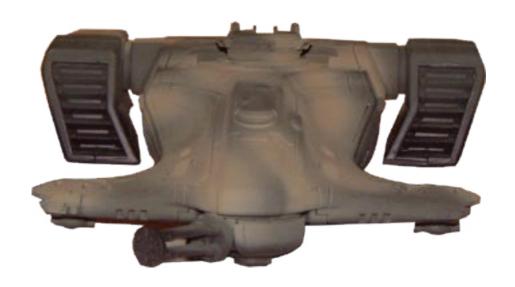# asp games
ALIENSTAR
rules

Quick play Science Fiction Role-playing
game based on the movies.

Planet-X

Quick Play Science Fiction Role Play Rules.

INTRODUCTION

I won't bore you with a lengthy explanation of what role-playing is all about. I assume you have at least the rudimentary knowledge and a degree of insight into the subject matter. This is a generic game, so you'll be able to fit it into the backdrop of your favourite movies. I have purposely written the game in order for you to base it in any TV or movie environment. But why stop there, why not write your own!

EQUIPMENT

You Will Need: Pens, paper, full selection of polyhedral dice (d4, d6, d8, d10, d12, d20 and percentile dice) and if you so wish metal or plastic miniatures and terrain. The Referee will also require some hex grid sheets to generate star maps.

STAR MAPS

It is the duty of the Referee to provide the star maps for the game, this is where the gaming session or campaign setting takes place. First, the Referee decides how far from the galactic centre his particular adventure area is going to be. Basically, the further from the galactic centre the adventure area is, suitable planetary systems become less dense and thus take more travelling time. The adventure area is plotted on Hex grid paper (available from good gaming shops). For each Hex the Referee throws a **d6**, and if a planetary system is present, a mark is made in that hex. Each Hex on the star map is equal to 10 parsecs (10pc). Thus, a Hex will indeed contain many hundreds or thousands of stars, but, will, on average, contain one suitable planetary system. Whether a Hex contains a planetary system is dependant on its distance from the galactic centre.

From Galactic Centre to	A System is present on
8,000pc	3+ on 1d6
24,000pc	4+ on 1d6
32,000pc	5+ on 1d6
50,000pc	6+ on 1d6
TABLE 0	

When the Referee has done this he will mark in any borders of any empires that appear on the map. Whether an empire consists of one planetary systems or thousands is up to the Referee. For each empire on the map the Referee will assign one of three **I**nterstellar **G**overnment **C**lasses (**IGC**), these are:

AUTOCRACY (ORTOX)

Rule is by a centralised fascist mono-figure dictator (such as an emperor or a god king) that requires complete subservience to the state. Authority is brutal and ruthless dispensing rough justice. The populace is oppressed and any signs of dissent is violently suppressed. This government type has secret police organisations similar to that of the Gestapo, SS, Stazi, Boss, Mosad, NKVD and the KGB. Little attention is given to workers rights, safety or industrial pollution. State institutions are large and can be extremely bureaucratic. The state is protective, secretive and more than often paranoid. People can go missing for no apparent reason. Players acting suspiciously within the realms of this government type will attract the attention of the security services. The state and its propaganda intrudes into every facet of an individuals life. The glorious leader is their protector, saviour and god. Law levels are high, the carrying of any weapon is prohibited. In some, crime and the black market are rife. Blackmail, bribery and intimidation are, at the end of the day, the way. Examples of **ORTOX** can be found in Communist Russia, Nazi Germany, South American military regimes, Cardassia, the Dominion, the Romulan Star Empire, the Borg, the Empire in Star Wars and the Federation in Blake's 7.

FEDERAL OLIGARCY (FEDOL)

A loose federation of worlds each with its own elected ruling body that integrate common political systems such as law, justice and armed forces. Each world's government is usually capitalist and democratic. However, some governments have a socialist tendency while others are more right wing. Most worlds within the federacy only have one centralised government ruling a multi-cultural populace. Some worlds are multi national, but, all are co-operative. All the worlds share the same legal system, bureaucratic system, police force and military arm. There is crime, life can and does get dangerous. Anything goes and usually does. There is something nasty going on somewhere, be it murder, kidnap, larceny, corruption etc. You name it. The overworked

police force is quite efficient and it may take some time but, they do get their crooks. Society is firmly market orientated and this can lead to corruption, exploitation and pollution. It is up to the individual to carve out his, her or its niche in life. Examples of this type of government can be seen in America, United States of Europe, Japan, Blade Runner, Star Cops, The Republic in Star Wars, Space Precinct and Aliens. The Ferengi and the Klingons would fit in this class.

BENEFICIAL TECHNOCRACY (BENITEX)

Rule is by a council of elected members, by a monarchy or by a Theocracy. Rule is for the benefit of all. **Benitex** represent society at its highest level, it represents the highest in terms of Human or for that matter non-Human ideals and morality. Civilisation in its most advanced and developed form. Where science, education, technology, architecture, literature, music, art, thought and deed is allowed to develop for the benefit of others. Where mutual co-operation and beneficence is practised by all. The people live happy and contented lives free from moral and industrial pollution, sickness, crime and poverty. An example of the lower end of this government type can be found in the United Federation of Planets in Star Trek.

If a system is present in a hex, roll a **d20** in the **B**, **C** or **T** column on the below table and enter the result in the hex. This then is the **PRIME PLANET** of the hex.

CODE	PRIME	TRAVEL	ATM	B	C	T	POP
G	Gloomy	9+/4d8-2	G	1	1+	1	4D4M
D	Dense	8+/3d6-2	D	2	3+	2	4D6M
A	Arid	7+/2d8-1	G/R	3	5+	3	6D6M
M	Moon	9+/4d4-3	N/R	4	7+	4	1D6H
W	Water	7+/1d8-2	G	5	9+	5	1D20M
J	Jungle	6+/1d6-2	G	6	11+	6	1D20M
I	Ice	7+/1d10	G	7	13+	7	1D8M
V	Vacuum	9+/1d6-2	N	-	15+	8	1D10H
E	E-Type	4+/1d10	G	8+	17+	9	1D10B
P	Polluted	3+/1d4	D	-	19+	10+	2D20B
T	T-Form	4+/1d8	G	10+	-	-	1D10B
TABLE 1							

The entries in the **CODE** and **PRIME** column codifies the prime planet type of the system. **GLOOMY** as LV-426 as in Aliens. **ARID** is Vulcan, Tatooine and Dune. **Water** is Solaris. **ICE** is Hoth. **JUNGLE** is Endor. **E-TYPE** is an Earth class Planet. **T-FORM** are worlds that have been Terraformed or exhibit a high degree of atmospheric and/or environmental control such as Risa. As a result **T-FORM** worlds are paradise. **POLLUTED** worlds are the result of blatant disregard for industrial waste and environmental exploitation. As a result **POLLUTED** worlds are a Hell-hole. This codification is the planets dominant terrain type. In the **TRAVEL** column the number before the / is the score required on **1d10** per day to find a conurbation (of some sort) or starport. The score after the / is the time you have to wait (once the conurbation has been found) to find the next available flight off world (to your required destination). For example, on a Vacuum world, the chance per day to find a conurbation (village, town, installation, base etc) or starport is 9+ on **1d10**, then you will have to wait **1d6-2 days** for a flight to your required destination. Modify the score of the die by **-1** if in an **Ortox** empire and by **+1** if in **Benitex**. The **ATM** column is the world's **atmosphere** class. **G** means that the planet has a good quality breathable atmosphere. **N** means there is no atmosphere. **D** means that the atmosphere is **DENSE** and is either acidic or corrosive and requires breathing gear. **R** means that the atmosphere is **Rare** and has a low Oxygen count. **R** class atmospheres require breathing gear unless a native of such a world. In the **POPULATION** column is the planets population no less, a die score followed by **H** (hundred thousands), **M** (millions) or **B** (billions or thousand millions).

Players can now generate their characters qualities by working through the following tables. Enter the results in the character sheet provided at the end of the rules.

ALIGNMENT.

Players cross reference the score of two d6s on the below table to find out which government type their character comes from and thus the characters alignment. If wished, a player can choose his/her characters government type but not alignment. Alignment **MUST** be accurately role played. The alignments of **GOOD**, **NEUTRAL** and **EVIL** require no definition.

1st D6	IGC	1or 2	3 or 4	5 or 6
1 or 2	Benitex	Good	Good	Good
3 or 4	Fedol	Good	Neutral	Neutral
5 or 6	Ortox	Neutral	Neutral	Evil
TABLE 2				

FORM.

Players now cross-reference the score of a **d12** and a **d100**(percentile result dice) on the below table to discover their characters bodily form.

D100 score						
D12 score	Arms/Legs	PLANT	REPTILE	AMPH	MAMMAL	INSECT
1 - 2	2/0	01-50%	51-100			
4 - 8	2/2	01-10%	11-20%	21-50%	51-80%	81-100
9	4/2	01-10%	11-20%	21-40%	41-90%	91-100
10	2/6					01-100
11	2/4				1-100%	
12	POLYMORPH					
TABLE 3						

Plant skin is bark, reptiles have scales, amphibians have slimy skin, mammals have smooth skin and sometimes fur (throw **5+1d6**) and insects have an exoskeleton. Polymorphs are shape changers similar to Odo of DS9 or perhaps the were-creatures of myth.

WINGS

Throw a **d6** on the below table to see if your character has wings. If the character is an insect then **+2** to the score and **-1** if a mammal. **-2** if a Reptile. Amphibians, polymorphs and plants cannot have wings.

D6	Score
1 - 4	NO
5 - 6	YES
TABLE 4	

Insects or Reptiles with wings fly at a rate of 20km/hr. They may not wear armour and can only use low recoil weapons which in these

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rules are classed as small arms and vehicle mounted weapons. Other winged creatures can only fly by gliding, usually from height. However mammalian winged creatures may wear armour when not flying.

SIZE

Dice on the below table using a **d6** to establish your characters size. Add **2** if the character is a **Plant**, **-3** if a winged **Insect** or **Reptile**, **-2** if **Amphibian** and -1 if **Mammal**.

Score	Size
1 or less	Very small (VS), Cat sized, up to 2'
2	Small (S) Dog sized, up to 4'
3	Medium (M), Man sized, up to 6'
4	Large (L), Giant sized, up to 9'
5	Huge (H), car sized, up to 12'
6 or more	Massive (M), APC sized, up to 20'
TABLE 5	

Please remember, in this game size does matter.

SEX

Roll on the below table to establish the character's natural physical sex. Use **1d12**. **-6** if the character is a plant. Hermaphrodite has both male and female sex but perhaps not in the mammalian form. Androgynous, although referring to dual sex plants, in these rules it means a creature without male and/or female sexes and reproduce asexually or in some other manner. Don't forget to give your race a name.

Die Score	Sex
1 or less	Hermaphrodite
2 to 6	Female
7 to 11	Male
12	Androgynous
TABLE 5a	

SOCIAL LEVEL

A character's social level is equal to the score of a **d6**. Characters from **Ortox** reduce this score by **-3**, this modifier can take the character's

social level into minus numbers. If this is the case it means the character is a wanted criminal whether this is true or fictitious. Characters from **Benitex** all have a social level of **10**. A character's starting money is 1,000 times his/her/its social level. If this is a minus figure, then this is the amount of money the character owes. The common currency is the **Decabit** (**Db**) or the **Credit** (**Cd**).

SKILL AREAS

There are 11 skill areas as follows. In each skill area are a number of (suggested) sub-skills that are inclusive of the area. When new a sub-skill turns up, just slot them in as appropriate. Please fee free to invent new skill areas and their sub-skills. However, a character can develop a specialised sub-skill for each area. This specialist sub-skill can be of the players choosing and invention. The Referee must be aware and approve of it. Follows is a list of the skill areas and their sub-skills. Each skill area has a skill area **E**quipment **P**aq (**ePaq**) which is an accumulation of equipment a character is most likely to have on or near his/her/its person or kept in an equipment pallet. **ePaq**s do not have names, they are usually referred to as "my equipment" or if the character has multiple skill areas, they may say "I am going to use instruments from my Commercial Skill Area **ePaq** to aid me with task". To wit, the Referee may say "do you have the **ePaq** at hand!" A character must have a skill area to use the **ePaq** effectively.

PHYSICAL SKILL AREA

Fitness, health, shifting things, sport, swimming, balance, climbing, throwing, strength, endurance. When rolling for level, **-1** to the die if the character comes from **Benitex**. With this skill area and like most skill areas there is an associated equipment Paq that is designed to help in most physical orientated tasks. The skill area **E**quipment **P**aq (**ePaq**) associated with this skill area will include things like performance enhancing drugs, tools, power tools and hydraulic systems.

TECHNICAL SKILL AREA

Computers, machines, engineering, getting information, hacking computers, repair, mechanics. The **ePaq** will include such things as computers, tools and, as most equipment in this era has a computer, interface, diagnostic software.

COMBAT SKILL AREA

Melee, shooting, the use of side arms, small arms, support weapons, anti-tank weapons, armour, APCs, MICVs, AFVs, tactics, strategy, ambush, booby traps, camouflage. This skill area's **ePaq** includes equipment such as sensors, detectors, locators, computer enhanced vision aids, targeting devices, weapons, ammunition, and maintenance tools.

CRIMINAL SKILL AREA

Bribery, theft, murder, assassination, anti-security, illegal and illicit substances, getting rid of stolen goods (fencing), forgery, fraud, lying, cheating, gambling. This Skill Area's **ePaq** includes such nefarious things as forged documents, drugs, poisons, computer devices and interfaces, fake or stolen cash, credit cards, bank statements etc., sophisticated copying machines. The possession of this skill area's **ePaq** is **illegal**. Characters that come from **Benitex** cannot have this skill area.

COMMERCIAL SKILL AREA

Trading, buying, selling, economics, evaluation, negotiation. The **ePaq** consists mainly of computers, market databases, Internet connections, computer market analysis, language translators.

MEDICAL SKILL AREA

Diagnostics, first aid, surgery, dispensary, medicines, treatment, pathology, psychology, animal and plant biology. The **ePaq** contains scanners, drugs, mini mobile surgery, computer assisted diagnosis and non-intrusive dermal regenerators and short term organ and tissue regenerators.

INTELLECT SKILL AREA

Logic, solving problems, mathematics, physics, chemistry, geology, good ideas, getting help from the Referee. The associated logistic equipment **ePaq** includes computers, computer interactive database, personal computer interactive assistant, holographic personnel or science database.

SOCIAL INTERACTION SKILL AREA

Getting on well, street rumours, networking, getting information from

people, street wise, smooth talk. The only equipment that will aid a social interaction skill area task is money.

SPACE SKILL AREA

Starships, starship systems, grav systems, warp and impulse drives and their technology, shields, starship sensors systems, operate pilot console, operate navigator console, operate starship weapons console, computers, teleport systems, holodeck technology. This skill area's **ePaq** consists of computer interactive interfaces, computers, software, back up databases, miscellaneous parts.

PSIONIC SKILL AREA

Telepathy, empathy, telekinesis, teleport, read mind, stun mind, hypnotise. Characters from **Ortox** cannot have this skill area. Also, there is no **ePaq** for this skill area.

WILDERNESS SKILL AREA

Hunt, track, survive, find food, find and construct shelter. The **ePaq** contains emergency food for 1 that lasts six months, survival clothing, and communicators.

Players are allowed to choose **1D4** skill areas if from **Ortox**, **1d6** areas if from **Fedol** and **2d4** areas if from a **Benitex**. Players that do not choose the **INTELLECT** or **PHYSICAL** skill areas are **NOT** thick or weak, just untrained in these areas. Choose your skill areas and then for each area, roll the appropriate die to establish your character's **SKILL LEVEL DIE** for each of his/her/its skill areas.

ABILITY OR SKILL LEVEL	SKILL LEVEL DIE	BENITEX (1d4)	ORTOX (1d4)	FEDOL (1d6)
1	1D4	-	1	1
2	1D6	-	2	2
3	1D8	1	3	3
4	1D10	2	4	4
5	1D12	3	-	5
6	1D20	4	-	6
TABLE 6				

For example: A character that comes from Ortox will use the **Ortox** column and use a **1d4** to establish the skill level of his chosen skill area, in this case the player has chosen the **PHYSICAL** skill area. He scores a **3** and using the **Ortox** column above cross references his score of 3 with the **ABILITY OR SKILL LEVEL** column on the left. So his skill level is **3** and the die he uses in performing tasks is **1d8**.

A character from **Benitex** rolls a **1d4** for his chosen skill area of **COMBAT**. He rolls a **3** and cross referencing this with the **ABILITY OR SKILL LEVEL** column on the left results in a skill level of **5**. Moving into the next right column for the **ABILITY OR SKILL LEVEL** of 5 gives a result of **1d12** in the **SKILL LEVEL DIE** column. This means the character will use a **1d12** when performing tasks.

TASKS.

When a character wishes to do something, sometimes a task is involved. The means that a character has to use a sub-skill that is covered by one of his skill areas to achieve success. Tasks can fail, sometimes with fatal or serious consequences. The Referee will fix the level of the task or randomly generate it using any die he sees fit. When the Referee wants to set the level of a task randomly a **d10** is generally used. Referees should only use these rules for important, random or 'on the fly' tasks. Do not bog the game down with task test after task test.

THE TASK'S LEVEL IS...	RANDOM SCORE 1d10	SCORE REQUIRED
S - SIMPLE	1, 2	4+
E - EASY	3, 4	5+
M - MODERATE	5, 6	6+
H - HARD	7, 8	7+
D - DIFFICULT	9	9+
F - FORMIDABLE	10	12+
I - IMPOSSIBLE	11+	15+
TABLE 7		

The **RANDOM SCORE 1d10** column is the column that the Referee uses to randomly generate tasks. The **SCORE REQUIRED** column is

the score a character requires to succeed in performing a task. The character uses his skill level die (as above). For example, a character has a skill level of **3**, so his skill level die is **1d8**. When this character attempts a moderate task, the score he requires is **6**+ on **1d8** to succeed. If the score of the skill level die is equal to or exceeds the score required then, obviously, the task has been a success. If the score of the skill level die is twice that of the score required to succeed than a dramatic success occurs. If the score of the skill level die is less than the score required to succeed then the task has failed. If the score of the skill level die is less than half of the score required to succeed then a dramatic failure has occurred. In the cases of a dramatic failure or success, the Referee will define the result (usually 'off the cuff'). If a character is attempting a task with the aid of skill areas associated equipment Paq then the character can attempt the task using the skill level die of the next skill level up. If more than one character is attempting a task then **+1** for each additional character with the skill attempting the task. The Referee may well introduce die roll modifiers as appropriate. The time a task takes can be **1d** combat rounds, **1d** hours, **1d** days or **1d** weeks etc., the 1d in this case can be **1d4**, **1d6**, **1d8**, **1d10**, **1d12**, **1d20** or **1d100**.

EQUIPMENT.

The equipment items characters may select are as the following tables. They follow generic lines. Referees and players for that matter are encouraged to invent and/or write in equipment that follow the lines of their particular adventure theme. Generally, players and Referees will want to bring in equipment from their favourite films and books. There are plenty from which to choose, just add them in.

Equipment procurement in **Ortox** can be a risky business, it will be up to the Referee to evaluate the risk, and this will be evaluated by a risk test task of some sort. Equipment purchased in **Ortox** will be on the black market unless the players are on a state mission. This is due to the very high law and surveillance levels in these empire types.

Equipment purchase in **Fedol** is less risky, even for illegal gear, due to the less imposed and invasive law system, combined with the civil liberties laws and movements. Characters from **Benitex** will usually be on military or exploration service. If necessary, the Referee will write in a character's background giving legitimate reason for adventuring.

WEAPONS		
ITEM	**COST**	**VOLUME**
SMALL ARMS (PISTOLS)	150	-
SIDE ARMS (RIFLES)	300	-
SUPPORT WEAPONS (LMG/HMG)	1000	-
ANTI-TANK (BAZOOKA/LAW90)	5000	-
MELEE WEAPONS	120	-
ARMOURED VACC SUITS		
ITEM	**COST**	**VOLUME**
LIGHT ARMOURED VACC SUIT	1000	-
MEDIUM ARMOURED VACC SUIT	2000	-
HEAVY ARMOURED VACC SUIT	4000	-
POWERED VACC	6000	-
BATTLE VACC	10,000	-
ePaqs for the...		
ITEM	**COST**	**VOLUME**
Physical Skill Area	1000	0.2
Technical Skill Area	2500	0.3
Combat Skill Area	1000	0.1
Criminal Skill Area	5500	0.1
Commercial Skill Area	550	0.1
Medical Skill Area	7000	0.2
Intellect Skill Area	450	0.1
Space Skill Area	10,000	0.4
Wilderness Skill Area	4000	0.3
CARGO PALLET (FULL/EMPTY)	1000	1.0/0.25
MISCELLANEOUS EQUIPMENT		
ITEM	**COST**	**VOLUME**
COMMUNICATOR (500km RANGE)	30	-
WORKING CLOTHES	70	-
INTERSTELLAR TRAVEL TICKET	500	-
INTERPLANETARY TRAVEL TICKET	250	-
SURFACE TRAVEL TICKET	50	-
BREATHING GEAR	30	-

TABLE 8

The armoured vacc suits are fitted with black/white lights, sensors, sound detection, moving target indicators, laser ranging, image enhancers, infra red, low light TV, thermal imaging and life support. The ePaqs are mounted with vector grav thrusters, so are weightless, albeit sometimes bulky. The cargo pallet is the standard transport pallet, whether national, international or interstellar. The volume column gives the volume (mass or capacity) of an item as expressed in cargo units.

VEHICLES

Below on **TABLE 9** are the eight most common vehicle types, they are fitted with sub-space communicators (**40AU range**) and a sophisticated sensor package with a short range of up to **10km**, a medium range of up to **20km** and a long range of up to **40km**.

Some vehicles are limited to military use, these are the **MBT**, **SPG** and **MRL**. However, players may be on a military mission, may capture one, and besides, everything is obtainable on the black market.

TYPE	ARM	FIRE DIE	SENSOR DIE	CREW	CARGO	LOCO
CAR	3	1D4	1D20	1+3	1/3	W,T
TRUCK	3	1D4	1D12	1+20	4/5	W,T
APC	4	1D6	1D10	1+8	2/4	W,T, G.
MICV	6	1D8	1D8	1+8	2/6	T, G.
MBT	15	1D20	1D6	2+0	1/7	T, G.
SPG	4	1D10	1D8	2+0	1/5	T, G.
MRL	4	1D20	1D6	2+0	1/7	T, G.
SOV	10	1D12	1D10	2+20	10/25	S
GUNSHIP	13	1D20	1D8	2+10	6/17	S
MICROLIGHT	1	-	-	1+1	0.4/1	G
JET Paq	1	-	-	1+0	0/1	G
TABLE 9						

In the **TYPE** column below you will find that **APC**= Armoured Personnel Carrier, **MICV**= Mechanised Infantry Combat Vehicle, **MBT**= Main Battle Tank, **SPG**= Self Propelled Artillery, **MRL**= Multiple Rocket Launcher, **SOV**= Sub Orbital Vehicle. The entries in the **ARM (ARMOUR)** and **FIRE DIE** column are explained in the combat section. In the sensor die column is the die the vehicle uses when generating a random task level for detecting targets at short range. When detecting targets at medium range use the next die up. When detecting targets

at long range use two dice up. For example an **SPG** tries to detect a target at **30km** (long range). The **SPG's** sensor die at short range is **1D8**, this goes up two dice to 1d12. So the SPG uses a **1d12** to randomly generate a detection task, the **1d12** scores **6**. Consulting **Table 7** we find that this is a **moderate task**, thus, the character operating the **SPG** requires a roll of **6+** on his appropriate skill level die which in this case is the **TECHNICAL SKILL AREA**. The entry in the **CREW** column is the number of crew required to operate the vehicle **PLUS** the maximum number of passengers. The entry in the **CARGO** column, the figure before the slash is the vehicle's maximum cargo handling capacity as expressed in cargo units. The figure after the slash is how many cargo units the vehicle takes up when stowed aboard a Starship. The **LOCO** column expresses a vehicles locomotive method. **W** means wheeled, **T** means tracked, **G** means gravity thrust. Grav vehicles have a maximum altitude of **50m**. **S** means **sub-orbital** and that the vehicle is capable of achieving orbit and limited impulse travel. The base prices of vehicles are **Car** 5,000. **Truck** 10,000. **APC** 30,000. **MICV** 50,000. **MBT** 500,000. **SPG** 100,000. **MRL** 200,000. **SOV** 3,000,000. **Gunship** 4,000,000. **Microlight** 5,000, and the **Jet Paq** 3,000. In the below table you will find modifications to the base price, road, cross country, NOE and sub-orbital speeds. Price is expressed in DecaBits.

LOCOMOTION	PRICE MODIFIER	ROAD SPEED	CROSS COUNTRY SPEED	NOE SPEED	ORBIT
WHEELED	x1	120km/hr	40km/hr	-	no
TRACKED	x1.5	80km/hr	60km/hr	-	no
GRAV	x5	-	-	200km/hr	no
SUB ORBITAL	x1	-	-	500km/hr	yes
TABLE 10					

NOE means Nap of the Earth, it involves flying at an altitude of 50m or less. Speeds are maximum, a vehicle can travel at any speed up to it's maximum. Sub orbital vehicles can achieve orbit in 1 combat round and have a move of 3cm on the space table, has light armour, a size of **S**, has 1 light battery and 2 damage points. A life capsule (not in the tables) has seats 4, and will travel to nearest planet with an atmosphere, it takes up 2 cargo units while a fighter takes up 5 cargo units.

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STARSHIP DATA TABLE

CRAFT TYPE	SIZ	LT	MED	HVY	ARM	CAR	SPD	DAM
SOV/Gunship	S	1	-	-	LT	10	3	2
Fighter*	VS	1	-	-	LT	4	30	1
Privateer	S	1	-	-	LT	15	10	4
Buccaneer	S	2	-	-	LT	15	15	6
Lt Freighter	S	3	-	-	LT	20	10	4
Med Freighter	M	4	-	-	LT	40	10	8
Hvy Freighter	M	5	1	-	LT	80	10	12
Destroyer*	M	6	2	-	LT	15	20	8
Lt Cruiser*	M	7	3	-	LT	15	15	10
Hvy Cruiser*	L	8	4	1	MED	15	10	15
Battle Cruiser*	L	9	5	2	MED	15	8	20
Battleship*	L	9	6	4	HVY	15	8	30
Dreadnought*	L	9	6	8	HVY	15	6	40
Carrier*	L	6	-	-	LT	45	10	15
Fleet Carrier*	L	9	-	-	LT	90	8	20
TABLE 11								

In the **SIZ** (size) column, **VS** means very small, **S**= small, **M**= medium and **L**= large. In the **LT** (Light), **MED** (Medium) and **HVY** (Heavy) column is the number of Light, Medium and Heavy batteries the vessel has. In the **CAR** (Cargo) column is the vessel's cargo capacity as expressed in cargo units. The **SPD** (speed) column denotes the vessel's speed in centimetres on the game's space table (see Page 17) per hour. **DAM** (damage) is the number of damage points the ship has.

A ship can move a distance in hexs (on the game's star map) equal to its current speed divided by 3 per week. So a ship with a current speed of 30cm can move 10 hexs (or 100pc) on the star map per week. This simulates movement in warp factors or time distorts. In a turn a **VS** sized ship can turn 360 degrees, an **S** sized ship can turn 180 degrees, an **M** sized ship can turn 90 degrees and an **L** sized ship can turn 45 degrees. *Denotes a military ship.

THE GAMES TABLES

Sometimes with this game you need two games tables. One for the ground action and the other for the space action. Games table that are 6'x4' or 8'x4' are ideal. On the ground table 2.5cm equals 8.3m

and 30cm equals 100m. On the space table 2.5cm equals 1000km. An Earth sized planet will be 30cm across. Planets can be represented on the space table by simple card cut-outs with details of the planet's northern hemisphere skilfully painted on one side, and the planet's southern hemisphere on the other. Include things like land masses, seas, important cities and star bases. When players want to land or go into orbit then the marker or model that represents their ship can be moved to the required location. The Referee will set up the tables as required by the game.

Tables are used to resolve an encounter or situation that calls for combat. In this game we use both centimetres and inches to our convenience.

SPACE ENCOUNTERS.

In your travels, you are going to encounter ships, beings and creatures. This section deals with your encounters in interstellar space. First of all, on the card cut out of the planet (or moon) you are travelling to, mark in the 1 to 12 clock positions. Throw **1d12** then **2d20** to find the O'clock position and distance in cm your ship comes out of warp or hyperspace. Next, when entering a system, or lifting off from a planets' surface, throw for the number of encounters as on **page four**, **table 1**, travel column, the entry after the slash (please note, this entry is also used to find how long you have to wait for transport to your required destination, this entry has dual purpose). Mark the position of the encounter with a 'blip' marker until detected. Detecting and identifying a 'blip' marker is an easy task. Starships leave and exit a system usually within two or so diameters of the system's main planet. For each encounter, repeat the above O'clock method to find it's position. For each encounter roll a die, if the score is odd then the encounter is exiting the system and will jump in **2d20** combat rounds, otherwise the encounter is entering the system. And finally, for each encounter roll on the below table to establish the type and number contained in each detected 'blip' encounter. Use **1d20** on the encounter table below. Starships move per hourly round (see Page 22), which is movement per hour, the distance in the **SPD** column of TABLE 11 (Page 16)

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SCORE	YOU HAVE ENCOUNTERED...
1	1 Privateer
2	1 Buccaneer
3	1d4 Light Freighters
4	1d4 Light Freighters, 1 Medium Freighter
5	1d6 Light and Medium Freighters, 1 Hvy Freighters.
6	1d10 Light and Medium Freighters.
7	1 Heavy Freighter.
8	1d4 Fighters.
9	as 4 plus 1 Destroyer.
10	as 6 plus 1d4 Destroyers.
11	1d4 Light Cruisers, 1 Heavy Cruiser.
12	1d20 Fighters.
13	1d6 Light Cruisers, 1d4 Heavy Cruisers.
14	1d20 Fighters, 1d8 Destroyers, 1d4 Heavy Cruisers.
15	as 14 plus 1 Battle cruiser.
16	as 14 plus 1 Battleship.
17	1d4 Privateers.
18	1 Buccaneer.
19	1d4 Buccaneers.
20	As Referee wishes.
	TABLE 12

Throw **1d6** on the below table for the reaction of each encounter. Cross reference a score of **1d6** with the location the encounter is in, or from.

SCORE	BENITEX	FEDOL	ORTOX
1	F	I	I
2	F	I	I
3	F	I	I
4	F	I	H
5	F	H	H
6	F	H	H
		TABLE 13	

F= Friendly unless treated with hostility, behaving illegally or with suspicion. **I= Ignore** unless treated with hostility, behaving illegally or with suspicion. **H=** Potentially **Hostile**, probably will lead to combat. The Referee will role play the reaction of each encounter. SENTIENT

ENCOUNTERS.

This section deals with the encounter of people of various sentient races in rural, urban and orbital areas.

In a **Benitex** empire, a hostile encounter will only occur if the characters are intent on trouble. Remember that this government type has solved its crime problem. They do not understand the deviant, nor care for their company. The technology of this government type is often higher than others, so ejecting the characters (or any others) is a simple matter. The authority is very efficient and can pounce upon criminals with lightening speed and force. If the characters behave themselves, they will find the populace happy and friendly, extending hospitality to one and all. This society class is an ideal place for characters to rest, recuperate, recharge and restock. It should go without saying that if characters start asking questions on sensitive subjects (military technology, security etc.) they will get stern disapproving looks first, and then close monitoring. To an outsider, this government class looks like a police state, and to wrong doers it is. In fact, the authorities act with the best interests of the people at heart. There are no cities as such and they have dispensed with money. The population is fairly evenly spread over the entire planets surface (which usually has been terraformed to a certain degree) so encounters anywhere on the planet is more than likely.

In a **Fedol** empire encounters are a certainty in urban areas, which are over crowded and densely populated. People usually mind their own business and won't interfere with the characters. Conurbations have a population of **1d12 million**, each having it's troubled area, just like many Terran cities today. It's in these 'lawless areas' that the characters can fall prey to nefarious creatures who prey on the weak and unwary. Gangland members are very territorial, paranoid, xenophobic and jealous of their prestige and patch. They will not like off-worlders interfering in their business. If the characters are not careful, they can come into conflict with these underworld elements. An encounter can be just a bit of youthful rough and tumble, intimidation, drunken abuse, a carefully planned mugging to rob or put on the frighteners etc. Encounters outside urban areas are very few and far between, a feature shared by **Ortox**.

Encounters within the realm of an **Ortox** empire are a different matter.

The characters will usually be hassled by the security forces, the largest bureaucratic organisation. In urban areas the state police will follow them all the way until they leave the planet, system or cross a border. Characters may become involved in anti-government activity, but, remember there are state spies all over the place willing and eager to report their subversive behaviour. Trust no one. This government class has it's own Siberia or spice mines of Kessel. Here, in this empire type life is short, Goth, and no one cares. Be careful.

The below table gives information the Referee can use to generate not just encounters but **significant encounters**. The Referee will role play the significant encounters reaction.

EMPIRE TYPE	Base Chance of Encounter	Base Number	Base Skill Level	Hostile?
BENITEX	3+ on 1d8	1D10	N/A	No
FEDOL	7+ on 1d8	1D20	4	9+ on 1d8
ORTOX	5+ on 1d6	2D20	3	7+ on 1d8
TABLE 14				

The **Base Chance of Encounter** column describes the throw required to have a potentially hostile encounter. A throw is made once a week in wilderness areas, one a day in rural areas and once an hour in urban areas. The **Base Number** column gives the number appearing in the encounter. The **Base Skill Level** column gives the skill level the Referee uses when the encounter has to perform a task. The **Hostile** column gives the throw for the encounter to be immediately hostile.

+1 to the die when rolling in the **Hostile** column if the encounter occurs in any "lawless area" in a large urbanised, Goth, chaotic, metropolitan sprawl city type. For example, most large Earth cities have these areas, i.e. L. A. in Blade Runner, Space Precinct.

+1 to the die when rolling in the **Hostile** column if the characters are acting "suss", acting aggressively, nosing around, are armed, etc.

To give you a clearer picture, in urban areas, the characters can encounter up to hundreds or even thousands of people, these will be non-hostile encounters, everyday people you meet on the street.

Table 14 deals with a significant encounter occurring from out of that seething mass.

An encounter will include vehicles on 5+ on 1d6. Roll a **D12** to establish the type of vehicle in the encounter, **1 - 4** car, **5 - 6** Truck, **7 - 8** APC, **9 - 10** MICV, **11** MBT, and **12** Gunship.

A **significant encounter** can be a mugging, a robbery, a racist attack, a strip and search by security forces, a punch up, a bar brawl, a source of information, a potential patron, whatever the Referee cares to invent.

CREATURE ENCOUNTERS

This type of encounter will usually occur in **wilderness** areas, on old space wrecks, long lost settlements, on the fringes of society, in sewers, in the labyrinth of subterranean infrastructure tunnels and the like. They are usually weird, wonderful and hostile. Bug hunts to quote Aliens make a good adventure. Uninhabited planets, uncharted land masses swarming with indigenous life (and perhaps exoskeletoned xenomorphs with acid for blood) are dangerous places and also excellent breeding grounds for adventures. The Referee can use the below table to generate the creatures encountered. On **G**, **D**, **A**, **W**, **I** and **P** planets there are **1d4-3** creature encounters per day, on **T**, **J** and **E** planets **1d4-1** creature encounters per day. Encounters take place at **1d12** O'clock, throw a die, odds equal **AM** evens **PM** There are no encounters on **M** and **V** planets.

THE CREATURE TABLE

DIE SCORE	FORM	SZ	TYPE	KIND	NUM	CBT	ARM
1	0/0/0	VS	R	G	1	1D4	0
2	2/2/0	VS	R	G	1D4	1D4	0
3	0/2/0	S	I	G	1D6	1D6	0
4	2/4/0	S	A	G	1D6	1D6	1
5	4/0/0	M	A	H	1D8	1D8	2
6	2/2/2	M	I	H	1D10	1D10	3
7	4/0/2	L	M	H	1D12	1D12	4
8	2/0/2	H	M	H	1D20	1D20	5
TABLE 15							

To generate a creature throw a **D8** once on each column noting the result. The **FORM** column gives the number of legs/arms/wings the creature has. The **SZ** (Size) column gives the creatures size as on **P6** Table 5. The **TYPE** column gives the result of either **R** (Reptile), **I** (Insect), **A** (Amphibian) or **M** (Mammal). On the **KIND** column **G** means **Grazer** (plant eater thus, usually harmless) or **H** which means **Hunter** (a flesh eater and thus usually dangerous). The number column gives the number of creatures appearing in the encounter. The **CBT** (Combat) column give the creature's melee combat skill level die. Generally creatures fight in melee with hand, claw, talon teeth etc. However, the more intelligent creatures may have weapons. A creatures' **intelligence** is **1d8-4**. In the **ARM** (Armour) column is the creatures **Arm**our Level. Double the encounter range if the creatures encountered are grazers. When dicing for **TYPE**, +5 if on a I planet. Creatures will attack the characters group on 10+ if grazers and 5+ if hunters, use 1d12. An encounter on land with amphibians will indicate a local source of water. Creatures will generally be coloured and adapted to suit their environment. This table will give close to 70,000 permutations.

THE HOURLY ROUND

Apart from Combat and some tasks most action takes place on an hourly basis. The hourly round is the most common form to mark the passage of time in the lives of players. For our convenience we use the 24hr O'clock system with day and night 12 hours each. Day begins at 6am and ends at 6pm with an hour either side for dawn/dusk. This makes the recording of the passage of character's time simple. Thus, there are 7 days to the week, 4 weeks to the month, 12 months to the year. This may seem to unrealistic, however, the main aim of these rules is not to bog the players brain down to much. The variation in real life of planetary rotation period, day/night is a complex science in its own right.

An example of the hourly round in action is, for example, when the characters travel from point A to B, a journey that takes a certain number of hours. Generally it is the Referee take decides how long an action takes. He can say to the players "if you do this... …it will take 7 hours". The characters can then decided to carry out the action or to change their plans. Actions and activity are basically rounded up to the next hour. Where a finer time line is required the **COMBAT ROUND** is used.

COMBAT ROUND

Combat rounds are used to resolve combat and critical tasks where time is paramount. Each combat round is equal to the passage of 5 minutes. Both the combat round and the hourly round involves the inevitable amount of delay. There are, therefore, 12 combat rounds per hourly round. However 13 to 24 combat rounds are rounded up to two hours. 25 to 36 combat rounds are rounded up to three hours etc. The sequence in a combat round is as follows:

Phase A:	Any non-combat task is started here.
Phase B:	All Space Combat is conducted here.
Phase C:	Space to ground fire.
Phase D:	Landing, launching, docking of Fighters, SOVs and Gunships. This is sometimes movement between the space table and the ground table and will be adjudicated by the Referee.
Phase E:	Ground to ground combat, then ground to space and then ground to landing vehicle combat.
Phase F:	Any non-combat task that was started in any **Phase A**, whether it was **Phase A** in this combat round or previous combat rounds, is completed in this phase.

A full description of the phases is given below:

PHASE A: Any character that wants to start a task does so here in this phase. Tasks
are completed in Phase F of this or subsequent phases if the character survives any incoming fire etc., is uninterrupted and succeeds his throw.

PHASE B: In **Phase B** the Captain of each Starship throws his space Skill Level
Die. A note is made of each result. Ships then move and fire in the order of highest to lowest. If there is a tie in any of the scores, these are re-thrown to see which moves/fires first. Hits and damage take immediate effect. On the Starship data table on **P16** you will find the

number of Light, Medium and Heavy batteries a ship has. Each battery may fire at one target that is in range. Nominate firing battery and target. Roll 1d6 for each battery to see if a hit is scored. Battery range is as follows.

BATTERY TYPE		
LIGHT	**MEDIUM**	**HEAVY**
30cm	45cm	60cm
TABLE 16		

THE SCORE 'TO HIT' IS

FIRING BATTERY IS	Target Size is			
	VERY SMALL	**SMALL**	**MEDIUM**	**LARGE**
LIGHT	5+	4+	3+	2+
MEDIUM	6+	5+	4+	3+
HEAVY	-	6+	5+	4+
TABLE 17				

Then, for each battery that has hit its target, the score to penetrate the target's armour is:

FIRING BATTERY IS	TARGET'S ARMOUR			
	LIGHT	**MEDIUM**	**HEAVY**	**DAMAGE POINTS**
LIGHT	4+	5+	6+	1d4
MEDIUM	3+	4+	5+	1d6
HEAVY	2+	3+	4+	1d8
TABLE 18				

Each hit inflicts the number of damage points as in the above table. Damage points are use to knockout batteries and docked craft such as SOVs and fighters. It takes **8** damage points to knock out a **HEAVY** battery, **6** damage points to knock out a **MEDIUM** battery and **4** damage point to knock out a **LIGHT** battery, docked **SOV**, **GUNSHIP** or **FIGHTER**. When damage points received exceed half of a ship's damage points as per Table 11, **P16**, **DAMAGE** column, throw a d6 on the below table.

D6 SCORE	SPEED REDUCTION
1 or 2	-25%
3 or 4	-50%
5 or 6	-100%
TABLE 19	

Don't forget that a reduction in a ships speed will affect it's warp/hyperspace ability, see **P16** second paragraph. When hit points received exceed a ship's damage points it has been reduced, largely to a flaming, burnt out and disintegrating wreck. There will be a core breach or an anti-matter containment field failure on **5+ 1d6** and this will generally result in a huge fireball. If the reactor core explodes, then every ship within the radius of the exploding ship's maximum speed in cm x2 will receive **1d20** hits as if from a **LIGHT** battery. Hits halving for each doubling of distance.

PHASE C:
In this phase, space to ground fire is conducted. Only **HEAVY** batteries can fire on ground targets. The firing ship has to be within **1d20cm** (on the space table) of the target zone. The zone affected is all vehicles, creatures and buildings within **15cm** of the chosen target point. Buildings become untenable and will collapse on **5+ 1d6**. Creatures (including characters) receive wounds equal to 1d6-armour. Vehicles are destroyed if the score of a **d12** is greater than the target vehicle's armour level.

PHASE D:
Landing, launching, docking of Fighters, SOVs and Gunships. This is sometimes movement between the space table and the ground table and will be adjudicated by the Referee. When a Fighter, SOV or Gunship is launched it is moved 3cm away from the 'mothership'. When a Fighter, SOV or Gunship is within 3cm of a 'mothership' is may dock then and there. To land on the Games Table or on a planet the Fighter, SOV or Gunship has to move to the location as on the Space Table.

PHASE E:

In this phase each ground combatant throws his combat skill level die and notes the result. Troops move and then fire in order of the highest to the lowest score. Ties are re-rolled as above. A high scoring player can hold his action until a lower scoring player has made his move, then the higher scoring player may interrupt the lower scoring player to perform an action (like shooting) before the lower scoring player fires. Damage has immediate effect. Personal, vehicle and starship sensors are powerful enough to detect life forms and features in the combat area, to give their approximate number and location. A task would be required to glean further detailed information. If you are using these rules as a wargame, or in a fight between two or more hostile sides where role-play is required, then both sides start on opposing sides of the table and can fire when targets come within weapon range. In other encounter situations the Referee rolls the encounter range. Roll the encounter range, use the highest combat **Skill Level Die x2** in inches of the characters' group. Multiply this by two if the encounter has any vehicles. Multiply this again by two if shooting with SPG or MRL. SPG's, MRL's and Gunship's may fire on targets that their crew detects, see **P14 VEHICLE** section. If the characters' group has no Combat Skill Area, then they are taken by surprise and the encounter range is **1d4-2** inches. If encountering creatures the range is **1d4-2 inches** if encountering **HUNTERS** (**P21**) and **1d6** if encountering **GRAZERS**. Only ground based **HEAVY** batteries may engage space targets and do so if they themselves are starships. Landing Fighters, SOV and Gunships can be fired upon as if they were a Stationary in the open target. Landing vehicles cannot shoot. Ground units have the opportunity to fire at landing vehicles that landed in the previous phase. When the encounter range has been established roll **1d8** on the below table to find the encounters' state.

ENCOUNTER STATE	ENCOUNTERING CREATURES	ENCOUNTER INCLUDES VEHICLES
Prone.	1	1 - 3
Moving in the open.	2	4
Stationary in the open.	3 - 4	5
Moving in cover.	5 - 6	6
Stationary in cover.	7 - 8	7 - 8
TABLE 20		

Prone can include anything from rest, grazing to repairing a vehicle or campfire gathering. Cover can include items such as furniture, rubble, rocks, flora, rises, hollows, instrumentation, equipment etc. If there is no suitable cover in the encounter area, then multiply the encounter range by 4.

Troops, creatures, characters or vehicles have one of two combat modes during a combat round. These modes are **NORMAL** and **COMBAT**. The modes determine a character's creature's or vehicle's action in combat. In **NORMAL** mode shooting is not allowed, while in **COMBAT** mode the opposite is true and fire is allowed. A creature's or vehicle's move distance per combat round is as below.

NUMBER OF LEGS	NORMAL MODE	COMBAT MODE	HOURLY
0	20cm	10cm	4 km/hr
2	30cm	15cm	6 km/hr
4	40cm	20cm	8 km/hr
6	40cm	25cm	10km/hr
WINGS/FLYING	40cm	25cm	10km/hr
TABLE 21			

If the creature is a plant, half all movement. A vehicle's **NORMAL** mode move is 36" and **COMBAT** mode move is 6". Hitting a target is a task as follows.

TARGET'S/ENCOUNTER'S STATE	TARGET IS CREATURE	TARGET IS VEHICLE
Prone.	SIMPLE	SIMPLE
Moving in the open.	EASY	SIMPLE
Stationary in the open.	MODERATE	EASY
Moving in cover.	HARD	MODERATE
Stationary in cover.	DIFFICULT	HARD
TABLE 22		

A character, creature or vehicle can only shoot once per combat round and the target has to be within the weapons range. Next, if the target has been hit throw to kill, wound or destroy as on the following table.

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FIRING WITH	RANGE	TO WOUND CREATURE	Vs VEHICLES
SMALL ARMS	15cm	1d4 - **AL**	No effect
SIDE ARMS	30cm	1d6 - **AL**	No effect
SUPPORT	15-60cm	1d8 - **AL**	1d4
ANTI-TANK	15-90cm	No effect	1d8
VEHICLE WEAPONS	15-120cm	1d6 - **AL**	**FIRE DIE (P14)**
TABLE 23			

AL means the targets or creatures **A**rmour **L**evel. Vehicles can only fire on non-vehicles at up to 60cm. If a creature or character is wounded it is dead. If a hit is gained on a vehicle and the shooters **FIRE DIE** score (see Table 9, P14) is greater than the vehicle's armour, it and its crew are destroyed. If the target is a creature or character which is wearing armour, the value of the armour is as follows:

ARMOUR WORN	ARMOUR LEVEL
No Armour	0
Light Armoured Vacc	1
Medium Armoured Vacc	2
Heavy Armoured Vacc	3
Powered Vacc	4
Battle Vacc	5
TABLE 24	

+1 to the armour level if the target is a plant.
-2 to the armour level if the target has wings.

Therefore, to kill a creature with an armour level of 3 with a side arm, the score required is 1d6-3. If you fail to kill the target you may still have caused damage. Throw a d6, a score or 1, 2 or 3 indicates no damage, a score of 5 or 6 means **light** damage has been inflicted and 6 means **heavy** damage has been inflicted.

If the target (vehicle or creature) is hit again, reduce its armour level by one for every two light damage results it has received, reduce its armour level by one for every heavy damage result it has.

If two creatures/characters move into contact, melee results. Both

throw their **COMBAT SKILL LEVEL DIE** minus opponents armour. The one with the highest positive score kills or incapacitates in some form the lower score to choice.

PHASE F:
And finally, if anyone who started a non-combat task in any **Phase A** and is still is alive, then they may finish or continue the task here in **PHASE F**.

LAW LEVELS, CRIME AND GETTING CAUGHT

If a character perpetrates a crime the chance of getting caught is as follows, use 1d6:

CRIME LEVEL	Benitex	Fedol	Ortox	THE PUNISHMENT
Major	1+	3+	4+	Life in Gaol
Minor	2+	5+	6+	2d6 Years in Gaol
Petty	3+	6+	-	1d10 x100Db Fine
TABLE 25				

Major crime would be things like murder, rape, armed and violent robbery etc. Minor crime could be things like GBH, fraud, embezzlement, carrying weapons, assault, grand larceny, smuggling etc. Petty crime would be things like disturbing the peace, bad driving, swearing in a public place, getting drunk etc. The throw is made once every two days starting from the day of the crime. -1 (maximum of -5) for every 10 hex the character is distant from the scene of the crime. Pursuit and capture will make an interesting game. The character may be wanted for years to come always being pursued and looking over their shoulders. **Referees:** Make the players paranoid.

CHARACTERS AND SHIPS

Ships are built to survive several decades of hard use, and, generally, the cost of a brand new ship is well out of reach for normal characters. Therefore, they are often handed down through the Father to Son line of inheritance. To see if a character's family has a ship throw a d4, if the result is 4, then the character has access to a vessel, some or all of the time. Throw a d20 on the below table to find out the type of ship the character has. Characters from Benitex would have reasonably easy

access to starships. On the other hand, characters from Ortox would only have access to a starship as the result of some crime.

D20 SCORE	THE CHARACTER'S SHIP IS A?
1 - 2	Fighter
3 - 4	Privateer
9 - 12	Buccaneer
13 - 16	Light Freighter
17 - 18	Medium Freighter
20	Heavy Freighter
TABLE 26	

The basic information on some of the ships that is found on the **STARSHIP DATA TABLE** on **P15** is replicated here with further data that is required to run a starship.

CRAFT	SZ	BAT	CAR	SP	DAM	CREW	COST
Fighter*	VS	1/0	4	12	1	1+4	5K
Privateer*	S	1/0	15	4	4	1+10	8K
Buccaneer*	S	2/0	15	6	6	2+16	12K
L-Freighter	S	3/0	20	4	4	2+16	25K
M-Freighter	M	4/0	40	4	8	4+24	30K
H-Freighter	M	5/1	80	4	12	4+30	75K
TABLE 27							

*Means that the ship can fly in an atmosphere and can land on a planet's surface. All other ships, including those not on this table have to up load and down load in orbit. **SZ** is the ship's size, **VS** is very small, **S** is small and **M** is medium. A vessel's SIZE rating is approximately equal to it's sensor signature. The **BAT** column gives details of the vessels' LIGHT/MEDIUM batteries. All of the ships on this table have **LIGHT** armour. The **CAR** column gives the ships' cargo capacity as expressed in cargo units. In the **SP** column is the crafts' speed on the **SPACE TABLE** in inches. In the next column is a ship's damage points that it can sustain in combat before being destroyed. In the **CREW** column is the minimum number of crew required to operate the vessel **PLUS** the maximum number of passengers. The **COST** column tells you how much it takes to run the ship per year in thousands (K) of

DecaBits. Players are advised to take care of any ship they may have. **E**, **P** and **T** type planets have excellent Starbase facilities that include ground landing areas, ground/orbit shuttle services, orbital docks and ship building yards. Other populated planets have at least ground landing areas, repair workshops, ground/orbit shuttles services and cargo handling areas. Teleport systems are **NOT** allowed in **T** class governments.

TRADING

On your star map link up all **T**, **E**, and **P** planets, these are your major trade routes, along which the majority of trade is conducted. These planets have the largest population that number in the thousand millions and are the richest and most fertile worlds. Having an atmosphere, this makes creating complex social, logistically and industrial infrastructures comparatively easy. These planet types are many thousand times more productive than others, and thus, very important and are usually sector capitals. To earn revenue, some characters like to trade. However, there is a risk involved and the characters can easily end up making a loss. First, decide how many cargo pallets (**P13**) you wish to purchase, then travel to the destination planet. Next, randomly generate the trading task by throwing a d10 on table 7 (**P11**). Throw your **COMMERCIAL SKILL LEVEL DIE** and establish if the task was a success or failure. Finally, throw a d6 on the below table to find out the profit or loss margin as expressed as a percentage.

D6 SCORE	THE TASK IS A SUCCESS	THE TASK IS A FAILURE
1	+10%	-10%
2	+20%	-20%
3	+30%	-30%
4	+40%	-40%
5	+50%	-50%
6	+70%	-70%
7	+90%	-100%
8	+110%	-150%
9	+150%	-250%
TABLE 28		

If the result of the task is a dramatic success add 3 to the score of the d6 above. If the result of the task is a dramatic failure then add 4 to the score of the d6.

Example: you buy 10 cargo pallets (cost 10, 000 DecaBits) and travel to the next planet on the trade route. On arrival you roll a d10 to generate the level of the task, then throw your **COMMERCIAL SKILL LEVEL DIE** to see if the task is a success or failure. Finally a d6 is thrown on the above table. Lets say you passed the test and scored **3** on **Table 28**. Your profit is 10,000+30% or 13,000 DecaBits, 3000 DecaBits profit. If the task was a dramatic failure and a 2 was scored on the d6, the loss would be -70%. You would have to sell the 10 cargo pallets for 10,000 -70% DecaBits. So, the selling price would be 3,000 DecaBits. Characters **MUST** make good any loss incurred. Once a character decides to sell a cargo load or part of, the transaction cannot be stopped. Characters can borrow money at a yearly interest rate of 1d10 +1d20%, payable over 1d4 years. In **T** class governments increase the yearly interest rate by a further 1d10%.

OPTIONAL RULES

In addition to the skill area associated equipment Paq, players may carry a variety of equipment on their person. This may be in back packs, on a utility belt or clipped to their space suit. There are five levels of personally carried equipment as on the next table.

EQUIPMENT LEVEL	MINIMUM PHYSICAL LEVEL	SKILL DIE LEVEL ADJUSTMENT	COST
NONE	0	-4	0
LIGHT	0	-2	100DB
MEDIUM	1	-1	250DB
STANDARD	2	0	500DB
HIGH	3	+1	1, 000DB
TABLE 29			

In the above table the **MINIMUM PHYSICAL LEVEL** column gives the minimum **PHYSICAL SKILL** or **ABILITY LEVEL** a character must have to carry the required **EQUIPMENT LEVEL**. The **SKILL DIE LEVEL ADJUSTMENT** is best demonstrated with an example.

A character with an equipment level of **NONE** is attempting an easy task (5+ required to pass) with a skill level of 5 (uses 1d12). The resulting skill level with the character's equipment level of NONE is 5-4=1. The character attempts the task with a skill level of 1 and thus uses a d4 instead of his/her/its normal d12. This stresses the importance of being well equipped. Tasks cannot be attempted with a skill level of 0 or less.

An equipment level can be carried for:

(Character's Physical Level - Minimum Physical Level) in Hrs.

The Minimum Physical level is the numerical value found above in table 29. For example a character with a **PHYSICAL SKILL LEVEL** of 4 carrying an equipment level of **MEDIUM**, where the minimum physical level is 1, can do so for 3 hours.

When this limit has been reached the character becomes **FATIGUED** and must rest for eight hours. If rest is not taken then all of a characters' skills and abilities are reduced by **2 levels** and all movement by foot is halved. The character can go on for another four hours before collapsing exhausted. Characters wearing **POWERED VACC** or **BATTLE VACC** suits have their **PHYSICAL ABILITY SKILL LEVEL** doubled in this case.

EXPERIENCE POINTS

When a character passes a task test he/she/it is awarded a number of experience points as on the below table:

TASK LEVEL	1D4	1D6	1D8	1D10	1D12	1D20
SIMPLE	75	50	38	30	25	15
EASY	-	66	50	40	33	20
MODERATE		83	68	50	28	25
HARD	-	-	75	60	50	30
DIFFICULT			-	80	66	40
FORMIDABLE	-	-	-	-	83	55
IMPOSSIBLE	-	-	-	-	-	70
TABLE 30						

You must keep a record of each skill area's experience points. A skill area will increase by **1 level** when **1000** points have been accumulated if the character is **GOOD**, or when **1300** points have been accumulated if the character is **NEUTRAL** or when **1650** points have been accumulated if the character is **EVIL**. This reflects the fact that evil characters are to arrogant and proud to humbly admit mistakes and thus learn from them.

STELLAR CLASS AND OTHER PLANETS

For each planetary system you can add it's stellar class to it's hex. Throw 1d100 (PERCENTILE DIE) on Table 31 below to find a system's stellar class.

STELLAR CLASS	D100 SCORE	COLOUR
O	1%	BLUE
B	2 - 4%	BLUE WHITE
A	5 - 10%	WHITE
F	11- 30%	YELLOW WHITE
G	31 - 60%	YELLOW
K	61 - 80%	ORANGE
M	81 - 95%	RED
RED GIANT	96 - 100%	RED
TABLE 31		

In addition to the system's **PRIME PLANET**, there are other planets within the system. These are called the inner and outer planets. There are 1d4 inner planets and 1d4 outer planets. The system's **PRIME PLANET** is an inner planet. Inner planets are **TERRESTRIAL PLANETS** like Mercury, Venus, Mars and Earth, while the outer planets will usually, but not always be **GAS GIANTS** like Jupiter, Saturn. Neptune and Uranus. Travel between inner and outer planets is as in the below table.

FROM	TO AN INNER PLANET	TO AN OUTER PLANET
AN INNER PLANET	1D4HRS	3D10HRS
AN OUTER PLANET	3D10HRS	3D10HRS
TABLE 32		

Multiply the times by two if the system's star has a stellar class of **O**, **A**, **B** or is a **RED GIANT**. Adjust the travel time by applying the formula (15 divided by **x**) multiplied by travel time. Where b is equal to your ship's current speed in cm, see **P15** Table 11. Vessels travelling to or from the same planet share the same score as on Table 32.

OPTIONAL SHOOTING MODIFIERS

If shooting at a target that is VS (see creature table on **P21**, Table 15 and **P6**, Table 5) sized, then increase the difficulty of the shooting task by 2 levels. If shooting at a target that is **S** sized, then increase the level of the task by 1. If shooting at a target that is **L** sized, then decrease the level of the task by 1. If shooting at a target that is **H** sized, then decrease the level of the task by 2. A task cannot be easier than **SIMPLE**. This rule does not apply to vehicles as the vehicle size adjustment is already included in the task level.

"I am the Master now"

"Only a Master of Evil"

"The Sleeper has awakened"

"My God, It's full of Stars"

"Engage"

"Live long and prosper"

My thanks to the following films and TV shows for the inspiration given.

First Contact, Generations, Star Trek the Motion Picture, The Voyage Home, The Undiscovered Country, Star Trek The Next Generation, Deep Space Nine, Voyager, Star Wars, The Empire Strikes Back, The Return of the Jedi, Aliens, Predator, The Abyss, Blake's 7, Star Cops,

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