10	6
Max. Passengers*	550	225	120	40	15
Life Support**	1100 days	550 days	120 days	80 days	45 days
Mass	250t	100t	6Ot	30t	10t
Volume (in³)	1000	500	400	100	30
Powerplant	TISA Fission	TISA Fission	TISA Fission	TISA Fission	TISA Fission
Speed (atmosphere)	5000 km/h	5000 km/h	5000 km/h	6000 km/h	7000 km/h
Speed (space)	10 LS	10 LS	15 LS	20 LS	25 LS
Acceleration	+1 LS	+1 LS	+2 LS	+2 LS	+5 LS
Range	20,000 LS	20,000 LS	20,000 LS	10,000 LS	5000 LS
Landing Mode	VTOL	VTOL	VTOL	VTOL	VTOL
Maintenance	monthly	monthly	monthly	monthly	monthly
Time Maintain	4 hr.	4 hr.	4 hr.	4 hr.	4 hr.
Breakdown No.***	1/4	1/4	1/4	1/4	1/4
Damage Capacity	100	35	20	18	15
Rad. Shield	total	total	total	total	total
Armour	+21+1	+11+1	+11+1	+ 1/+1	+1/+1
Screens	+1	+1	+1	+1	+1
EW Rating	7	7	7	7	7
Sensor Range	1000 LS	1000 LS	1000 LS	1000 LS	1000 LS
Communicator	SSC/4	SSC/4	SSC/4	SSC/4	SSC/4
Air-to-Air	0	0	0	2	8
Weapon Turret	1x4 Blast HMG	1x4 Blast HMG	1x2 Blast HMG	1x2 Blast HMG	1x2 Blast HMG
Cost (in MCR)	12.5	9	6	4	2.5

Each "boat" comes with 10% as spares and parts. It also is equipped with a CR 15 000 Survival Kit, containing medical supplies, rations, a few weapons, tools, etc. One vacuum suit is also included, along with a Jet Pack/CG Harness for EVA work.
*Max. Passenger capacity is at the expense of cargo, with 1/2 tonne of cargo lost per passenger over the standard rating.
**Life Support limit refers to onboard expendables (food, water, oxygen) in man-days of use. A 45 day supply, for instance provides 10 men with 45/10 = 4.5 days of food and water. Air will hold out x1d6 as long, depending upon the efficiency of the air unit, condition of the occupants, and other variable factors. In a shortage condition, the air supply will be known by the crew.

9.12 LIFE CAPSULES

Every ship carries life capsules with an occupancy of 4 persons, with sufficient emergency capacity to take off the entire crew plus passengers. The capsules are mounted in the hull and are included in the basic price + accommodations installed. The capsule is capable of firing retro rockets to inject the capsule into a planetary atmosphere. The rockets will also automatically home the capsule in on any planet within 3 days' range (about 5 LS or 1.5 million kilometres). A CR 1000 Survival Kit is included, and may be stocked as desired. Mass: not relevant; included in hull. Cost: CR 25000; usable once.

10.0 STARSHIP COMBAT

In a universe populated by diverse life forms and cultures, misunderstanding, distrust, and outright hostility toward "aliens" is all too inevitable. Starfarers therefore must be ever vigilant and prepared to do battle in the dark void between the stars. The following rules are presented to cover deep space combat, whether between single ships locked in a running gun and torpedo action, or a mass naval engagement involving the Starship squadrons of rival star systems and Empires.

10.1 BATTLE TIME SCALE

Each starship battle turn represents 300 seconds or 5 minutes of game time, with 20 battle turns in an hour of game time.

10.2 BATTLE VELOCITY & DISTANCE SCALE

In **SPACE OPERA** we envision the velocities and ranges involved in starship combat to be on a vast scale, compared with those in any previous games. In **SPACE OPERA**, all battle distances are measured in light-seconds (LS), a unit of measurement equal to 300 000 kilometres or 186 000 miles, the distance travelled by light in one second.

Starship velocities are stated in terms of the number of light-seconds moved by a starship in a battle turn of 5 .minutes duration. Starship accelerations (the amount by which they can increase or decrease velocity in a battle turn) are also stated in light-seconds.

A recommended standard battle scale is 1 cm = 10 LS or 1/2 inch =10 LS. Metric units are best, because all unit divisions are in tenths
(10mm = 1 cm, etc.)

10.3 SUB-LIGHTSPEED COMBAT

All standard combat will occur below the speed of light (300 LS per 5 minutes). The rules assume that a starship will literally "cease to exist" the moment it begins to touch the speed of light, the vessel being "translated" to FTL hyperspace.

10.4 STARSHIP EW & ECM

SADAR (Sub-Space Anomaly Detection & Ranging) systems sensor-scan from 1000 LS to 5000 LS, the range depending upon the technological level of the producing starculture. Sensors provide functions similar to radar, high powered visual and electromagnetic (radio, X-ray, etc.) telescopy and detection, and science and battle sensorscanners.

Detection: At 100% range, SADAR has a 2-7 chance rolled on 2d6 of detecting a spacecraft. The probability is increased +1 for every 10% closer the ship approaches the "target" or vice versa. If the target is attempting to prevent detection with ECM, the EW factor and the technological level of the detecting ship are added to the 2d6 roll, and the EW (ECM) factor and the

technological level of the "target" are subtracted from the 2d6 roll. If a formation of ships is the "target," +1 DM is gained for each 3 ships (or part thereof) in the formation. If ships are lying "doggo" and are not under anomaly drive, they obtain a -1d6 modifier to the detection chance.

Target Acquisition: Once a "target" has been detected, it appears as a "blip" (or series of "blips") on the sensor's Tri-D screen. Contact, once acquired, will not be lost, and the movements of the "target" will be tracked so long as it remains in the sensor field.

Targets at Minimal Range: Once a SADAR scan is made under 20% range, detection of objects is automatic, including objects in orbit around a star (asteroids, etc.). Any spacecraft under power will be automatically detected as such, but "doggo" craft will not appear to be anything more than a celestial body like an asteroid if forcefield battlescreens, sensordefense screens, and all atomics/antimatter power systems are shut down. If this method of avoiding detection is being used, roll 20d10 to signify the number of "normal" objects detected by the sensorscan. The EW BattleComputer analysis of these objects is at a rate of 1d10 x EW rating every 5 minutes. An EW analysis which equals or exceeds the object count "detects" that the spacecraft is out of the ordinary, and a detailed Sensor Probe may be made. If the analysis fails to scan the spacecraft, the whole procedure is repeated in the next 5-minute turn.

When several spacecraft are making a search, each can roll the EW analysis scan. However, 20d10 will be rolled against each searching spacecraft to simulate the number of objects on its detectors. (It is assumed that the searching vessels will be spread out, and thus each will be scanning at least in part a different volume of space. If desired, the number of objects can be "thinned" out at distances far from a stellar primary to 10d10 at 10000 LS range, and can be increased to 25.d10, 30d10, or even more in asteroid belts. This represents relative densities of objects in various areas of space. Note: "objects" will range from tiny debris to large objects.

SensorProbe: A high-intensity sensorscan can be made of any "blip" to provide a visual image at ranges over 50%, and a full-scale sciences sensorscan under 50% SADAR range. SensorProbes can penetrate the hulls of most vessels, and ships unprotected by Sensor-Defence systems will be "x-rayed" by the TVTK probe so that highly explicit details about the internal layout, number of personnel, power system, and other details will be revealed. If a long time is available, very specific information can be obtained on circuitry and specialised equipment, but this is usually not possible in the period normally covered by a battle scenario. SensorDefense systems will be pre-set to trigger at the first sign of a SensorProbe, usually at 60% on automatic and at 100% if manned by a competent Tech (see ECM/SSDS SensorDefenses in 5.8 Electronic Counter Measures). If the SensorScreen is up, visual details can be obtained, which would include the "target" configuration, number of gun turrets and possible calibre's, number of StarTorp launch tubes, etc. If under TISA manoeuvre drive, the system will give a rating of the engine power, +5% to -5% of the speed and acceleration capability. It also provides the data for Warp Course Prediction & Interception (see 5.2).

Battle Ranging & Gunnery Prediction: The EW capability of a Starship includes the capacity to translate target position into ranging data for the ship's main and secondary armaments, and to pre-set StarTorps for a hyper-speed run toward the target. Hit DMs and defence DMs will be given in the appropriate sections below.

10.5 WARP EMERGENCE DETECTION

It is impossible to emerge from a hyperjump without the event becoming readily detectable by sensors or electromagnetic detectors within range of the point of emergence. The very fabric of Einsteinian space/time is momentarily rent by the translation from FTL to normal space.

A slight "curdling" of space occurs in the region of the emergence point for at least 5 minutes prior to the appearance of a warping vessel. This disturbance in the gravitic/electromagnetic balance of Einsteinian space/time is caused by the linking of the FTL warp of the Starship with its destination point. The time period is increased by 10% of the subjective time experienced by the crew as it travels through hyperspace.

For example, a Starship hyperjumping from Terra to Rigel at warp factor 15 will cover the 900 LY in 1/288 x 900/15 x 24 hours = 5 minutes or 305 minutes. The "curdling" of space at the emergence point will occur 30.5 + 5 = 35.5 minutes before the ship emerges.

The spatial distortion often becomes the initial line of defence in space warfare. Patrol vessels picket the edge of the zone of gravitic disturbance around a star, scanning a large volume of space for any unscheduled warp emergence distortions, and especially for multiple distortions.

Detection is 90% automatic, plus +1% per additional ship emerging, if the detecting ship is in sensor range of the emergence point(s). Depending upon the range of sensors, the number of pickets required to patrol the boundaries of the emergence zones are:

Detector	**Main Sequence**			
Range	**Star**	**Sub-Giant**	**Giant**	**SuperGiant**
1000LS	100	400	1225	2500
1500LS	44	178	545	1110
2000LS	25	100	307	625
2500LS	20	64	196	400
3000LS	12	45	137	278
3500 LS	9	33	100	205
4000LS	7	25	77	157
4500LS	5	20	61	124
5000LS	4	16	49	100

It is unlikely that a number of ships equal to the pickets required will be detailed for patrol duty. However, SADAR "buoys" (similar to 20th century sonar buoys) can be dropped into orbit along the edge of the emergence zone as a DEW (Distant Emergence Warning) system. A single patrol ship can monitor 100 SADAR buoys and maintain them if kept on regular patrol. Commerce is restricted to limited approach lanes, and stiff penalties (fines, etc.) are imposed for triggering a Defence Alert, which brings all Planetary Defence forces and StarForce units to Invasion Immanent status and scrambles the Fleet.

SADAR buoys have a detection range of 1000 LS, so the number required can readily be determined simply by reading along the top line of the table given above. Major planets will have 100% coverage and usually very heavy patrols. Colonial planets will have 40% + 5.d10% coverage. Subtract the coverage from 100%. The result is then subtracted from the 90% automatic detection capability to represent the chance that a ship or formation of ships can slip through. (Smugglers as well as raiders tend to operate in colonial areas; major planets have heavy patrols and a very high risk of detection operating against them.)

There is a chance equal to 7% x expertise of a Science Officer or Com/Tech manning the detectors of determining the emergence point within an error of 10d100 LS. If a failure occurs, the error is increased 1d6 times (added to basic error). The error will not be known to the person or side making the detection. SADAR buoys are monitored by a Watch Officer or Tech, so the percentages apply for them, too. For each additional ship making an emergence at the same point, the error is narrowed by N x 1d10 LS.

Because there is a high chance of detection when invasion fleets are sent in, emergence tends to be outside the defence zone; standard doctrine holds that "surprise" attacks by concentrated forces are almost impossible. If a long hyperjump had been made to the attack point, the warning time might be sufficient for defensive StarForces to mass around the zone of emergence, with weapons and StarTorps registered on the volume in which the invasion force will appear.

Individual spacecraft manned by players can apply the EW rating and the expertise of the Con/Tech in charge of the equipment as a negative DM against detection probabilities. This permits the PCs to operate with some chance of slipping through on a scouting mission or a smuggling run. It is not advised for regular space combat, as it may cause certain undesirable play imbalances.

10.6 WARP COURSE PREDICTION & INTERCEPTION

While it is impossible to detect or to track a ship in hyperspace, Science Officer or Astrogator can analyse the anomaly field frequency used by the target ship as it runs up to light-speed and FTL translation. The Science Officer/Astrogator has a 5% chance x expertise in Astrogation or Hyper- Dimensional Physics of correctly analysing the FTL field frequency. If the data is accurate, the ship's FTL Drive can be engaged to follow the target vessel, with an accuracy such that the ship will emerge within 50.d100 LS of the target's emergence point. If the readings are in error, there is a 9% chance x expertise of the Science Officer/Astrogator that he will detect the error and not initiate FTL pursuit. However, if the warp analysis error is undetected, a random (uncontrolled) hyperjump will occur.

It should be noted that if the pursuing ship is capable of faster FTL travel than the target vessel, it will arrive at the destination first, possibly with enough time to locate the point of emergence and prepare a "warm reception" for the quarry.

10.7 STARSHIP BATTLEARMOUR

No ordinary material can withstand the destructive energies of Starship ordinance, but collapsed matter reinforced by TBX Battle-Screens will. The chief constituent of BattleArmour is an allotropic form of iron known as "collapsium." This silvery, crystalline substance is created under great pressures and temperatures at the core of high density planets and is much sought by asteroid miners in the debris of exploded planets (dating back to the savage Ru'un Wars of ForeRunner Times). It is able to absorb and re-radiate a substantial quantity of energy. It also blocks all radiation and sensor beams.

BattleArmour is rated on the standard armour scale, with +1 being standard light armoured vehicle class. So long as the BattleScreens of the Starship are functioning, the armour rating is added to the protective factor of the BattleScreens. Hits on armour alone score full damage if they penetrate, but only 10% damage if they fail to penetrate.

10.8 STARSHIP BATTLESCREENS

The TBX BattleScreens of a Starship can absorb tremendous amounts of energy. The strength of the BattleScreen is enhanced, first of all, by the armour rating of the hull from which it is propagated. A +8 BattleScreen protecting a +5 hull, for example, has a +13 protection factor.

Each +1 BattleScreen protection factor (not BattleArmour factors) produces a screen protection value equivalent to 10% of the Starships damage capacity, with a minimum of 1000 DC, and a maximum of 75000 DC. Unless penetrated outright, the screens will absorb the full destructive energies of all offensive weapons directed against them. If penetrated, the screens will absorb 10.d10% of the penetrating energy. Once the DC levels of the screens are reduced to zero or below, they will absorb no more energy.

For example, a 500t "Islander" has +3 BattleArmour and +7 Battle-Screens, for a +10 screen protection factor. The DC of the screens is 7 x .1 x 500 = 350, but this is raised to the minimum DC 1000 level. If the energy burst does not penetrate the screen, it will absorb all of the energy up to DC 1000. Each hit will reduce the DC of the screens, however. Suppose the screens took 3 hits causing 300 points of damage. The weapon penetration is only 9, so the screens hold and absorb all 300 damage points, which reduces the screen DC to 700. If, on the other hand, the weapon penetration had been 11, enough to overcome +10 defensive levels, the screens absorb 10d10% of the energy. Suppose the roll was 6, 6x10 = 60% or 180 points of the 300 damage points was prevented from getting through to the hull, leaving 120 to penetrate and be charged against the DC of the Starship.

From time to time a critical hit or an equipment malfunction aboard the target Starship causes a reduction in BattleScreen strength by a given percentage. This strength reduction refers to the DC levels. For instance, a -10% reduction in screens for a 500 DC BattleScreen means that 50 DC are lost (10% of 500). The reduction is charged against the full DC rating of the screens, not current levels.

Once the BattleScreens are down completely and their DC is exhausted, +10% may be restored per hour, plus +1% per expertise level of the Chief Starship Engineer in Force Field Physics or else +1% per expertise level of the Ship's Armourer in Armaments Engineering.

When the BattleScreens fail because of total loss of DC, there is a 20% chance they have broken down (serious single-system malfunction), with +1d6 added to the 1d20 breakdown roll. Until repairs are effected, the screens cannot be brought back up to strength.

10.9 STARSHIP DAMAGE CAPACITY

The DC or damage capacity of the Starship is the number of damage points the hull can absorb before the ship is out of action, power gone, armaments knocked out, and the hull riven through by numerous holes. However, the ship is not as yet destroyed. Once the damage exceeds 100% DC, it is simply immobilised and open to assault by a boarding party.

All damage sustained in excess of 100% MDC (maximum damage capacity; the DC rating), is at double the normal rate. When the damage exceeds 200% of the MDC, the ship's capacity to withstand any further damage is ended, and it explodes as the Powerplant goes critical, etc.

For example, a ship is rated at 10000 DC. When it sustains damage over 10000 points, its MDC has been exceeded and damage is doubled. Suppose it was hit by 600 points in the last turn, and had only 275 DC remaining. The first 275 points of damage reduce the ship's DC to zero, and the MDC is reached. The 325 damage points left are doubled to 650, putting the ship into negative damage levels (-650). When -10000 MDC is reached, the ship is complete junk.

There is also a risk of an explosion each time the ship is struck after the MDC is exceeded. The percentage chance of destructive detonation is equal to the negative MDC as a percentage of the ship's normal DC level. For example, -650 points is 6.5% = 7% of the 10 000 DC, so a detonation which destroys the vessel is possible on a roll of 1-7 on 1d100. The percentage is additive, so if another -1000 points was scored in the next turn, the new percentage would be 1650/10000 x 100 = 16.5% = 17%.

10.10 STARSHIP CREW CAPABILITIES

The various qualities and especially the expertise required of Starship crews for various bonuses in combat are determined as outlined in Crew Ratings (see 9.10). Player characters apply their expertise and qualities as developed at the beginning or during the course of the campaign. Some crews will also be "known," especially those in the Starship of the PCs.

10.11 TURN SEQUENCE

Each 5-minute battle turn is divided into the following segments:

1. Orders: Both sides write movement orders, indicating general course, turns, and speed/acceleration. Fire orders need not be written; fire control is based upon the situation as it develops and is designated after movement.

2. Initiative: Both sides roll 1d6. The highest roll has the initiative conferring +5% on gunfire probabilities due to superior tactics. The die roll is modified on each side by the expertise of the respective Captains in Starship Battle and Leadership.

3. Movement: Both sides move their ships according to orders.

4. Fire Designation: Both sides designate all targets to be fired on with NovaGuns, MegaBolt Torpedoes, and StarTorps.

5. All energy weapons are registered on the targets. fired (simultaneous) and effects are

6. StarTorpedoes are fired. Movement of StarTorps begins in the following turn.

7. Return to #1 for next movement period.

10.12 TARGET SELECTION & RANGE

A starship battle is conducted in 5-minute battle-turn segments. NovaFire between ships is assumed to occur throughout the battle turn. Gunfire is simultaneous, with no side having the advantage of firing first except when the other ship is not closed up for action.

It is permissible to divide the fire of the main and secondary battery NovaGuns amongst several targets. A Gunnery Officer may apply his skill bonuses when engaging a number of targets equal to his skill level divided by 2, the result being rounded down to the nearest whole number (minimum targets = 1). When a ship has an Auxiliary Bridge, which will be the case for any vessel of corvette size or larger, the Assistant Gunnery Officer will train the secondary battery while the Gunnery Officer is engaging the main battery.

If the gun director positions are knocked out or cannot exercise fire control over all of the NovaGuns, Turret Commanders assume local fire control. In most instances, these will be NPCs with a skill level equal to the average skill of the ship's crew. However, if a player-character is a Turret Commander, he will apply his full skill bonus to his turret's fire.

The target is selected at the end of the movement phase of the battle turn, but is assumed to have been under fire throughout the time it was in range during the turn. If the target moved in to launch torpedoes and then withdrew to greater range, fire is directed at the point of nearest approach. Since a torpedo launch is marked by a special counter which is moved after all NovaFire has taken place, the exact position of such a target will be known.
Players are not allowed to measure ranges before designating targets or allocating the number of rounds that will be fired by each gun. Ranges should be judged initially by the Mk. 1 Eyeball. This simulates the effects of enemy ECM (Electronic Counter Measures) to confuse the gunners. Whether it is from an error in the SADAR data, inaccurate computer prediction of the developing battle situation, or plain stupidity on the part of the Gunnery Officer who wasted ammunition, such mistakes add to the general tension of any engagement.

Once the targets have been designated, exact ranges may be measured with tapes or rulers. The range is the distance from the centre of the firing vessel to the centre of the target ship. A dot might be placed on the miniature starship or counter in order to facilitate precise measurement.

If players wish to use the altitude option, the range to the target equals the square root of the sums of the horizontal and vertical distances separating the ships. For example, a ship is firing at a target 400 LS distant (horizontal) and 90 LS "above" the plane of the firing ship. The range for such a three-dimensional situation is the square root of (400 x 400) + (90 x 90) = 410 LS.

10.13 STARTORP FIRE

The StarTorpedo is a hypervelocity missile capable of attaining light-speed. The StarTorp is actually placed and moved on the playing surface for the duration of its run, as if it were a Starship.

StarTorpedoes have a sensor range of only 400 LS. Within that range, they can identify and lock onto a target. At greater ranges, however, they must be guided by the ship's gunnery computer or by a trained Pilot until they reach lock-on ranges and can home in by themselves.

Guided StarTorps can be jammed by the enemy with an ECM/3 Computer programmed communications jamming system on a roll of 13+ on 1d20. The EW of the missile is added as a negative DM to the 1d20 roll, while the ECM of the target is added with a positive DM to the 1d20 roll. Jamming can take place to the limit of sensor range, with one missile target possible per expertise level of the Com/Tech or Communications Officer commanding/controlling the jamming unit. A jamming roll is made each turn the StarTorps are in flight, with the warhead detonating if the missile is jammed (the jamming effect "convinces" the proximity trigger that it has arrived at target).

Self-homing missiles have a 30% chance of hitting the target, subject to the following DMs

StarTorp EW . .	+1% x EW rating
Target has ECM/1 Program	-2% x ECM/EW@
Target has ECM/2 Program (Multiple Image)	-2% x 1d6
Target using AutoNav: Evasive 1	-4%
Target using AutoNav:Evesive 2	-6%
Target using AutoNav:Evasive 3	-8%
Target using AutoNav:Evasive 4	-10%
Target using PilotNav:Evasive 1	-1% x 1/4 Pilot expertise
Target using PilotNav:Evasive 2	-1% x 1/2 Pilot expertise
Target using PilotNav:Evasive 3	-1 x Pilot expertise
Stern Chase Wake Disturbance	-1% x 1d10

StarTorp Calibre	Mass	EW Rating*
ST*157	200 kg	10
ST*257	500 kg	12
ST*375	2000 kg	13
ST*775	5000 kg	15

Piloted and/or Ship Gunnery Computer assisted guided missiles also add the following DMs:

Missile/1 Computer Guidance Program	+1% x Computer Mk.
Missile/2 Pilot Guidance (Naval)	+1% x Pilot Expertise
Missile/3 Pilot/Computer Interact (Naval)	both the above

Note: A Computer can guide missiles equal to 1/2 x its Mk. rating. Pilots can guide only one StarTorp missile at a time.

Counter-missile fire is possible with the secondary guns aboard the ship or any main guns as well, up to N125 calibre. In such instances, the StarTorp will evade fire as if a StarFighter, using the DA dogfighting factor as a -DM. It also counts as a target under 100t (for a total size DM of -25%). Multiple Targeting programs may be engaged to control the guns in the battery and obtain full Target Lock-On and Gunnery Officer bonuses.

Missiles may be launched to attack incoming missiles—StarTorp vs StarTorp. Usually, the ST157 is used in this role because it is much less expensive than heavier calibre's. All DMs apply as given above.

StarFighters may be used to attack StarTorps. In such instances, they add their dogfighting ability to their hit probability.

All StarTorps have a damage capacity of 30. If hit by less, they have a 25% chance of exploding.

Any StarTorp of a lesser calibre may be fired from a launcher of heavier calibre. For instance an ST257 launcher can fire ST257 StarTorps or ST157 StarTorps.

The various statistics for the StarTorp calibre's are as follows:

*Also use as the dogfight factor for Tech/7 equipment. Add +1 for each Tech Level above Tech/7.

Range	Reload	Cost (CR)
x2 300 LS turns	2 turns	25,000
x3 300 LS turns	3 turns	75,000
x5 300 LS turns	4 turns	150.000
x7 300 LS turns	5 turns	250,000

10.14 THE NOVA GUN

The Nova Gun is the ultimate in destructive energy weapons. This series of weapons was first developed from ForeRunner ordinance recovered by archaeologists of the Korelian Empire at the beginning of the present Galactic Era (some 37000 years ago), and the weapons were immediately adopted by the StarFleets of every advanced culture.

Under manoeuvre drive, spacecraft attain such high velocities that ordinary Laser and Blaster fire is simply too slow to be effective. NovaFire is Tachyon-related, "phased" energy which arrives at a target's predicted position within nanoseconds. It derives its energies from KTAM (Klysestron Anti-Matter) charges exploded in the VVR forcefield reinforced ignition chambers of the weapons under stellar core conditions. The resultant bolt of energy passes through hyperspace to emerge at the target position. If the KCX3 energy bolt is correctly "phased" to synchronise with the BattleScreens of the target, a powerful enough bolt will penetrate. Ranges are considerable; the heaviest armaments capable of projecting a pulsed beam to distances of about 1000 LS (some 300 million kilometres) before the sub-space anomaly field of the energy bolt itself dissipates.

The Nova energy bolt produces molecular and atomic disintegration in any matter struck by the charge. A target under NovaFire seems to have multiple nuclear fireballs flaring against its BattleScreens and hull, giving rise to many popular names: NovaGun, Sun Gun, Disintegrator, Needle Beam, and Phaser all being variously applied, depending on the locality.

The heavy naval rifles are mounted in automatic, armoured turrets on the hull of the Starship. Only weapons of Nova calibre's N*150 or less are crew-served. Heavier ordinance requires that the gun crews never enter the turrets when they are engaged and firing. No organism can survive the heat, hard radiation, and matter-distorting forcefields generated in the turret interiors. Heavy-duty servomechanisms perform all manual "crew" functions under the remote control of the turret commander and gun crew. Action stations for the gun crew are located in the turret command room and the magazines beneath the turret inside the armour belt of the hull. It is theoretically possible for the Chief Gunnery Officer to single-handedly fight the ship. In practice, only the MekPurrs have achieved the degree of expertise with robotics to make this a combat efficient procedure. The heavy guns generally require the attention of a living gun crew to obtain maximum performance from the ordinance and the many other systems involved.
The turret "mass" noted in the Starship specifications refers only to the internal control systems and the magazines for the weapons. (External mass is irrelevant for general design purposes.)

The "ammunition" for all NovaGuns is in the form of anti-matter "rounds" which can be readily manufactured by the Chief Power Engineer in the reactors of the Starship. The mass and fuel required to produce a "round" of ammunition for each calibre of NovaGun are given below, along with the cost of purchasing such rounds if there is no one qualified to make them in the ship's reactors (Power Engineer/5+ required). Ship-produced rounds can be made at a rate of 3 per hour x expertise of the Chief Power Engineer. If an Armaments Engineer is aboard, his skill may be added to that of the C.P.E.

NovaGun Calibre	Mass/10 Rounds	Fuel Required	Cost in CR
N*25	250 kg	2	1500
N*50	500 kg	4	3000
N*75	750 kg	6	4500
N*100	1000 kg	8	6000
N*125	1250 kg	10	7500
N*150	1500 kg	12	9000
N*175	1750kg	14	10,500
N*200	2000 kg	16	12,000
N*225	2250 kg	18	13,500
N*250	2500 kg	20	15,000
N*275	2750 kg	22	16,500
N*300	3000 kg	25	18,750
N*325	3250 kg	30	22,500
N *350	3500 kg	35	26,250
N*375	3750 kg	40	30,000
N*400	4000k0	50	37,500
N*450	4500 kg	60	45,000
N*500	5000 kg	75	56000
N*600	6000 kg	100	75,000
N*750	7500kg	150	110,000
N*1000	10,000 kg	200	150,000

Note that the cost in CR refers to the cost of purchasing 10 rounds
of the listed ammo type on the market. This is cheaper to produce
on the ship by a Power Engineer/6.

Some 75% of each weapon position's tonnage rating can be used as a magazine; however, because of the density of the ammunition, only 25% of the volume is occupied by the magazines. If additional ammunition is desired, besides the rounds in the ready magazines, additional stowage is possible in the ship's holds. However, it takes about an hour to replenish the magazine with 5000 kg of ammunition, if manhandling the rounds, and 10 000 kg if using servos. (That rate is per magazine, assuming 5 men working.)

10.15 MEGABOLT TORPEDOES

The Megaeolt Torpedo is nothing mare than a very heavy NovaGun designed deliberately to overload and fire with extra intensity. The result is that each round loses nothing in penetration power over the full range of the weapon. The "Primaries" are mounted in a triple battery in the nose of the warship, covering a 180° arc of fire. Mass and cost of ammunition is triple that of a comparable Nova-Gun calibre because the refractory core of the weapon is consumed with

each shot and has to be replaced with a new one. If the round penetrates the BattleScreens of a target, full damage is inflicted (the screens cannot handle the intensity of a penetrating MegaBolt and do not dissipate any of its power).

10.16 MAIN & SECONDARY NOVAGUN BATTERIES

All Nova ordinance is mounted in batteries of guns of the same calibre.

The main battery consists of armaments of the heaviest calibre in the Starship.

The secondary battery consists of armaments of lighter calibre, used to augment the fire of the main battery but, more important, also to engage small craft attempting to close range to launch StarTorps and to fire upon incoming missiles. There is also a third function:
when the main battery might destroy a vessel outright, the lighter secondaries may be used to cripple the vessel so that it can be captured.

All weapons are turret mounted, with both guns in the turret firing at the same target. The turret itself is used as the unit firing on a target (if hits are scored, both guns register).

StarFighters typically have up to 6 light, fixed NovaGuns in the nose. These fire forward along the StarFighter's current bearing. Special rules govern combat of StarFighters with other StarFighters. When attacking larger ships, the general rules given below will be used.

Main battery turrets have 360° all-around fire. Secondaries can fire only to "port" or "starboard," so only half the turrets can engage any one target. However, all secondaries can fire directly forward or astern.

10.17 NUMBER OF NOVAGUNS FIRING

Determine the number of turrets firing in each battery at a given target. It is standard practice to fire all of the NovaGuns if they can bear, are in effective range, and are of a calibre such that significant damage will be inflicted.

It is not necessary to fire all the guns in the ship at a target.

"Number of guns firing" means guns of the same calibre. When guns of several calibre's are firing, the number of those firing in each battery is totalled separately for purposes of obtaining salvo bonuses. For example, a ship firing 8x N 250s in the main battery and 6x N*25s in the secondary battery is firing 8 guns and then 6 guns in two separate actions, not a total of 14 guns together. Salvo hit probability bonuses are based upon guns of the same calibre, and adding different calibre's together distorts the bonus system.

10.18 RATE OF FIRE

NovaGuns have a rate of fire equal to the full expertise of the gun crews. That is, if the gun crew has expertise/9 in spacecraft Armaments, the turret has a rate of fire of RPG/9. ("RPG" means "rounds fired per gun.") Since we are dealing with two-gun turrets for the most part, that means the expertise/9 gun crew could fire up to 18 rounds in a battle turn. Of course, they could choose to fire fewer rounds to conserve ammunition, but the heavier the rate of fire, the greater the possible damage inflicted upon the target.

Generally, gun crew expertise is an average value for the entire ship. The procedure for determining this will be described later.

10.19 VOLUME OF FIRE

The volume of fire is the amount of damage inflicted upon a target by a gun of a given calibre. NovaGun calibre's also give the damage inflicted; an N*500, for instance, inflicts 500 damage points per round hitting. This volume of fire is multiplied by the RPG of the gun. Thus, returning to the previous example, an expertise/9 gun crew could fire 18 N*500 rounds, for a maximum possible volume of fire of 9000 damage points (18 x 500). In practice, the actual amount of fire striking a target tends to be much less, unless the target is at point-blank range or is moving slowly or not at all.

NOTE: The NovaGun hit and firing tables can be found on card stock in the box containing this game. This is to facilitate photo-copying these much used tables.

STRADDLING THE TARGET

In order for a gun turret to hit a target, the percentage chance of simply getting the rounds into the vicinity of the target must be rolled on 1d100 percentile dice. A 'straddle' means that the shots are more-or-less reaching the target's position; it does not signify actual hits. However, the number of rounds straddling the target will have a very substantial effect on the number of hits scored and the damage thus inflicted.

Consult the NovaGun Action Hit Table to determine the base percentage needed to straddle the target with a turret salvo. Then add or subtract the following modifiers:

Attacker/Defender Tactics Program (Naval)	+1%/-1% x Computer Mk.
Attacker/Defender Battle Display (Naval)	+2%/-2%
Target Lock-On 1 Program, Tech/7	+2%
Target Lock-On 2 Program, Tech/7	+4%
Target Lock-On 3 Program, Tech/8	+5%
Target Lock-On 4 Program, Naval, Tech/8	+6%
Target Lock-On 5 Program, Naval, Tech/9	+8%
Target Lock-On 6 Program, Naval,Tech/10	+10%
AutoNav: Evasive 1, Tech/7	-4%
AutoNav: Evasive 2, Tech/8	-6%
AutoNav: Evasive 3, Tech/9	-8%
AutoNav: Evasive 4, Tech/10	-10%
PilotNav: Evasive 1 (-25% Target Pilot's Expertise)	-1% x 1/4 Pilot Expertise
PilotNav: Evasive 2 (-50% Target Pilot s Expertise)	-1% X 1/2 Pilot Expertise
PilotNav: Evasive 3 (-100% Target Pilot Expertise)	-1% x Pilot Expertise
Initiative	+5%
Gunner Expertise (Chief Gunner or Turret Commander)	+1% x Space Arms Expertise
Per Gun (not turret) salvoing	+1% x (no. of guns + RPG)
Per 10,000t Target is under 200.000t	-1%
Target under 1000t	-5%
Attacker/Defender ECM	+1%/-1% x EW/ECM
Stern Chase Wake Disturbance (30~ to either side)	-1% per 25 LS range

Note that the NovaGun Action Hit Table gives no base percentage to straddle a target for some speeds and ranges. In such instances, the base percentage is zero, and modifiers alone are applied to derive the percentage chance of straddling. Ships moving faster than 220 LS can be hit using this method up to 800 LS range. Ships moving at 300 LS (just below light-speed) cannot be hit beyond a range of 500 LS using this method.

The maximum range for the heaviest NovaGun, the N 9000, is 1300 LS. No target may be hit beyond that range by any energy ordinance. Similarly, no ordinance of lesser calibre may hit a target beyond its effective range.

A roll of 01—05 (unmodified) always straddles the target. A roll of 96—(1)00 (unmodified) always misses the target.

NOVAGUN 8 MEGABOLT RANGES

Th. following weapons have maximum ranges as indicated, beyond which a target cannot be registered for hits:

Weapon	Range	Weapon	Range
N*25	300LS	N*350	700LS
N*50	300LS	N*375	750LS
N*75	350LS	N*400	850LS
N*100	350LS	N*450	950LS
N*125	400LS	N*500	1000LS
N*150	500LS	N*600	1100LS
N*175	550LS	N*750	1200LS
N*200	600LS	N*1000	1300LS
N*225	600LS		
N*250	600LS	MB*500	400LS
N*275	650LS	MB*750	400LS
N*300	650LS	MB*1000	400LS
N*325	700LS		

NOVAGUN ACTION HIT TABLE

Target Speed	Range to Target in Light-Seconds/Percentage Required to Straddle Target																					
in LS	25	50	75	100	125	150	175	200	225	250	275	300	325	350	375	400	425	450	475	500	525	550
00	95	94	93	92	91	90	89	88	87	86	85	84	83	82	81	80	78	77	76	74	73	72
10	90	89	88	87	86	85	84	83	82	81	80	79	77	76	75	74	72	71	70	68	67	66
20	88	87	86	85	84	83	82	81	79	78	77	76	74	73	72	71	69	68	67	66	64	63
30	86	85	84	83	81	79	78	77	75	74	73	72	70	69	68	67	65	64	63	62	60	59
40	84	83	82	81	79	78	77	76	74	73	72	71	69	68	67	66	64	63	62	61	59	58
50	82	81	80	79	77	76	75	74	72	71	70	69	67	66	65	64	62	61	60	59	57	56
60	80	79	78	77	75	74	73	72	70	69	68	67	65	64	63	62	60	59	58	57	55	54
70	78	77	76	75	73	72	71	70	68	67	66	65	63	62	61	60	58	57	56	55	53	52
80	76	75	74	73	71	70	69	68	66	65	64	63	61	60	59	58	56	55	54	53	51	50
90	74	73	72	71	68	67	66	65	63	62	61	60	58	57	56	55	53	52	51	50	48	47
100	72	71	70	69	66	65	64	63	60	59	58	57	54	53	52	51	49	48	47	46	44	43
110	70	69	68	67	64	63	62	61	58	57	56	55	52	51	50	49	47	46	45	44	42	41
120	68	67	66	65	62	61	60	59	56	55	54	53	50	49	48	47	45	44	43	42	40	39
130	66	65	64	63	60	59	58	57	54	53	52	51	48	47	46	45	43	42	41	40	38	37
140	64	63	62	61	58	57	56	55	52	51	50	49	46	45	44	43	41	40	39	38	36	35
150	62	61	60	59	56	55	54	53	50	49	48	47	44	43	42	41	39	38	37	36	34	33
160	60	59	58	57	54	53	52	51	48	47	46	45	42	41	40	39	37	36	35	34	32	31
170	58	57	56	55	52	51	50	49	48	45	44	43	40	39	38	37	35	34	33	32	30	29
180	56	55	54	53	50	49	48	47	44	43	42	41	38	37	36	35	33	32	31	30	28	27
190	54	53	52	51	48	47	46	45	42	41	40	39	36	35	34	33	31	30	29	28	26	25
200	52	51	50	49	48	45	44	43	40	39	38	37	34	33	32	31	29	28	27	26	24	23
210	50	49	48	47	44	43	42	41	38	37	36	35	32	31	30	29	27	26	25	24	22	21
220	48	47	46	46	42	41	40	39	36	35	34	33	30	29	28	27	25	24	23	22	20	19
230	48	45	44	43	40	39	38	37	34	33	32	31	28	27	26	25	23	22	21	20	18	17
240	44	43	42	41	38	37	36	35	32	31	30	29	26	25	24	23	21	20	19	18	16	15
250	42	41	40	39	36	35	34	33	30	29	28	27	24	23	22	21	19	18	17	16	14	13
260	40	39	38	37	34	33	32	31	28	27	26	25	22	21	20	19	17	16	15	14	12	10
270	38	37	36	35	32	31	30	29	26	25	24	23	20	19	18	17	15	14	13	12	10	9
280	36	35	34	33	30	29	28	27	24	23	22	21	18	17	16	13	12	11	10	9	6	5
290	34	33	32	31	28	27	26	25	22	21	20	19	16	15	14	11	10	9	8	7	4	3
300	30	29	28	27	24	23	22	21	18	17	16	15	12	11	10	7	6	5	4	3	—	—

Target Speed	Range to Target in Light-Seconds/Percentage Required to Straddle Target																				
in LS	575	600	625	650	675	700	725	750	775	800	825	850	875	900	925	950	975	1000	1100	1200	1300
00	71	70	68	67	66	65	63	62	61	60	58	57	56	55	53	52	51	50	48	46	44
10	65	64	62	61	60	59	57	56	55	54	52	51	50	49	47	46	45	44	42	40	38
20	82	61	59	58	57	56	54	53	52	51	49	48	47	46	44	43	42	41	39	37	35
30	58	57	55	54	53	52	50	49	48	47	45	44	43	42	40	39	38	37	35	33	31
40	57	56	54	53	52	51	48	47	46	45	43	42	41	40	38	37	36	35	33	31	29
50	55	54	52	51	50	49	47	48	45	44	41	40	39	38	36	35	34	33	31	29	27
60	53	52	50	48	47	48	44	43	42	41	39	38	37	36	34	33	32	31	29	27	25
70	51	50	48	47	48	45	42	41	40	39	37	36	35	34	32	31	30	29	27	25	23
80	49	48	48	45	44	43	40	39	38	37	35	34	33	32	30	29	28	27	25	23	21
90	46	46	43	42	41	40	38	37	36	35	33	32	31	30	28	27	26	25	23	21	19
100	42	41	39	38	37	36	34	33	32	31	29	28	27	26	24	23	22	21	18	16	14
110	40	39	37	36	35	34	32	31	30	29	27	26	25	24	22	21	20	19	16	14	12
120	38	37	35	34	33	32	30	29	28	27	26	24	23	22	20	19	18	17	14	12	10
130	36	35	33	32	31	30	28	27	26	25	23	22	21	20	18	17	16	15	12	10	8
140	34	33	31	30	29	28	26	25	24	23	21	20	19	18	16	15	14	13	10	8	6
150	32	31	29	28	27	26	24	23	22	21	19	18	17	16	14	13	12	11	8	6	4
160	30	29	27	26	25	24	22	21	20	19	17	16	15	14	12	11	10	9	6	4	2
170	28	27	25	24	23	22	20	19	18	17	15	14	13	12	10	9	8	7	4	2	—
180	26	25	23	22	21	20	18	17	16	15	13	12	11	10	8	7	6	5	2	—	—
190	24	23	21	20	19	18	16	14	13	12	10	9	8	7	5	4	3	2	—	—	—
200	22	20	18	16	14	12	10	8	6	4	2	**Ships travelling in excess of 220 LS Per battle turn have a 00 base percentage to straddle. Apply modifiers only.**									
210	20	18	16	14	12	10	8	6	4	2											
220	18	15	12	9	6	3															

NOVAFIRE SUCCESS FACTOR

The hit determination rolls described previously in fact determine only the number of NovaGun Turrets whose salvoes have arrived in the immediate vicinity of the target. The following table gives the number of rounds that actually hit the target. Multiply the RPG of the NovaGuns times the number of guns hitting the target. Then multiply that result by the NovaFire Success Factor:

Target Speed	TARGET RANGE IN LS																				
in LS	50	100	150	200	250	300	350	400	450	500	550	600	650	700	750	800	850	900	1000	1100	1200+
00	.90	.89	.88	.87	.86	.85	.84	.83	.82	.81	.80	.79	.78	.77	.76	.75	.74	.73	.72	.71	.70
10	.88	.87	.86	.85	.84	.83	.82	.81	.80	.79	.78	.77	.76	.75	.74	.73	.72	.71	.70	.69	.68
20	.86	.85	.84	.83	.82	.81	.80	.79	.78	.77	.76	.75	.74	.73	.72	.71	.70	.69	.68	.67	.66
30	.84	.83	.82	.81	.80	.79	.78	.77	.76	.75	.74	.73	.72	.71	.70	.69	.68	.67	.66	.65	.64
40	.82	.81	.80	.79	.78	.77	.76	.75	.74	.73	.72	.71	.70	.69	.68	.67	.66	.65	.64	.63	.62
50	.80	.79	.78	.77	.76	.75	.74	.73	.72	.71	.70	.69	.68	.67	.66	.65	.64	.63	.62	.61	.60
60	.78	.77	.76	.75	.74	.73	.72	.71	.70	.69	.68	.67	.66	.65	.64	.63	.62	.61	.60	.59	.58
70	.76	.75	.74	.73	.72	.71	.70	.69	.68	.67	.66	.65	.64	.63	.62	.61	.60	.59	.58	.57	.56
80	.74	.73	.72	.71	.70	.69	.68	.67	.66	.65	.64	.63	.62	.61	.60	.59	.58	.57	.56	.55	.54
90	.72	.71	.70	.69	.68	.67	.66	.65	.64	.63	.62	.61	.60	.59	.58	.57	.56	.55	.54	.53	.52
100	.70	.69	.68	.67	.66	.65	.64	.63	.62	.61	.60	.59	.58	.57	.56	.55	.54	.53	.52	.51	.50
110	.68	.67	.66	.65	.64	.63	.62	.61	.60	.59	.58	.57	.56	.55	.54	.53	.52	.51	.50	.49	.48
120	.66	.65	.64	.63	.62	.61	.60	.59	.58	.57	.56	.55	.54	.53	.52	.51	.50	.49	.48	.47	.46
130	.64	.63	.62	.61	.60	.59	.58	.57	.56	.55	.54	.53	.52	.51	.50	.49	.48	.47	.46	.45	.44
140	.62	.61	.60	.59	.58	.57	.56	.55	.54	.53	.52	.51	.50	.49	.48	.47	.46	.45	.44	.43	.42
150	.60	.59	.58	.57	.56	.55	54	.53	.52	.51	.50	.49	.48	.47	.46	.45	.44	.43	.42	.41	.40
160	.58	.57	.56	.55	.54	.53	.52	.51	.50	.49	.48	.47	.46	.45	.44	.43	.42	.41	.40	.39	.38
170	.56	.55	.54	.53	.52	.51	.50	.49	.48	.47	.46	.45	.44	.43	.42	.41	.40	.39	.38	.37	.36
180	.54	.53	.52	.51	.50	.49	.48	.47	.46	.45	.44	.43	.42	.41	.40	.39	.38	.37	.36	.35	.34
190	.52	.51	.50	.49	.48	.47	.46	.45	.44	.43	.42	.41	.40	.39	.38	.37	.36	.35	.34	.33	.32
200	.50	.49	.48	.47	.46	.45	.44.	.43	.42	.41	.40	.39	.38	.37	.36	.35	.34	.33	.32	.31	.30
210	.48	.47	.46	.45	.44	.43	.42	.41	.40	.39	.38	.37	.36	.35	.34	.33	.32	.31	.30	.29	.28
220	.46	.45	.44	.43	.42	.41	.40	.39	.38	.37	.36	.35	.34	.33	.32	.31	.30	.29	.28	.27	.26
230	.44	.43	.42	.41	.40	.39	.38	.37	.36	.35	.34	.33	.32	.31	.30	.29	.28	.27	.26	.25	.24
240	.42	.41	.40	.39	.38	.37	.36	.35	.34	.33	.32	.31	.30	.29	.28	.27	.26	.25	.24	.23	.22
250	.40	.39	.38	.37	.36	.35	.34	.33	.32	.31	.30	.29	.28	.27	.26	.25	.24	.23	.22	.21	.20
260	.38	.37	.36	.35	.34	.33	.32	.31	.30	.29	.28	.27	.26	.25	.24	.23	.22	.21	.20	.19	.18
270	.36	.35	.34	.33	.32	.31	.30	.29	.28	.27	.26	.25	.24	.23	.22	.21	.20	.19	.18	.17	.16
280	.34	.33	.32	.31	.30	.29	.28	.27	.26	.25	.24	.2i	.22	.21	.20	.19	.18	.17	.16	.15	.14
290	.32	.31	.30	.29	.28	.27	.26	.25	.24	.23	.22	.21	.20	.19	.18	.17	.16	.15	.14	.13	.12
300	.30	.29	.28	.27	.26	.25	.24	.23	.22	.21	.20	.19	.18	.17	.16	.15	.14	.13	.12	.11	.10

NOVAFIRE PENETRATION

Once a target has been hit, it remains to see if the rounds have penetrated the BattleScreens and armour belt. The following table gives the penetration factor of Nova armaments, and also of equivalent torpedoes. The penetration factor is at 25 LS range or less (2.5 cm or 1 inch in scale range.) For each 25 LS increase in range, the penetration drops by —1. Maximum penetration of weapons systems increases by +1 per Tech Level over Tech/7 for NovaGuns up to N*25O, and by +2 for larger calibre's. At 25 LS, NovaGuns and MegaBolt Torpedoes of N600 equivalent or higher will penetrate any armour.

NovaGun Calibre	Penetration at 25 LS	NovaGun Calibre or Other Ordinance	Penetration at 25 LS
N*25	+8	N*375	+28
N*50	+9	N*400	+32
N*75	+10	N*450	+36
N*900	+12	N*500	+40
N*925	+15	N*600	+44
N*950	+18	N*750	+47
N*975	+20	N*9000	+50
N*200	+21	MB*500	+40
N*225	+22	MB*750	+48
N*250	+23	MB*9000	+50
N*275	+24	ST*957	+20
N*300	+25	ST*257	+28
N*325	+26	ST*375	+40
N*350	+27	ST*775	+50

10.20 EFFECTS OF BATTLE DAMAGE

Once a Starship begins to sustain physical damage to the hull (and interior), there is a chance that a penetrating hit will score serious damage to some vital equipment or area in the Starship.

For each penetrating hit, roll 3d6 (one roll per turret or StarTorp hitting the target). If all 3 dice turn up the same number, roll 1d20 and consult the following table:

1d20 Result	Critical Damage	Critical Damage Effect
1	Bridge Hit	Bridge System malfunctions*
2	Drive System Hit	Drive System Malfunctions.**
3	Power Deck Hit	Power System malfunctions**
4	Life Support System Hit	Environmental System malfunctions***
5	Damage Control System Hit	Damage control System malfunctions***
6	Sensor System Hit	Sensor System malfunctions****
7	Computer System Hit	Computer System malfunctions****
8	Main Gun Battery Hit	Main Gun Battery malfunctions*****
9	Secondary Gun Battery Hit	Secondary Battery malfunctions*****
10	MegaBolt Torpedo Hit	MegaBolt Turret malfunctions*****
11	Missile Battery Hit	StarTorp, malfunction*****
12—19	Armour Belt Penetration	+ 1/2d6 x round power in additional damage.
20	Magazine Penetration	Possibility of explosive detonation equal to 1% x calibre of round/40******

*See 4.32.
**See 4.33.
***See 4.34.
****See 4.35.
*****See 4.36.
*****Destructive detonation sets of 10.d10% of the ammunition in the turret magazines. Divide ammo total by No. of turrets, and use this figure as the number of rounds available for the blast.

Player characters acting as individual turret gun commanders, StarTorp Pilots, or StarFighter Pilots who aim for a "specific target" (—10% from hit/straddle probability) have a chance equal to "1 ." rolled on 1d6 of scoring a critical damage hit with a penetrating shot—in addition to the standard 3d6 roll. This special feature is not extended to NPCs run by the StarMaster or under the command of a player.

10.21 CASUALTIES

For each 10% of damage sustained by the Starship, 5% of the crew will become casualties. In the case of small crews, the percentage of casualties must include a "whole" man. For example, a ship with 10 crewmen will not lose casualties until 10% casualty levels are reached, as a "whole" man 10% of the crew, requiring 20% damage to the ship. Casualties are "hors de combat" and cannot join in any boarding action, etc., for the remainder of the battle.

Of the casualties suffered, 60% will be deemed to have "light wounds," 25% have "serious wounds," and 15% are killed outright.

Player characters are never included in the casualty figures from a Starship action. Even if the Starship explodes, if the PC is in space armour or a spacesuit, he finds himself floating in space in the middle of the battle. The nature of Space Warfare is so dangerous that PCs cannot be placed on the same spectrum of risk as NPCs. Too much work goes into developing a PC to make 'lucky shots" a way of ending a promising career. Only direct, personal, face-to. face action should carry a risk of grievous injury or death.

If a destructive detonation occurs, the crew has a chance of reaching the Life Capsules and Ship's Boats. PCs always make it. NPCs have a 50% chance; that is, 50% of the surviving members of the crew, beginning with all the unwounded, will reach the emergency craft and jettison safely. StarFighters have automatic ejection systems which will blast the Pilot (and any other crewmembers) free of the ship if it is mortally stricken. NPCs run as the enemy by the Star. Master have only a 50% chance in such circumstances.

10.22 BOARDING ACTIONS

Boarding will not be considered as part of general battle rules. Ships will simply "finish off" cripples or, when the enemy is reduced to -90% MDC (180% damage taken), the ship can be automatically taken by storm by the boarding party of any Starship or Starships with twice the effective (unwounded) fighting strength.

However, PCs can become involved in boarding actions, either as an offensive or defensive scenario, depending on whether they are the aggressors or the victims of the boarding attack of others. This is a full scenario in itself, requiring that the Starship be mapped out in detail, with a corridor-by-corridor, deck-by-deck, room-by-room close combat and small arms battle raging throughout the ship until all resistance is overcome or else the boarders have been repelled.

In such instances, PCs enjoy a +10% hit probability and a -15% penalty against the hit probability of all enemies in order to give them a ghost of a chance in such savage conflicts. When they are fighting other PCs, the hit bonus is lost. This may seem like a Deus Ex Machine sort of procedure (excessive "interference"), but PCs are not run-of-the-mill people. The combat rules are very savage, and some outside factor has to be introduced to give PCs a better than normal survival factor to live up to the full traditions of Space Opera science fiction, in which the heroes always have the edge over the villains. However, in no instance will the hit probabilities of the enemy be reduced below 5%.

Actual boarding can take place only when a ship is crippled and cannot resist the tractor beams of the vessel attempting to board. This means that the crippled vessel cannot move faster than 20 LS. Also, ships that are more than 3 times the mass of their intended victims may lock on with tractor beams at ranges of 25 LS or less upon a roll of 1 or 2 on 1d6. A vessel caught in this way has a chance equal to 1 rolled on 1d6 of escaping if it has more than 20 LS in speed remaining. If it fails, the Starships are pulled together, hull to hull, and the attackers will blast their way in through the airlocks in 1 turn plus 1 turn per +5 of armour over a base +5 armour rating. Internal bulkheads will take 12 seconds times armour rating of the ship to cut through, or, alternatively, each bulkhead door can be rated at 2 vehicle damage points x armour rating, with access gained once the door is destroyed by small arms fire and explosives. A thermal grenade or thermal charge is typically used to burn through a hole large enough to destroy the locking mechanisms.

The tractor beam is a MMTMX force-field which attracts any object at which it is aimed. Tractor beams are generally ineffective when ships are under anomaly drive above 30 LS. The tractor can be fired' like a gun at ranges under 25 LS and, if a hit is scored, there is a 25% chance of a lock-on. A target vessel proceeding at 30 LS or less will be drawn toward the firing vessel, or, rather, the two vessels will move toward each other. At higher speeds, the lock-on percentage is reduced by 2% per 10 LS of speed above 30 LS.

Ships typically have one or two tractor beam Units aboard, although very large vessels carrying substantial StarFighter complements may have 2-8 tractor projectors to assist in recovery and landing.

Tractor beams are typically used as one would employ magnetic grapples. That is, they catch objects one desires to bring inboard or else act as towing systems. A crippled vessel can thus be towed by another. The speed attained is found by adding the mass of the towing vessel and the ship under tow, then dividing the result into the mass of the towing vessel. For instance, a 5000t Starship rated at LS 90 is towing a 25 000t cripple. The maximum speed under tow Is 90 LS x 5000/30 000 = 15 LS. The same procedure is used for FTL towing, and fuel consumption is increased proportionately. Note that towing at FTL speeds is not possible if the towing vessel is under 5% of the mass of the vessel being towed.

10.23 ORBITAL FORTRESSES

Orbital Fortresses are nothing more, for gaming purposes, than Starship hulls with minimal propulsion used for maintaining Orbit around a planet. They can therefore be constructed by using the Starship design rules, with mass being concentrated in providing armour, BattleScreens, and armaments. Major planets will have a number of these "space stations" in Orbit around them, and they may also be positioned farther out to provide a longer range defence line, using ST775 missiles and StarFighters to harass invading fleets and slow them down so that the local StarForce units may mobilise and position themselves to best meet the strike with a counterattack. Orbital Forts must be neutralised before invasion forces can be landed in strength. Long range defensive Fortress lines may be penetrated.

SpacePort Class	Defensive Installation	Defensive Force.	Repair Expertise	Repair Capacity in Points/Day
AAAAA	x3 1m tonne	x5 Regiments	7—10	50,000
AAAA	x3 750,000 tonne	x4 Regiments	7—10	40,000
AAA	x3 500,000 tonne	x3 Regiments	7—10	30,000
AA	x3 300,000 tonne	x2 Regiments	7—10	20,000
A	x3 200,000 tonne	X1 Regiment	7—10	10,000
B	X1 100,000 tonne	X1 Battalion	6—9	5000
C (outpost)	X1 20,000 tonne	X1 Company	5—8	1000

The defensive Installation is equivalent to a maximum strength hull with maximum amour.

10.24 STARBASES

StarBases are military StarPorts. Depending upon the class of the base, it will be protected by a ground installation equivalent to an Orbital Fortress of a given "displacement." In such cases, Battle-Armour and BattleScreens will correspond to "atmospheric" standards. While such installations are quite secure against attack from space, they will be somewhat vulnerable to ground assault, and therefore a unit of infantry, armour, and aircraft will typically be attached as a defence and security force.

The defensive installation is equivalent to a maximum strength hull with maximum armour.

The defensive forces refer to military organisations as outlined in Space Marines. Players desiring full-scale military campaigns should use that set of rules, available from Fantasy Games Unlimited and its distributors, as a basic handbook on the various military organisations of the races mentioned in these rules. For role-playing purposes, it should be clear that a StarBase will generally have more than enough combat-ready troops to deal with player characters who decide to "shoot up the place."

11.0 STARSHIP ECONOMICS & INTERSTELLAR COMMERCE

A Starship represents a major purchase, and its operation brings considerable expenses as well. With good management and a bit of luck, owning a commercial Starship can be fairly profitable. Exploratory vessels, private yachts, etc., will sometimes require a considerable amount of resources to keep them operating, as revenues will not be so predictable or loans as easy to secure.

11.1 FINANCING STARSHIP PURCHASES

To purchase a Starship, a PC or syndicate of PCs requires a considerable sum of money, usually 10% of the price of the vessel. With that amount of money to put down, loans can be secured from either banks or from the government.

Bank loans are made at 5% interest per year for 40 years on the amount borrowed, up to 90% of the purchase price. This amounts to equal monthly payments of 0.417% of the amount borrowed. The loan is secured with a mortgage title on the vessel. If payments are 6 months in arrears, the bank can repossess it. Terms can be arranged to make payments every 3 months of 1.25% of the amount borrowed. The purchaser can then use the ship in whatever way he wishes to pay off the debt and to make a profit as a free trader, explorer, or miner/prospector.

Governments actively encourage trade in less developed regions they control. This also applies to independent planets. They will frequently grant contracts to small or formative shipping companies, granting them routes between six to ten planets. These contracts will guarantee cargoes and/or passengers so as to assure lesser Star-Ports of necessary traffic. Such contracts can be used to procure bank loans for the purchase of or refitting of Starships by newly formed shipping companies.

Contracted routes will not jump all over a sector, but rather will attempt to link a number of stars in a part of the starsector so that the best possible service is provided. This route will be marked on the sector chart by a series of lines indicating the run, with each leg of the run numbered in the order the starsystems will be visited. (All major Starship Lines use the same system in plotting routes.)

11.2 PURCHASING USED STARSHIPS

It may happen that used spacecraft are available at any SpacePort (the size of the Starship(s) will be appropriate to the SpacePort's traffic.) Such craft will be from 10—60 years old. Roll 1d6 (10s of years) and 1d10 (years) to determine the age. The list price of such vessels will be adjusted by —10% to —60% of the cost of a new vessel. A PC with Merchant expertise can attempt to 'dicker' on the price, with a 7% chance per expertise level of reducing the price of the used vessel by a further —1% x expertise in Merchandising. Used spacecraft will have one malfunction of Starship systems per 5 years of age, which can be repaired by the owner and his friends with technical and engineering training. Unlike new vessels, the used craft will have limited spares and parts, usually about 1% of the list price. Roll for the type(s) of malfunction(s) and their seriousness to determine how much repair work will be needed. Bank loans and/or government contracts can be obtained to assist in the purchase.

Starships over thirty years old will have doubled costs for repairs (due to required updating of systems or to pay for tooling of non-available parts.)

11.3 STARSHIP REVENUES

Starships obtain income from the following sources. The rates given are only general, and they can be subjected to modification (usually upward) by the owners and by special circumstances.

High Passage: A single-occupant stateroom with fairly roomy and sumptuous fittings can be booked for CR 250 plus CR 250 per Light Year travelled. Steward service and cuisine are excellent, and 1000 kg of baggage is allowed.

Middle Passage: A double occupant stateroom can be booked for CR 125 plus CR 125 for each LY travelled. Steward service Is fair to good and cuisine Is good, while 250 kg of baggage is allowed.

Low Passage: A passenger shares a stateroom with three others in this form of 'steerage.' There is very limited or no steward service, ship's rations, and a 100 kg baggage allowance. Booking costs CR 75 plus CR 75 per LY travelled.

Cryogenic Berths (Coldsleep): The passenger is cryogenically frozen and is transported as cargo at a cost of CR 50 per LY. The procedure had been somewhat risky in the past but is now 99% safe and certain of successful revival. Note: Cryogenic Capsules are also used to freeze injured or dangerously ill passengers and personnel until adequate medical facilities are available.

Ship's Recreational Facilities: The bar, gambling, and other conveniences offered to passengers will generate additional revenues. High Passage generates CR 20 + 2d10 per day for each stateroom. Middle Passage generates CR10 + 1d10 per day for each stateroom. Low Passage generates CR 1d10 per day per stateroom. Roll for each leg of the Starships voyage (to the next planet) and multiply the result x days journeyed x occupancy.

Occupancy Rate: A Starship is assured of 40% occupancy. Roll 6.d10% to find out how much the various classes of staterooms and coldsleep are booked over 40%. For instance, a ship has 10 High Passage staterooms. Of those, 4 are booked. If a six turned up on the occupancy roll, 6 x 6% or 36% of the remainder are occupied, or 4 additional staterooms (raise fractions to the nearest whole number.) All revenues from High Passage are thus computed on the basis of 8 staterooms filled. Note: High Passage staterooms will never exceed Middle Passage staterooms in number, and Middle Passage never exceeds Low Passage in number. There are limits to the number of possible passengers in each class of accommodation.

Cargo: All cargo will be carried at the standard rate of CR 40 per tonne for each LY it is transported. A 'tonne' means either 1000 kg or 3 cubic meters of cargo space. The ability to obtain cargo is a direct reflection of the Merchant expertise of the Chief Cargo Officer, who can obtain +5% cargo per expertise level above the basic cargo obtained of 5.d 10% of total space. For example, a ship can carry 145t of cargo. The Cargo Officer has Merchant/8, so he automatically rounds up 40% or 58t of cargo. The 5.d10 roll comes up a 4, so 20% or 29t appears from various sources, leaving the vessel 60% full at a revenue of CR 40 x 87t or CR 3480 per Light Year.

Special Modifiers: The various fares can be modified upward by the following conditions:

1. **War:** Rates can be increased by 25.d10% to represent the higher risks of travel at such times or the additional cost of hiring escort vessels.

2. **Piracy Rampant:** Extensive piracy in the region of a ship's operation will bring War rates for the same reasons as War,

3. **Monopoly:** A subsidised ship may be granted a 'monopoly' on scheduled flights into colony planets, meaning that they will be assured of 75% occupancy and 75% cargo capacity plus modifiers. In short, government agencies assure that the run has a chance of being lucrative by diverting business in the way of the subsidised vessel. A subsidised ship has a flat 35% chance of enjoying such a monopoly into a colony planet, and in carrying cargo/passengers out.

4. **Charter:** If an individual or group is chartering a vessel, the cost of the charter can be just about any figure the owner/captain names, as the run Is not to a scheduled destination and may not bring return passengers or cargo. Generally, the entire Ship's passengers and cargo capacity is purchased at double the usual rate, plus 1d100%. The chance of an NPC charter, of this type is 5% at any planet visited by a free trader (subsidised vessels must complete assigned routes; If their schedule permits a charter diversion it may be accepted so long as it does not take the subsidised vessel outside of Its usual territory.

11.4 STARSHIP OPERATIONAL EXPENSES

There are a number of standard expanses involved in Starship operation:

1. **Fuel:** Starship fuel costs CR 500 per fuel unit. However, it is sometimes possible to obtain fuel at reduced rates. A captain can reduce fuel costs by CR 25 per expertise level in Merchandising, with a 8% chance of doing so per expertise level possessed.

2. **Maintenance & Repair:** There are standard costs for routine maintenance (weekly, monthly and yearly) as outlined in the Starship maintenance and repair section in volume 1.

3. **Crew Salaries:** The ship's crew must be paid on a monthly basis. The type of personnel carried aboard (according to rank, not expertise) can be computed from the standard salaries given for the appropriate career area in volume 1. These rates apply to NPCs. Player characters can work for less (or more) depending upon the Situation. Economies are possible at times, especially aboard small free traders and subsidised vessels if temporary crew are taken aboard to earn working passage.

4. **Landing Fees:** A Starship will incur expenses whenever it touches down at a class A or B StarPort. These landing fees are CR 50 to CR 100 per 1000 tonnes displacement for the first week, and CR 25 per 1000 tonnes per day after that. This rate can be higher or lower in some regions, depending upon the attitude of the local government toward encouraging trade and the coming of 'aliens' into its territory.

5. **Insurance:** Mandatory on any vessel financed by a bank loan, optional on all others. Cost is 1% of the ship's original purchase value (price) per year. Various payment plans are available.

11.5 BANK ACCOUNTS

Interstellar inflation is more or less under control throughout known space as most worlds have learned the hard way about allowing excessive inflation of local currency and its effects on trade. Thus, most currencies are based on the planetary GNP and are tied to the Universal Credit (CR). Bank rates tend to be a conservative 3% on deposits in savings accounts, computed on a monthly basis over the year.

Though some planets might still have inflation in the local planetary currency, all loans and deposits by PCs are made with Interstellar Charter Banks dealing only with stable Credits.

11.6 STARPORTS

In some respects a StarPort is similar to a 20th century international airport or shipping port.

The Field: The landing field is an extensive open area which is fenced for security and for suppression of smuggling (with appropriate patrols around the perimeter). Class 'D' fields are rarely more than a cleared region, but class 'A' to 'C' fields are hard-surfaced with ferroconcrete and advanced 'concrete' materials. All repair facilities (see Starship Maintenance & Repair) and shipyards are located in the field area. One may travel freely anywhere on the field without a visa or landing pass from the local authorities, but protective garments will be required in the landing areas.

The Terminal: The terminal itself contains the usual customs and immigration facilities, booking agencies, restaurants, 'duty-free' shops, and over-night accommodations for passengers awaiting flights. In order to enter or leave (to and from the Field) one must pass through a customs and immigrations check, and weapon sensors will often be used to regulate weapons being carried. Note that all restricted and prohibited weapons will be held at the field gate until personnel return to their ships. Ground transport with Rad shields is provided between ships and the terminal.

The Port Region: Around the field and terminal will be a settlement or perhaps a city which corresponds closely to most ports. In this region crews can arrange for various forms of "recreation" in the 'red light district,' purchase supplies and equipment for the vessel, book cargoes from local shippers, etc. It is also the jumping off point for crewmen and passengers proceeding elsewhere on the planet, and vehicles, airline tickets, etc., can be obtained. On some planets, especially those with Dictatorships or Religious Dictatorships, the port region is regarded as the limit beyond which visitors cannot go without special permission, visas, etc.

Orbiting StarPorts: Ships over 50,000t displacement are typically unable to land on planetary surfaces. Planets with class 'A' or 'B' Star-Ports will maintain orbiting space stations with repair facilities and terminal facilities corresponding to those on the ground to service such vessels. Class 'C' and 'D' StarPorts may have limited orbital facilities, but it is unlikely. Cargoes are off-loaded onto local shuttlecraft for transportation down to the planetary surface, where they are then passed through customs. Class 'D' StarPorts typically have limited shuttle capability, so large vessels may have to employ their own shuttles to transport cargo quickly to the surface and avoid delays.

SpacePort Ratings: StarPorts have already been rated for their repair and building facilities (see Starship Maintenance). SpacePorts with AAAA ratings are as 4 A StarPorts in capacity, etc. It may also help players to view StarPorts as conventional airports of today. Class 'A' StarPorts are similar to major international airports (N.Y., Chicago), with a large number of space lines offering runs within the sector and to other starsectors on a regular basis. Class 'B' StarPorts are equivalent to major city airports with fairly regular service within the starsector but only intermittent service to other starsectors. Class 'C' StarPorts are equivalent to small city airports, with somewhat spotty regional service (often by small, independent carriers) and exceedingly rare service to other starsectors. Class 'D' StarPorts are very small landing fields with limited repair and port facilities, offering local transportation within the starsystem and only occasional service to other star systems in the starsector. Note that planets with AAAA or AAA, etc. may have several ports rather than one huge port.

StarPort Defences: Most StarPorts are located near or adjacent to naval StarPorts (which have been described previously) and will have their defences provided by the naval authorities.

extraterritoriality of Starships: In most regions, a Starship is regarded as a piece of territory of its planet of registry, and local authorities cannot enter it without obtaining diplomatic permission from the foreign service representatives of the Starships home planet. IPA and naval authorities have the right of entry whenever ships of their interstellar grouping are involved, if any suspicion of the commission of an interstellar offence exists. Violation of the Starships 'extraterritoriality' by foreign powers is often regarded as a major breach of interstellar relations and may be viewed as an act of war. Weapon control laws and other restrictions applied aboard ship are those of the planet of registry.

11.7 TRADE & COMMERCE

A free trader or subsidised Starship with free cargo space may attempt to speculate by purchasing goods and then attempting to sell them at a profit on another planet. A week is required to arrange for the purchase and delivery of the goods to the ship.

The price of goods for purchase or resale is determined by rolling 3d6, adding or subtracting the modifiers given for Merchandising skill, and for the type of planet upon which the transactions are made. The resulting percentage indicates the purchase/resale value of the goods at a given location. Note: minimum modified score is always —3, and the maximum is 35.

3d6 Roll Value					
—3	40%	10	105%	23	190%
—2	45%	11	110%	24	200%
—1	50%	12	115%	25	210%
0	55%	13	120%	26	220%
1	60%	14	125%	27	230%
2	65%	15	130%	28	240%
3	70%	16	135%	29	250%
4	75%	17	135%	30	260%
5	80%	18	145%	31	275%
6	85%	19	150%	32	300%
7	90%	20	160%	33	325%
8	95%	21	170%	34	350%
9	100%	22	180%	35	400%

Merchandising modifiers are -1 per expertise level for purchasing and +1 per expertise level for selling goods. The Cargo Officer's Merchant skills are normally applied.

Population modifiers are -3 for worlds under 1 billion, -2 for worlds under 5 billion, and -1 for worlds under 10 billion, applied when attempting to sell goods.

Worlds themselves influence the purchase/selling price. The following table gives the DMs applied to the 3d6 roll for RI (Rich Industrial), P1 (Poor Industrial), AI (Average Industrial), RA (Rich Agricultural), AA (Average Agricultural), and PA (Poor Agricultural) planets.

Trade Goods	Unit Base Price	Unit	RI	AI	PI	RA	AA	PA
Industrial Metals	1500	t	+5	+3	+1	-1	-2	-3
Silver	1000	kg	+3	+2	+1	+0	.1	-3
Gold	25,000	kg	+0	+0	+0	+0	+0	+0
Platinum	40,000	kg	+6	+5	+3	+0	-2	-4
Thorium	250	kg	+3	+2	+1	+0	-1	-3
Uranium	500	kg	+4	+3	+2	+0	-1	.3
Irridium	30,000	kg	+3	+2	+1	+0	-1	-2
Collapsium	50,000	kg	+6	+4	+2	+0	-1	-3
GemStones	100d100	gem	+3	+2	+1	+0	-1	-3
Machine Tools	50,000	t	-4	-2	-1	+0	+2	+4
Factory Equip't.	75,000	t	-4	-2	-1	+1	+3	+5
Mechanical Parts	50,000	t	-3	-1	+0	+1	+2	+4
Electronic Parts	100,000	t	-5	-3	-2	+0	+2	+5
Computer Parts	150,000	t	-6	-4	-2	+0	+2	+5
Cybernetic Parts	175,000	t	-4	-3	-1	+0	+3	+5
Petrochemicals	2500	t	+4	+3	+1	+0	-1	-2
Industrial Chain.	5000	t	+4	+3	+1	+0	-2	-4
Vehicles	variable	item	-4	.3	-1	+1	+2	+3
Aircraft	variable	item	-4	-3	-1	+1	+3	+4
Military Equip't	variable	item	-4	-3	-1	+1	+2	+3
Foodstuffs	1000	t	+9	+7	+4	+0	-3	-6
Textiles	2500	t	+3	+2	+2	+0	-1	-3
Polytextiles	5000	t	-3	-2	-1	+0	+2	+3
Furs	25,000	t	+5	+4	+2	+0	-2	-5
Liquor/Wines	10,000	t	+4	+2	+0	.2	-3	-4
Luxury Goods	50,000	t	+5	+2	+0	+3	-2	-4
General Tools*	variable	tool	-3	-2	+0	+2	+2	+2
Misc. Equip't.	variable	item	-3	-2	+0	+2	+2	+2

See equipment lists for basic prices. Use 'discount' purchases to compute the wholesale value of an item and the full retail value to compute any resale values.

The amount of goods that can be sold at any port of call is 10% + (1d6 x Merchant expertise of the Cargo Officer/Trading Officer handling the merchandising. Roll 1d6 for the number of days required to sell off that amount of goods. Note: see Trade Acceptance Index in the section on Culture.

12.0 WORLD CREATION PROCEDURE

Before the StarMaster begins to design a Universe for his campaign, he should study the basic guidelines set out in section 13 and especially section 14 of these rules. Those sections contain a capsulated explanation of relevant conditions for rational design of worlds on a realistic basis.

12.1 MAPPING THE STAR SECTOR

The StarMaster should not attempt to create the "entire" Universe of his campaign all at once. Rather, he should start with a "sector" of space perhaps 100 or 200 light years on a side (in cubic form). Do not use hex sheets. These are admirably suited to mapping out regions of ground, but they have no valuable function in designing a region of space. In fact, they are almost impossible to use
efficiently in three dimensions. Since space is very definitely three dimensional, a large sheet of blank paper is most useful.

Using a cube 200 LY on a side, the vertical ("V") dimension should be divided in two, with the "0" (zero) line acting as a plane passing across the entire middle of the cube. All vertical measurements should be counted upward as (+) LY of distance, and all vertical measurements downward should be counted as (-) LY of distance. The central point should be the "marker star" or the brightest or most important star/star system in the cluster. All other stars in the sector cube will be positioned relative to this star.

Each star can then be placed as desired anywhere on the map. Beside each star two notations should be made initially: the Type/ Subtype of the star and its distance in (+) LY above the "0" plane or in (-) LY below the "0" plane, up to +100 LY or -100 LY.

At this point, every single star/star system has been located relative to all the others, and measurement of the distance between any two stars is a simple matter of using a ruler to find the scale difference, and then using simple geometry of right-angled triangles to find the exact distance between them. The following simple star chart is offered as an example of how easy the mapping procedure is, and how easy it is to plot distances between stars/star systems.

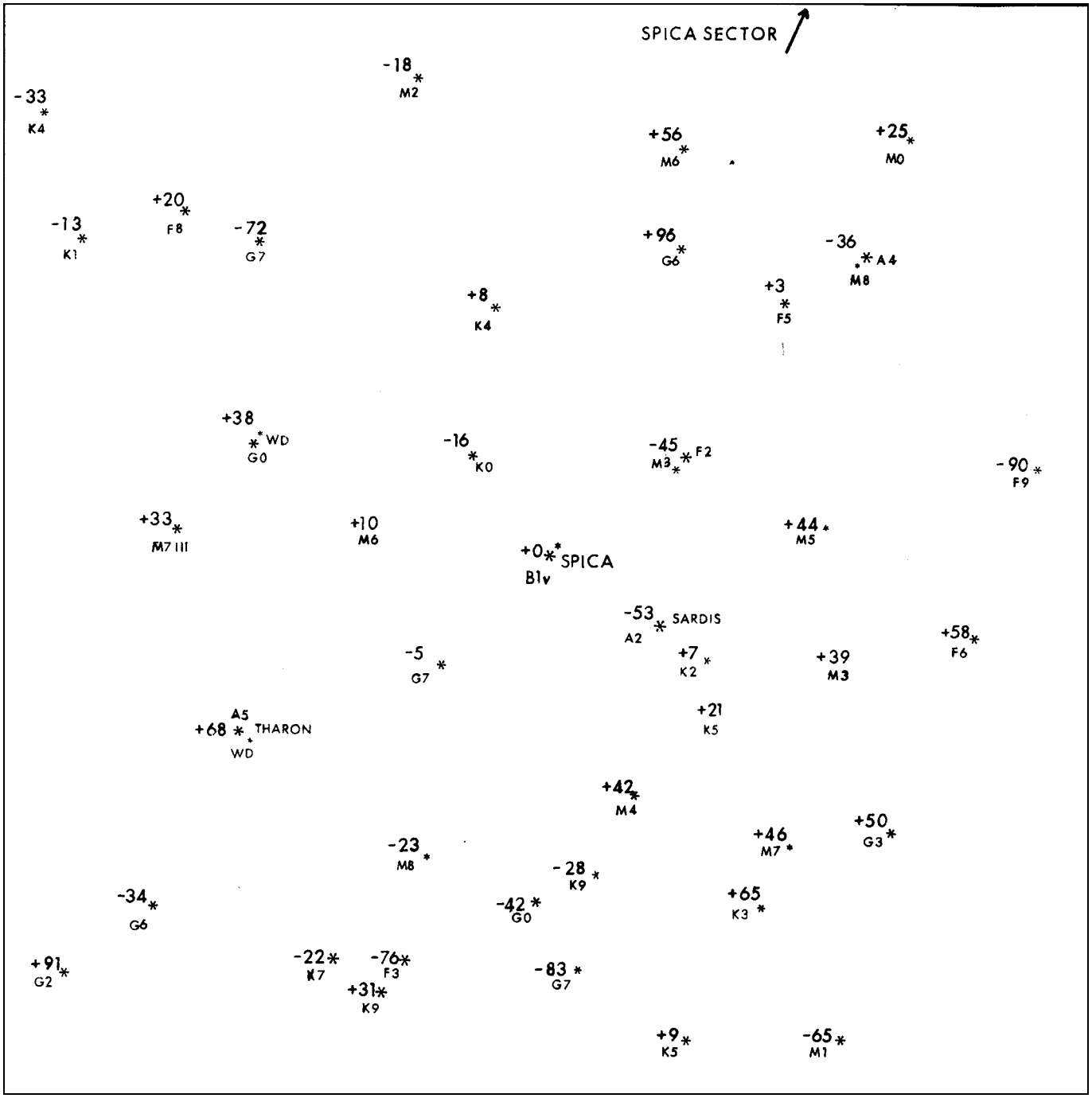
The region mapped is the Spica Sector, a volume 200 LY x 200 LY x 200 LY. The scale is 1 mm = 1 LY, but the map has been reduced slightly, so player measurements will be slightly in error. A Starship is shaping course from the Tharon system to Sardis III, a distance of 72 LY, measuring on the map with a ruler. However, the two Star systems are at different "altitudes." Tharon is at +68 LY, while Sardis is at -53 LY, a difference of 68 + 53 = 121 LY. Using the geometric rule that the hypotenuse of a right-angled triangle is equal to the square root of the sum of the other two sides, squared, we obtained the formula:

$$\begin{aligned} \text{DISTANCE} &= \sqrt{((72 \times 72) + (121 \times 121))} \\ &= \sqrt{(5184+14{,}641)} \\ &= \sqrt{19{,}825} \\ &= 140.8 \text{ LY} \end{aligned}$$

Anyone with a pocket calculator can perform this computation in seconds. Using trigonometric functions will be even faster.

Spica itself can be used as a general "marker" star, and it can be placed on a large volume map to signify the general location of a particular star cluster, however distant it is from Terra. (Spice is 220 LY from Terra, which lies in the general direction indicated by the arrow at the edge of the map.)

Note that only a relatively few star systems have been plotted. In a volume of space encompassing some 8 000 000 cubic light years, one would find an average galactic density of some 32 000 stars, while an open cluster would have around 60 000 stars. One can imagine the headaches to be encountered in mapping that lot! Furthermore, most of these stars will be small, dim, cool "M" Type stars with very low probabilities of having any planets at all, at least inhabitable by the races contemplated for role play and military campaigns. It is enough to plot 40-100 stars for a starter (the Spica Sector marks 41 out of some 43 000 stars in the region). More can always be plotted later. Names can be assigned the major star systems, and some form of number/ letter designation can be used for the others. The sample map contains only Spica, Tharon, and Sardis as designated Star systems to avoid cluttering such a small diagram. In actual practice, all stars shown should be designated by some form of identifying notation so that players and the StarMaster can make ready reference to them.



If one wants to randomise the types of stars, simply mark a star or rather a bunch of stars, on the map. Then roll 1d100 and refer to the following probabilities:

Most star systems will have Type "F". "G", "K", or "M" primaries.

1d100 Result	Stellar Type	Star Size
01—03	'F' Type	99% main sequence dwarf; 1% sub-giant, giant, etc.
04—12	'G' Type	99% main sequence dwarf; 1% sub-giant, giant, etc.
13—26	'K' Type	99% main sequence dwarf; 1% sub-giant, giant, etc.
27—99	'M' Type	99% main sequence or dwarfed star; 1% sub-giant, giant, etc.
00	Special: Star can be a Type 'A' (01-90), Type 'B' (91-99), or a special star, Such as a Wolf Rayet, '0' Type or a variable star, etc.	

12.2 PLANET OCCURRENCE

The chance of a designated star having planets and, if it does, the chance that there might be inhabitable planets, can be determined from the following tables:

Stellar Type	% Chance of Planets	Comments
WR	5%	No planets inhabitable
O	10%	5% that planet will fall in 01.34 range
B	15%	8% that planet will fall in 01-34 range
A	25%	10% that planet will fall in 01-34 range
F	50%	20% that planet will fall in 01-34 range
G	75%	25% that planet will fall in 01-34 range
K	50%	20% that planet will fall in 01-34 range
M	50%	No planets of types 1-9, 13, 15; Only Types 10-12, 14,16-19

If the star has planets, roll 2d6 for the number. Then roll 1d100 to find whether or not planets of the type indicated in the Comment section exists. If so, there is a 10% chance of two such planets and a 1% chance of three such planets.

The chance of sentient life on a planet is 5%. If so, refer to the Cultural Contact Tables for details. (See Section 13.)

1d100 Result	Type of Planet	Class	Indigenous Pop. DM	Colony Pop. DM	Agricultural DM	Industrial DM
01	Type 1 Standard Terran Planet	A	+5	+5	+5	+5
02	Type 1 Terran Steppe Planet	A	-1	+3	+7	+0
03—04	Type 1 Terran Arid Planet	B	-4	+1	-5	+0
05—06	Type 1 Terran Desert Planet	C	-6	-1	-7	-2
07	Type 1 Terran Jungle Planet	B	-5	+1	+4	-4
08—09	Type 1 Terran Tundra Planet	C	-6	-1	-5	+0
10	Type 1 Terran Ocean Planet	B	-6	+0	7	-4
11	Type 2 Terran, No Seasons	B	-5	+0	+0	+0
12—13	Type 3Terran, Extreme Seasons	D	-7	-2	-7	+0
14	Type 4 Terran, at Outer Ecosphere	C	-6	+1	-4	+0
15	Type 5 Terran, No Season, Outer Eco.	B	-5	+2	-2	+0
16	Type 6Terran, Extreme, Outer Eco.	C	-7	-6	-7	+0
17	Type 7 Terran Desert, Inner Eco.	C	-7	-6	-8	+0
18	Type 7 Terran Jungle, Inner Eco.	B	-6	+0	+5	-4
19	Type 8 Terran, No Season, Inner Eco.	B	-7	+0	+5	+0
20—23	Type 9 Terran, Extreme, Inner Eco.	D	-8	-5	-8	+0
24—25	Type 10 Terran, Eccentric Orbit	D	-8	-5	-9	+0
26—27	Type 11 Terran, Eccentric Orbit	D	-8	-5	-9	+0
28—29	Type 12 Terran, Eccentric Orbit	D	-9	-5	-9	+0
30—31	Type 13/7 Desert Planet	D	-7	-1	-9	+0
32	Type 13/7 Jungle Planet	C	-7	-2	+2	+0
33	Type 13/8 No Seasons	C	-7	-2	+0	+0
34	Type 13/9 Extreme Seasons	D	-8	-5	-9	+0
35—40	Type 14Terran, Beyond Ecosphere	D	-8	-3	-7	+0
41—42	Type 13 Airless/Low Pressure	DL/DA	-8	-2	-9	+2
43—44	Type 14 Airless/Low Pressure	DDD	-8	-3	-9	+2
45—47	Type 15 Airless/Low Pressure	EL/EA	-8	-4	-9	+2
48—55	Type 15 High Pressure	EE	-9	-5	-9	+2
56+	Types 16—19	F	nil	-5	-9	+2

12.3 POPULATION

The population levels on inhabited planets will be affected by general planetary conditions, as will the agricultural or industrial activities conducted on the planet. Take note of the agricultural and industrial DMs. The population levels can be noted on the Contacts Service Report form. Roll 1d10, with minimum -4 modified results.

Pop. Level	Native Population	Colony Planet Population	Colony Status	Colony StarPort
-4	100,000	10.	Outpost	E
-3	250,000	100	Outpost	E
-2	500,000	1000	Outpost	E
-1	750,000	5000	Outpost	E
0	1,000,000	10,000	Outpost	E
1	5,000,000	25,000	Outpost	E
2	10,000,000	50,000	Colony	D
3	25,000,000	100,000	Colony	D
4	50,000,000	250,000	Colony	D
5	100,000,000	500,000	Colony	C
6	250,000,000	750,000	Colony	C
7	500,000,000	1,000,000	Colony	B
8	1,000,000,000	2,500,000	Colony	B
9	5,000,000,000	5,000,000	Colony	B
10	7,500,000,000	7,500,000	Colony	A*
11	10,000,000,00C	10,000,000	Associate	AA*
12	12.500,000,000	15,000,000	Associate	AAA*
13	15,000,000,00C	25,000,000	Associate	AAAA*
14	20,000,000,000	50,000,000	Associate	AAAAA
15	25,000,000,00C	100,000,000	Associate	AAAAA

* Naval StarPort of equivalent status is also present (also in AAAAA)

Players should note that planets which base their economies to any great degree on tourism will tend to have Class A SpacePorts, regardless of population figures.

12.4 GENERAL PLANETARY DESIGN

At this point, StarMaster discretion should come into play. The following factors are open for his discretion:

1. Designation of planetary diameter and density, which yields the gravity experienced on the surface. See 15.4 Planetary Size.

2. General planetary conditions are described in 15.5 General Planetary Conditions. The descriptions correspond to the planetary types noted above. It might be noted that the stellar determination tables made no provision for binary or triple star systems, but these can be expected to occur anywhere from 10% to 25% of the time. If the Starmaster desires, he can introduce multiple "suns" when desirable. These can have an effect on surface conditions.

3. The StarMaster can decide on the Hydrographic Conditions (see 15.7) where the situation is not clearly indicated in the planetary determination table, as in the case of a Type 8, for instance. A "Standard" Terran "A" class planet, however, will closely resemble Terra. In the final analysis, the StarMaster's decision is final.

4. Atmospheric conditions can be developed according to the guidelines presented in 15.8, Breathable Atmospheres. Pressures are more or less in the standard Terran range (500mm to 1500mm for planets 01-40 on the planetary determination table. The others are subject to the conditions indicated or else are open for complete discretionary determination by the StarMaster. Type "A" planets will generally have very breathable atmospheres suitable to supporting Terran life without any serious contaminants or dust concentrations. Type "B" planets may have a few "surprises" in store, as may types "C" and "D".

5. Special conditions, such as meteor infall, vulcanism, unusually high background radiation, might exist. These can be assigned as desired.

StarMasters should use the population figures as a general guide to the severity of the surface conditions, particularly in the case of planets diverging significantly from a standard Terran planet. Low population figures, whether native or colonial, indicate that the planet has drawbacks. Class A and B planets are generally favourable to life, class C planets less so, while class D, DD, etc., are definitely lacking in environmental advantages to life.

Basic planetary data can be entered on the Interstellar Survey Report form.

13.0 CULTURAL CONTACTS

The following section presents data concerning the nature of a particular culture that has been contacted by explorers, the Contact Service, traders, etc. Information about a planet and its sentient inhabitants can be quite exhaustive. However, if players are patient, they will find that the results are well worth the effort, for planets will make sense demographically, politically, and economically.

The Contacts Service Sentient Race Report is used to record the data obtained. Note that some of the data is based upon the information contained in the Survey Service Report of the planet. Only planets designated as major Home Planets or colony planets of existing stargroupings, or new planets with native sentient populations, are reported on this form. An uninhabited planet is Simply there for the developing.

Newly discovered, uninhabited planets can be developed at a cost equal to 5 years' revenues from a minimum population rating of "1" on the colonies per capita potential (the planet is worked out as if it had a population of 25 000, and the total income (not taxes) that 25 000 people could generate there is computed for a 5-year period. This represents the initial investment to establish a colony of 25000 in 5 years. Each 5-year period after that sees a flat 10% chance that the colony moves to the next category if it is a "poor" planet, 20% if it is an "average" planet, and 30% if it is a "rich" planet.

13.1 SENTIENT RACE TYPE

Usually, a human or humanoid race will be encountered, but the others should not be ruled out. The StarMaster is encouraged to either decide the type of race on his own, or to make up several sets of probabilities tables for the races included in his campaign, so that he can have a different chance of a given race appearing in different sectors of his universe.

13.2 POPULATION LEVEL

Enter the population as determined in section 12.3. StarMasters are free to designate any suitable planet as being inhabited any time they wish. The 5% chance of sentient life rule is a general guide to unexplored, "new" planets, not to every planet ever encountered. One must assume that others had done some exploring, too, and got there first. In other words, the StarMaster will have to decide which planets have "native" populations, and which are colonies. It is also possible to have "Lost Colonies" which had contact broken with the Home Worlds and may have sunk to lower technological levels than the founding planets. They may have been lost for a time sufficient for them to develop "native" population levels instead of the much more limited colonial levels.

13.3 MAJOR CITIES/POPULATIONS/STARPORTS/ DOCKING CHARGES

All such matters are purely for the StarMaster's discretion as a function in creative world design. Several major cities and their populations should be described for "local colour," as spacefarers will likely touch down there. The class of StarPort will generally be a class A to AAAAA for a planet with a strong economy and Tech/7+. Colonial planets are rated in section 12.3, and the same ratings can be used for non-subject or non-member worlds which have had trading facilities put in by spacefaring starcultures. For instance, Terra would have a class B StarPort constructed somewhere on its surface if a spacefaring race had established contact and had opened up regular trade with that world of somewhere between 4 and 5 billion souls. Docking charges are merely the per day charge per 1000t of hull for landing privileges. These rates can vary, depending on the StarPort and the culture, but fees generally run a minimum of CR 100 per day for l000t (or less). Many vessels will therefore orbit the planet until cargo is to be embarked or offloaded.

13.4 SOCIAL ORGANISATION

The manner in which a society is organised will have a significant effect on local customs and what can or cannot be done by members of society, or by strangers visiting the area:

"Open" Structured Societies: The position one holds in society is the result of "merit"—pure ability to rise to the position desired. No serious barriers are placed in the way of those born into "lower class" positions, and no exceptional privileges are granted to those born into the "upper classes" (although advantages may accrue because of better access to material resources which can provide improved education, business contacts, etc.). Before the law, all are "equal" and have the same basic "rights." Example: United Federation of Planets.

"Corporate" Societies: Government and the Company are one and the same thing. A planet will be governed by the most powerful corporate entity or else a coalition of powerful companies, with the Board of Directors having ultimate control over the society. Advancement is determined by such factors as loyalty to the Company, personal "favour" by superiors in the Company management hierarchy, and sometimes by merit, as one's value to the Company is rewarded by promotion and material profit. The "citizen" is typically born into the Company, is educated by the Company, is employed by the Company, and is cared for in sickness and old age by the Company. Individual rights are overridden by contracts of employment and Company options to "trade" the contracts of employees amongst each other. Small business concerns must obtain the favour and support of large corporations to do business. Example: Mercantile League.

"Socialist/Communist" Societies: In "Socialist" forms, some types of "free" enterprise are allowed under massive government regulation and almost prohibitive levels of taxation. "Communist" forms deny individuals even a minimal amount of free trade, although "farmers' markets" and the like may be allowed if produce is sold at government-set rates. Generally, the aim is to produce the "classless" society, with everyone "equal" in every way. Underlying this myth is a powerful, entrenched ruling class, The Party, which represses all political alternatives, muzzles and/or shoots dissidents, and gives "rewards" (read "outrageous privileges") to loyal Party Workers. Such societies are prepared to share all—all that YOU have, that is! Example: The Galactic Peoples Republic of GPR, and the Invincible Realm of Hissss'Tah (the Hissss'ist).

"Aristocratic" Societies: Including all forms of social organisation which accord hereditary "nobility" to a privileged, ruling class, Aristocratic Societies range from primitive feudal societies to highly advanced Imperial societies. Lower ranking members of the society usually depend upon the favour and influence of the privileged classes to attain high military or political rank. Nobility is a reward for notable service. In strongly governed aristocracies it is usually the King or Emperor who bestows noble rank upon a commoner. Examples: The Kingdom of the Balrad, the Lords of the MekPurr, and the Oligarchs of the Whistlers. The Khanate of the Ranan Horde might also be included here,

although it evidences both communistic and tribal/feudal elements of social organisation.

"Caste" Societies: Societies using hereditary castes to maintain a rigid and unchanging status quo are "caste" societies. They may start off as any of the social types described above, but once "tradition" and "custom" attain dominance of the social order, virtually all capacity of individuals to exercise any upward mobility ceases. Things are done a certain way because—well, that's the way they are done, that's all. There is a high level of resistance in all castes to any attempt to alter existing patterns of behaviour, production, government, law, etc. No matter how downtrodden one of the low castes may be, there is an ingrained fear of "making things worse." Through generations of social conditioning, everyone would rather live with what is known or predictable, rather than to take a chance on the new and the unknown.

"Primitive" Societies: All low technology cultures, usually on the clan or tribal/feudal level, are classed as "primitive" societies. The precise nature of a given culture can vary widely, but it is a seminal or early form of social organisation—essentially "simple" and suited to small numbers of people who live face-to-face and base most relationships on personal levels or upon custom and tradition. Often, these are "Warrior" cultures, like those of the Amerinds or the Zulu of Terra, or even more primitive aboriginal cultures like those of the Bushmen or the Australian aboriginals. Cultures of this type will not withstand the cultural shock which comes with contact with advanced societies. Thus agencies like the Contacts Service act to protect "primitive" peoples until they can evolve in their own way to join interstellar society. Such cultures are mercilessly exploited and enslaved by unscrupulous starcultures and mercantile adventurists, if not exterminated outright.

13.5 SOCIETAL STRENGTH

A scale of 1 to 10 is used to rate the nature of a given society. A "1" signifies a collapsing society, either anarchic because the social institutions cannot cope with needs of the citizenry; government, law enforcement, and the courts are incapable of maintaining order or protecting property and persons. Some are "caste-oriented" and rigid in their thinking and will not survive significant changes in conditions, collapsing into disorder when the status quo is disturbed. A "10" signifies a very strong society, highly resilient to sudden changes because of the sheer determination of the people and the social institutions to survive and adapt. Roll 1d10 for all social organisations. The following limits apply:

"Open Society":	1-10 range; Terran Union planets will not score below 5.
"Corporate Society":	1-10 range.
"Socialist Society":	1-8 range; 9or 10 rolls again,-1.
"Communist Society":	1-7 range; 8, 9. or 10 rolls again, -1.
"Aristocratic Society":	1-10 range.
"Caste Society":	2-5 range; roll is 1/2d10, with minimum 2 signifying that a serious threat to the culture will precipitate a major crisis 75% of the time, with the percentage decreasing by -10% per point above 2.
"Primitive Societies":	1-3 range (divide 1d10 result by 3, rounding down to nearest whole number.)

13.6 XENO-ACCEPTANCE FACTOR

Roll 1d100 and subtract -10 for each Societal Strength point of the culture. The result is the percentage chance that a member of the culture will be prejudiced in his dealings with an "alien" not demonstrably of his race and general cultural background and beliefs. Note: Personnel of the Terran United Federation of Planets have a 5% chance of evidencing racial prejudices; they are painstakingly conditioned to "accept" the non-humanity of aliens. Even when prejudiced, they try hard to disguise the feeling, although not always successfully (10% chance of open prejudice, if prejudiced at all). Azuriach citizenry as a whole are 90% prejudiced against all non-humans; the Azuriach Imperium is a fascist state devoted to the belief that Mankind is the superior race in the Universe, destined to rule aver the "slave races" as undisputed Masters. Finally, Bugs are 100% prejudiced against all non-Bugs. They have no concept of "individuality" and abhor any beings who are not "One-with-All" as units in the Hive Awareness.

13.7 GOVERNMENT

The system of government is distinct from the social organisation in that government refers to the system of making and carrying out major decisions affecting society, while social organisation refers to the general way people live in the society. The term "citizen" means those persons in the society with a political "identity," and who can influence the government. Those who are disenfranchised (do not have the vote, etc.) are second-class citizens who cannot affect the government directly. Even a "democracy" may have limited citizenship. In Heinlein's Starship Troopers, for example, only those who serve a tour of government service are allowed to vote; all members of Terran society are eligible for service, whatever their abilities or handicaps, but they must commit their time, talents, and very lives to the society to earn the privilege of full citizenship. So it is also in the Ten-an United Federation of Planets. Even in a Dictatorship, there may be a very restricted number of "citizens," but those few will have power to choose the Dictator, etc.

The following governmental systems have strong and weak aspects which will influence the degree of success or failure encountered when trying to establish and maintain an interstellar empire or its equivalent.

Roll 1d20 for random government for a planet, or it can be assigned by the StarMaster. The latter method is advisable where planets belong to a known stargrouping in order to maintain the consistency of the StarMaster's concept of the area:

1d20 Roll	Type of Government	Tech Level Range
1	Anarchy	1—4
2—3	Feudal	1—10
4—5	Multi-Government	1—6
6—7	Subjugated	1—8
8	Oligarchy	1—9
9	Religious Dictatorship	1—8
11	Corporate State	5—10
12	Athenian Democracy	3—10
13—14	Representative Democracy	4—10
15—16	Confederacy	5—10
17—18	Personal Dictatorship	5—10
19—20	Empire	7—10

ANARCHY: A "primitive" governmental condition marked more by its absence than by its presence. "Government" is-essentially on the family/clan level. No substantial technological level can be maintained for any significant period of time. No loyalty or support exists outside the family/clan group. The term can also be used to describe tribal forms of government, which do not include the concept of "nationhood," only a crude "Us" and "Them" approach. Government is a matter of custom, tradition, and taboo, with leaders holding their positions out of persona! power, charisma, or fear/respect of others. Most citizens are free to do pretty much as they like, so long as they do not harm others in the family/clan/ tribe.

FEUDAL: An aristocratic form of government based upon the personal loyalty of vassal to lord, and vice versa, feudalism is potentially capable of attaining high levels of technology, as

evidenced by the MekPurrs, who combine a strange mixture of Feudal and Anarchic government. The Royalist Balrads have a strong feudal system on the classic model: King, Lords, Knights, and Commons. Such systems of government do not tend to break down easily, but rebellion is a possibility if a Lord and/or his people are repressed or the King is weak.

MULTI-GOVERNMENT: The planet is dominated by no one power. Rather, a large number of nations of different political persuasions and perhaps racial sub-types attempt to co-exist and/or gain dominance of one another. Terra before the 21st century fell into this category.

SUBJUGATED: The planet is a conquered world dominated by rulers with another governmental system. Subjugated peoples are unable to express their will in any way, for rule is imposed from without by officials and occupation forces of the conqueror.

OLIGARCHY: An Oligarchy will be either a form of "aristocracy" or else a "dictatorship." The aristocratic form is governed by a charismatic, select group of members of a class which enjoys the overwhelming confidence of the citizenry or, at least, their tolerance and general approval. A dictatorial oligarchy is a small group of rulers who perpetuate their domination of all political affairs, accepting little or no real input from the "citizenry."

RELIGIOUS DICTATORSHIP: All ruling functions are performed by a religious organisation, or rather by a ruling priesthood. The specific needs of the general population will be interpreted in terms of their "spiritual" requirements before any purely "material" and "worldly" problems are dealt with. In fact, such governments are amongst the most repressive of dictatorial oligarchies conceivable, ruling by superstition and fear rather than by appealing to reason and enlightened loyalty from its subjects.

CORPORATE STATE: As noted earlier for corporate social organisation, the Corporate State is governed by a small group of company managers, with government affairs closely tied in with business and profits for the shareholders. Such governments can be repressive with respect to competing business interests, but can also be very liberal with rewards for loyal service. Depending upon the particular Corporation and its management policies, freedoms can be very extensive or very limited.

ATHENIAN-TYPE DEMOCRACY: Every citizen has a direct say in all government decisions. There are no intermediaries to represent him; there is only an elected executive to manage the government bureaucracy. Every citizen is a member of the legislative assembly. Every citizen may vote on all issues and may also speak to any issue although, in practice, recognised leaders of the various political factions tend to represent the views of their followers, with instant feed-back available to them). Such a system is made workable through advanced communication/computer networks—a terminal in every home—and even planets with a billion population or more can easily maintain this system of government. However, a single world or solar system is the largest political unit that can be effectively governed through Athenian Democracy. No sub-space communications system can carry the volume of information, let alone at a reasonable cost, which an Athenian Democracy would require to operate on an interstellar scale.

REPUBLICAN DEMOCRACY: All citizens vote in regularly conducted elections to choose a small number of representatives who meet at the capital to decide all governmental matters without further reference to the citizenry—although "opinion polls" often influence governmental attitudes. Republican Democracy is likely to encounter problems in governing beyond a distance of 1500-3000 LY (30 to 60 days' high-speed voyage time by fast couriers). Note that a 1500 LY distance requires at least 60 days' reaction time to a problem on an outlying world of the star grouping. A further limiting factor on the size of an Interstellar Republic is the size of government itself. Even at the rate of 1 elected member per world, disregarding the representation by population, a moderate-sized star grouping would have more than 1000 elected representatives. Such an Interstellar Congress is going to have trouble governing anything, let alone a far-flung interstellar political unit. Such groupings therefore experience an increased control of the daily operations of government by bureaucratic officials. Players are referred to Keith Laumer's Reteif series for a sample of the kind of situations that will actually occur as the "professional" bureaucrats assume the task of running the whole "show."

CONFEDERACY: The Confederate system of government is typified by the Terran United Federation of Planets. A Confederacy is a grouping of semi-independent planets or multi-planet political units joined in a loose political union for defence, foreign affairs, suppression of interstellar crime, and regulation of interstellar trade. Constituent political units retain their own governmental institutions and even local military forces, as well as subscribing to the central Confederate government and military forces. Thus, a Confederacy can extend over thousands of light years in every direction. The only major limitation is based on the response time of the Federation StarForces to mass invasions by external enemies. Even this factor is significantly reduced because the member states maintain fairly strong PDF (Planetary Defence Forces). In the final analysis, an Interstellar Confederacy is the most efficient government discovered to date. In the very diversity which marks its member states, there is strength. For none will trust solely to a distant central government to manage its defence or other internal affairs. The Confederacy exists and prospers because it serves only those needs its members desire to be served. All things best performed by those close to "home" are left to local authority.

PERSONAL DICTATORSHIP: A personal dictatorship requires that one "man" must ultimately make all of the important decisions. This means that the size of the political unit is severely limited. A good rule of thumb is that a personal Dictator will have difficulties governing beyond 500 LY (10 days' voyage time by courier). A single ruler would also have physical problems in dealing with more than about 100 planets; after all, a Dictator cannot really entrust any subordinate with too much power, unless he can be absolutely assured of the loyalty of that subordinate. And men who are personally loyal to him, stupid enough not to be capable of overthrowing him, and yet intelligent enough to be able to control a planet in the manner he would desire, are rare commodities indeed. For if there is one fact that is clear, it is that a Personal Dictatorship has institutionalised the art of succession to the Ultimate Power by assassination and internal rebellion in high government and military circles.

EMPIRE: An Empire under the direct, personal rule of the reigning Emperor would be little different in practice from a Personal Dictatorship. However, if the Emperor and his closest "advisors" (read "most influential nobles and friends") accept a position as overlord, and authority is delegated to Governors of sub-sectors of reasonable size, an effect not too dissimilar to the Confederate system of government will be obtained. Each Star Sector becomes, in effect, an Imperial Province. However, the Governor and the Praetors who administer the sub-sectors or districts which comprise the province, are all Imperial appointees. This means that their term of office, powers, and privileges all derive from the personal Will of the Imperial Presence. If Imperial disfavor is directed their way, they can find that they are quite powerless, unless they have managed to win the allegiance of the troops and StarForces under their command. Each Star Sector or Province is charged with maintaining local defences against external attack, piracy, etc. Imperial Star-Force and Marine assault units are available to bolster Provincial forces in time of need, acting as a "fire brigade" or "mobile reserve" of immense power.

13.8 GOVERNMENT SUPPORT INDEX

The percentage of the population which will support the present governmental system in a "crunch" by actively working, fighting, and even dying to maintain the current system. Roll 2d10. Add 1d6% x Social Organisation Index for all Democracies. Add '1/2d6% for all non-Democracies. Races like the Bugs are 100% in support.

13.9 LOYALTY INDEX

The percentage chance that a given individual citizen will be loyal to the present system. This does not mean that the citizen supports the system actively, but merely that he supports the "rule of law" or perhaps is even fearful of punishment for disloyal or treasonable conduct. Roll 1d100. The result will not be less than the Government Support Index, so raise all lower values to that percentage.

13.10 REPRESSION INDEX

The percentage of the population "repressed" by various discriminatory measures under the present social and/or political system. Democracies have 1d10% repressed. Dictatorships, Empires, Corporate Societies, Socialist/Communist Societies, and Caste Societies have 10d10% repressed. Bug societies simply don't count; everyone is loyal and no one feels repressed, so 0% repression.

13.11 CORRUPTION INDEX

The percentage chance that a given government official will accept a "bribe" or "gift" or "token of appreciation"—obviously not for services rendered—is 1d10% in most democracies, which generally frown on the practice and may punish both the briber and the official severely for the offence. In all other societies, the chance is 10% + 1d10%. If a 20% chance arises, bribery is a normal way of doing business with all officials, and graft is institutionalised. Indeed, one even has to pay income tax on it. Bugs cannot be bribed. Nor can members of the Terran United Federation of Planets StarForces, Space Marines, interstellar Police, or Contacts Service, for such personnel are incorruptible, elite volunteers. Bugs, of course, are unbribable, but sometimes a bit of food will "distract" Workers from giving the alarm.

13.12 LAW LEVEL

Every society will have its own notions as to the level of violence it will accept. The degree of restriction on the bearing of personal arms by non-military/non-governmental personnel and civilians will vary from planet to planet. Where restrictions exist, it will be assumed characters have to obtain a license to bear restricted or prohibited weapons. Depending upon the nature of the government, this may be relatively easy or exceedingly difficult. Members of the military, law enforcement agencies, and many civilian government officials will have the right to bear some form of armaments. "Primitive" and "early" cultures have few if any restrictions upon bearing of arms. The following levels of law can be subject to a 1d20 roll, or can be assigned by the StarMaster to suit the situation.

Some planets will have the "usual" restrictions relaxed because of prevailing local conditions. Terran law, for example, discourages the bearing of arms by civilians except for hunting. On Terra, even this is rare because few hunting licenses are issued. Thus most of the population is effectively disarmed (a good idea on a planet of 10 000 000 000), and arms are borne only by members of the military and civilian arms of government, and by all reservists and retired military personnel, with licenses being issued to security personnel guarding private businesses, acting as bodyguards, etc. However, on a colony planet, every citizen has the right to bear arms, as all adult males on Federation colony worlds are inducted into the militia as a matter of course. Besides, local life forms may be especially dangerous and require heavy calibre small arms to deal effectively with them. Even dictatorial societies make some concessions in such conditions. Each level given below includes all comments made previously:

1d20	DM	Restrictions Placed on Weapons & Their Use
1-5	0	Full citizens are not restricted with respect to weapons ownership. Strangers and conquered subjects are subjected to some form of licensing, especially the latter. Possession of military armaments will be scrutinised closely, especially in a repressive society. Duelling is permissible, but must be conducted according to the prevailing code of honour or possible charges of murder or assault with a deadly weapon will be faced.
6-9	-2	Some weapons are restricted. These include any concealable body pistols and similar weapons which will not register on a detector; explosive weapons such as grenades or PMLs; all CBR weapons (gas, etc.), and heavy military weapons. Duelling is frowned upon.
10-13	-3	As above, but all portable energy weapons excep stunners, are restricted to those licensed or authorised to carry them. Conquered subjects are forbidden to bear arms other than 'archaic small arms for hunting, etc., and attack upon any member of occupying forces, official or citizen will be met with swift (and sometimes savage) punishment and/or reprisal,
14-15	-4	As above with all military armaments restricted to authorised or licensed personnel. Duelling a non-citizen is strictly forbidden, while duelling between citizens is a serious matter to be conducted according to a rigid code and under official supervision.
16-17	-5	All fire weapons are restricted except to authorisec personnel and license holders. Possession of an offensive weapon by conquered subject is punishable by death and reprisal against family and neighbours in some repressive societies. Other societies will have lesser punishments. Duelling is strictly forbidden unless done with 'blade' weapons until 'first blood' is drawn. Stunners are not restricted.
18+	-6	All possession of weapons of any sort outside the home is strictly forbidden to all except to license holders and authorised personnel. The wearing of weapons openly by non-military or non-Police individuals (even if licensed) is discouraged. Any slaying not in the line of duty or in self defence is deemed to be murder.

The 1d20 numbers also indicate the chance, rolled on 1d20, of being arrested by a law enforcement officer (occupation military, police, customs officer, etc.) if discovered bearing a restricted weapon without a license. However, the weapon must be noticeable. If it is a concealed weapon, only a search, etc., will raise the question of arrest. Searches will occur only if the law enforcement officer has some valid reason to suspect the player character and/or NPCs with him.

Possession of weapons tends not to apply in a StarPort area, in which both individuals and ships may be armed more or less as they desire.

The DMs refer to an Administration CR to be made whenever attempting to deal with officialdom. See 4.9 General Skills.

13.13 POLITICAL PARTIES & POLICIES

If a political dimension is going to develop in a scenario, there should be some provision made to introduce specific political organisations and some of their more salient policies. The Star-Master can evolve these as he desires. If the government is dictatorial, repressive, etc., a "loyal" (or "disloyal") opposition can prove to be an interesting factor in any gun-running/espionage/subversion scenario.

13.14 CURRENT POLITICAL SITUATION

Following along with the previous section's line of thought, if a political dimension is needed, the current status of the popularity! support enjoyed by the various parties will be important. The "Vote %" refers to what the citizenry would do if they could vote right now, and is rolled only when an "opinion" poll is required. Once established, it can be altered +1d10% or -1d10% depending upon the actions of the government in improving/failing to improve matters. If the ruling party does not have a 60% majority, roll percentage dice for the "stability" of the current government. Each crisis will require another dice roll, and if the result is equal to or less than the stability factor, the government survives; if not, it fails.

13.15 CURRENT ALLIANCES

Any special agreements with foreign powers over military co-operation, trade, etc., can be recorded here.

13.16 PLANETARY TRADE & COMMERCE

The general technological level of the planet is established, with minimum guidelines as given for Government, above. Roll dice, with minimum values equal to those listed below, and with excessive values requiring a second roll. Dice to be rolled are indicated for each governmental type:

Type of Government	Dice	Tech Levels*
Anarchy	1d6	1-4
Feudal	1d10	1-10
Multi-Government	1d6	1-6
Subjugated	1d10	1-8
Oligarchy	1d10	1-9
Religious Dictatorship	1d6-2	1-8
Corporate State	5 +1d6	5-10
Athenian Democracy	1d10	3-10
Representative Democracy	1d10	4-10
Confederacy	4+ 1d6	5-10
Dictatorship	1d6-1	5-10**
Empire	4+1d6	7-10

* The Tech Level Range is also used as the range of die roll results sought to indicate Planetary Trade Index. Results not within the range so indicated are seen as excessive and require another roll.
** Note that the Tech Level of a Dictatorship is not used as other such entries in this table.

Combined with the DMs given earlier for the planetary Type, the Tech level of the planet will determine the industrial strength of the society located there.

13.17 INDUSTRIALISATION INDEX

The industrialisation index reveals the degree of wealth on the planet. First, if a planet is under Tech/5 and a native population is involved, roll 1d20 and add the agricultural DM to the result. If the roll is 17+, the planet is a "rich" agricultural planet; if the roll is 12-16, it is an "average" agricultural planet; and if the roll is under 12, it is a "poor" agricultural planet.

If a planet is over Tech/5 (all colonies are considered to be Tech/7+, as they are reflections of the technological level of the Mother Planet), roll for industrialisation on 1d20. If the roll is 17+, it is a "rich" industrial planet; if the roll is 12-16, it is an "average" industrial planet; and if the roll is under 12, it is a "poor" industrial planet.

However, if a colony or planet is in the "poor" industrial category, it will then roll for agriculture, as indicated for all native population worlds with less than Tech/5 development.

Apply the +DMs and -DMs as given in the determination of the planetary type earlier.

13.18 AVERAGE INCOME

The average per capita income is derived from the Tech level of the society, the basis of that income (agriculture or industry), and the social system:

Rich Agricultural World	CR 750 x Tech Level per year
Average Agricultural World	CR 500 x Tech Level per year
Poor Agricultural World	CR 250 x Tech Level per year
Rich Industrial World	CR 1500 x Tech Level per year
Average Industrial World	CR 1000 x Tech Level per year
Poor Industrial World	CR 500 x Tech Level per year

This per capita income figure is then modified by the social system or, more properly, the governmental system. For it is the government and its policies which will, in the end, be the determining factor in the entire equation.

Government Type	Income Modifier	Tax
Anarchy	x 0.25	30%
Feudal	x 0.5	30%
Multi-Government	x 0.75	30%
Subjugated	x 0.5	40%
Oligarchy	X0.5	40%
Religious Dictatorship	x 0.35	50%
Corporate State	x 1.0	20%
Athenian Democracy	x 0.8	20%
Rep. Democracy	x 1.0	30%
Confederacy	x 1.0	30%
Dictatorship	x 0.75	40%
Empire	x 1.0	30%

13.19 TOTAL TAXES

The total income owing to the government can be computed by multiplying the per capita income divided by 1 000 000 to find the revenues in MegaCredits (MCR) owing to the government. About 10% + 1d10% of this will be expended upon the armed forces, and each MCR or MegaCredit represents 1 strategic forces point, to be used to purchase ground forces (see Space Marines) or as MCR 1 when purchasing SpaceForce ships. The tax rule is used only for strategic campaigns and is outside the purview of these rules. Strategic Campaigns will be covered in later additions to the Space Opera family of gaming aides.

13.20 MAJOR IMPORTS/EXPORTS

The StarMaster can choose appropriate items from the list of trade goods in the Commerce section (see section 11) as items commonly imported or exported to or from a given planet. Some items will definitely be high on the import list. Industrial planets with large populations, for instance, will have to import considerable quantities of food. A population of 10,000,000,000, for example, might be supported on hydroponic farming and modified yeaststeaks, etc., but real meat and real vegetables would bring premium prices. But if the planet exported heavy machinery, it is dubious that a shipment of heavy machinery would be particularly welcome or bring a good price.

13.21 IMPORT/EXPORT RESTRICTIONS & DUTIES

Some planets and planetary groupings have protective trade barriers, represented by an import duty equal to a percentage of the sale value of the goods (usually 10.d10% of the per capita tax rate). Also, some goods might be banned entirely because they compete with local products, or because they are forbidden for sale to the populace. The Azuriach Imperium, for instance, forbids the sale of armaments of any kind on its colony and subjugated planets, and all such trade must be conducted at a major industrial planet—with sales made to the military authorities only.

13.22 TRADE ACCEPTANCE INDEX

Roll 10.d10% to obtain the percentage chance that a trader will find a ready market for his goods on the planet. Add +10% if the goods are on the Major Imports list, and —10% if the goods are on the Major Exports list. The index does not assure a sale, but it makes an attempt possible once per week that an offer has come up.

14.0 DISCRETIONARY DESIGN OF PLANETS

While random dice rolls might seem to offer an 'easy' method of producing ready made planets, they can result in silly combinations of planetary conditions. For example, a planet with less than 0.4 G surface gravity cannot retain a breathable atmosphere. A number o planetary types are offered in section 15 upon which various conditions can be grafted. StarMasters should familiarise themselves with the basic surface conditions described in section 15 so that the can develop coherent planets for role play that have a reasonable scientific basis. The StarMaster is thus free to design planets, within limits, to suit the scenarios he has planned.

Note: Type WR, Wolf-Rayet eruptive stars and type 0 and B star are very hot and rare, with a chance of life on their planets as exceedingly low levels. Similarly, the very common type M stars are often too cool for life as we know it to develop or to survive. Only type A, F, G, and K stars offer a fair to good chance of habitable planets.

15.0 HABITABLE PLANETS

it is chemically possible that life could evolve which is based upon silicon or methane. The fact remains, however, that such life has a very low order of probability in comparison to the probability of hydrocarbon life. Hydrocarbon life is the most probable because hydrocarbons are pre-eminently capable of forming scores of thousands of compounds.

15.1 DEFINITION OF A HABITABLE PLANET

A "habitable" planet would be one possessing an environment and resources capable of encouraging and sustaining the evolution of life forms similar to (but not necessarily the same as) life on Terra. Such life forms would take shapes and exhibit adaptive characteristics appropriate to environmental demands. In order to state gaming conditions and systems in an SF game so that hard scientific data can be brought in the informed gamer to fill out the environment for role-play, the designers have decided not to fly in the face of science by presenting "fantastic" life forms living under conditions which we currently cannot conceive, let alone comprehend. We do make some limited provision for them, but caution is urged with regard to uncontrolled inventiveness on the part of enthusiastic gainers. In a scientifically governed environment, by definition predictable according to scientific laws and theories, creatures must be viable members of functioning ecosystems. We assume that Terra represents the optimum range of conditions under which most viable hydrocarbon life forms will develop.

15.2 STELLAR PRIMARIES

The stars assumed by these rules to have the best chances of Terran habitable planets are of Type G, followed closely by Type K and F stars. Type M stars are somewhat less likely to be able to produce appropriate conditions but cannot be ruled out.

15.3 PLANETARY SIZE & GRAVITY TABLE

The following table can be used to compute the gravity fields of various planets. The StarMaster can exercise his own discretion as to the size and density of the planet involved:

Planetary Diameter (in Km)	Density/Surface Gravity Very Low	Low	Moderate	Dense	Very Dense
1000	0.02	0.03	0.06	0.08	0.1
2000	0.04	0.07	0.12	0.17	0.2
3000	0.06	0.1	0.19	0.25	0.3
4000	0.08	0.14	0.25	0.34	0.4
5000	0.10	0.17	0.31	0.42	0.5
6000	0.12	0.21	0.37	0.50	0.6
7000	0.14	0.24	0.40	0.58	0.7
8000	0.17	0.28	0.51	0.68	0.8
9000	0.19	0.31	0.56	0.72	0.9
10,000	0.21	0.35	0.63	0~76	1.0
11,000	0.23	0.38	0.69	0.84	1.1
12,000	0.25	0.42	0.75	0.92	1.2
13,000	0.27	0.45	0.82	1.0	1.3
15,000	0.31	0.52	0.94	1.15	1.5
20,000	0.4	0.7	1.2S	1.5	2.0
25,000	0.5	0.9	1.5	1.9	2.5
30,000	0.6	1.0	1.9	2.3	3.0

For comparison, Terra = 13,000 km diameter (dense) with 1.00 G.

15.4 PLANETARY SIZE, DENSITY, & GRAVITY

Planetary densities tend to vary between 0.75 (0.75 mass of an equal volume of water to 7.00). Density represents the relative amount of mass in a given volume. Planets are divided into three groups:

Low Density Planets: Planets composed of materials of low specific gravity. Gas Giants like Jupiter and Saturn fall into this category. "Heavy" metals will be, relative to the total mass present, very rare indeed. Porous rock and "ice" would seem to be the major constituents of the "solid" planet, while the atmosphere would tend' to be a significant proportion of the total mass. Examples: Jupiter, Neptune, Saturn, Uranus.

Moderate Density Planets: Planets composed of rock with low specific gravity. Some heavy metals will be present, but not in truly significant quantities. Light metals might be abundant, however. Examples: Mars.

High Density Planets: Planets composed of materials of high specific gravity, with considerable heavy metals present. Such planets might be termed "Terran" planets, for Terra is quite typical of this class.

Gravity: The surface gravitational acceleration of the various planets in the tables is always stated in terms of 1 Terran G (9.76 in/sec^2 or 32 ft./sec^2). In order to find the mass/weight of a being or object in a gravity field, simply multiply its Terran weight/mass (in metric or English units) times the gravity factor. Gravity field strength is stated in terms of Terran G 1.00.

15.5 GENERAL PLANETARY CONDITIONS

The overall conditions encountered on a planet will depend upon many factors. This section deals with the broad effects of the orbital position of the planet in or outside the stellar Ecosphere, the eccentricity of the planet's orbit around its sun, the period of planetary rotation on its axis (length of "day"), and the inclination of the planet's axis to the plane of the orbit. Such factors have significant implications for the climate:

Planetary Type 1: The planet is at a favourable position in the Ecosphere. Axial tilt is between 10° and 30°, orbital eccentricity is less than 0.2, and the length of the day is 6-72 hours. All conditions of illumination and heating are Terran normal. In short, the planet exhibits those characteristics of climate and temperature which would make it a veritable "twin" of Terra. Type One planets are highly prized for colonisation.

Planetary Type 2: The planet is at a favourable position in the Ecosphere, orbital eccentricity is less than 0.2, and the length of the day is 6-72 hours. The axial tilt is under 10°, and this factor significantly affects climate and temperatures on the planet.

The planet is marked by clearly defined and relatively unchanging belts of climate. illumination and temperatures are quite high in equatorial regions, with temperatures over 60°C (140°F) not unlikely. Depending upon available moisture, either a dense jungle or desert belt will develop along the equator. Middle latitudes have temperate to tropical climates and temperatures. Because there is little seasonality, the climate exhibits a spring-summer-fall pattern, and freezing temperatures are rarely experienced. High latitudes "enjoy" a standard four-season climate, with spring, summer, and fall all marked by night-time temperatures around the 0^0C mark (320 F). Winters in high latitudes are as cold as on Terra, but do not last nearly so long.

Planetary Type 3: The planet is at the optimum position in the Ecosphere, orbital eccentricity is less than 0.2, and the length of the day is 6-72 hours. The axial tilt is more than 30^0,and this factor significantly affects climate and temperatures on the planet.

Large portions of the planet experience continuous day or continuous night for long periods. Illumination and temperatures will be high over much of the planetary surface during the summer. Even polar regions enjoy temperature conditions at that time. Summers are tropical in middle latitudes. Equatorial regions are hot for all year.

Winters are Sub-Arctic in middle latitudes. Regions immediately bordering the equatorial zone have temperate conditions in the winter. High latitudes experience winter conditions comparable to those in Antarctica, with temperatures of -60^0C to -87^0C (about -75^0F to -125^0F). Continual darkness prevails over much of the globe tilted away from the sun.

Such extremes in climate and temperature prevent tropical jungles from developing outside of a narrow band along the equator. Middle latitudes largely possess stunted trees, extensive steppe, and deserts. Higher latitudes are steppe and tundra. All life forms are tough and highly adapted to the severe changes in the climate. Animals will embark on migrations to warmer regions at the onset of fall and winter. Those which remain either hibernate or develop rich pelts and fatty tissue to guard against the cold.

Planetary Type 4: The planet's orbital eccentricity is less than 0.2, the axial tilt is within 10° to 30°, and the day/night cycle is 6-72 hours. The planet is placed at the extreme outer edge of the stellar Ecosphere, so illumination and temperatures are lower than on Terra.

Conditions are somewhat "chilly" but not overly severe. The equatorial belt enjoys temperate conditions, with warm summers and cool winters. The only forests on the planet would be located here, as even in the middle latitudes the conditions are too cold in winter to permit survival of anything except stunted trees. Middle latitudes are Sub-Arctic, with steppe being typical. High latitudes are Polar, with summers marked by cool days and freezing night-time temperatures. Vegetation is similar to Arctic tundra, and a good third of the planet will have permafrost. High latitude winters will be bitterly cold. As in the case of Type 3 planets, the life forms will be quite tough and adapted to the planetary conditions. "Cold deserts" will predominate in poorly watered regions.

Planetary Type 5: The planet's orbital eccentricity is less than 0.2, and the day/night cycle is 6-72 hours. The planet is placed at the extreme outer edge of the stellar Ecosphere, and the axial tilt is under 10°.
Illumination and temperatures will, again, be less than Terran normal. The equatorial zone has a temperate climate ranging through a spring-summer-fall pattern, with a relatively mild "winter" in the zone separating the equatorial region from middle latitudes. Indeed, because there is no pronounced seasonality, "winter" actually consists of a few days or weeks of temperatures around the freezing mark between the "spring" and "fall" seasons. Middle latitudes will have Sub-Arctic climates. High latitudes are gripped in eternal winter. Such a world is an "ice Planet." Most life forms would tend to concentrate in or near the temperate equatorial zone, with plants virtually non-existent beyond it. Animals living above the equatorial zone are superbly adapted to extreme cold (temperatures would range as low as -90^0C in high latitudes), and are fierce carnivores because of the relative absence of viable plant life on land. Their pelts would be very thick and rich.

Planetary Type 6: The planet's orbital eccentricity is less than 0.2, and the day/night cycle is 6-72 hours. The planet is placed at the extreme outer edge of the stellar Ecosphere, and the axial tilt is more than 30°.

The entire planet experiences Polar conditions. The equatorial zone experiences a brief "summer." Vast areas of the planet are in long periods of continual darkness during the winter, and temperatures drop as low as -100^0C (-150^0F) in polar regions. Summer temperatures above the equatorial zone rarely are much above freezing. in the short growing season of the equatorial region, plants grow almost visibly to take advantage of every minute of favourable conditions. Animals eat anything that looks like food, and are adequately equipped with the physical characteristics needed to acquire that food. Their ferocity is clearly indescribable. The toughness of plant life should not be minimised either: plants will develop tough outer coverings, nasty thorns, and other defences to protect them from hungry animals. if the planet does have seas, large portions will be icebound throughout the year.

Planetary Type 7: The planet's orbital eccentricity is less than 0.2, the axial tilt is within normal limits of 10° to 30°, and the day/night cycle is 6-72 hours. The planet is placed at the extreme inner edge of the stellar Ecosphere, so illumination and temperatures are higher than on Terra.

Depending on the amount of moisture available, the planet will be either a "Desert Planet" or a "Jungle Planet." Only polar regions have any chance of experiencing a real winter, which would be quite mild, Ice caps are small or non-existent. Equatorial regions are hot, with temperatures ranging as high as 70^0C (about 160^0F) in desert regions. Middle latitudes are tropical jungles or deserts. Only very high latitudes could experience temperate conditions.

Jungle planets would be teeming with lush vegetation and numerous forms of animal life, Indeed, conditions could be considered ideal for various forms of "Dinosaurian" life or its equivalent, as the planet would consist of large expanses of dense forest, lush tropical savannah, swamps, and shallow seas.

Desert planets would tend to approximate the conditions recounted in the novel Dune, with very limited amounts of water available.

Planetary Type 8: The planet's orbital eccentricity is less than 0.2, and the day/night cycle is 6-72 hours. The planet is placed at the extreme inner edge of the stellar Ecosphere, and the axial tilt is under 10**°**. Illumination and temperatures are higher than on Terra.

Because of the limited seasonality, distinct climate belts develop. Receiving intense sunlight all year around, the equatorial region experiences very high temperatures—definitely in the 70^{0}C range. The equatorial belt might prove to be uninhabitable. A broad desert belt develops if water is not abundant. If water is available, the humidity of the equatorial region is equivalent to a steam bath. Middle latitudes are tropical. High latitudes are sub-tropical. Polar regions exhibit temperate climates, with ice caps being very small or non-existent.

On planets with abundant water, strong frontal activity between the well-defined climate belts produces violent storms. Severe dust and sand storms result on arid planets. Life forms are tough and adapted to above "normal" temperatures, although some forms will be capable of tolerating cool weather if such conditions exist anywhere on the planet.

Water-abundant planets will be humid, and vegetation will be tropical and sub-tropical, as will the animal life. Arid planets will have desert and steppe life forms.

Planetary Type 9: The planet's orbital eccentricity is less than 0.2, and the day/night cycle is 6-72 hours. The planet is placed at the extreme inner edge of the stellar Ecosphere, and the axial tilt is over 30**°**. illumination and temperatures are higher than on Terra.

Extreme seasonality is experienced because of the extreme axial tilt of the planet. The extreme seasonal conditions are felt across the face of the planet. The equatorial zone is blistering hot in the summer, and sweltering in the winter, never cooling to "reasonable" tropical temperatures. Higher latitudes fare little better.

Vegetation has adapted to the radical seasonal changes, perhaps maintaining a dormant state in the fiercest heat of summer and growing in the "cooler" conditions of fall, winter, and spring. Animal life is migratory and continually moves away from the regions in which the sunlight is most direct, or else it burrows deep to take cover from the hottest temperatures. Such planets will tend to be "Desert Planets" in the hot seasons but, if adequate water is available, the cooler seasons could see an abundance of lush vegetation.

Planetary Type 10: The orbit of the planet is highly eccentric (above 0.2) and carries the planet beyond the outer edge of the stellar Ecosphere. Axial tilt ranges between 10**°** and 30**°**, and the day is 6-72 hours long.

To distinguish the "northern" and "southern" hemispheres, we shall refer to NH and SH. At the time the planet passes beyond the outer edge of the stellar Ecosphere, one hemisphere will be tilted away from the sun; let us assume it is NH. Winter conditions will be experienced by NH, with savagely cold temperatures decidedly below Terran-normal. At that time, even the equatorial region will experience temperate conditions at best because the planet is too far away from its primary to receive enough heat to maintain "tropical" conditions there. The Southern Hemisphere SH will be enjoying "summer" conditions during the period of farthest passage from the sun. Middle latitudes will have temperate conditions, somewhat cooler than Terran-normal. Higher latitudes will have sub-polar conditions, with night-time temperatures often dropping below 0^{0}C (32^{0}F). Polar regions of SH will probably attain temperatures above freezing only rarely, despite the "summer" season in that hemisphere.

As the planet re-enters the stellar Ecosphere, NH will begin to warm up. In spring, summer, and fall months, the temperatures could rise to near Terran-normal. The equatorial region would now attain climate conditions of a "tropical" or "semi-tropical" nature. The middle latitudes of NH would attain temperate conditions by midsummer, while the high latitudes would attain sub-Arctic and Polar summer conditions as on Terra. Meanwhile, SH, now tilted away from the sun, would experience a fairly typical Terran winter.

Life forms on such a planet would differ considerably between the two hemispheres. Life in NH would be adapted to cold conditions. Forests would end above the equator, giving way to taiga and finally to Arctic-like tundra characterising much of NH. The polar region of NH likely would be a permanent ice cap, with glaciation extending well southward in places. Animal life would be comparable to types found in Terra's Sub-Arctic and Arctic. On the other hand, SH would exhibit a range of life not dissimilar to Terra's temperate regions in lower and middle latitudes, as heating is sufficient to restrict the sub-polar/polar regions to the high latitudes.

Planetary Type 11: The orbit of the planet is highly eccentric (above 0.2) and carries the planet beyond the inner edge of the stellar Ecosphere. Axial tilt ranges between 10**°** and 30^0,and the day is 6-72 hours long.

Again, we distinguish the two hemispheres by NH and SH. While the planet is in the stellar Ecosphere, hemisphere NH is experiencing a fairly typical Terran summer, albeit somewhat warmer than Terran-normal because total heating received by the planet is greater. Climate belts would be shifted northward, with tropical and sub-tropical conditions prevailing well into the middle latitudes. Temperate climates would be found even in sub-polar regions. Meanwhile, SH would be experiencing mild "winter" conditions, with freezing temperatures rare below the high latitudes.

As the planet passes the inner boundary of the stellar Ecosphere, NH will be experiencing "winter" conditions. At this time, the amount of solar heating received by the planet is considerably higher, so no really significant changes will occur except that middle latitudes will experience occasional freezing temperatures. High latitudes in NH will experience a proper winter, of course. It is SH and the equatorial region which evidence the most dramatic change in climate. Exposed to the intense direct sunlight of the period of closest passage to the sun, SH is heated to temperatures far above Terran-normal. Desert and semi-arid conditions will prevail within the interiors of land masses, with lakes and streams drying up even in middle and high latitudes. Equatorial temperatures could easily reach 50^{0}C to 60^{0}C (122**°** F to 140**°** F) or higher, and even in high latitudes the continual, intense sunlight could produce sub-tropical temperatures.

On such a planet, life forms evidence considerable differences between the two hemispheres. Since warm "Terran" conditions prevail in NH fairly much throughout the year, vegetation and animals are largely tropical, semi-tropical, and temperate forms. In SH, however, life is adapted to the dramatic changes in temperature and especially to the availability/scarcity of water. Mass migrations of animals occur to escape the heat and drought of the summer of closest passage to the sun. Vegetation becomes dormant in the summer drought and have tough outer layers and capacity to store water. Since drought conditions prevail over most of SH during its summer, all life forms are desert and steppe types. In extreme conditions, where the orbit carries the planet well inside the inner edge of the stellar Ecosphere, summer conditions in SH could be so hot and dry that all life forms would "go to ground" during the daylight hours, venturing out only in the "cool" 40^{0}C to 50^{0}C temperatures of the night. Plants would definitely be dormant at that time, as daytime temperatures would be 70^{0}C or higher—

too high for even the toughest desert plants to retain sufficient moisture if they are biologically "active."

Planetary Type 12: The orbit of the planet is so eccentric that the planet is carried right through the Ecosphere! Axial tilt ranges between 10° and 30°, and the day is 6-72 hours long.

The climate in such a situation can only be described as a "horror." Seasonality is so extreme that NH would be experiencing the equivalent of a Terran Antarctic winter over most of its surface during the period of farthest passage from the sun. At the same time, SH would be enjoying a winter roughly equivalent to a normal Terran winter. During the time of closest passage to the sun, SH would enjoy temperatures and climatic conditions roughly equivalent to a Terran spring and early summer during its "winter" period because of the vast amounts of solar energy now reaching the planet. Meanwhile. NH would be experiencing a summer similar to that described for Planetary Type 11. The range between the hottest and coldest temperatures might be as much as 160°C, from 70°C in the NH summer to —90°C in the SH "summer." (This is equivalent to a 290° F temperature range!) Such "mixed up" conditions would result in a very unusual ecology. NH plants have their growing season in the warm "winter" months (where temperatures are, paradoxically, higher than in the theoretical summer when the hemisphere is tilted toward the very distant sun), and are dormant during the Antarctic "summer." Animals of the hemisphere are very tough and adapted to the savage winters, probably migrating toward the equator during the cold "summer" and then back north again in the warmer "winter." Along the equatorial belt, the growing seasons would be the spring and fall periods when the planet is in the stellar Ecosphere. When the planet is at its period of farthest passage from the sun, even the equatorial region would sometimes experience freezing conditions. In the period of closest passage, temperatures would be furnace hot and drought inevitable. In hemisphere SH, adaptation of plants and animals to prevailing conditions will be extreme, as they will have to contend with relatively cold weather on one hand and desert heat and dry weather on the other. Migration of animals is likely. In general, life forms would be truly "tough" by Terran standards and very competitive.

Planetary Types 10, 11, and 12 -A or -B: The conditions given for Type 10, 11, and 12 planets assume a normal axial tilt. Extreme minimum's (denoted by the suffix -A) and extreme maximums (denoted by the suffix -B) in axial tilt would produce conditions so harsh that life either would not evolve/survive or else would be so tough and adaptive as to challenge belief. To work out the general climatic conditions for such planets is just short of a nightmare: if one combines the worst of Planetary Types 5 or 6 with those of Types 8 or 9, as applicable, and then modifies the result in terms of Types 10, 11, or 12, one may obtain an idea of just how "difficult" things really are on these planetary types.

P**lanetary Type 13:** The planet lies up to 10% closer to the primary than the inner stellar Ecosphere limit given in the Stellar Primaries table. Conditions on such planets approximate those of Type 7, 8, or 9 planets, except that temperatures will be somewhat higher. Planetary variations of this type are denoted as Type 13/7, 13/8, or 13/9 to indicate the comparative planetary types. Generally, conditions on such planets are "minimal" and require some life support measures for Terrans and other life forms originating on more temperate planets. The native life forms are very highly adapted to high temperature environments.

Planetary Type 14: The planet lies as much as 30% farther from the primary than the outer stellar Ecosphere limit given in the Stellar Primaries table. Conditions on such planets approximate those of Type 4, 5, or 6 planets, except that temperatures will be somewhat lower. The planetary variations of this type are denoted as Type 14/4, 14/5, or 14/6 to indicate the comparative planetary types. Conditions on such planets are "minimal" and may require extensive life support measures for Terrans and other life forms originating on more temperate planets. The native life forms are very highly adapted to low temperature environments.

Planetary Type 15: The planet lies too close to the primary to be considered as inhabitable by any form of hydrocarbon life. Surface temperatures could easily range from 100°C to 750°C (cf.: Venus and Mercury as examples of such planetary types).

Planetary Type 16: The planet is significantly removed from the stellar Ecosphere to be totally uninhabitable by hydrocarbon life. Temperature range (noontime maximums): -80°C to -185°C.

Planetary Type 17: The planet is very far removed from the stellar Ecosphere, and conditions approach those of the outer planets of the Sol System. Temperature range (noontime maximums): -1850 C to -225°C.

Planetary Type 18: The planet is extremely removed from the stellar Ecosphere, and surface conditions are approaching Absolute Zero (-273°C). Atmospheres, if any, are "frozen."

Planetary Type 19: The planet is a "rogue" in interstellar space or else is in a comet like orbit about a distant primary. Such worlds have temperatures approaching Absolute Zero (-273°C). Atmospheres, if any, are "frozen."

Planetary Type 20: The planet is a "Gas Giant" with low density. When indicating orbital placement, this type is denoted as Type 20/15 (close to primary), 20/E (within stellar Ecosphere limits), 20/16, 20/17, or 20/18.

VS Planets: When a planet is orbiting a variable star, the prefix VS- is placed in front of the planetary Type number; e.g.: Type VS-9. In determining planetary classification, conditions at minimum brightness of the variable star are considered. In most instances, conditions would be too extreme for life to evolve or to survive on planets placed within the theoretical Ecosphere or closer to the primary. When the star brightens, temperatures in such a zone would rise considerably. Temperatures would fall just as dramatically. If the variable star is a long term variable with a relatively minimal increase in brightness (under 0.5 magnitude or 1.6 times its minimum luminosity), surface conditions might prove liveable. Indeed, such a planet would be located in Type 14 position, but would evidence Type 12 characteristics: VS-14/12. Stars with higher ranges of brightness/dimness would not support habitable planets, while eruptive variables would be so inimical to hydrocarbon life that survival on their planets would require extensive life support, especially shielding against high temperatures, intense hard radiation, and shrivelling ultraviolet levels which would bathe during flare periods.

Planetary Type MS: The planet is in a multiple star system. If a planet is orbiting in a system with two or more stars, the prefix MS- is placed in front of the planetary type number. If the stars are very close together or are very far apart, there is a chance that the planet will lie in an orbit such that illumination and heating are more or less constant. However, if the stars are only moderate distances apart, such a planet would experience periods of intense illumination and heat alternating with periods of dimness and cold. In fact, this situation is summed up by the notation MS-12 (extreme eccentricity of orbit) and may be even more severe.

Effects of lighting will be unusual in multiple star systems, as there will sometimes be two or more suns in the sky at the same time, casting multiple shadows as a result. If one of the stars is far distant, an exceedingly bright star will be seen at night.

In those instances where one of the stars in a binary system is small and dim, conditions will not be significantly different than in a single star system; for the effect of the dim star will be minimal unless the planet makes an exceedingly close passage. Where a clear danger lies is in the ability of a smaller star in a multiple system to render a planet's orbit unstable and carry it to a less favourable thermal zone.

15.6 LENGTH OF "DAY"

The planetary types outlined above generally indicated a "day" varying from 6 to 72 hours. It is thought that a period of rotation within these limits will prove acceptable to most forms of hydrocarbon life.

Exceedingly fast planetary rotation:

The faster a planet is rotating, the more oblate (flattened at the poles and bulging at the equator) it will be. If the oblateness becomes too extreme, vulcanism and seismic upheaval will be considerable. Such instability could render the surface of an otherwise promising planet minimally inhabitable or even totally hostile.

Exceedingly slow planetary rotation: If the planet rotates on its axis over a 72-hour period, conditions might become severe. Excessive heating will occur during the long day, while the night will bring excessive heat loss.

15.7 HYDROGRAPHIC FEATURES

Water is essential to all forms of hydrocarbon life. Water is also vital to development of viable climatic and weather patterns.

Dry Planets: A planet with less than 40% free-standing water in lakes, seas, and oceans, will tend toward semi-arid and arid conditions over most of its land surface. There is simply too much land and too little open water for good distribution patterns of precipitation to develop. Regions located around bodies of water will become rich oases in the middle of dry steppes and deserts.

Desert Planets: Free-standing water is under 10% of the planetary surface. Conditions resemble Terran deserts over most of the planet. Extreme conditions approximate those described in Frank Herbert's novel Dune. Human-type personnel require some form of protective clothing and filter masks to prevent dehydration and to protect against high dust concentrations in the air. Shelters have to be sealed to maintain the humidity of the interior air, and some form of insulation/air conditioning would be required to keep interior temperatures within comfortable limits. (Such planets could also be "cold deserts" if their orbital placements and other factors result in low temperature conditions, again requiring appropriate life-support measures.) "Water discipline" is mandatory.

Arid Planets: Free-standing water is under 25% of the planetary surface. Conditions tend toward desert in the interiors of land masses. Better watered regions resemble Terran prairies and steppe-lands like those of the American West, Russia's steppes, and the African veldt. Cold planets or regions have steppe/wasteland conditions comparable to the Mongolian plain. Extreme conditions compare to those encountered in America's Death Valley or the worst parts of the interior deserts of Australia, the Sahara, and Arabia. Polar and sub-polar regions compare to the Terran Arctic. Some forested regions might be encountered in areas receiving adequate precipitation, and narrow strips of woodland exist along permanent waterways and around lakes.

Steppe Planets: Free-standing water is under 40% of the planetary surface. Conditions resemble those of the Arid Planets, except that forested and well-watered steppe lands would be considerably larger in extent. Precipitation patterns permitting, some tropical forests might appear in equatorial regions, with true jungles and rainforests. On the whole, water is still scarce but relatively more abundant than on Arid Planets.

Tundra Planets: When planetary temperatures are low, a large portion of the water will be "locked in" by surface or by permafrost lying 20 to 50 cm below the surface of the soil. The effect is quite "desert like," and tundra conditions could be described as "cold desert." Type 14 planets will often be Tundra Planets. Generally, conditions would resemble those of the High Arctic and Antarctic.

"Terran" Planets: For a planet to evidence conditions similar to those on Terra, the amount of open free-standing water will have to range from 40% to 80% of the planetary surface. There will be a number of large seas and oceans, and many streams and lakes will be found in the interiors of the large land masses. Climatic types will be similar to those on Terra, and present in as great a variety. Those planets with 40% to 60% surface water will be "transitional," standing between Steppe Planets and Terran-normal. Typical planets are Type 1.

Swamp & Jungle Planets: Free standing water ranges from 70% to 85% of the planetary surface on Swamp/Jungle Planets, with much of the land surface low-lying. Arms of the shallow seas often penetrate far inland, providing ready sources of moisture for precipitation. The low-lying land will be poorly drained and therefore often swampy. Such planets tend to be located toward the inner edge of the stellar Ecosphere and experience above Terran-normal temperatures. Humidity levels are high and precipitation heavier than on Terra. Type 13 planets are the most likely candidates if sufficient water is available; otherwise they could develop into Dry Planets. "Terran" Planets could also be of this type if a "heat trap" effect is produced by excessive carbon dioxide levels in the atmosphere and land forms are of the type described above.

Swamp/Jungle Planets could also be "young" in development, comparable to Terra during the Age of Dinosaurs or the Carboniferous Period. Such planets could therefore have giant amphibians and dinosaurs (or their local equivalent) as well as dense and lush vegetation. Otherwise, life forms will tend toward tropical and semi-tropical varieties like those of Terra. Some of the early SF stories about Venus (before its furnace-hot nature was confirmed by U.S. and Soviet probes) serve as an excellent description of planetary conditions.

Ocean Planets: When the free-standing water is in excess of 80% of the planetary surface, conditions across most of the planet will tend to be "maritime" in nature. Land masses tend to be small, with many island archipelagos and individual islands dotting the planetary seas and oceans. The humidity will be high and the precipitation adequate to heavy, especially where temperatures are high. Because of the large amounts of water vapour present in the atmosphere, storms will be violent in the warm seasons, with hurricanes and typhoons common in equatorial and middle latitudes. Even polar latitudes will enjoy moderate marine climates in the winter.

The presence of vast amounts of water vapour in the atmosphere will create extensive cloud cover which will protect the planetary surface from both excessive heating and excessive cooling. Thus extreme conditions caused by axial tilt or orbital position will be moderated, and conditions will be quite liveable where they might otherwise have been unacceptable.

15.8 BREATHABLE ATMOSPHERES

Some planets will have atmospheres much like Terra's, with pressure and atmospheric gases within the tolerance limits of most races. Others will have thin or dense atmospheres, or may have concentrations of gases at narcotic or toxic levels. Sensorscan analysis will tend to reveal such conditions in general, but local variations may produce problems for the PCs.

Terran Atmospheres: For Terran life forms, the essential ingredients of a breathable atmosphere are oxygen and minor amounts of water vapour. Nitrogen is essential to Terran plants and serves as an atmospheric "dillutant." Other gases may be present. A planet rated as having a "Terran" atmosphere will be acceptable to most races.

Thin Atmospheres: When the inspired pressure of oxygen falls below 60 mm, Terrans will suffer from hypoxia. This condition will be encountered on planets with low atmospheric pressures or at high altitudes. Also, since the atmosphere does act as a heat-trap and heat-engine to hold and distribute solar energy over the planetary surface, a thin atmosphere will not effectively maintain temperatures at comfortable or tolerable levels. Daytime temperatures might be reasonably satisfactory, but heat loss on darkside could result in very low temperatures. What is worse, thin atmospheres will likely not contain sufficient ozone to filter out ultraviolet radiation.

Dense Atmospheres: Planets with dense atmospheres may have concentrations of gases which approach or exceed the maximum limits tolerable by Terrans. Local conditions could easily push concentrations over the limit into the narcotic/toxic zone.

Exotic Atmospheres: Planets with "exotic" atmospheres contain unusually high concentrations of gases. These may have narcotic effects producing erratic behaviour and eventual unconsciousness. Use the drug effects rules (section 6.20) to determine effects on characters. The time to take effect will vary, depending on the concentrations of gases present, usually a period of some minutes. Regular checks can be made for personnel who do not succumb on the first CR. Toxic gases can similarly be treated, The StarMaster can also rule that gas concentrations will effect members of some races, but not others. See the race descriptions at the start of volume one.

Corrosive Atmospheres: Some atmospheres will have corrosive components which may increase the breakdown numbers of some exposed equipment or which may cause physical damage (burns skin, etc.) The effects might be checked at regular intervals (hourly, daily, etc.), with a 1d20% chance of actually causing breakdowns or "wounds." If the probability turns up on a 1d100 roll, roll 1d6 and either apply the result to the breakdown number or to the character as a "minor" wound.

Humidity: An important constituent of any Terran-breathable atmosphere is humidity. The amount of water vapour in the atmosphere has profound implications for Terran life forms and ecologies. High humidity at high temperatures can prove to be uncomfortable and sometimes dangerous. Low humidity, especially at high temperatures, will cause serious physiological complications: rapid drying of mucus membranes of the nose, mouth, and throat; dehydration, and eventual delirium, coma, and death as dehydration becomes extreme. Even when sufficient liquid water is present for drinking dehydration of the moist tissues will bring respiratory complaints and eventual illness.

Dust: Terrans will find dust concentrations in excess of 1765 million particles per cubic meter of air to be unhealthy if the silica content is under 5%. High silicate dust (over 50% free silica) should not exceed 175 million particles per cubic meter of air. Dust concentrations higher than these are harmful to the respiratory system, and prolonged exposure could cause silicosis and other lung degenerative diseases.

"Hot Planet" Atmospheres: Planets located close to a star might have fairly "exotic" atmospheres, like that of Venus. Venus could be taken as a model of such highly exotic conditions: primarily carbon dioxide, with traces or water vapour, oxygen, some hydrocarbons, and other "trace" gases. Temperature conditions on such planets will be furnace-like. Light gases (helium, hydrogen, etc.) will "escape" over the millennia because of the high-intensity solar heating in the upper atmosphere, and minute traces would remain. High concentrations of carbon dioxide would produce such a "greenhouse effect" that surface temperatures could approach 400°C or more.

"Cold Planet" Atmospheres: Planets distant from a star will have "unusual" atmospheres by normal Terran standards. As the distance becomes progressively farther, certain gases will become liquid or solid. Water freezes at 0^0C, and by -75^0C only minute traces of tiny ice crystals would be present in the atmosphere. Carbon dioxide turns to "dry ice" at -78.5° C. Nitrogen liquefies somewhat over
-100^0C. Methane liquefies at -161 .5^0C and is slushy by -184^0C, at 1 TSP. Oxygen liquefies at -183^0C. Some gases, like helium, remain liquid near absolute zero and exhibit highly unusual effects. Most, however, will be in a solid state by the time that -400^0C is reached (73.15°K).

Surface conditions on planets with very cold temperatures will prove onerous and dangerous. Terran personnel will require heavily insulated pressure suits to avoid rapid and fatal heat loss to the environment. Many of the gases and liquefied gases are very heat conductive at low temperatures and will draw heat away from warmer objects with ease. Other less pleasant phenomena may also result.

non-existent & Trace Atmospheres: Some planets will have no atmosphere or else only trace amounts of some gases. Surface conditions will approximate those of space itself. Close to a star, daytime temperatures are "hot" in the sense that any object in sunlight are heated by the direct rays of the star. In shadow, an object might be a great many degrees cooler than a nearby object in sunlight, although heat conductivity through the ground might heat it considerably if the day is long. On the darkside of such a planet, cooling may result in objects on the surface being many degrees below 0°C by the following dawn.

In such conditions, insulated pressure suits and sun-screens will be necessary protective

Designing Planetary Atmospheres: The StarMaster should exercise his own discretion when the question of a planet's atmosphere arises, rather than depending on a dice roll. Unusual effects can be noted. For instance, a planet might have an "exotic" atmosphere, with drug D4 effects, checked hourly with a CR, for Terrans. Other races will be susceptible as noted for their racial types under D4 drugs.

On a final note, the general age and state of development of a planet will be important when designing its atmosphere. Young planets would not have had the time to develop truly Terran atmospheres. Old planets would have suffered the escape of some gases and, if not possessed of a high gravity field, pressures might be fairly low.

15.9 METEOR INFALL

Some planets may be so unfortunately placed as to be subject to intense meteor infalls. As evidenced by the Moon and Mars, the destructive effects of meteor infalls can be immense. The novel Lucifer's Hammer provides an excellent description of the possible effects caused by the impact of large fragments of a comet, destroying civilisation on Terra, altering weather patterns, and producing mighty upheavals of the earth, vast tidal waves, and the like.

Generally, the thicker the planetary atmosphere and the farther a planet is removed from asteroid belts, the fewer meteors will reach the surface.

Planets with thin or no atmosphere would be more susceptible to meteor strikes. Conditions on such planets would definitely not be equivalent to walking through a machine-gun barrage, but an installation or, less commonly, a man could be struck from time to time by meteorites.

15.10 VULCANISM

Some planets may have very active volcanoes and/or severe seismic activity. Generally, the younger the planet, the more likely there will be incidence of extreme vulcanism. Such planets are still cooling, the solid crust is thin, and outbreaks of subterranean violence would be relatively frequent. Older

planets, on the other hand, would be less prone to severe and frequent vulcanism.

Another source of extensive seismic upheaval might lie in the passage of two planets at very close distances or in the pairing of a planet with relatively massive moons orbiting at close distances. The now classic When Worlds Collide presents an example of close passage by a Terran-sized planet which results in world-wide earthquakes. It is possible that two planets could, at periodic intervals, pass at close range, causing tidal strains in the planetary crust, earthquakes, and increased vulcanism. If the Moon were, say, half the mass of Terra, ocean tides would be several time higher than they are now. Internal stresses would produce tidal effects in the solid crusts and less solid or molten interiors of both bodies.

16.0 THE NPC RACES

NPCs (non-player characters) do not have to be rolled out in detail. Indeed, little more needs to be known than their identities until situations arise in which a particular characteristic or skill will come to bear. All need not be known of the NPC, it is even better if the StarMaster and players are uncertain of some things. This provides for general surprise when an NPC turns out to be other than what everyone expected.

The following is a system to rapidly generate the important traits of NPCs in appropriate situations. NPCs need not be 'whole characters' as they are simply 'passing through' an adventure and this system is to give the StarMaster a general idea of how NPCs relate to the PCs. The StarMaster is free to modify NPCs to provide variety and in the interests of fair play.

NPC characteristics are stated as a range rather than as a dice roll precisely setting the characteristic. A generally 'inadequate' NPC might have a brilliant intelligence although his other characteristics are substandard. Such an NPC might be a superb Scientist, but utterly hopeless as a fighter or technician because he is fumble fingered and a weakling. A totally incompetent NPC is unskilled or has very low skill levels in general, but he might also have expertise/10 in one field — his personal speciality!

16.1 NPC EXPERTISE

Whether or not an NPC has expertise in a required area will be an unknown until the subject arises — either because some task has to be performed or because PCs are making active inquiries into the NPCs skills in order to decide whether or not to hire him, etc. It should be taken into account that NPCs in certain roles will have some level of expertise within their chosen callings. A Power/Tech aboard a Starship, for in. stance, would have some skill as a Power Room Technician or he would not have been engaged for the position. Similarly, an Armsman will have skill with some weapon types. Such factors are not simply reduced to a simplistic die roll and the StarMaster should feel free to overrule the 'idiot dice.'

NPC Capability	Chance of Meeting (1d100)	Chance of Expertise in Appropriate Area (1d100)	Level of NPC Expertise	Chance of Expertise Outside Chosen Field (1d100)	Level of NPC Expertise
Inadequate	01—10	45%	1d6	15%	1d5*
Below Average	11—20	50%	1d6	30%	1d5*
Average	21—55	70%	1+1d6	45%	1d6
Above Average	56—75	85%	1+1d6.	60%	1d6
Competent	76—85	90%	2+1d6	75%	1+1d6
Superior	86—95	95%	3+1d6	80%	3+1d6
Exceptional	96—00	99%	4+1d6	90%	4+1d6

*1d6 roll, with a '6' signifying 'roll again.'

Modifiers may be applied to the percentage chance of meeting for the following:

NPC of rank/grade/5+	+5%
NPC in 'elite' unit	+10%
NPC in 'regular' unit	+5%
'Bug' workers	Average in work area assigned
'Bug' Warriors	Competent in combat skills
'Bug' Brains	Exceptional

The ratings for rank and grade are universally applicable. The StarMaster has the option of deciding the rank/grade level of any NPC en-countered. Dice rolling here can be too 'iffy.' The guidelines here hold good for Humans (Terrans, Azurachs, Galactic Peoples Republicans, Mercantile Leaguers), Humanoids (IRSOL), Felines (MekPurrs and Avatars), Canines (Rauwoofs), Ursoids (Balrads), Saurians (Hiss), Pithecines and Transhumans.

16.2 NPC CHARACTERISTICS & ATTRIBUTES

In addition to expertise possessed by an NPC of the races mentioned, he will need hard data on the dexterity levels, intelligence, and so on, as well as hand-to-hand combat ability or carrying capacity. The following tables are presented by race and each gives the scores that typically will be found in an NPC of that rating. There will always be exceptions, as noted above.

NPC Capability Rating	Chance of Meeting (roll 1d100)	Personal Characteristics	Transhuman Personal Characteristics
Inadequate	01—10	1—10 (6)	12—20 (13)
Below Average	11—25	4—12 (8)	13—20 (14)
Average	26—60	6—16 (11)	14—20 (15)
Above Average	61—80	7—18 (12)	15—20 (16)
Competent	81—90	8—20 (13)	16—20 (17)
Superior	91—97	10—20 (14)	17—20 (18)
Exceptional	98—00	12—20 (15)	18—20 (19)

Bracketed values are averages' for the type of NPC. Transhumans have certain characteristics well above the levels normally expected for some characteristics (Psionics/15+, etc.), and these can be checked against the PC descriptions at the beginning of volume 1. Some of the other races will have exceptionally high strength or dexterity, and these can be adjusted upward to give the NPCs a degree of correspondence to racial norms.

Players should realise that the Shock CR is the range on 1d20 required to survive a shock test. These values can be modified slightly. They also reflect the probable Constitution of an NPC. The hand-to-hand combat factors have been stated in a range corresponding to possible expertise levels an NPC may have with weapons known to him/her. Average NPCs are rated for expertise/1-5 while Superior NPCs are rated for expertise/1-9.

Race & Rating	Body Mass	Carrying Capacity	Damage Factor		Stamina Factor	Shock CR	Hand-to-Hand	
			Armsman	Other			Armsman	Other
Humans								
Inadequate	60	25	22	20	30	1-8	21-35	15-18
Below Average	70	30	26	24	45	1-9	23-28	17-20
Average	77	40	30	28	60	1-11	28-33	20-24
Above Average	85	50	32	30	70	1-12	30-35	22-26
Competent	90	60	35	33	80	1-13	33-39	24-28
Superior	93	70	38	36	90	1-15	36-41	29-33
Exceptional	96	80	40	38	100	1-17	45-58	33-42
Transhumans								
'Inadequate'	60	90	39	37	100	1-15	53-60	
Below Average	70	105	43	41	105	1-16	56-63	
Average	77	115	46	44	110	1-16	56-63	
Above Average	85	135	~0	48	115	1-17	63-72	
Competent	90	150	52	50	120	1-18	67-75	
Superior	93	165	55	53	125	1-19	75-82	
Exceptional	96	180	57	55	135	1-19	77-86	
Feline/MekPurr								
Inadequate	75	30	32	30	60	1-11	38-44	31-36
Below Average	82	40	35	33	66	112	41-47	3439
Average	89	60	38	36	72	1-13	44-51	37-43
Above Average	100	75	43	40	78	1-14	47-56	39-46
Competent	110	85~	47	43	84	1-15	51-60	43-50
Superior	115	100	50	45	90	1-16	57-65	48-54
Exceptional	120	115	55	48	100	1-17	62-78	51-65
Feline/Avatar								
Inadequate	75	30	32	30	60	1-11	44-51	38-44
Below Average	82	40	35	33	66	1-12	48-56	41-47
Average	89	60	38	36	72	1-13	51-60	44-51
Above Average	100	75	43	40	78	1-14	54-64	47-56
Competent	110	85	47	43	84	1-15	60-70	51-60
Superior	115	100	50	45	90	1-16	68-78	57-65
Exceptional	120	115	55	48	100	1-17	74-91	62-70
Pithecines								
Inadequate	75	60	32	30	88	1-14	44-51	38-44
Below Average	82	70	35	33	94	1-15	40-56	41-47
Average	89	90	38	36	100	1-16	51-60	44-51
Above Average	100	105	43	40	104	1-16	54-64	47-56
Competent	110	120	47	43	107	1-17	60-70	51-60
Superior	115	130	50	45	110	1-17	68-78	57-65
Exceptional	120	145	55	48	115	1-18	74-91	62-70
Humanoid								
Inadequate	60	25	22	20	27	1-8	19-23	15-18
Below Average	70	30	26	24	40	1-9	21.25	17-20
Average	77	40	30	28	54	1-11	25-30	20-24
Above Average	85	50	32	30	63	1-12	27-32	22-26
Competent	90	60	35	33	72	1-13	30.35	24-28
Superior	93	70	38	36	80	1-15	36-41	29-33
Exceptional	96	80	40	38	90	1-17	41-52	33-42
Canine								
Inadequate	60	25	22	20	30	1-8	17-21	15-18
Below Average	70	30	26	24	45	1-9	19-23	17-20
Average	77	40	30	28	60	1.11	23-27	20-24
Above Average	85	50	32	30	70	1-12	24-29	22-26
Competent	90	60	35	33	80	1-13	27-32	24-28
Superior	93	70	38	36	90	1-15	33-37	29-33
Exceptional	96	80	40	38	100	1-17	37-47	33.42
Ursoid								
Inadequate	105	140	52	48	90	1-14	42-50	32-38
Below Average	115	170	56	52	98	1-15	48-56	36-42
Average	121	190	60	55	104	1-16	57-68	39-51
Above Average	140	235	68	62	108	1-17	62-72	47-54
Competent	155	275	75	68	113	1-18	67-77	50-58
Superior	165	295	80	72	117	1-18	72-82	54-62
Exceptional	177	335	85	76	124	1-19	80-104	60-70
Avians								
Inadequate	60	25	22	20	27	1-8	15-18	13-16
Below Average	70	30	26	24	40	1-9	17-20	15-18
Average	77	40	30	28	54	1-11	20-24	18-21
Above Average	85	50	32	30	63	1-12	22.26	19-23
Competent	90	60	35	33	72	1-13	24-28	21-25
Superior	93	70	38	36	80	1-15	29-33	23-26
Exceptional	96	80	40	30	90	1-17	33-42	26-33

Saurians								
Average	105	110	45	43	84	1-14	47.54	32-36
Above Average	123	135	53	50	90	1-15	50.57	34-38
Competent	135	165	67	54	96	1-16	54-62	36-42
Superior	142	180	60	57	102	1-17	60-68	40-46
Exceptional	148	200	65	60	108	1-18	65-78	44-52

16.3 'BUG—EYED MONSTERS'

However much Mankind may come to an accommodation with many of the diverse races it will encounter in the universe, there will always be some so starkly 'alien' that no common ground will be found on which to build friendly relations. Such races are the 'monsters' of the galaxy.

16.4 THE BUGS

Of all the races encountered by Terrans, the 'Bugs' (Mobile Infantry term for the species) are amongst the most incomprehensible. Most races are composed of individuals. The Bugs are not individuals, but rather are 'units' in a vast 'hive consciousness.' They are individually devoted to only one great task: maintenance of the survival of the Hive and its Queen. All they know is Duty, pursued with an instinctive and all-encompassing drive ingrained by thousands of generations of selective breeding and genetic perfecting of the qualities desired in each of the three castes.

Brain Bugs: Highly sensitive psionic Adepts who are able to attune themselves (barely) to the thought frequencies of the Bugs have con-firmed that the function of the 'Brain Bugs' is not to lead, but to maintain a psionic link, joining all members/units in the 'Hive Mind.' Only the 'Hive Mind' has awareness and intelligence. Individual units have only instinct to guide them when not in contact with the Hive. 'Brains' act as communicators to express the will of the 'Hive Mind' and to supply information on local situations to the collective consciousness for evaluation and decision. This explains why slaying a 'Brain Bug leader' does not cause permanent confusion. Any replacement can perform literally the same functions of command with the same level of efficiency. 'Brains' do not join in battle themselves. They are, in fact, quite incapable of defending themselves from anything larger than a small dog or cat.

Warriors: Maintaining security of the Hive and its territory, property, and members is the task of the Warrior Caste. They resemble giant soldier ants, armoured in chitin and armed with strong mandibles. They must remain in contact with a Brain Bug (usually within 500m) or they will stop still, continue moving in the last direction ordered, or range randomly to and fro. However, blind instinct will send the isolated Warrior into ferocious attack at the sight of any non-Bug vehicle or individual. Any enemy within 100m of an undirected Warrior can expect to be locked in close combat. Nor is Warrior morale a problem. Every Bug Warrior follows orders in the face of impossible odds. The Bug 'Leadership' regards them as expendable as the human leader regards the ammunition fired by his men.

When first encountered (in the time period covered by Space Marines), the Bugs were rather primitively armed with single fire blast rifles and other early Tech/7 weapons. Later on, 'elite' swarms of Warriors are encountered with fairly up-to-date weapons and protection from gas, etc. The Hive Minds have apparently recognised the threat and have acted to increase the fighting efficiency of their Warriors.

Workers: Workers perform all other duties in the Hive, technical and otherwise. They are the most numerous members of the Hive. All are non-combatants bred for work, not war. Personnel who have not en-countered Bugs before will confuse them for Warriors 75% of the time, while experienced personnel are still confused 25% of the time. The Bugs often send in diversionary 'attacks' of Workers to draw enemy fire. They also mix Warriors into a mob of Workers to divide enemy fire. Workers evidence technical expertise equal to level/2-6.

The Hive: Bugs live underground in vast tunnel and chamber complexes covering many square kilometres, and extending several thousand meters below the surface. Deep in the Hive the Royal Chambers shelter the Queen, who lays hundreds of eggs per day. Each Hive is apparently independent of the others, but there is a good deal of co-operation despite the lack of central authority.

General Traits: Bugs prefer Steppe Planets with fairly warm temperatures, but they do not like desert conditions. They have unbelievably high tolerances to most noxious gases, yet are susceptible to high silica dust concentrations in the air. Radiation is tolerated with little observable effect. Unless struck in the head or body, wounds have virtually no effect upon the life force of the creatures, and shock effects simply do not occur even from mortal hits. Stun Beams, Neuronic Whips, and Paralysis Rods have no effect, but Coagulators will penetrate their chitin armour automatically.

Bug Type	% in Hive	Armour	Expert.	Body Mass	Carrying Capacity	Damage Factor	Hand-to Hand	Stamina Factor
Brain	1%	G/G/G	6-8	100	100	20	0	120
Worker	80%	G/G/G	2-6	350	1000	40	0	120
Warrior I	10%	D/D/F	3-6	350	500	60	70	120
Warrior II	6%	D/D/E	3-6	400	600	70	75	120
Warrior III	4%	C/D/E	3-6	450	700	80	80	120

Personal characteristics have little meaning for Bugs, but roll 1d20 for Brain Intelligence. All Brains are Psionic/20 and have mind shielded equivalent against Psionics as their minds operate on a very different frequency.

16.5 THE KLACKONS

The Klackons are loosely classed as Icthyoids because they are aquatic, but they are more properly crustaceans. Klackons are amphibious, crab-like beings with heavily armoured shells and large pincer claws which can be used to manipulate objects or to tear food and enemies apart. They are omnivorous and eat anything that does not eat them first. The fact that the 'food' is sentient disturbs Klackons not at all.

Klackons have an incomprehensible language and an equally incomprehensible social structure. It is possible to conduct trade with Klackons, using sign language and the pidgin evolved for spoken communication. It is a good idea to have weapons close to hand in case the Klackon's hunger overcomes the desire to do business. One feature of Klackon culture which bears mention is their obsessive pre-occupation with the number '7.' All organisation, military and otherwise, appears to be based on sevens.

Klackons live along the tide lines of seas and oceans, and in the nearby waters up to a depth of 100m. Their vehicles are amphibious or even triphibious. reflecting their ability to move on the land or under the sea at will. Aircraft are often capable of functioning as land tanks or submersibles as well.

Klackons are immune to Stunners, Paralysis Rods, and Neuronic Whips, like 'Bugs.' They are similarly vulnerable to attack with a

Coagulator, which penetrates the hard shell of the Klackon with ease. Radiation has little effect upon them. The creatures can survive out of water for hours, but they use protective gear to prevent dehydration. Klackons prefer planets rich in water, and with fairly temperate to warm temperatures. Jungle planets are especially prized because of the extensive shallow seas, most favourable to Klackon life forms.

Mertun	Body Mass	Carrying Capacity	Damage Factor	Hand-to-Hand	Stamina Factor	Shock CR
Inadequate	100	100	35	25	50	10
Below Average	125	125	40	30	60	12
Average	150	150	50	35	70	13
Above Average	175	175	55	40	80	14
Competent	200	200	60	45	90	15
Superior	225	225	65	50	100	16
Exceptional	250	250	70	55	110	17

Klackor	Armour	Body Mass	Carrying Capacity	Damage Factor	Hand-to-Hand	Stamina Factor
Male	B/C/E	175	200	60	75	100
Female	D/D/E	125	125	40	50	80

16.6 THE MERTUNS

The Mertuns are an octopoidal 'race from low gravity planets and may be regarded as similar to H.G.Wells' Martians in War of the Worlds. The Mertuns are a totally unemotional race devoted to cold, hard logic. Somewhat shy and retiring, the Mertuns will retreat If a battle is going against them, but they show no great fear or courage — which are emotions. Mertuns appear to have no set social organisation, but it is suspected that individual communities function on a pattern not dissimilar to 'Athenian Democracy,' While not overly hostile, neither are they a 'friendly' race

The Mertuns are quite advanced technologically. All individuals wear personal body armour at all times, equivalent to CBA/7C 'combination' combat body armour or CBA/6E exoskeleton combat armour. They also use heavy Tripod Walkers, equivalent to PAM/1-4 Marauder Powered Armour in battle, with a significant number of Mertun soldiers so equipped.

While the Mertuns often live on planets poor in water resources, they are amphibious and adapt to aquatic conditions with ease. They are as resistant to radiation as 'Bugs.'

17.0 THE BEASTS

All animal forms are classified according to their size. However, body armour and fighting characteristics will vary widely, and - size alone will not determine the deadliness of an animal.

Animal Class (Size)	Approx. Body Mass	Carrying Capacity	Damage Factor	Stamina Factor	Shock CR*	Hand-to-Hand	Natural Weapon
AAAA	5000-10,000kg	10.d6%	100+6.d6	50+7.d10	9+ 1d10	60+4.d10	A to E
AAA	3000-5000 kg	10.d6%	90 + 6.d6	50 + 7.d10	9 + 1d10	50 + 4.d10	A to E
AA	2000-3000 kg	10.d6%	80 + 6.d6	50 + 7.d10	9 + 1d10	40 + 4.d10	A to E
A	1000-2000kg	10.d6%	70+6.d6	50+7.d10	9+1d10	35+4.d10	A to F
B	900kg	10.d6%	60+6.d6	50+6.d10	9+1d10	35+4.d10	A to F
C	800kg	10.d6%	50+6.d6	50+6.d10	9+1d10	30+4.d10	A to G
D	700kg	10.d6%	S0+5.d6	50+6.d10	8+1d10	30+4.d10	A to G
E	600kg	10.d6%	50+4.d6	50+6.d10	8+1d10	30+4.d10	B to G
F	500kg	10.d6%	40+5.d6	50+6.d10	8+1d10	30+3.d10	B to G
G	400kg	10.d6%	40+4.d6	50+6.d10	7+1d10	30+3.d10	B to G
H	300kg	10.d6%	30+5.d6	50+6.d10	7+1d10	30+3.d10	C to H
	200kg	10.d6%	30+4.d6	50+.6.d10	7+1d10	25+3.d10	C to I
J	100kg	10.d10%	20+5.d6	S0+5.d10	6+1d10	20+3.d10	D to J
K	50kg	10.d10%	10+4.d6	50+5.d10	6+1d10	10+2.d10	E to J
L	25kg	10.d10%	10+2.d6	50+5.d10	5+1d10	10+2.d10	F to J
M	15kg	10.d10%	10+1d6	50+5.d10	4+1d10	10+1d10	G to J
N	10kg	10.d10%	5+1d6	50+5.d10	3+1d10	10+1d10	H to J
O	5kg	10.d10%	1+1d6	50+5.d10	2+1d10	10+1d10	L to J

Animal Creation Procedure: The StarMaster has the freedom to 'design' animals to suit the circumstances. The basic characteristics are general guidelines. They can be subjected to random dice rolls or they can be assigned at the StarMaster's discretion.

Animal size establishes the approximate mass. For instance, a type AAA animal is somewhere in the 3000-6000 kg range. A C type is somewhere between 800 and 900 kg. Carrying capacity is a percentage of the animal's body mass, and refers to objects/creatures in the beast's 'arms', dragged with the teeth, on its back, or whatever. The amount of damage an animal may sustain reflects general size, but smaller beasts can sustain as much or more damage than larger creatures, reflecting special toughness. Stamina reflects the endurance levels of the creature, while the Shock CR reflects its ability to absorb serious damage without being knocked down or stunned. The hand-to-hand combat factor places the beast on the same system as 'human' and related PCs and NPCs, with high values showing considerable proficiency when employing natural weapons. As for those 'natural weapons', rather than declare the beast has fangs or claws, or whatever, that detail is left to the StarMaster to set out. The relative danger posed by the beast and its armament is denoted by a letter rating from 'A' (very dangerous) to 'J'. These natural weapon categories are given in the Close Combat section, along with those belonging to character and NPC races.

Animal Movement: All animals are rated for a particular movement rate. General guidelines are given in the following sections.

Movement Class	Movement in 6 Seconds				Speed in km/h			
	Walk	Trot	Run	Sprint	Walk	Trot	Run	Sprint
Very Slow	2m	5m	10m	20m	1.2	3	6	12
Slow	6m	20m	40m	60m	3.6	12	24	48
Average	6m	20m	50m	90m	3.6	12	30	54
Fast	6m	30m	60m	120m	3.6	18	36	72
Very Fast	6m	30m	80m	140m	3.6	18	48	96
Fleet	6m	40m	100m	200m	3.6	24	60	120

Crawling speeds are about 1/2 to full walking speed. Flying speeds can vary considerably, but average flyers will cruise around 100m (60 km/h) per six seconds and can 'sprint' at double to triple that rate for short times. Fast flyers could do double those rates. Only sprints will cause flyers severe fatigue. Also, terrain will affect ground movement.

Road	100%
Clear	100%
Light Woods	90%
Thicket/Jungle	80%
Swamp	50%
Swim	Walk Speed
Rough	90%
Gentle Slope	90%
Steep Slope	80%
Mountain	70%
Cliff	Variable

Amphibians may have double or triple swimming speed-Natural swimmers will swim at 20m-90m per six seconds.

Animal Armour: Size has little to do with the protection provided by hide, scales, chitin, etc. Animals have armour from 'skin' to 'C' or 'D' class, with high classes signifying hard-shells or chitinous exoskeletons. Most have natural armour of low class, rarely over 'I'. See the Close Combat section for an idea of the relative values of armour.

Animal Types: All animals fall into ecological niches, like those on Terra. All beasts will be carnivores, omnivores, scavengers, or herbivores. Food gathering habits determine general behaviour, aggressiveness, and likely fighting ability, with carnivores probably possessing the best natural weapons of all.

Carnivores are meat-eaters which attack and kill other animals. A carnivore will not necessarily attack anyone or anything on sight; some are specialists and are wary of unfamiliar 'prey' unless especially hungry.

1. Hunting Packs are carnivores which hunt in groups, relying on numbers to run down prey and to overwhelm the victim with multiple and simultaneous attacks. Examples are wolves, dingoes, and other canine species. Speed: Fast to very fast.

2. Stalkers/Ambushers are carnivores which tend to be solitary hunters, but sometimes hunt as mated pairs, relying on stealthy approaches to the quarry before a sudden, killing rush or spring, or else lying in ambush along a game trail or watering place to await the appearance of the prey. Examples are Terran hunting cats. Speed: Fast or very fast.

3. Lurkers are carnivores which 'passively' await their quarry. Such creatures rarely hunt aggressively, preferring to have the quarry fall into a prepared trap (like insect SandLion) or to pass close to a hidden lair (like arachnid Trap Door Spider). Web-spinners fall into this category. A trap holds the victim until the arrival of the lurker. Some rely on colour, scent, etc. to entice prey close enough to be attacked. The lure is specific to given animals, but it may attract sentient personnel (15% chance) who become curious. Such creatures include species whose outward appearance hides their carnivorous natures. Examples are angler fish, Venus fly trap. Speed: Slow or very slow.

Most carnivores hunt for food Out of hunger, and only the rare species with a killing 'blood-lust' will attack on sight, disregarding the size or apparent dangerousness of the quarry. Such beasts could be termed 'murderers' or 'killers' because they slay for sheer joy of killing, Examples would be wolverines, sharks or weasels.

Omnivores are animals who specialise in a wide range of foods, vegetable and animal.

1. Classic Omnivores are animals which 'graze' on berries, roots, herbs, etc., but are not above killing smaller prey when it chances along or even scavenging on dead animals left by other hunters. Examples are apes, chimpanzees, racoons. Speed: Slow to average.

2. Aggressors are omnivores which feed on vegetable materials but also exhibit a strong tendency toward hunting, although they do not have the skill of carnivores. Examples are bears, baboons, man. Speed: Slow to average. Some Aggressors are surprisingly well equipped with natural weapons like the bear, while others tend to rely on primitive 'tools' (sticks or rocks) to kill prey.

3. Voracious Omnivores are animals which will eat almost anything that comes their way, and often will not be intimidated by size or apparent danger. Example' the army ant which both grazes and hunts in a vast swarm. Speed: Slow to average.

Scavengers are animals which feed on carrion remains of the kills of others and/or which hijack the kills made by others. They are meat eaters but cannot be classed with the carnivores because they rarely set out to actually kill their food themselves.
1. Standard Scavengers take carrion meat where they find it. Scavengers will gather around the site of a kill, waiting patiently for the carnivore to finish its meal, then moving in to claim the rest. Example: Vulture. Speed: Slow to average.

2. intimidators/Robbers are scavengers who approach a kill and frighten off the slayer or other scavengers by either appearing to be a threat or actually posing a threat. An example of an Intimidator is the coyote, while the wolverine or lion (also carnivores) are examples of Robbers. Speed: Average to fast.

Note: Some scavengers exhibit carnivore behaviours. Hyenas, for instance are full-fledged hunters at night but scavenge in the day. Similarly, hunters can also turn into scavengers. The line is drawn at the activity most typical of the animal.

Herbivores are animals which eat plants, but can include animals which eat other animal life forms which cannot resist them (anteaters, etc.).

1. Grazers are animals which spend most of their waking hours either cropping forage or sitting quietly chewing the cud. They may be herd animals or solitary grazers. Herd animals are prone to stampede at the first sign of danger. Some are passive to the end, but others may be surprisingly well armed with natural weapons and fight fiercely when cornered. Examples are deer, cattle, bison, antelope. Speed: Fast to very fast.

2. Intermittent Grazers are animals which spend only part of each day grazing for food. Examples include horses or elephants. They again may be herd animals or solitaries. Some are very fierce adversaries when threatened. Speed: Slow to very fast (depending upon size.)

Special Features' The above descriptions assume land-dwelling animals. Aquatic species will spend all their time in water (fish, whales, dolphins) and may be gravely threatened when thrown on land. Amphibious creatures (even animals like otters or alligators) are capable of functioning on land or in the water. Flyers are capable of flight and tend to be slow and clumsy on the ground. Finally, there are some triphibians (ducks or geese) which can fly, move on land, or swim. Such features should be noted for 'special' creatures. However, large, heavy animals will rarely have any flight ability.

Pelts: Animals, particularly carnivores, will have pelts, making it possible to go into the hunting and trapping business. The best fur pelts typically come from the most dangerous carnivores and from smaller carnivores living in cold climates. Ice Planets generally support a good percentage of the population from the fur trade, as pelts are especially rich. StarMasters should assign the value of pelts. Note: animals killed by energy weapon fire have a flat 75% chance of the pelt being ruined (100% with flamers, explosives, etc.)

Encounters: The nature of animal encounters is so variable, because of local conditions, that StarMasters are encouraged to make up their own 'encounter tables' for each world or

world type. This permits the fullest expression of the StarMaster's own conception of what a particular world's animal forms are like and the probability of encountering them. Some common sense and authenticity should be observed. Attacks by carnivores every few minutes ignores the fact that carnivores are relatively limited in numbers and spread out, compared to grazers and other less dangerous creatures. Planets with starkly limited environments (low pressure, desert, etc.) will have low animal populations. Such factors should be considered when populating planets with animal life and assigning encounter probabilities.

18.0 PERSONAL LIVING EXPENSES

The following short list includes the basic expenditures a PC will probably incur when on the surface of a planet. Expenses could vary by +/-20% on any given item. Also, one's Merchant and/or Streetwise expertise can be applied as a -1% to -10% cost modifier, reducing the cost to reflect the PC's ability to 'sniff out' a bargain.

	Planetary Economy Type					
Item	**RI**	**AI**	**P1**	**RA**	**AA**	**PA**
Superb Room/day	100	75	50	75	50	25
Good Room/day	50	40	25	40	25	15
Average Room/day	25	20	15	20	15	10
Poor Room/day	15	10	7	10	7	5
Flop House/day	5	4	2	4	2	1
Superb Meal	50	40	35	30	25	20
Good Meal	35	30	25	20	15	10
Average Meal	15	12	10	10	7.5	4
Greasy Spoon Meal	3	2	2	2	1	1
Formal Clothes	750	750	750	750	750	750
Business Clothes	350	300	200	250	200	150
Work Clothes	75	60	40	60	50	35
Outback Clothes	300	275	200	275	250	200
Food (raw)/day	3	2.5	2	.1.5	1	.5

Cost of drinks in a bar, etc. can be related to 20th century Terran prices, as can the price of other incidental items by equating $1 U.S. to CR 1.00. A range of prices can be projected to reflect local conditions. For instance, in a StarPort 'dive,' the price of liquor may be considerably inflated, especially when compared to prices in the hinterlands of the same planet.

18.1 AIRCRAFT & VEHICLE RENTAL

Rather than buying an aircraft or vehicle for transportation on a planetary surface, characters may be able to rent a unit from a local agency. Generally, a deposit of 5% to 10% of the vehicle's retail value will be required from off-worlders, plus a daily rental and/or distance fee. An Interstellar License (vehicle expertise for the appropriate vehicle) must be presented to make such a rental or a driver must be hired with the vehicle.

Aircraft/Vehicle To be Rented	Passengers/ Cargo Cap.	Deposit (CR)	Daily Fee
Lt. Prop Plane	1 + 6/1t	1000	200
Lt. SST	1 + 6/1t	2500	450
Lt. 2-Prop Plane	2+ 12/3t	1500	300
Lt. 2-Jet Plane	2 + 1 2/4t	5000	1000
Lt. SST	2 + 12/3t	7500	1500
Lt. SST	2+ 12/6t	18,000	2500
4-Prop Transport	3+ 100/30t	7500	2000
4-Jet Transport	4+ 150/40t	15,000	3500
4-Turbo SST	3 + 100/50t	25,000	5500
4-Prop Hv. Trans.	4+ 200/80t	25,000	6500
4-Jet Hv. Trans	4+300/100t	30,000	7500
Heavy SST	3 + 100/100t	50,000	10,000
Lt. Helicopter	1 + 3/500kg	1000	200
Lt Helicopter	1 + 3/1t	1250	250
Mdm. Helicopter	2 + 30/5t	4000	750
Mdm. Helicopter	2 + 30/12t	6500	1200
Hv. Helicopter	3 + 50/40t	7500	1500
Groundcar	1 + 5/250 kg	250	50
Lt. Truck	1+1 1/2-3t	250	50
Hv. Truck	1 + 21/5-8t	450	90
ATV Carrier	1+4/1t	400	75
ATV Lt. Truck	1 +9/10t	900	100
ATV Hv. Truck	1 + 18/30t	1500	150
Hovercar	1+5/1t	600	65
HoverLorry	1 + 12/6t	1500	150
HoverCarrier	1 +28/10t	2000	200
HoverTruck	1 + 30/15t	2250	250
Hovercruiser	1 + 50/50t	7500	750
HoverShip	1 + 100/100t	15,000	1500
Lt. Crawler	1 + 6/3-5t	850	85
Mdm. Crawler	1 + 12/10t	1500	150
Hv. Crawler	1 + 20/20t	2500	250
CargoTrek	1 + 40/50t	7500	750
Lt. GravSled	1 + 5/3t	1000	100
Mdm. GravSled	1 + 12/8t	1500	150
Hv. GravSled	1 + 20/18t	2000	200
Motor Boat	1+5/15	175	25
JetBoat	1+5/1t	500	50
JetBoat	2 + 18/10t	2500	250
HydroFoil	1 + 12/5t	1500	150
HydroFoil	3 + 30/25t	5000	750
HydroSkimmer	1+5/1t	500	50
Submersible	2 + 8/10t	40,000	3000
CargoSub	5 + 50/100t	100,000	15,000
Anti-Grav Floater	variable	25 x AFG no.	5 x AFG no.

Weekly rates can be arranged at 50% + 4.di0%.

Charters where a driver and crew are provided cost an additional daily fee appropriate to Tech salary levels for the driver/crew.

Distance rates can be up to CR 0.25/km travelled.

Colonial planet fees and distance rates can be 5.d10% higher than on major planets as listed above.

Merchant skills can be applied to 'dicker' down the rates with a 7% x Merchant expertise chance of reducing the price by 1d10% + (1% x Merchant expertise.)

Space Opera

CHARACTER RECORD SHEET

Name _____ Race _____ Sex _____
Rank/Grade _____ Service _____ Pay CR _____

Physique _____
Height _____
Mass _____
Strength _____
Constitution _____
Agility _____
Dexterity _____
Intelligence _____
Intuition _____
Leadership _____
Bravery _____
Empathy _____
Psionics _____

Carrying Cap. _____
Damage Factor _____
Shock Resistance CR _____
Stamina Factor _____
Wind Factor _____

GTA _____
MechA _____
ElecA _____

Hand-to-Hand:
Unarmed _____
Dagger _____
Foil _____
Katana _____
Spear/Bayonet _____
Swords _____
Battle Axes _____
Sabre _____
Vibroblade, etc. _____
Coagulator _____
LightSword _____

EXPERTISE

Science

Physical Sciences
Adv. Mathematics _____
Adv. Metallurgy _____
Astronomy _____
Chemistry _____
Force Field Phy _____
General Physics _____
Geography _____
Hyper-Dim. Phy._____
Nuclear Physics_____
Planetology _____
Temporal Physics_____

Life Sciences
Biochemistry _____
Botany _____
Ecology _____
General Biology _____
Xeno-Botany _____
Xeno-Ecology _____
Xeno-Zoology_____
Zoology _____

Social Sciences
Comparitive Cult. _____
General Social Sci. _____
Historical Sciences_____
Linguistics _____
Psychology _____

Medical Sciences
Medical Practice _____
Medical Scientist _____
Native Medicine _____
Physician _____
Xeno-Medicine _____

Engineering
Armament Eng. _____
Computer Eng. _____
Elect. Eng. _____
Mech. Eng. _____
Power Eng. _____
StarDrive Eng. _____

Armsman
Airborne Assault_____
AirCav _____
Alien Environ. _____
Arctic Survival _____
Armored Forces _____
Combat Copter _____
Combat Driver _____
Combat Pilot _____
Combat Training _____
ContraGrav _____
First Aid _____
Hv. Energy Wpn. _____
Jump Belt _____
Missile Art. _____
Mobile Inf. _____
Para. Assault _____
Projectile Art. _____
Space Combat _____
Space Orient. _____
Street Combat _____

Survival
Desert Survival _____
Forest Survival _____
Jungle Survival _____
Marine Survival _____
Steppe Survival _____

Combat Engineering
Bomb Disposal _____
Demolitions _____
Field Fort. _____
Military Const. _____
Space Engineers _____

Direct Fire Small Arms
APROBDIF _____
Arch. Dir. Fire I _____
Arch. Dir. Fire II _____
Arch. Dir. Fire III _____
Blasters _____
Disruptors _____
Flamers_____
Fusion _____
Gauss _____
Grenades, etc. _____
Handguns _____
Lasers _____
MGs _____
Mil. Small Arms _____
Needlers _____
Recoiless _____
Rocket Launchers ____
Shotguns _____
Special Weapons _____
Sport Rifles _____
Stat Arms _____
Stunners_____

Melee Weapons
Battle Axe_____
Coagulator_____
Daggers _____
Foils _____
Katana _____
LaserSword _____
Sabres _____
Spears/Bayonet _____
Swords_____
Unarmed Combat _____
VibroBlade _____

Astronaut
Advanced EVA _____
Astrogator _____
Combat Orbital Pilot _____
EVA _____
FTL Pilot _____
Interplanetary Pilot _____
Orbital Pilot _____
Shipboard Proc. _____
Space Armament _____
StarShip Battle _____
StarShip Tech. _____
Thermal Power _____

Techs

Mech Tech
Aircraft _____
Alien Environ. Veh. _____
Gen. Mech. Equip._____
Ground Vehicles _____
Marine Craft _____
Mil. Aircraft _____
Mil. Ground Veh._____
Mil. Marine Craft _____
StarShip Machinery _____

Electrronics/Comm Tech
Aircraft Elect. Sys._____
Com. Systems _____
Detection Systems _____
ECM _____
Elect. Systems _____
EVA Systems _____
StarShip Elec. _____
Sub-Light Com. _____
Vehicle Elect.Sys,_____

Computer Tech
Alien Computers _____
Civ. Program _____
Computer I-III _____
Computer IV-V _____
Computer VI _____
Computer VII-VIII _____
Computer IX-X _____
Cybernetic Brain _____
Cybernetic System _____
Mil. Program _____
MiniComputer _____
Sci. Program _____

Power Tech
Anti-Matter _____
Beamed Power _____
Ground Transmission _____
Nuclear Power _____
Portable Power _____
StarShip Power _____
Vehicle Power _____

StarDrive Tech
Alien Drives _____
Anti-Grav _____
Hyper Drive 10 _____
Hyper Drive 20 _____
Hyper Drive 21+ _____
Jump Drive _____
Rocket Engines _____
Sub-Light _____

Armourer
Archaic Melee Wpns. _____
Armour Tech. _____
Artillery _____
BattleScreens _____
Blasters _____
Bomb Disposal _____
Energy Small Arms _____
Explosives _____
Firearms _____
Fusion _____
Heavy Energy Wpns. _____
Heavy Missles _____
Lasers _____
Modern Melee Wpns. _____
PML Tech._____
Power Armour _____
Slugthrowers _____
StarShip Weapons _____

Crime Tech
Comm. Sys._____
Crime Analysis _____
Detection Sys._____
ECM_____
Forged Doc. _____
Personal I.D. _____
MediTech _____

General Skills
Alien Lang._____
Administration _____
Counterfeit _____
Forgery _____
Gambling _____
Merchant _____
Parachute _____
Scout _____
SCUBA _____
Streetfighting _____
Streetwise _____
Swimming _____

Driver
ATV, 4-wheel _____
ATV, tracked _____
Construct. Unit _____
Groundcar _____
Hovercraft _____
Motorcycle _____
Semi/Truck _____
Single/Truck _____

Atmospheric Pilot
Helicopter _____
Multi-Eng. Prop._____
Multi-Jet _____
Single-Eng. Prop._____
Single Jet _____
Supersonic Jet _____

Marine Craft
Jetboat/Hydrofoil_____
Sail/Motor Boat _____
SE Boat _____
SE Ship _____
Submersibles _____