

# **Inside** **Incursion**

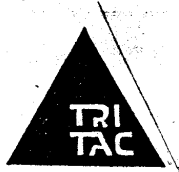
by Rich Tucholka

**Designers Notes and  
Things You  
Never Imagined**

**A Special Collection  
from Tri Tac Games**

Inside Incursion © 2001 by Rich Tucholka  
No Part of this may be transmitted by any manner whatsoever.

***Tri Tac Games***  
235 West Fairmount Ave  
Pontiac. MI  
48340  
[TriTacGames.com](http://TriTacGames.com)



**Incursion  
Master Book**

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# INCURSION

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**The Galactic Empire  
is Now Ours**



**Fantastic Role Playing**

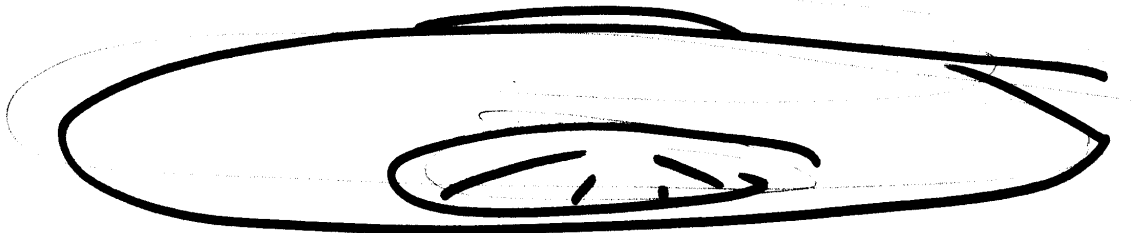
This was the early cover design with my favorite Muzz villains. This was just before we went to color covers and a larger format that was perfect bound.

TRITAC SYSTEM

4001

# INCURSION

BLAH BLAH BLAH IN'S FACE



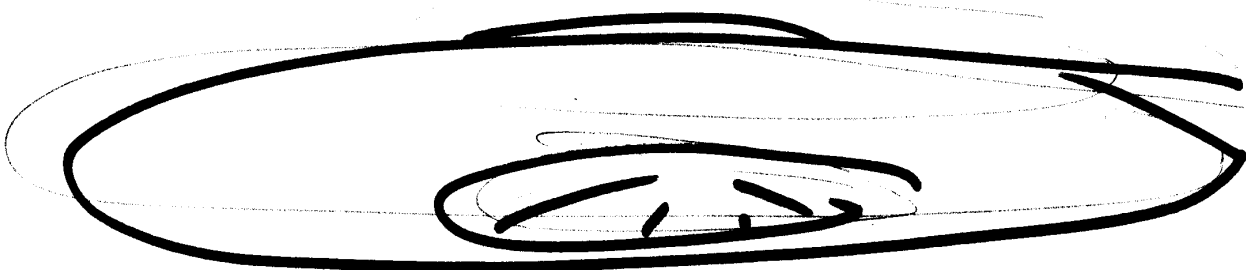
BLAH BLAH BLAH SF ROLEPLAYING

---

Rough design for the color cover by Rich Tucholka  
who is not an artist.

# INCURSION

But High Back Back Across the Galaxy



RAIDERS OF THE LOSER  
Fantastic Science Fiction Role-Playing

This is the same rough with a title drop  
over for rough placement.

Tri Tac Systems

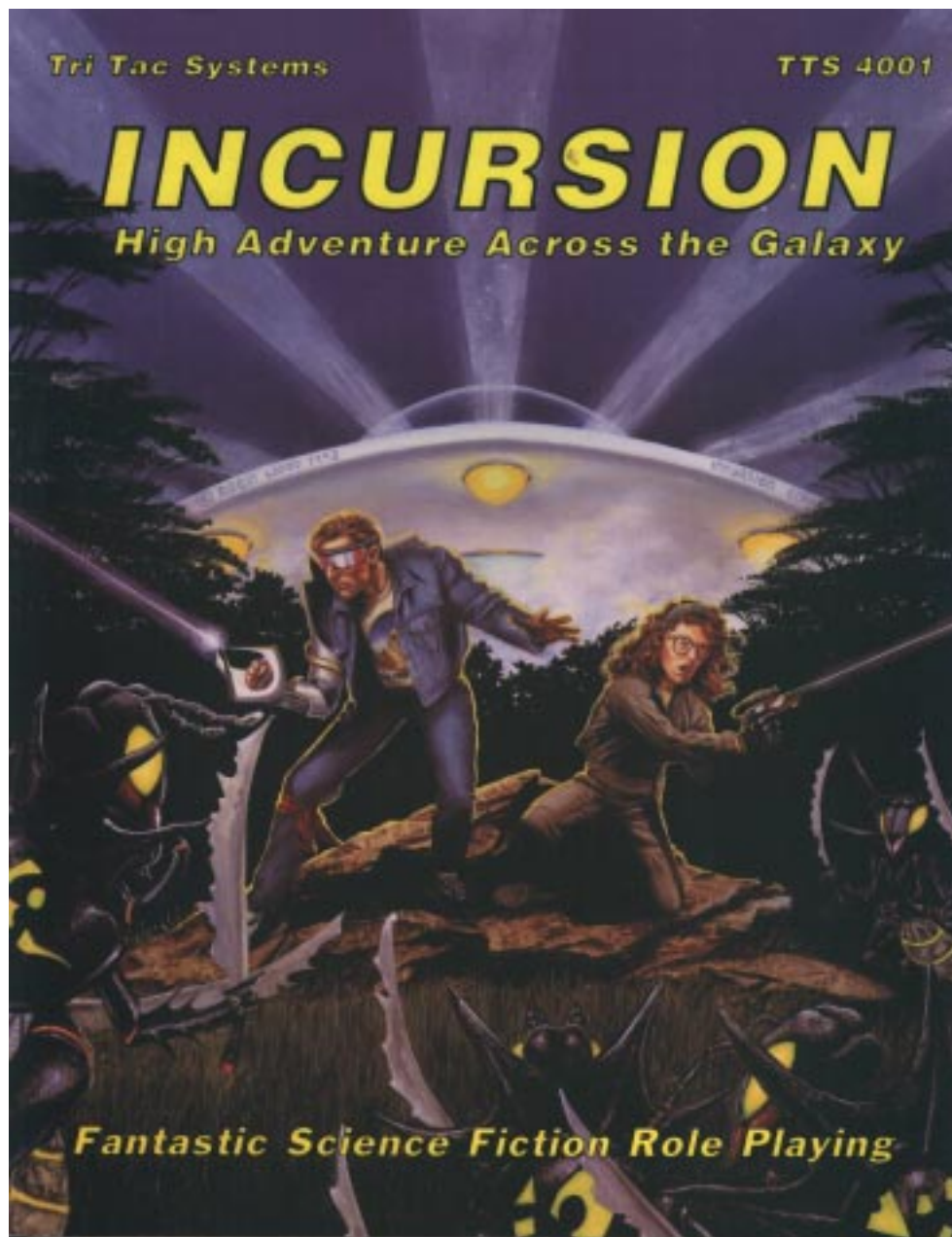
TTS 4001

# INCURSION

*High Adventure Across the Galaxy*



*Fantastic Science Fiction Role Playing*



The Robin Wood Cover

The lady here is actually Pam Spurlock.


Gamers and friends tend to appear in Tri Tac Art at an Alarming Rate.

# EARLY VERSIONS/NOTES

or I got an Idea and you think it ..


Insert  
Checkmark Here

- ☐ Is Great
- ☐ Not So Great
- ☐ So So
- ☐ Will Never Sell
- ☐ Sucks

SHIELD BLOCK   
 40 DIFF DESIGNS OF WHITE BOXES

ENGINEERS/ BUILDERS OF STARSHIPS WHO SANG AND THOUGHT OF THE MIRIAD OF RACES AS CHILDREN AND FRIENDS. THEY WERE HUMANOID, BUT THERE THE DESCRIPTION VARY AS THERE ARE WORLDS.

ANOTHER OBJECT IS THE BRAIN BLOCK, A SIMPLE BLOCK COMPUTER STORAGE SYSTEM

WITH 5 POINTS  POWERED THESE FUNCTIONS CAN BE ACTIVATED BY POWERING THE POINTS  
 1 MEMORY -  
 2 RATIONAL -  
 3 LEARN -  
 4 ERASE -  
 5 INDEPEND -  
 6 REMOVAL  
 7  
 8

THE CORE OF ANZINBO TECH IS THE \_\_\_\_\_ A SIMPLE SPHERICAL DEVICE

THAT IS THE HEART OF THE LIFT (ANTIMAN) TECHNOLOGY OF THE GALAXY.

THESE DEVICES ARE SIMPLE AND UNDESTRUCTABLE, USING HEAT OR ELECTRIC ENERGY.

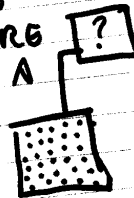
AT THE CORE OF ANZ

2 DEVICES SEPARATED FROM AS THE PRESERVATION CORE PROJECTIONS COULD NOT BE SPREAD OF LIFE ...

ROBOTIC BODIES ARE WHATEVER CAN BE LOCKED TOGETHER ALL ARE BASIC PARTS UNIVERSALLY - HOOKED TO A FIBER OPTIC SYSTEM

AND VARIOUS ACTUATORS ...

AND LINKED TO A ACTUATOR CORE THAT SURROUND A BRAIN BLOCK ACT CORES CAN BE LINKED TOGETHER



THEIR GIFT FROM MONSTERS, TO REARMED FURRY THING WAS LITTLE THAT REMAINED.

ING SAMPLES OF PLANTS AND SPECIES.

When you start to scribble in Notebooks while at work you know you are in trouble or it's inspiration. Usually both.

As life drew together after the Earth's devastation of Rogue 417, survivors began to band into survival communities.

As with all Political groups, they began to expand and re-organize other survivors into their own way of existence. After fights and small conflicts, a stable society began to emerge. Though fragmented and generally lawless, it often resembled the old American West with salvaged high tech.

It later became apparent nobody was truly untouched by Rogue 417, either mentally or physically. Many survivors that were thought to be untouched in the early Post-Plague years suddenly sickened and degenerated into Stalkers or Prowlers. While Rogue 417 was physically gone, it was still running its nightmarish course.

CHANCE PER  
YEAR OF DEGENERATION

IMMUNE*	3%
RECOVERED	1%
VACCINATED	3%

Over 230,000 years ago the Anshani Empire covered this area of the spiral arm. With their FTL ships and the saucers left by the old ones, they spread and prospered.

Given time the Empire crumbled as most Empires do, fracturing into smaller empires each claiming sole right of governing in the old way. Wars raged, empires fell, more rose as trade and commerce collapsed and worlds, once rich, slid back to barbarism.

Earth, while often visited, was a Protected Preserve in a sea of chaos.

The Anshani beacon that guarded Earth was a standard device set 250,000 years before to monitor the potential intelligences of the planet and guard them from any but Anshani ships.

In 1945 the detonation of nuclear weapons triggered the probe to return home and report a second step in technology had been reached. The Probe could not have known it's home port was a blasted wasteland now and the new blossoming of technology would be halted by the sweep of Rogue 417.

A Few Pages of Notes and plot. INCURSION was going to be a Rogue 417 module but the idea grew. This material was created around 86 or so when we were still using an Apple II

# CREDITS

## GAME DESIGN

Richard Tucholka

## TECHNICAL ADVICE

Robert Sadler  
Erik Miller  
Ken Farris  
John Reiher  
Jim Adams  
Jason Morningstar

## EDITING

Elise Horowitz  
Debbie Haberland  
Ida Fincannon  
Ron VanSteelandt

## ART

Walter Moore  
Shelley Monroe  
William Wardrop  
Sherri Gilbert  
Starla Stocking  
Stewart Robertson

## COMPUTER TECH

Lloyd Stillwell

## SPECIAL THANKS

Order of Leibowitz  
Kreig Branden  
Nick Neidenbach  
Ken Hartson  
Russ Hershler  
David Donahue  
Mike Beemer

## THE DIRTY DOZEN PLAYTESTERS

Mark Mollering  
John Nickerson  
Greg Crosslin  
Tony Ludlow  
Jason Abrams  
Michael Paradis  
Andy Grice  
Brad Shigenaka  
Karl Koenig  
Paul Schmidt  
Ron VanSteelandt  
Scott Mackie  
Richard Elms  
Carol Vanderbeek  
& Turnip

## IN MEMORY OF

Jim Raper

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Tri Tac Systems  
PO Box 61  
Madison Hts, Michigan  
48071-0061

MEMBER OF



This was a fragment of one of the old large 14 inch column sheets we used before Electronic Publishing and Laser Printers made this kind of work obsolete. We'd have to create columns, paste together and reduce to 8.5 x 1.

After we pasted the master we'd use a type machine to create the heavy titles and paste those in.

Note the GAMA\* logo for the Game Manufacturers Association.

\*You pay several hundred dollars a year to put their logo on your product. We never quite figured out why other then it was a toll to exhibit at Origins and later Gencon.

# INCURSION

Incursion is a role-playing game of high adventure in a crumbling alien empire.

You will become a human or alien passenger on a stolen starship that you now command.

## THE GAME

Incursion can be a continuing campaign adventure that can use other 'Space' gaming suppliments from any system to create new scenarios as your players explore and become soldiers of fortune in an old galaxy spanning empire.

## REALISM

Incursion provides an initial scenario and six worlds to start your campaign. After that the GM is free to design worlds as he will, with fun, adventure, and conflict.

Incursion was written to be realistic, concise, and easy to play. It was designed by role players who understand the problems of running a game with overlong text and complex systems that make game play a burden for the player and GM.

The most difficult part of Incursion will be the necessary set-up time for more complex adventures and interaction.

## MATERIALS NEEDED

- A One or more copies of Incursion  
-Optional use of the Morrow Project\* and a copy of Rogue 417.
- B Paper, Pencils, Notebooks, Maps, and Index cards.
- C A set of common polyhedral dice, the more the better. These will include four-sided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), the twenty-sided (d20), and the percent % or (d100).
- D One to twenty players and a gamesmaster.
- E A Tri Tac "Game Systems Shield" (#5001) is an optional playing aid that screens the GM's notes as well as providing necessary information for player and GM use.
- F A pocket calculator, home computer, or slide rule may be helpful but not of great necessity.
- G Miniature figurines and buildings are handy at times for placing the setting of your adventure.
- H Many photocopies of Incursions's blank Character, Equipment, and World Log sheets are almost a must.\*
- I An outstanding imagination or a bachelor's degree in astrophysics, sociology, history and engineering.
- J A love of 'Pulp' space adventure.
- K A time to plan and a place to play.

## PHOTOCOPYING

\* Photocopying is for personal use only. Any resale of Tri Tac Systems playing aids is a violation of copyright laws and punishable by legal action. If you are interested in designing or publishing Incursion playing aids, contact Tri Tac Systems for information and requirements.

\* Published by Timeline Ltd.

## ROLE-PLAYING

Is the ability of the game player to design a character he wishes to become with that character's strengths and limitations. The character is guided through a series of adventures and general living by the Games Master. The player makes the character's decisions, right or wrong, as he continues his character's life within the framework of the game.

## GAMESMASTER

The records keeper and designer of the adventure. This is the person who sets the stage of events your player character will experience. The abbreviated term for Gamesmaster is GM.



## CHARACTERS

The individual(s) created by the player for the game. This character is controlled entirely by the player. Player characters may also include aliens and animals as long as they are played true to their general intelligence, personality, and temperament.

## NON-PLAYER CHARACTERS

These are the characters created by the GM that become the friends and foes in the game. Their characters and development may range from simple to complex, colorful individuals.

## INCURSION

Incursion is a term meaning a:

- Sudden Enemy Attack
- Rushing In

## 4d6

This is the indicator for rolling a random number on any of a series of types of dice. The initial number (4) is always the number of dice to roll of the type designated by the (d). The example 4d6 has the player or GM rolling four six-sided dice and totaling the resulting numbers.

## 4d6+2

The +2 modifier is added to the total of the first dice rolling operation. Always follow operations from left to right.

## 4(d6+2)

This +2 dice modifier is attached to the individual type of dice being rolled. For each die rolled, 2 is added to the total of the die.

## MEASUREMENT

Incursion was designed with the English system of measurement. A metric conversion table is included on page 141.

Old Style Page Example

With Lasers came easy to create pages  
as long as the Fonts worked and the computer didn't  
default to Portuguese.

currently sounds like rare & missing are both describing Ardanna NuH Eng. ... poor structure? Would be better as is rare in general and is completely missing... INCURSION

## FABRICATION

It is assumed the Anshani were able to fabricate needed components with the help of the ship's computer system and records. As these systems no longer exist, components and needed objects must be fabricated by hand or with the remains of the ships Fabrication Shop.

## FINE PROCESSING

In later times a number of familiar and unfamiliar devices and tools were added to the ships shop. Then came benches and storage shelves that soon became packed with everything from common screwdrivers to multi-phase impact tools and Micro Applied-Force Wrenches. Sadly, the last owners of the shop left little in the way of instructions or order

## BULK FABRICATION

The large screen on the wall of this area shows the inventory of hundreds of elements, chemicals, and synthetics in the ships molecular stores. The joystick allows the user to move the cursor to any of the thousands of elements, chemicals, alloys and synthetics. On the secondary shape screen, hundreds of shapes can be chosen from. The side indicators scale the items size. On activating the function, the screen sends the shape to the third screen. Other shapes can be created, moved, sized, and attached to the assembly screen. The indicators also rotate the object for three dimensional additions. The entire system operates as if it were a simple CAD system.

## DELIVERY

Material that is fabricated is deposited in a bin in the fabrication shop. One setting produces quantities of elements powdered and packaged in glass like containers. Container size can be varied to hold a few grams to about a cubic foot. Fabrication time is d4 minutes for the first item ordered and d10 seconds for any additional objects. Quantities delivered are subject to the amount of needed elements in the ships molecular stores.

## MATERIAL SCANNER

The large hoop to the left is a scanning device that analyzes and sends a complete duplicate image to the Main Fabrication screen. From here the object can be altered, re-sized, or duplicated in quantity.

## PROBLEMS OF DUPLICATION

This system is not foolproof by any means and evidently requires a White or Black Box to create perfect images. Unfortunately, this box type is rare and missing from the Ardanna NuH's Engineering area. While simple items can be replicated easily, complex bio-chemical compounds, high-tech components, and organic tissues are subject to a very high failure rate. These items may take an hour or more to fabricate.

## COMPLEX BIO-CHEMICAL DUPLICATION RESULT

01-50 Abysmal Failure.  
51-95 Denatures after d10 minutes of use.  
96-98 Denatures after d10 +100 minutes of use.  
99-00 Denatures after d10 hours of use.

## COMPLEX COMPONENT DUPLICATION RESULT

01-50 Abysmal Failure.  
51-95 Fails after d10 minutes of use.  
96-98 Fails after d10 +100 minutes of use.  
99-00 Functional for d10 hours of use.

## COMPLEX ORGANIC TISSUE DUPLICATION RESULT

01-50 Abysmal Failure.  
51-95 Dissolves after d10 minutes. (Food Value x.25)  
96-98 Dissolves after d10 +10 minutes. (Food Value x.50)  
99-00 Stays stable for d4 hours. (Food Value x.50)

## REMEMBER

- Living things that are duplicated are cold, dead copies. Tissues from such 'dead' duplicates are not viable for transplant and have at best, half of their food value.
- Failure mostly means an object that's simply inert if it is expected to function in any way.
- Other spectacular failures involve structurally weak devices, or self destructing components.

## McFay & Barnes in Space

McFay pulled the pear familiar item from under a workbench and pondered, "A rear bumper from a Yugo, with a North Dakota license plate and a NRA sticker?"

## New Symbols used in editing:

^ = insert

✗ = delete or remove

~~§§§§§~~

= under a letter = capitalize; as f

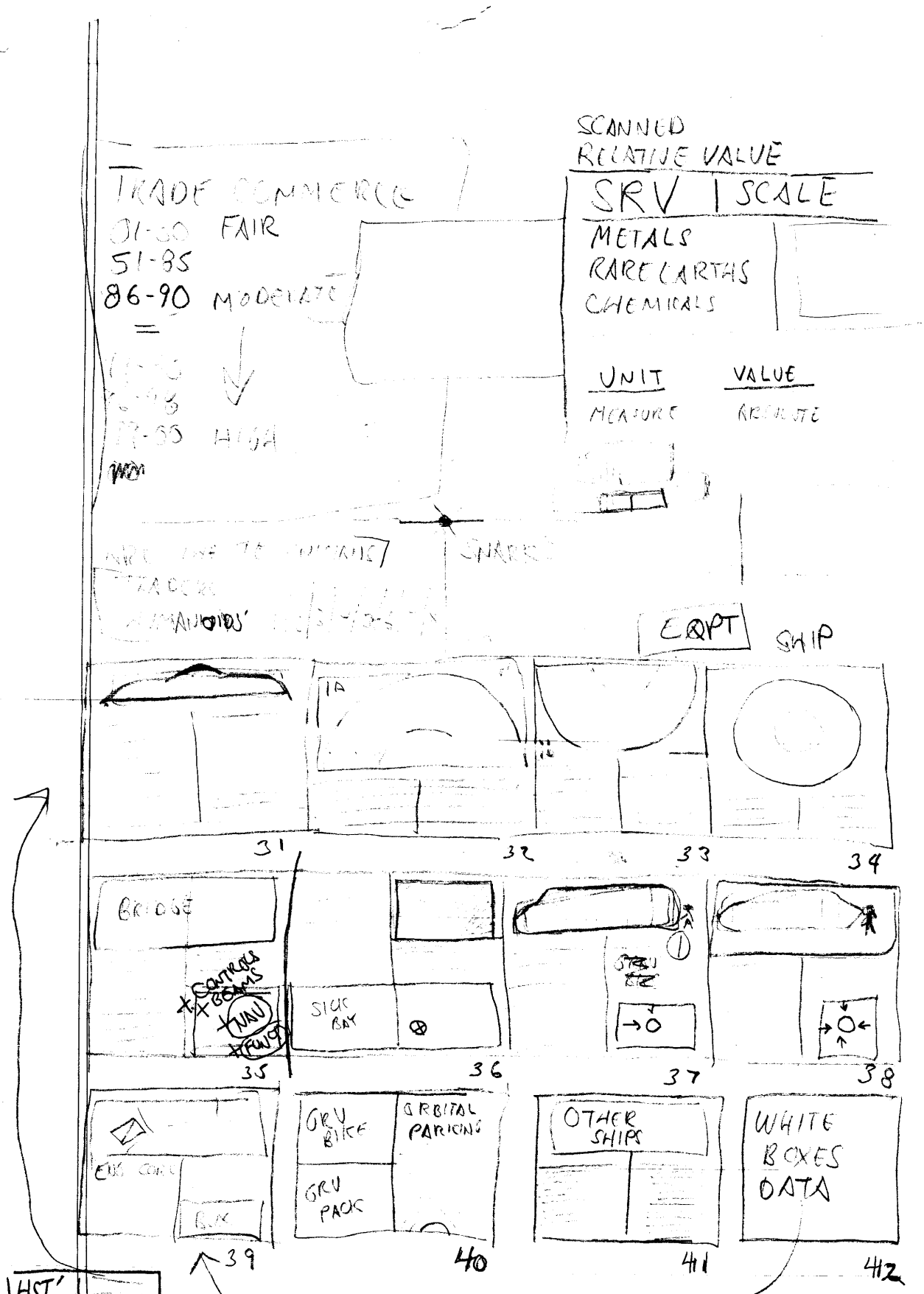
# = add a space

lc = lower case

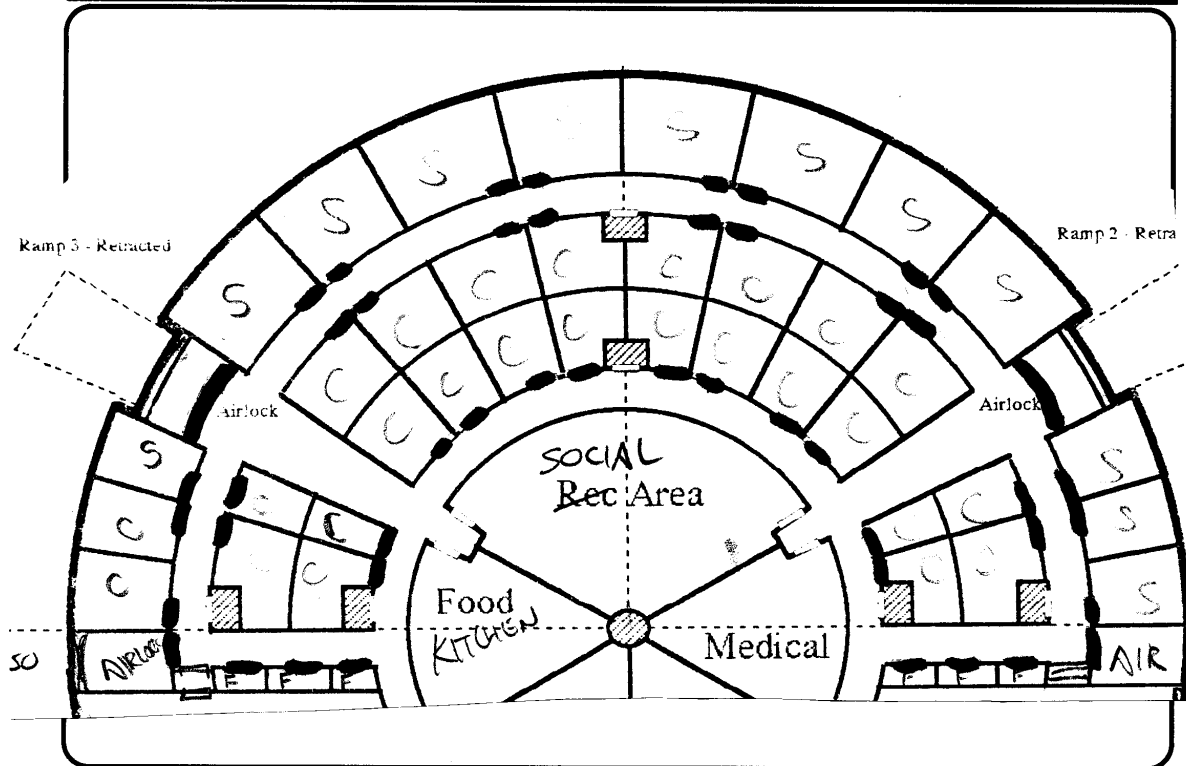
C = close up ; fri end

Due to space limitations, I still have to do arrows to from nearest white space, where I will put additions/changes.

With lasers you get a perfect page.  
Except for Editing



Rough Section Design. What the pages could look like and how to balance the art and graphics.



### INTERIOR DESIGN

For all the complexities of Anshani Technology, the interior designs of their ships were relatively simple. The following is a guide to the interior of the ship and specific areas.

#### DOORS

All internal cabin doors are simple sliding panels with a touch plate. Spending more than three nights in a room allows the user to secure the door by mental command. Secured doors revert to open after three weeks of non-occupancy. This locking feature does not apply to any of the public areas or bays.

#### AREAS C

Crews Quarters are fully half of the ships area.

#### AREAS S

These larger crew rooms can also be used for storage or special function.

#### AREAS F

Freshers are a universal design for bath and toilet facility. As the user enters the ship scans body design and reconfigures for easy access. While moderately frightening to the novice user, it becomes simple with use and experimentation.

Deck 1

#### AREAS A

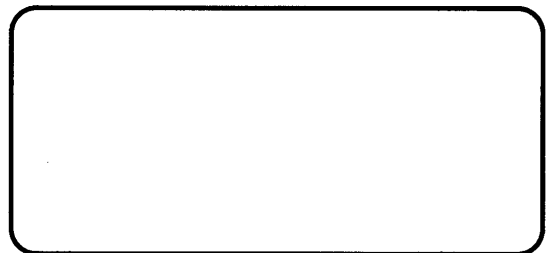
Airlocks are standard airlocks to the outside. There are also bins for storage built into the walls.

#### FIELD PASS SYSTEM

At the ramps a second system can be used for external or internal access. The hull simple allows the user to pass through. Best described as pushing through molasses, this 'smart' access system does not allow high velocity objects or atmosphere to enter.

#### EASY EXTERIOR ACCESS

The pass system covers the walls in all exterior Ramp/Airlocks the Shuttle Bay, Cargo Bay 1 and Cargo Bay 2, and the lower access lock. The field Pass system can be selectively turned off from the bridge. This system is fail safe and will not turn off in high pressure or vacuum areas.



Tri Tac Systems

## BRIDGE

The operational core of the Great Anshani Starship is the bridge on the upper deck. The bridge of the Ardanna Nuu was designed for simplicity and easy use.

You enter the command deck from any of the 5 Grav lifts arranged around the outer corridor.

### MAIN ENTRY

On entry through the double sets of sliding, transparent doors you step out behind the captains chair. This wide-armed chair overlooks the main operations console. Ramps lead down, 23" to the deck where two self adjusting seats and a console face the main wall-sized screen.

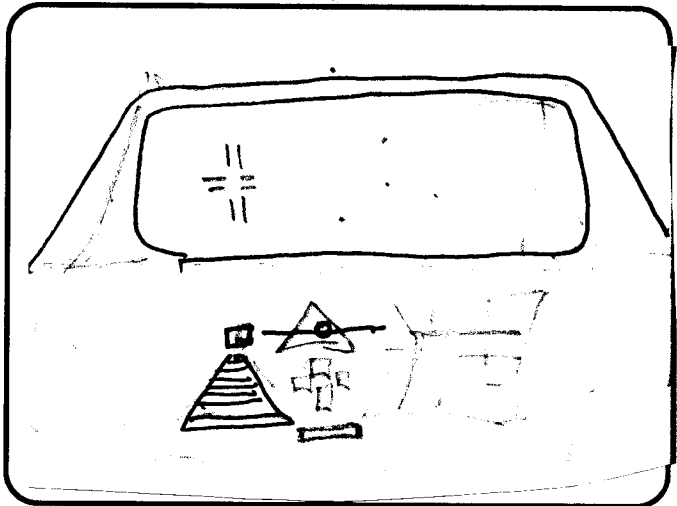
At the side of the captains chair is another control surface that can be raised and adjusted by the touchplate on the arms of the captains chair. This display, when active, takes precedence over the front console.

## NAV ROOM

This is a view of A, the Nav Rooms main operations station. Here is also the second Navigation Console with the Nav Cube reader missing.

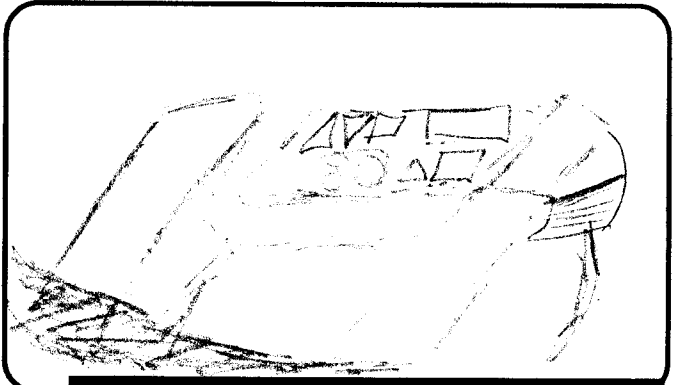
### HOW IT WORKS

- 01 This system works only when the ship is out of the atmosphere of a world.
- 02 Simply drop the cube in the reader, destination face down. The striped pyramid under the cube slot lights.
- 03 Touch the base of the pyramid and it begins the speed sequence that triggers the HFTL jump.
- 04 Without inserting the Nav Cube the system will only achieve FTL speeds.
- 05 To lock on a target star use the 4 buttons to move the crosshairs. When the crosshairs hit the edge of the screen, the view moves. When in position, touch the triangular button to lock on the course and then the

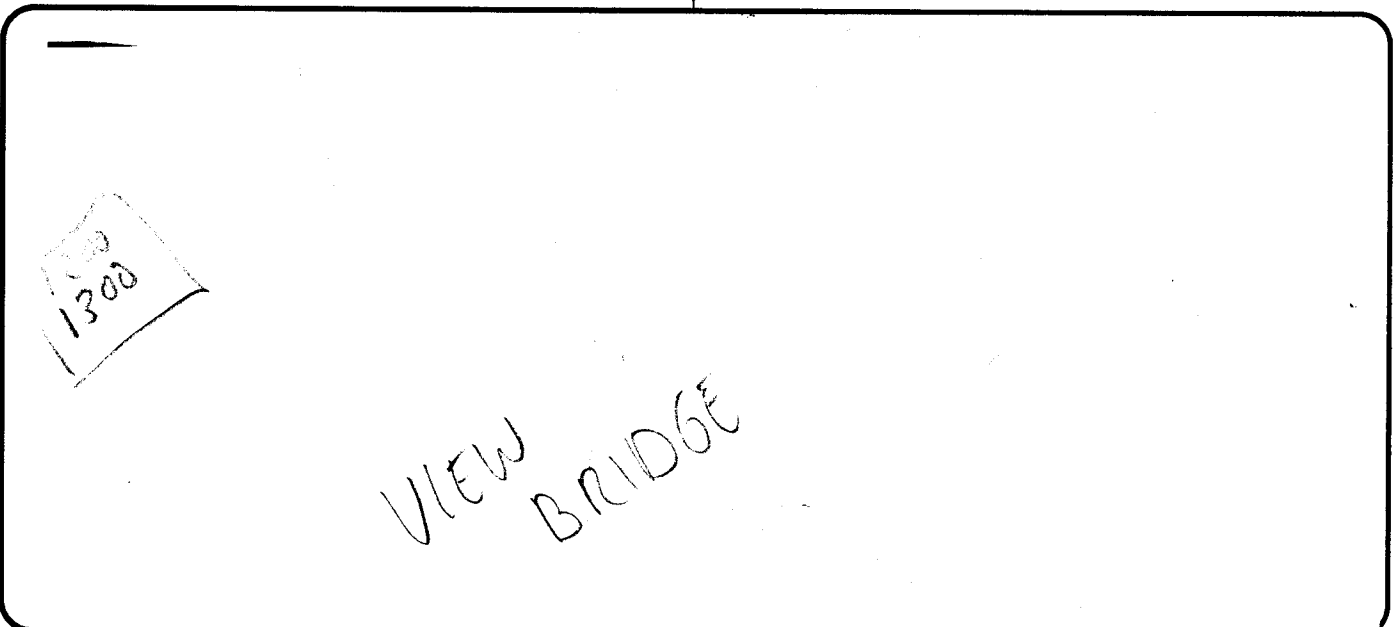


base of the pyramid to start the main HFTL sequence. A second touch on the pyramid disengages the system.

- 06 At the end of the flight at FTL or HFTL speeds, the ship will park itself in a stable orbit or at a preset landing zone on the Nav Cube.



This is a View of the Captains Control Surfaces Raised into Position and Active.



# STARSHIP EARLY VERSIONS/NOTES

or Lets Create Something Different

Insert  
Checkmark Here

☐

Nifty

☐

Not So Nifty

☐

ok?

☐

Will Never Fly

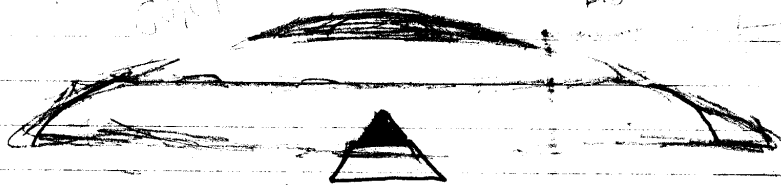
☐

What the Hell is  
That?

CONFIDENTIAL

# INCURSION

CONFIDENTIAL



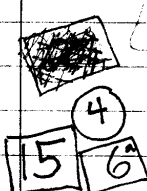
50'

3007

BLATENT  
LAUGHTER  
INCOUNT  
UNKNOWN

2+2  
+1

25



BLUE  
LIGHT

30  
29

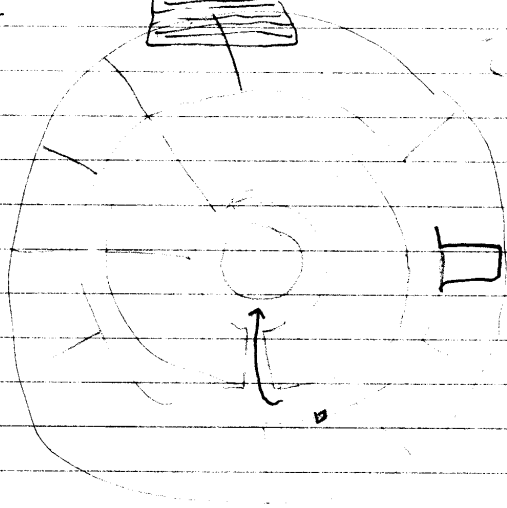
Yellow  
orange

9

4

15 6

11

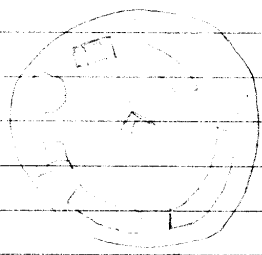


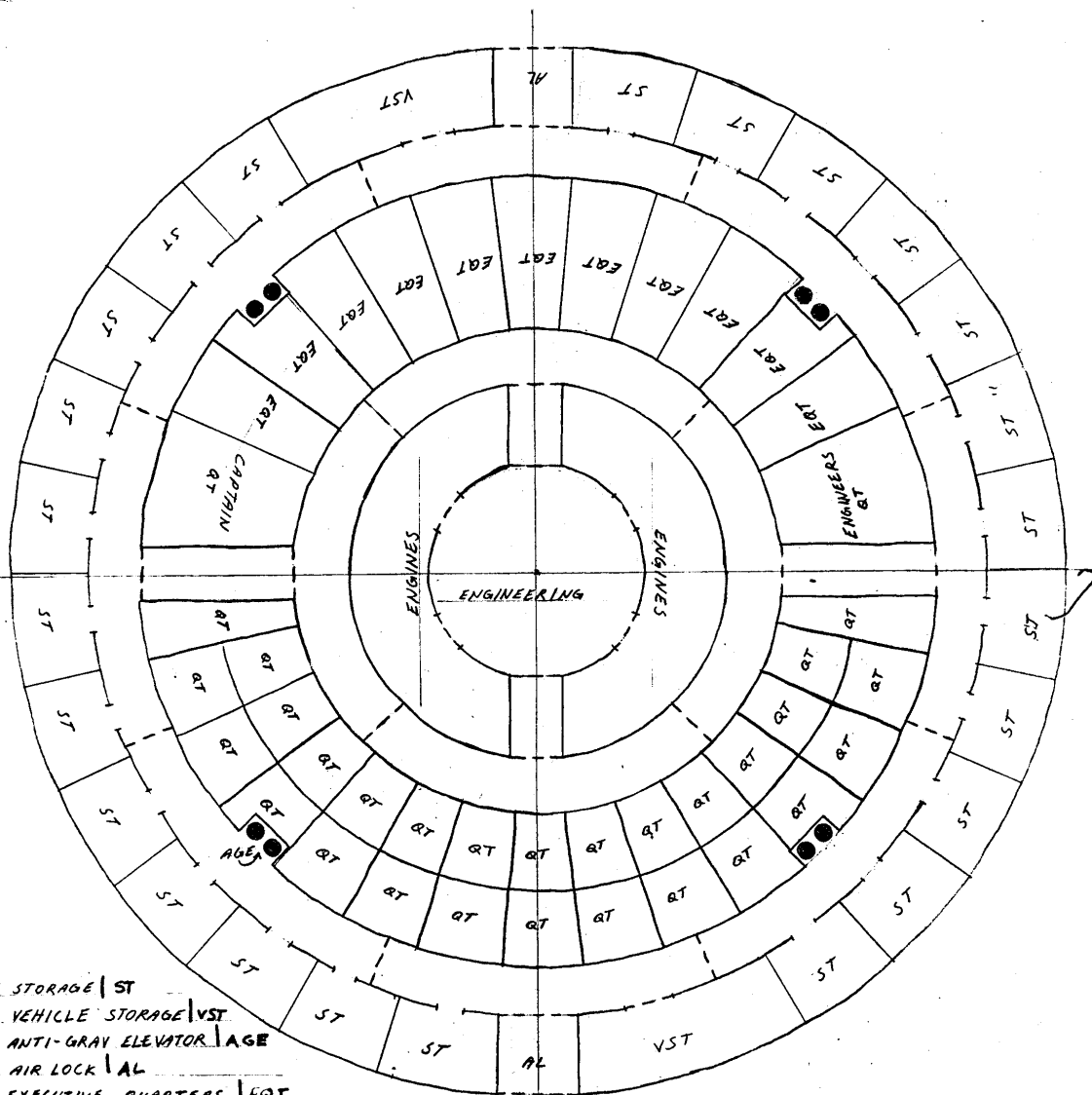
ANORPHIC  
3/4  
8% MOOPORPIC  
GLORUOXIC

16

228

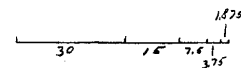
KARUOXO

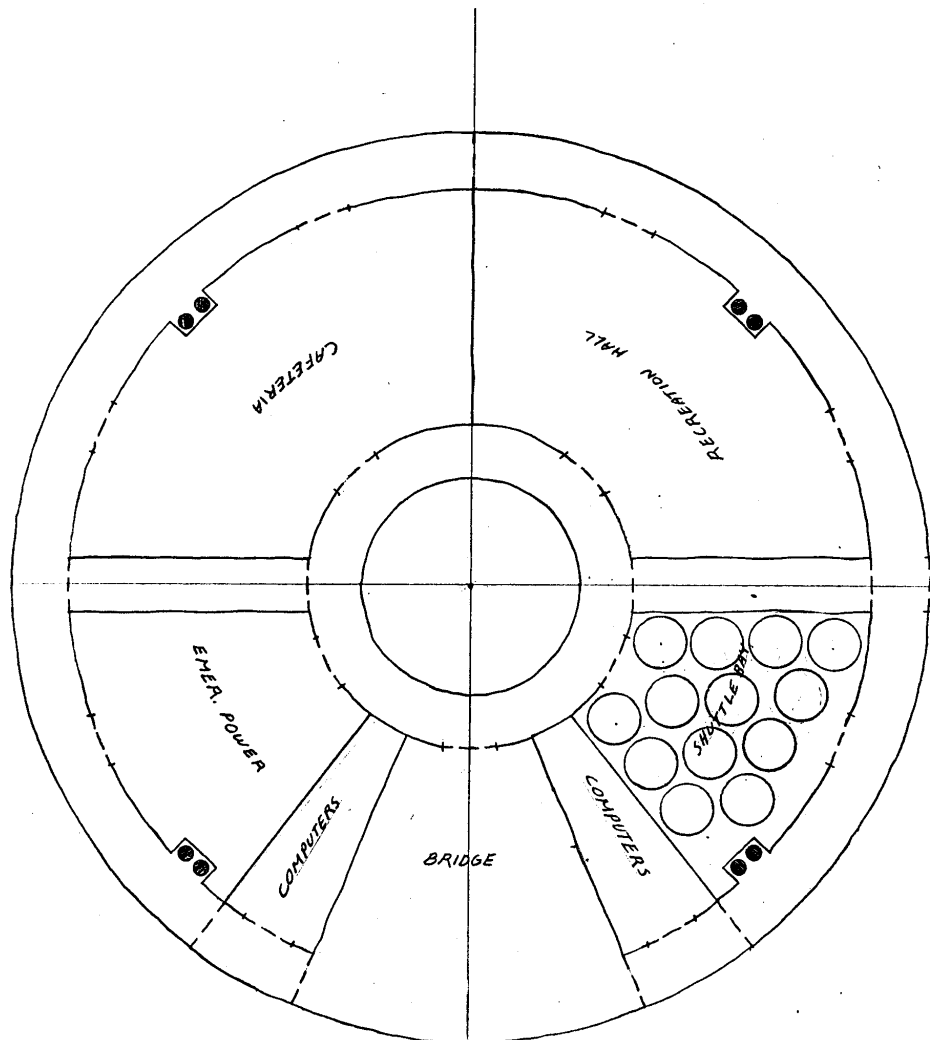




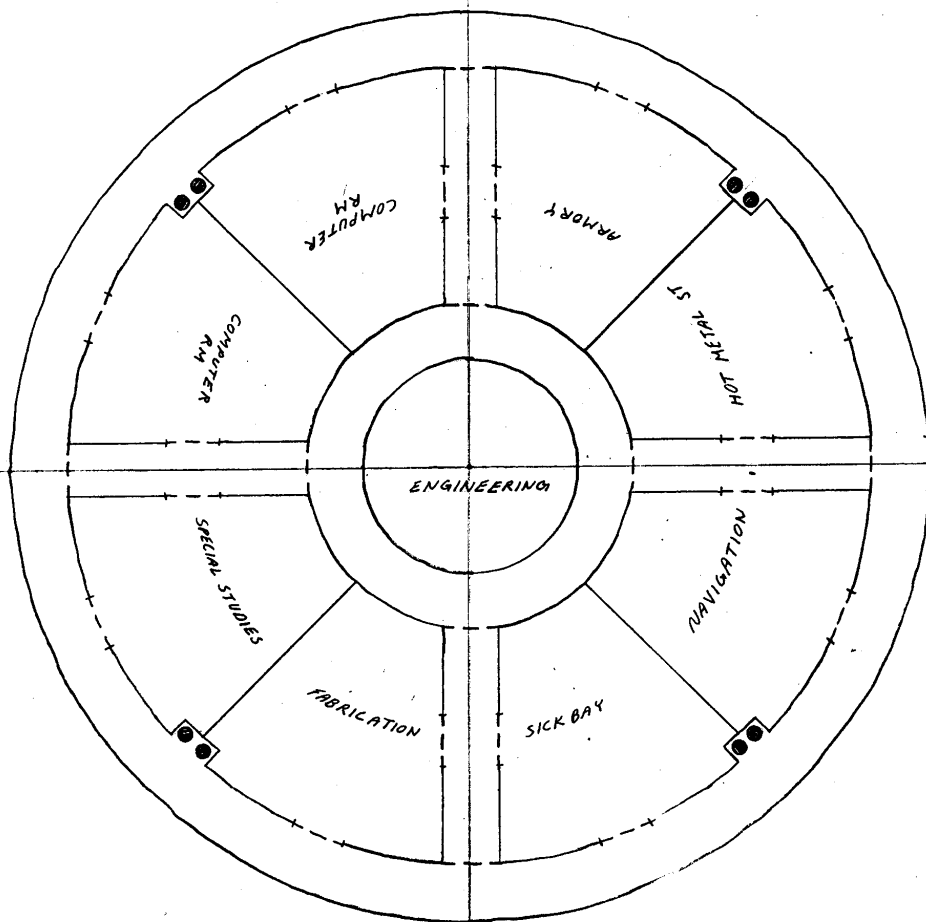
ST STORAGE | ST  
 VST VEHICLE STORAGE | VST  
 AGE ANTI-GRAY ELEVATOR | AGE  
 AL AIR LOCK | AL  
 EQT EXECUTIVE QUARTERS | EQT  
 QT QUARTERS | QT  
 RM ROOM | RM  
 ED EMERGENCY DOOR | ED  
 EMER EMERGENCY | EMER

DECK NO. 1





DECK NO. 3



DECK NO. 2

# ALIENS EARLY VERSIONS/NOTES

or Lets Populate a Galaxy

Insert  
Checkmark Here

☐

Wow

☐

Great

☐

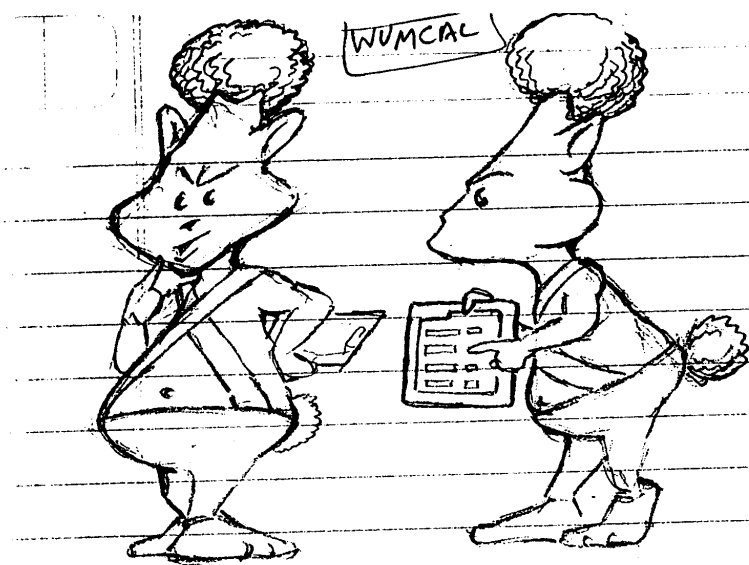
Generic

☐

Goofy

☐

You've Got to be  
Kidding



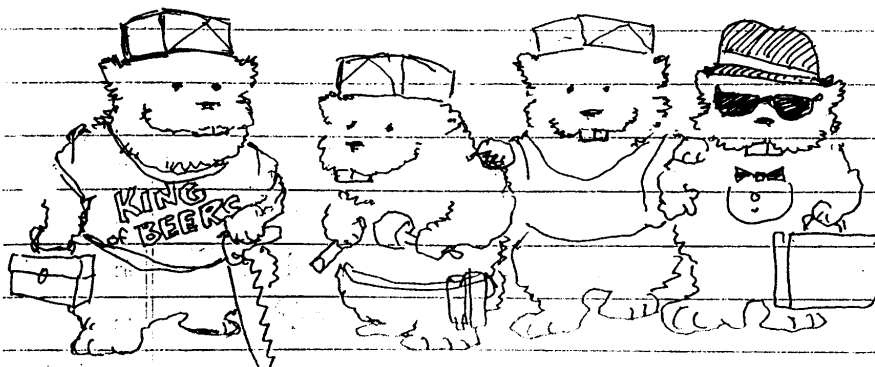
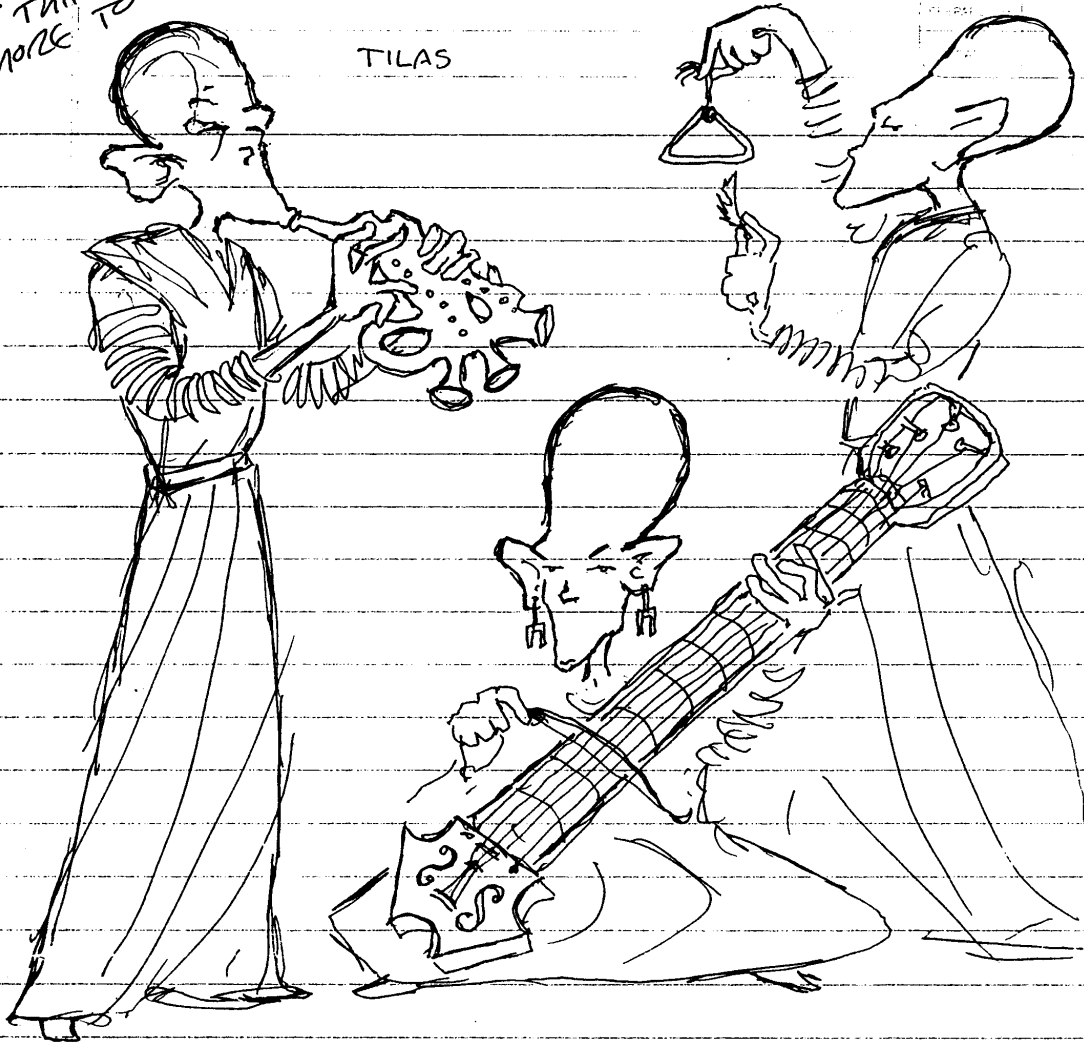
Walt  
Moore  
Prototypes

RICHARD -  
LET ME KNOW WHAT  
I THINK OF THESE -  
MORE TO COME.

INCURSION

APRIL '91

TILAS

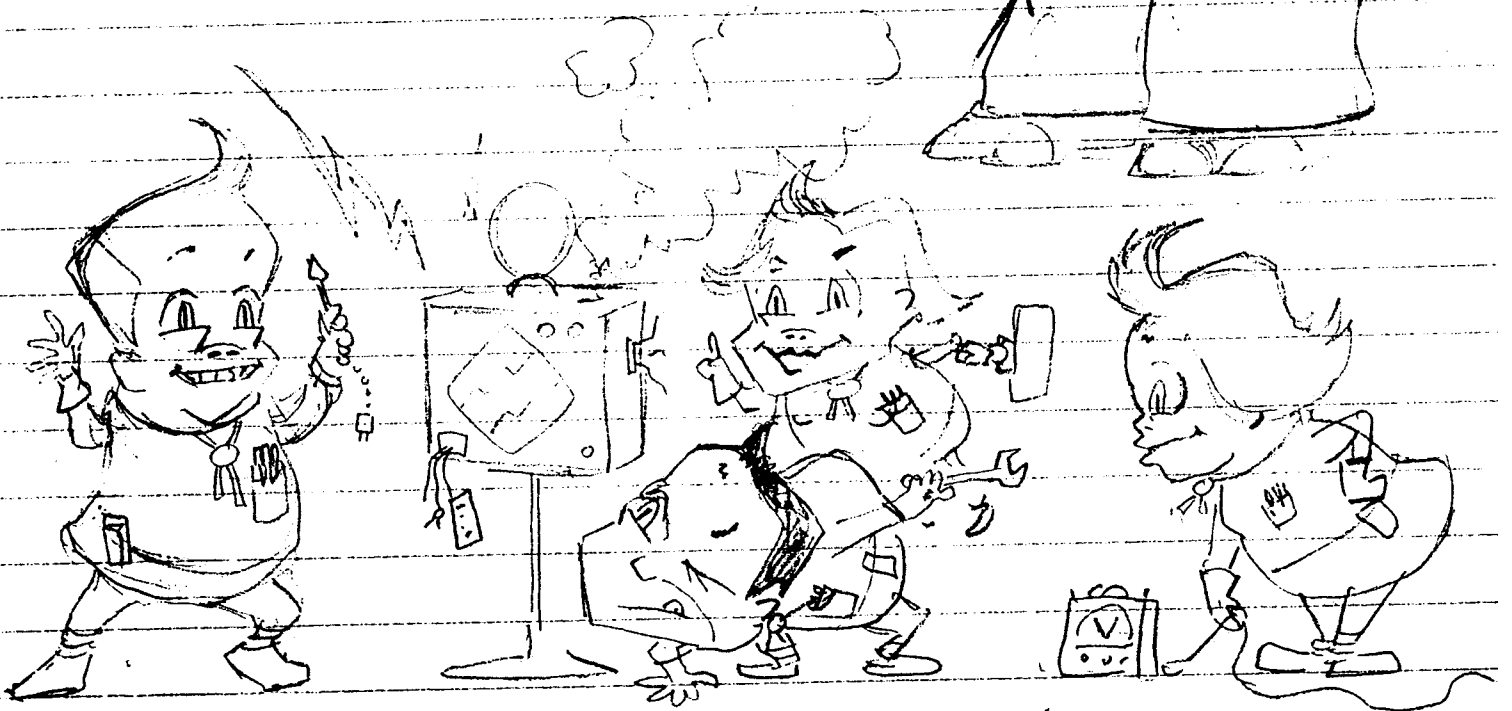


CHERPAGE

DEG'DEN

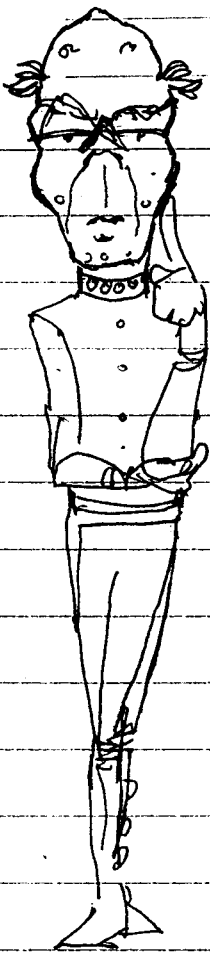


MANAKI



GREEVALS HAVIN' FUN.

PI EMERGOO



BORTEELEE

KURO



YAVNEER



25

26

27

28

JAN 91



TERRANS

SOMEWHAT SCRUFFIER  
& STREETWISE,  
SOME POSSIBLY BEWILDERED

SITUATION ANALAGOUS  
TO RAIN FOREST INDIANS  
DUMPED INTO MIDDLE  
OF CITY



CONSTABULAR  
MILITARY

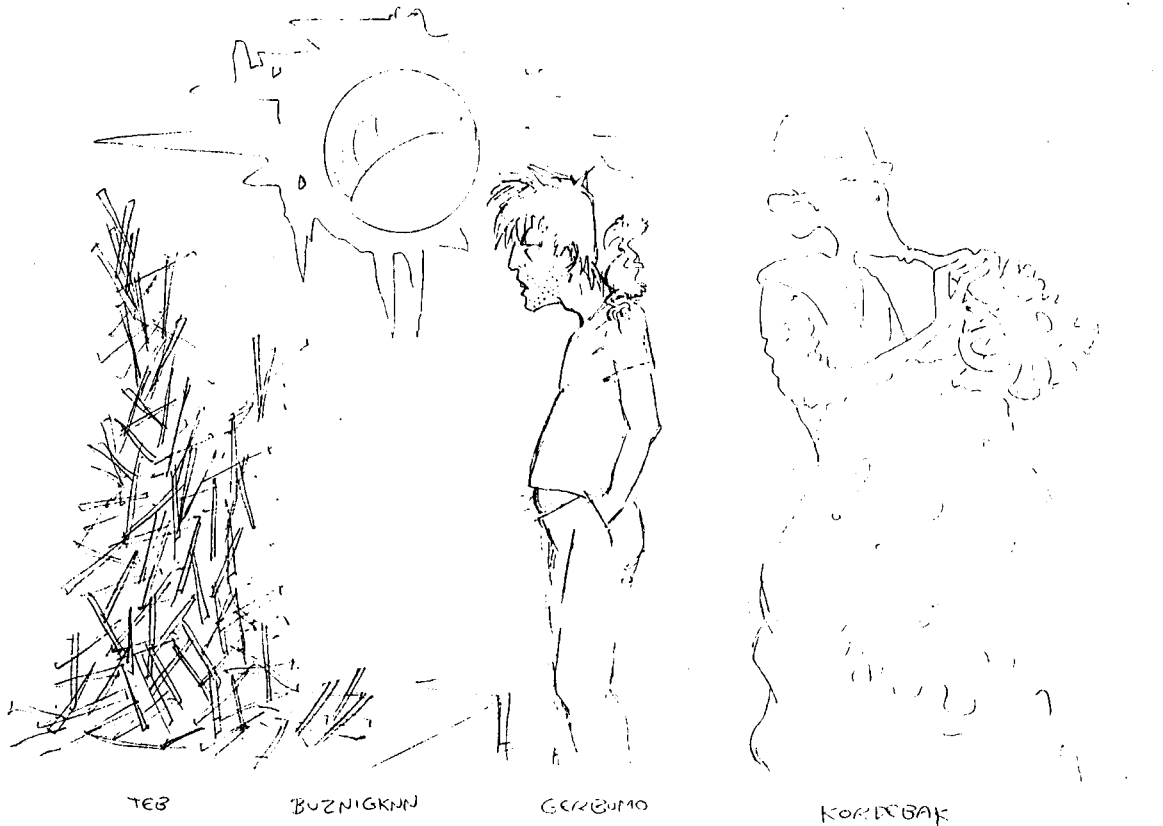
HEAVIES



NEED HIGH-  
POWERED BRA  
ON HOME  
PLANET



9 1966

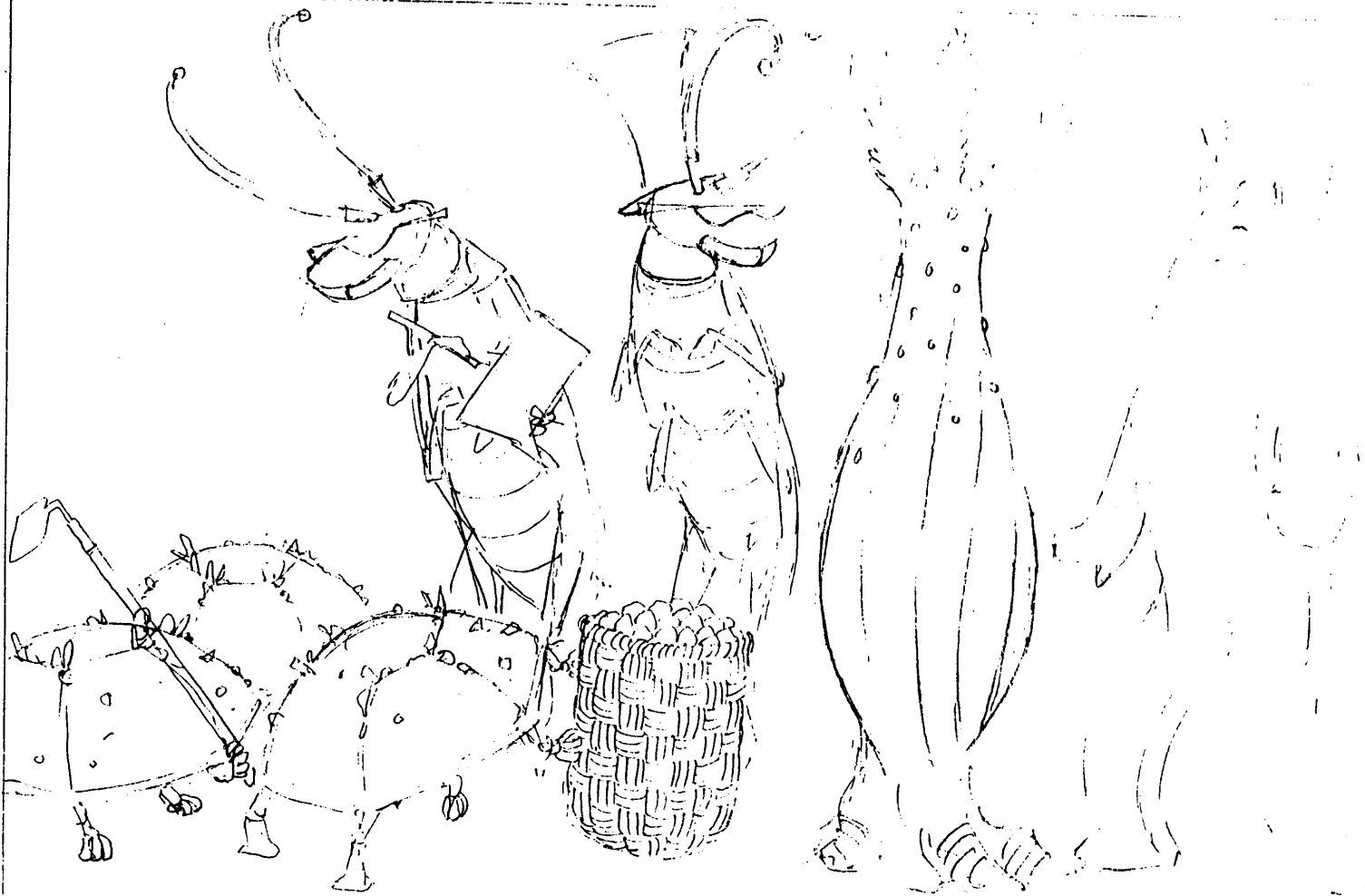


Tri Tac Holds the record for the Longest continuous piece of art in an RPG. The aliens section by Jeff Steenson covers 85 inches in width and shows a Market Scene.

There are things tucked in the background.

Find the

- a Alien
- b Orkan
- c Klingon



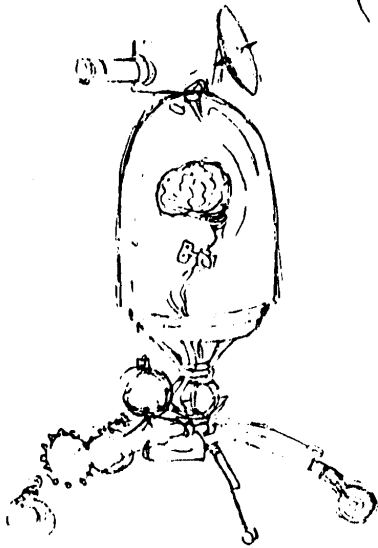
TOTBLEA

NARACANI

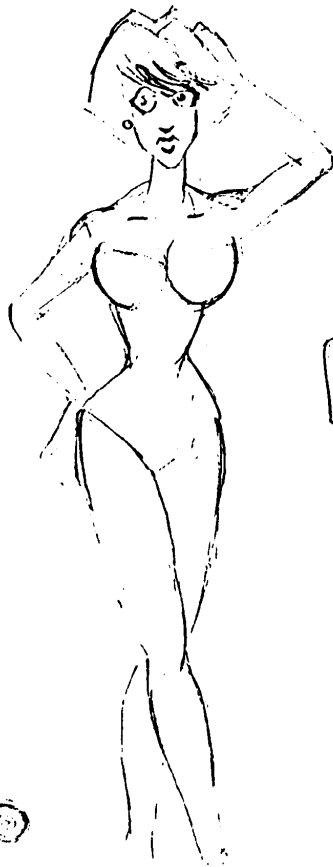
CUDULANI

DYMIOD

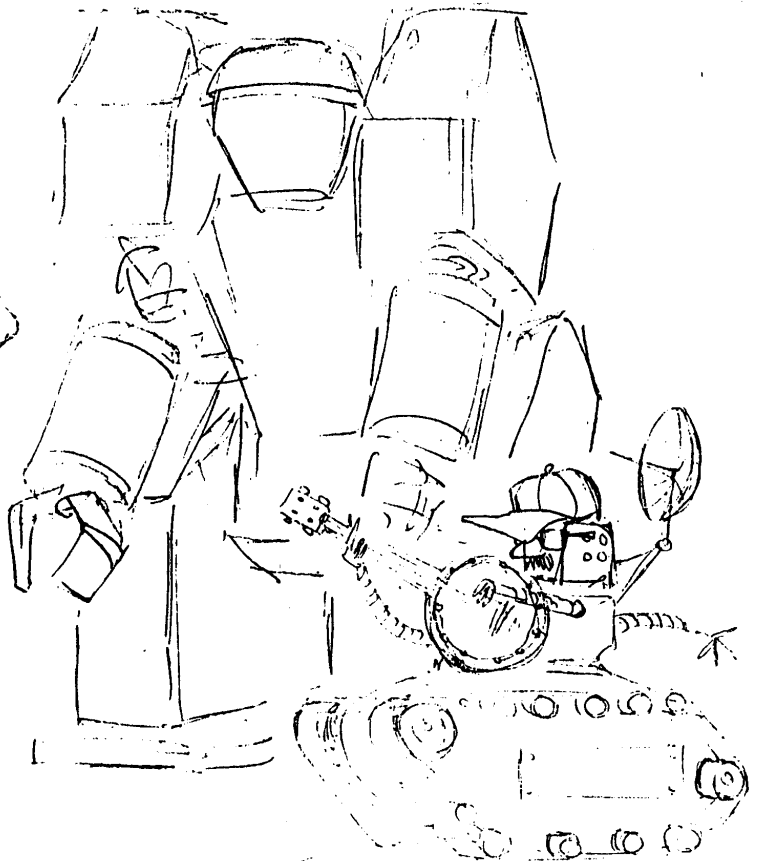
More Steenson Rough Designs  
for the market



1 WYK













































RIO 6V2T

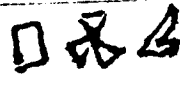
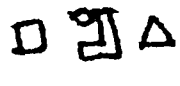
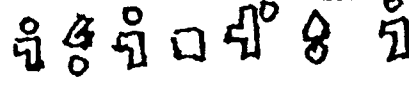


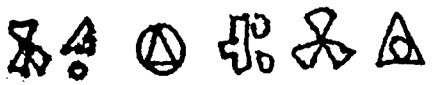
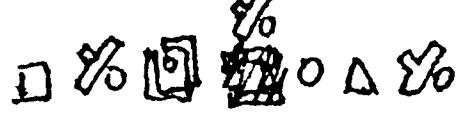
FAVRE CHV212

FIGURE CHV212

All through Incursion is a galactic script. It was actually created by Brian Roe to replace the Babylonian like mess that I created. A few gamers have realized there was a pattern to the art and translated some of it. What was created was phonetic. Each Sound in the English Language has a symbol.

	A (AY)		E (er)		O (o)		T (th)		1
	A (AT)		F		O (uh)		t (father)		2
	A (AH)		G		O (noon)		v (ve)	—	3
	A (AIR)		H		O (oi)		v (wh)	⊥	4
	B		I (ie)		O (ow)		V	⊥	5
	C (q/k)		I (it)		P		w (w)	=	6
	C (ch)		J		R		w (wh)	⊥	7
	D		L		S (s)		Y	⊥	8
	E (ee)		M		S (sh)		Z	≡	9
	E (eh)		N (no)		S (zh)			x	0
	E (er)		N (ng)		T (t)				

    
 T R I T A C S Y S T E M S

   
 R I C H A R D T U C H O L K A

Some of the artists had far too much fun.

# INCURSION CHARACTER SHEET

"MATCHES" MEEY  
CHARACTER NAME

TORCH FOR HIRE  
OCCUPATION

EARTH  
WORLD

NONE  
MILITARY RANK

HUMAN  
RACE

BLACK  
HAIR

M 36  
SEX AGE

0  
BLOOD TYPE

6'2" 200  
HEIGHT WEIGHT

BROWN  
EYES

1000  
EXPERIENCE

1  
LEVEL

BRAD SHIGENAKA  
PLAYER NAME

## PHYSICAL & MENTAL STATISTICS:

10	16	13	85	38
STR	INT	THR	PSI	HPT
9	14	8	—	29
CON	WIS	DOD	MCD	75%
10	11	17	—	19
DEX	LCK	ACC	WKP	50%
6	15	RIGHT	1	10
AGL	CRZ	HANDED	EXP/LEVEL	25%

## COMBAT DATA

STRENGTH RELATED DAMAGE:

LIGHT OBJECT 0  
RAD. EXPOSURE

MEDIUM OBJECT

HEAVY OBJECT

## MODIFIED ACCURACY

### ACC BONUSES

PISTOL RIFLE

SMG LAUNCHER

BLASTER THR

## HAND-TO-HAND COMBAT

LEVEL

COMBAT ARTS STYLE

ACTIVE OFFENSE

PASSIVE OFFENSE

ACTIVE DEFENSE

PASSIVE DEFENSE

BRAWLING 2

WRESTLING 4

DEX/ACTION BONUS

TOUGHNESS

SKILLS	LEVEL	SKILLS	LEVEL
ARSON	20	TRAPS	4
PRIMARY SKILL	(04+4)	ROBOTICS	1
DEMOLITION	7	SKIING	3
SECONDARY SKILL	(04+2)	SWIMMING	2
PILOT, FIXED W.	6	ENGLISH	20
SECONDARY SKILL	(04+2)	FIGHTER PILOT	1
PILOT, ROTARY W.	3		
PILOT, ULTRAL.	2		
AIR/SEA NAVIGATION	2		
AERODYNAMICS	3		
AERONAUTICS	4		
ARCHERY	3		
ARCHERY TECH.	1		
ASTRONOMY	2		
BLADE FIGHTING	3		
COLD SURVIVAL	3		
COMMANDO TP.	2		

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During several playtest sessions we up to 24 people playing and having a great time. I finally ended to campaign so I could get some work done on the book. This is a Character Sheet for one of the characters.