

STAR BASTARDS



TWO-FISTED FANTASY



ITEM AND CREW CARDS

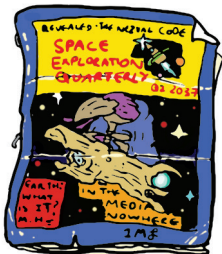
At the start of each adventure pick a co-pilot from the Crew cards.

Gocky, Moc, Tarlee and Horizon-8 will fly with anyone. Bones is only available to the Pole and Elwoo is only available to the Cop. Iysp Peeled and Catte Chakold can only be found later on.

The Pole will start with Space Exploration Quarterly and two other items of your choice with the word "Starting" at the bottom.

The Dog will start with three items of your choice that have the word "Police Issue" or "Starting" at the bottom.

1△ Space Exploration Quarterly

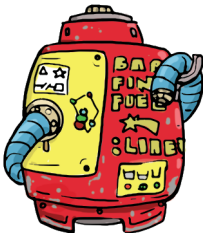


An ancient edition of Space Exploration Quarterly, the sector's publication of record for all things Space Exploratory. Excellent toilet reading, too. You've already read this thing dozens of times but turn to 20 to have another quick skim.

Space Exploration Pole Only

2△

Fuel Canister

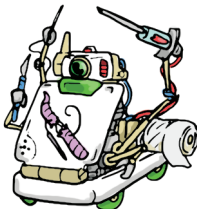


A heavy canister of volatile star ship fuel.
Useful for those long star ship journeys.

+30 *POWER*. *Discard after use*

Starting

3△ Health Package



A lightweight single-use automated diagnostic and first aid drone, programmed to assist most organic species with non-life threatening injuries.

Remove up to 3 injuries from one person. Cannot be used during combat. Cannot be used on Bones or Horizon-8. Discard after use.

Starting

4△ Plasma Slugger



Fires slugs of superheated plasma. Very powerful but inaccurate. Could be overloaded or broken down to create a powerful improvised explosive.

-2 EXPERTISE in ranged combat but causes 2 damage instead of 1. Discard if used as an explosive.

Ranged Weapon, Explosive

5△

Mangefizz



A revolting but refreshingly alcoholic drink enjoyed by the Rattes. Best not to worry about what goes into it.

+20 ENERGY but -1 EXPERTISE until next Stellar Day. Discard after use.

6△

Trobbles



A mean old attack squib. A very useful pet if you do a lot of rough-housing.

Can be used in close or ranged combat.

Treat as an ally with 4 EXPERTISE and 1 FIST. If Trobble takes an injury he's out of the fight and you must roll one dice: on a roll of 1-3 discard this card.

Starting

7△

Servoboots



Really stupid-looking futuristic boots that use robotic components to make you move around a lot quicker.

+1 to *FIST* roll in first round of close combat. If equipped by the main character anywhere *TIME* is a factor add 1 to any *TIME* rolls.

Starting

8△

Trauma Kit



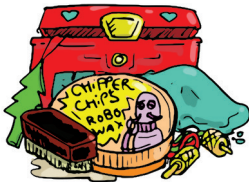
A portable shield with added medical functions. Provides adequate protection against most forms of beatings.

Activated when an injury is taken by the wearer. That injury is ignored as are any further injuries taken in that paragraph. Discard after use.

Starting

9△

Robot Buddy Care Package



A kit for pampering your robot pal including gold-plated replacement leads, a wax-coating spray and a chamois for buffing.

*Can only be used outside of combat.
Remove up to 3 injuries from Horizon-8.
Discard after use.*

Junk

10△

Starship Beacon



A communications device with a big red button which, when pushed, relays a coded message to the Erinacean star ship Omnivore.

To activate turn to 342 when you encounter a spiky star ship in the Matar system.



Alien Currency



A pile of alien currency, roughly equal in value to one tonne Megasterling.

Q△ "Catte" Chakold



A Ratte living a double life as an undercover Catte weapons Overseer. Gets by on blind luck and sheer ballsiness.

COMBAT: 6 FISTS: 1
WEAPONS: 5 SHIELDS: 4

If you roll a 6 on Chakold's FIST dice, re-roll and add 6 to find his FIST score.

Crew, Not available at start

K△ "Farming" Gocky



A kind-natured farm-being on his way back home from the big smoke, the six-limbed Gocky is very handy in a brawl.

COMBAT: 5 FISTS: 1

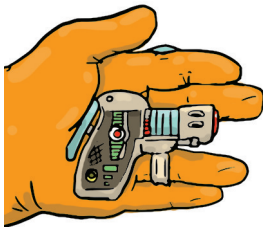
MANOEUVRE: 5 WEAPONS: 2

+1 FIST in close combat. If outnumbered can be matched to 2 opponents at once (can fight both, not just defend).

Crew, Starting

1 Ω

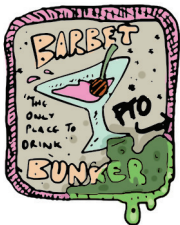
Miniature Palm Blaster



A blaster that can be concealed in the palm of your hand. Not too accurate, powerful or legal but very sneaky.

*+1 FIST in the first round of combat only.
Doesn't count as a weapon.*

2 Ω Drinks Coaster



This moist coaster bears the logo and some of the inventory of the infamous Barbet Bunker in the Matar system. It's covered in some kind of alien scrawl.

If you are playing as the Glomcop turn to 158 to investigate the coaster.

If playing as the Pole turn to 376.

3 Ω

Microwave Grenade



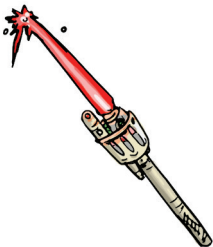
A nasty explosive device that also partially cooks anything it hits. Favoured by the Owle Swoopers of the Catte Empire.

In ranged combat automatically win the current round without any ENERGY use. Discard when used.

Explosive

4 Ω

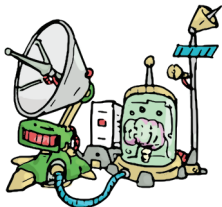
Lascalpel



The lascalpel is supposed to be a single-use powered surgical tool for hard-shelled organisms but it comes in pretty handy in a fight too.

In close combat activate to reduce an opponent's FISTS to 0 for the whole fight. Discard after use.

5 Ω Sensor Package



An improved communications and sensor package. Provides a powerful signal boost.

+1 on WEAPONS FIST rolls during space combat.

Ship Upgrade, Starting

6 Ω “You Call That
A” Knife



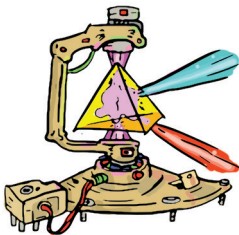
This is a knife.

+1 to *EXPERTISE* in close combat

Close Combat Weapon, Starting

7 Ω

Shield Splitter



A modification that splits shield output, generating two weak shield layers instead of one strong one. It prevents shields from breaching but weakens them substantially.

Shields will never breach but cannot have more than 4 ENERGY assigned to them per round.

Ship Upgrade, Starting

8 Ω

Gristle Tube



This wrinkled old sausage is only meat in the most technical sense of the word.

+10 ENERGY. Discard after use.

Junk

9 Ω

Thermos of Something

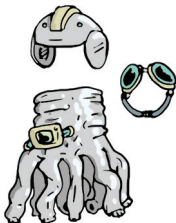


Something warm in a metal thermal container. The vendor assured you that it's analogous to chicken soup but it smelled pretty evil while he was serving it up.

*Gain 50 ENERGY but sustain one injury.
Discard after use.*

10Ω

Squidge Workwear



An ugly silver bodycon worktube. You don't have all the requisite protuberances but it's stretchy enough to cover you and might just throw off anyone looking for you for just a little while.

-2 to *TRAIL*

J Ω

Alien Currency



A pile of alien currency, roughly equal in value to one tonne Megasterling.

Q Ω

Horizon-8



A deep-space probe launched by some unknown civilisation, HATE has achieved sentience and wants nothing but to return home and settle the score.

COMBAT: 6 FISTS: 1

SHIELDS: 5 WEAPONS: 3

Armoured hull means the first injury doesn't remove a point of EXPERTISE.

Crew, Starting

K Ω

Elwoo Blue



The best pilot in the sector, the notorious fungoid bluesbeing was let out of the clink to help Leo catch the Pole.

COMBAT: 6 FISTS: 1

MANOEUVRE: 8 SHIELDS: 3

If you see anything relating to music in the text add 30 to the paragraph number. If it makes sense then continue!

Crew, Starting, Cop Only

1 ♦

Golden Energy

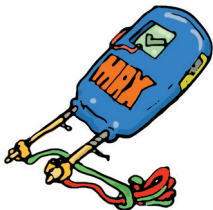


The sector's premier energy drink. Golden Energy: Handle if you care. If you dare, help yourself to another share.

Restore ENERGY to max but regain no ENERGY during next jump thanks to jitters. Discard after use.

Starting

2♦ Fusion Capacitor



A large energy storage device that some jerk tore out of a space station's power core. Could be wired into a space ship's systems for a boost at the risk of power surges at critical times.

+20 maximum and current POWER. +1 on all Heavy Hit rolls for your ship.

Ship Upgrade

3♦

Nano-Rigged Whist Deck

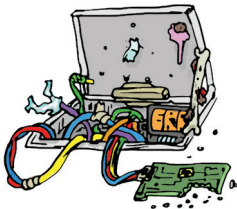


A normal-looking deck of Space Whist cards impregnated by a family of nanobots. They allow the owner to cheat by adjusting what's on the face of the cards at a molecular level.

Double the holder's EXPERTISE in Space Whist.

4♦

Ratte Rigging



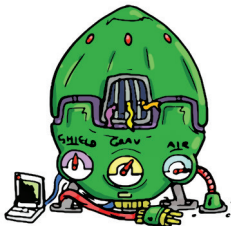
A Ratte conversion that reduces the power usage of ship systems at the cost of some capability. Mostly it looks like they chewed through a bunch of wires.

In space combat: -5 POWER use per round but -1 to all FIST rolls

Ship Upgrade

5 ♦

Life Support Generator



A small, semi-portable all-in-one shield, atmosphere and gravity generator. Could be installed on a small star ship. *Subtract 2 from all Heavy Hit rolls. If you roll 1 or 2 the Heavy Hit has no effect but the Generator burns out and must be discarded.*

Ship Upgrade

6 ♦ Sticking Plasters



A bunch of novelty sticking plasters. These ones have little Amoeboids printed on them.

*Remove all injuries from Bones.
Discard after use.*

7♦ Tuning Computer



An AI which is implanted into the power plant to manage engine output. Guaranteed not to become self-aware for 10,000 cycles or your money back!

+1 on *MANOEUVRE FIST* rolls

Ship Upgrade, Starting

8♦

Caterwaul Operations Codes

CATERWAUL

OPERATIONAL CODES

TOP SECRET

UNAUTHORISED ACCESS OR COPY-
ING PUNISHABLE BY EVISCERATION**OPERATIONAL PHASE**

PROCEDURE

MOVE

ENGAGE

MOP UP

1.

2.

4.

FLYING

TAKE

BACK

2.

4.

7.

BLOODY

DUST

UP

3.

8.

9.

JUST

GIVE

DOWN

ORDERS TO BE GIVEN IN THREE-DIGIT FORMAT:
MOVE.ENGAGE.MOPUP. EXAMPLE: 123

An operations code sheet from the Catte
Empire star ship, the Caterwaul.

Junk

9♦

Health Package



A lightweight single-use automated diagnostic and first aid drone, programmed to assist most organic species with non-life threatening injuries.

Remove up to 3 injuries from one person. Cannot be used during combat. Cannot be used on Bones or Horizon-8.

Starting

10♦

Sizzle Sack



A horribly acidic alien delicacy in a sealed, self-microwaving pouch.

Extremely explosive when activated and thrown. Watch out for splash back!

Automatically defeat one opponent. Sustain 1d3 injuries. Co-pilot sustains 1 injury if present.

Explosive



Alien Currency



A pile of alien currency, roughly equal in value to one tonne Megasterling.

Q♦

Moc



A superb salesbeing, Moc peddles the Encyclopedia Stellaris in dangerous backwaters where returns are highest.

COMBAT: 5 FISTS: 1

WEAPONS: 6 MANOEUVRE: 4

His entertaining banter makes him an ideal traveling companion. +5 ENERGY per day in jump.

Crew, Starting

K♦

Bones



The reanimated skeleton of a gambling and mechanical genius, Bones is the Pole's best friend in this part of space.

COMBAT: 7 FISTS: 1

SHIELDS: 6 MANOEUVRE: 3

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Crew, Starting, Pole Only

1 ♦

Party Cracker



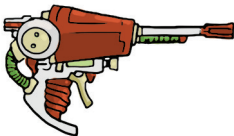
When thrown emits an earsplitting noise, a bright flash and sprays incapacitating chemicals, rubber pellets and rockcrete foam everywhere for easy arresting.

In ranged combat automatically win the current round without any ENERGY use. Discard when used.

Explosive, Police Issue

2 ∞

Disruptor Pistol

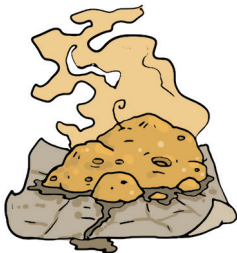


An energy weapon which scrambles the atoms of anything it hits, causing injuries that never heal properly. Favoured by the Cattes but the technology is in pretty widespread use throughout the sector.

+1 EXPERTISE in ranged combat

Ranged Weapon, Starting

3 ♦ Rattemilk Cheese

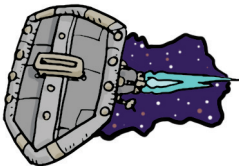


While you'd have to be starving to eat this revolting stuff it'll make anyone think twice before sniffing around on your trail.

Add 1 to all TRAIL rolls. If eaten restore 10 ENERGY and discard.

4 ∞

Megasteel Hull Plating



Bulky slabs of megasteel bolted onto the hull to provide an unreasonable amount of extra protection for today's paranoid space traveler.

+4 *HULL*

-2 on *MANOEUVRE FIST* rolls.

Ship Upgrade, Starting

5 ♦

Deputy Badge



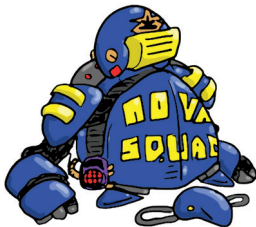
Fake tin star. Given to rubes to make them feel important so that they'll do what they're told by the police. They usually figure out the scam eventually.

When activated co-pilot gets +1 FIST until you leave the current system. Cannot be used on the same co-pilot twice.

Police Issue

6 ♦

Nova Armour

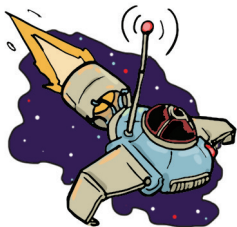


Police issue bomb disposal gear. Armoured and shielded to survive a heavy blast. Basically immobilises the wearer but keeps them safe. Looks very uncool. *Wearer can no longer be injured but suffers -2 on all FIST rolls and can't equip items or use items in combat.*

Police Issue

7 ∞

Stellar Bug

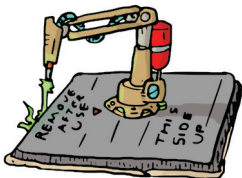


An advanced, remote-piloted police tracking bug that can be affixed to jump ships. It relays its signal over a vast distance via jump space.

Police Issue

8 ♦

Hull Repair Kit



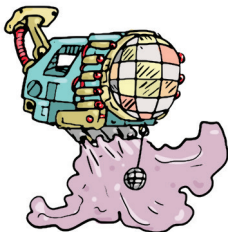
A semi-automated hull patching kit. Repairs heavy damage to small star ships and robots.

Restore up to 3 HULL or remove all injuries from Horizon-8. Discard after use.

Starting

9 ♦

Dazzler Beam



A bunch of mirrors, lights, smoke dispensers and laser pointers designed to mess with enemy targeting systems. Also useful at parties.

In space combat spend 5 POWER to reduce the enemy's WEAPON EXPERTISE by 2 for one round.

Ship Upgrade, Starting

10♦ Pipe Wrench



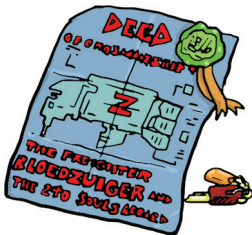
A tool used for turning soft metal pipes, equally useful for smashing skulls.

+1 EXPERTISE in close combat.

Close Combat Weapon

J ♠

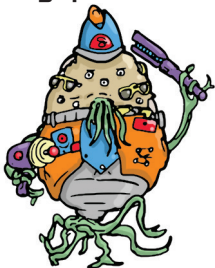
Alien Currency



A pile of alien currency, roughly equal in value to one tonne Megasterling.

Q ∞

lysp Eeld



The gruff vegetoid security guard at the Spend-o-Max. lysp is both a tough fighter and an excellent source of emergency nutrition.

COMBAT: 5 FISTS: 2

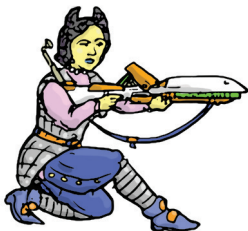
WEAPONS: 4 SHIELDS: 4

At any time you can inflict one injury on lysp to gain 10 ENERGY.

Crew, Not available at start

K ∞

Tarlee



A veteran mercenary scouting around for work. Drinks and swears uncontrollably but looks after her Plas-beamer with care. Utterly lethal especially if she aims.

COMBAT: 8 FISTS: 1

WEAPONS: 4 SHIELDS: 4

In any combat: +1 on FIST rolls for every round after the first, up to max of +3.

Crew, Starting

JKR Sword of the Bastard Elf



The first entry in the Two-Fisted Fantasy saga. Exiled from your home village, can you attain fame, glory, power and - most importantly - revenge?

Once per adventure add 20 ENERGY during a single jump in addition to any other energy gained. Do not discard after use.

JKR

Void Racers



An ambitious sci-fi epic from Two-Fisted Fantasy, more board-game than book. Will you survive the perilous journey into the Void Nebula?

Once per adventure add 10 ENERGY during a single jump in addition to any other energy gained. Do not discard after use.