

# Space Master Companion<sup>TM</sup>



**New settings, more  
vehicles, additional races,  
new weapons & new**



**Gamesmaster material for  
the Space Master Science-  
fiction Roleplaying system.**



# Space Master Companion™

## CONTENTS

INTRODUCTION .....	2
PART I ALTERNATIVE SETTINGS .....	5
1.0 POST-NUCLEAR .....	5
2.0 NEAR-EARTH COLONIES .....	5
3.0 BIZARRE ALTERNATIVES .....	5
PART II THE EMPIRE .....	6
4.0 LIFE IN THE EMPIRE .....	6
5.0 A HISTORY OF CIVILIZATION .....	6
6.0 THE IMPERIAL GOVERNMENT .....	9
6.1 Executive Branch .....	9
6.2 Judicial Branch .....	10
6.3 Legislative Branch .....	10
7.0 IMPERIAL ORGANIZATIONS .....	11
7.1 Major Houses .....	11
7.2 Other Imperial Organizations .....	13
8.0 NON-IMPERIAL GROUPS .....	16
8.1 Renegade Houses .....	16
8.2 Alien Governments .....	17
9.0 LANGUAGE IN THE TERRAN EMPIRE .....	17
9.1 Commonly Known Tongues .....	17
9.2 Special Languages .....	17
9.3 Computer Languages .....	18
PART III NEW TECHNOLOGY .....	19
10.0 NEW EQUIPMENT .....	19
10.1 Equipment Chart .....	19
10.2 Equipment Descriptions .....	20
10.3 Master Weapons Chart .....	27
11.0 NEW VEHICLES .....	28
11.1 Vehicle Descriptions .....	28
11.2 Vehicles Stats and Costs .....	29
12.0 ROBOTS AND DRONES .....	30
12.1 Robot Design Rules Notes .....	30
12.2 New Robot Designs .....	30
12.3 Drones .....	33
13.0 MIRCS .....	34
14.0 STARSHIP DESIGNS AND NEW PARTS .....	36
14.1 Starship Designs .....	36
14.2 New Starship Parts .....	43
15.0 DETERMINING COSTS .....	44
15.1 Travel .....	44
15.2 Communication .....	44
15.3 Equipment .....	45
15.4 Microbes and Biotoxins .....	45
15.5 Fuel, Materials, Services .....	45
PART IV CHARACTER MATERIAL .....	47
16.0 ALIEN RACES IN SPACE MASTER .....	47
16.1 Altha .....	47
16.2 K'ta'viir .....	48
16.3 Idorians .....	49
16.4 Snee .....	49
16.5 Aoemarans .....	50
16.6 Wihr-kohl .....	51
16.7 Trilopters .....	51
16.8 Transhumans .....	52
16.9 Additional Racial Data .....	53

17.0 COMMUNICATORS: A NEW PROFESSIONAL GROUP .....	54
17.1 Professions .....	54
17.2 Skill Development .....	54
17.3 Skill Chart .....	55
18.0 ADDITIONAL PSION LISTS .....	56
18.1 Visions .....	56
18.2 Alteration .....	58
18.3 Control .....	60
18.4 Self-Mastery .....	61
19.0 ADDITIONAL PSIONS .....	64
19.1 Visions .....	64
19.2 Alteration .....	65
19.3 Control .....	66
19.4 Self-Mastery .....	66
20.0 ADDITIONAL SKILLS & STAT RULES .....	67
21.0 SPECIAL CHARACTER ABILITIES .....	68
PART V GAMESMASTER AIDS .....	70
22.0 STELLAR SYSTEM GENERATION ADDENDUM .....	70
22.1 System Identification .....	70
22.2 Stellar Data .....	70
22.3 System Data .....	73
23.0 PLANETARY GENERATION .....	74
23.1 Orbital Radius .....	74
23.2 Type .....	74
23.3 Circumference .....	75
23.4 Density .....	75
23.5 Gravity and Escape Velocity .....	75
23.6 Standard Hours Per Day .....	75
23.7 Standard Days Per Year .....	77
23.8 Satellites .....	77
24.0 SPECIAL PLAYER-CHARACTER OPTIONS .....	77
24.1 Military/Paramilitary Training .....	77
24.2 Example Requirements and Training .....	79
24.3 Non-Player Character Mentors .....	81
25.0 GAMESMASTER SITUATION AIDS .....	82
25.1 Potential Missions .....	82
25.2 Business Generation .....	85
26.0 USING EQUIPMENT .....	86
26.1 General Rules on Success and Failure .....	86
26.2 Making Scans .....	86
26.3 Security .....	86
26.4 Breakage .....	87
27.0 STARSHIPS: OPTIONAL RULES .....	89
27.1 Combat Rules .....	89
27.2 Extended N-Space Travel .....	90
28.0 MIRC COMBAT .....	90
28.1 Installed Weaponry .....	90
28.2 Criticals vs MIRCS .....	90
28.3 Systems Important to MIRC Combat .....	90
28.4 Combat Conventions .....	90
28.5 Combat Sequence .....	91
28.6 In Atmosphere .....	92
28.7 On Ground or Water .....	92
29.0 GRENADE, ROCKET AND MISSILE RULES .....	93
30.0 SUPPLEMENTAL TABLES AND RULES .....	96
30.1 Martial Arts Rules .....	96
30.2 Martial Arts Tables .....	98
30.3 Other Tables .....	102
30.4 Star Map .....	109

# INTRODUCTION

This is, as its name implies, a companion piece to **Space Master**, Iron Crown Enterprises' Science-fiction Roleplaying system. **Space Master Companion** consists of five distinct sections:

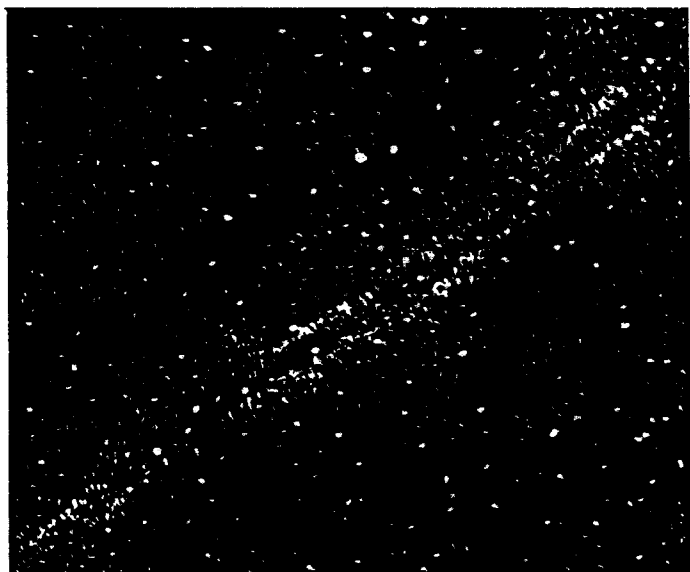
**I Alternative Settings** in which alternative **Space Master** scenarios can be used. These include a number of milieus of lower technology than **Space Master** but still in man's future. The system is flexible enough to allow for a number of different technology levels.

**II The Stellar Empire** describes in more detail the structure and workings of the interstellar empire of man some ten thousand years in the future. An expanded star map including the frontier zones, a compilation of Major Houses, and a number of Corporations and renegade groups are included.

**III Technology** encompasses a number of new weapons, devices, vehicles and spacecraft for **Space Master**. Also included are MIRC's: Mech Interface Robotic Comboids, a fusion of robot and man.

**IV Character Material** covers new alien races and humanoid variations, additional background options, new Psionic powers for Telepaths, and a new professional group.

**V Gamesmaster Material** expands on stellar and planetary development begun in **Future Law**, as well as covering supplemental Player Character Backgrounds, the MIRC combat system and business and mission generation tables. Also included are new Grenade rules, Power Sword and Force Knife tables, and complete Martial Arts Rules.



**This Introduction:** which includes general abbreviations and definitions.

## ABBREVIATIONS AND DEFINITIONS

The following abbreviations and terms are defined for easy reference.

### ABBREVIATIONS

Abbreviations are listed alphabetically within subcategories.

#### Game Systems

RM ..... Rolemaster  
SM ..... Space Master  
SMC ..... Space Master Companion

#### Character Stats

Ag ..... Agility  
Co ..... Constitution  
Em ..... Empathy  
In ..... Intuition  
Me ..... Memory  
Pr ..... Presence  
Qu ..... Quickness  
Re ..... Reasoning  
SD ..... Self Discipline  
St ..... Strength

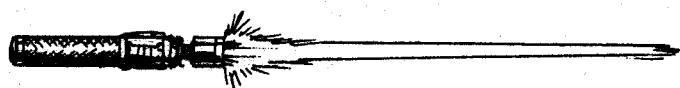
#### Professions / Character Classes

Arm ..... Armsman  
ArT ..... Arms Technician  
Cri ..... Criminologist  
EIT ..... Electrical Technician  
Eng ..... Engineer  
Exp ..... Explorer  
Med ..... Medic  
Pil ..... Pilot  
Phy ..... Physician  
Pla ..... Planetologist  
Res ..... Researcher  
SyT ..... Systems Technician  
Tel ..... True Telepath  
Adm ..... Administrator  
Ent ..... Entertainer  
The ..... Theologist  
xxx/T ..... Semi-Telepath of class xxx

#### Game and Technology Terms

AFV ..... Armored Fighting Vehicle  
A.M. ..... Adrenal Move  
AT ..... Armor Type (a range of 1 - 30)  
AT (DB) ..... Armor Type with the Defensive Bonus given  
Auto ..... Automatic Projectile (attack table)  
Bon ..... Bonus  
CAT ..... Construction Armor Type (AT's 21 - 30)  
CIP ..... Cost In Parts (% of unit cost for needed repairs)  
cumet ..... cubic meter  
D ..... Die or Dice  
D10 ..... A die randomizer for a range from 1 - 10  
D100 ..... A dice randomizer for a range from 1 - 100  
DB ..... Defensive Bonus  
El ..... Elmonits (cost in electronic monits)  
EP ..... Experience Points  
F ..... Failure %

FTL .....	Faster Than Light
GCH .....	The Galactic Court of Humanity
GCV .....	Ground Conveyance Vehicle
GM .....	Gamesmaster (game referee)
K .....	1,000 (a quantity of one thousand)
KIN .....	The Kashmere Intelligence Net
km .....	kilometers
LR .....	Long Range
LS .....	Light Second (300,000 kilometers)
Lvl .....	Level (experience, attack or Psion level)
LY .....	Light Year (the distance light travels in a year)
m .....	meters
M .....	Monits (hard currency denomination)
MA .....	Martial Arts
M/A .....	Matter/Antimatter
MERLOGH .....	MERCantile League Of Greater Houses
Mk.# .....	Mark Number (size, strength, and/or power)
MMAC .....	Multi-Manned Attack Conveyance fighter
M/O .....	Micro Organism
Mod .....	Modifier or Modification
MR .....	Medium Range
NPC .....	Non-Player Character
OB .....	Offensive Bonus
PB .....	Point Blank
PC .....	Player Character
PML .....	Portable Missile Launcher
PP .....	Power Points (for Psions)
R .....	Radius
Rad .....	Radiation
Rd .....	Round (10 second period)
RPG .....	Rocket Propelled Grenade
RR .....	Resistance Roll
SFRP .....	Science Fiction Role Playing
SMAC .....	Single Man Attack Conveyance fighter
SmPrj .....	Small Projectile (attack table)
SR .....	Short Range
Stat .....	Statistic or characteristic
TBD .....	Tachyon Beam Dictor
TLD .....	Trans Light Displacement



## DEFINITIONS

A few crucial concepts of the module are detailed below.

**Antispinward:** Astrographic designation indicating against the galactic spin. This is represented by a positive Y direction on the Imperial coordinate (not corrected for spin curvature).

**Construct:** Anything artificially produced. Most larger constructs have an *Armor Type* of 21 - 30 in the **Space Master** system.

**Coreward:** Astrographic designation indicating towards the core of the galaxy. It corresponds to a negative X coordinate direction on the Imperial coordinate system.

**Empire:** (also "Terran Empire"; "Stellar Empire") A geopolitical jurisdiction encompassing every star system known to be inhabited or claimed by Terran humans as well as those systems harboring indigenous sentients who have come into the Terran fold. The Empire consists of a central territory, known as the Imperium, and a multitude of Provincial territories governed by *Family* groups who pledge fealty to the Emperor and his court. At present, the Empire is over four and one half centuries old. The Emperor keeps his seat of power on Terra (also known as Old Earth).

**Family:** Political connotation. An abstract concept which has gained a great deal of popularity since the consecration of the Imperium. A Family is an almost intangible representative essence which denotes a society of people, practically separating them from the rest of humanity as a specific race. In practice, the administrators of a given Province take on the Family name, behind which all citizens of the Province can rally. It is often the case that the governors of a Province declare themselves nobility, thus elevating the title to Royal Family. The concept of the Family is akin to, and synonymous with House, Major Family, Greater Clan, etc.

**Frontier Province:** One of those territories, encompassing several star systems, which were colonized after the consecration of the Imperium and the first Inner Provinces. Having a low population density and little or no initial development, the Frontier Provinces are governed by Minor Clans who are in turn carefully scrutinized by Imperial observers. After long periods of development, Frontier Provinces can often obtain Inner Province status, with the governing Clan elevated to Royal Family status.

**Homeworld:** A geosphere which is capable of supporting standard hydrocarbon based lifeforms. There are precious few of these naturally occurring bodies so they are in great demand as territorial capitals. Candidate Homeworlds with unsuitable atmospheres can often be "terraformed" into viable geospheres through the introduction of specially developed micro-organisms which can transform undesirable gasses into desirable ones.

**Hypershunt:** The act of crossing the speed of light barrier and propelling one's craft into Hyperspace. Controlled Hypershunts have allowed Terrans to colonize distant star systems at a rate far exceeding predictions based on the restrictions of Einsteinian space.

**Hyperspace:** Hyperspace is the vernacular term for that cosmos known as the Tachyon Universe. It has been determined that in Hyperspace the speed of light is the lower boundary of a radiative propagation spectrum quite unlike our own. Recent engineering feats have allowed man to travel through Hyperspace, but as of this time, actual occupation, and action within, the Tachyon Universe is an impossible aspiration.

**Imperium:** The Imperium is that area of space which encompasses every star system colonized or claimed by man, which is not governed by a Royal Family or Minor Clan. The leader/figurehead of the Imperium is the Emperor himself who defers many of his responsibilities to planetary governors. The Governors are prevented from taking too many liberties with their assigned systems due to the omnipresent Imperial Fleet. Geographically, the Imperium is situated centrally in the Terran Empire with Old Earth maintained as the territorial Homeworld.

**Inner Province:** Often containing upwards of ten star systems, the Inner Provinces are feudal territories governed exclusively by Royal Families. As far as locational references are concerned, these Provinces usually border on, or are actually within Imperial space. Also, it is not uncommon to find Inner Provincial administrations who, in turn, parcel out systems in their own territories for Minor Clans to govern.

**Instation:** Akin to Orbital stations, Instations are much larger counterparts which are set into orbits around stellar primaries (as opposed to planetary bodies). They serve as military fleet bases and as communication backup systems for the inhabited planets in the given system. They usually offer civilians the use of their repair and overhaul facilities while some are actually capable of undertaking space vessel construction operations.

**MERLOGH:** The economic monitor and stock market of the Terran Empire. MERLOGH's existence can be attributed to the PreImperial territories who swore to fight the forming Imperium to the bitter end unless independent watch-dog institutions were allowed to operate in the Empire-to-be. To this day, MERLOGH, VEGAPOL, and the Galactic Court of Humanity have kept their autonomous and unbiased (well, mostly unbiased) status in the Emperor's realm.

**Minor Clan:** Clans are family societies Imperially designated as minor royalty. Although not entitled to the near autonomous operative capabilities afforded the Royal Families, Minor Clans can often be found governing their own systems or continental states (under the watchful eyes of higher authorities — usually a Family). Minor Clans, by law, are prevented from keeping their own soldiery or minting their own hard currency; however, a Clan's economic performance

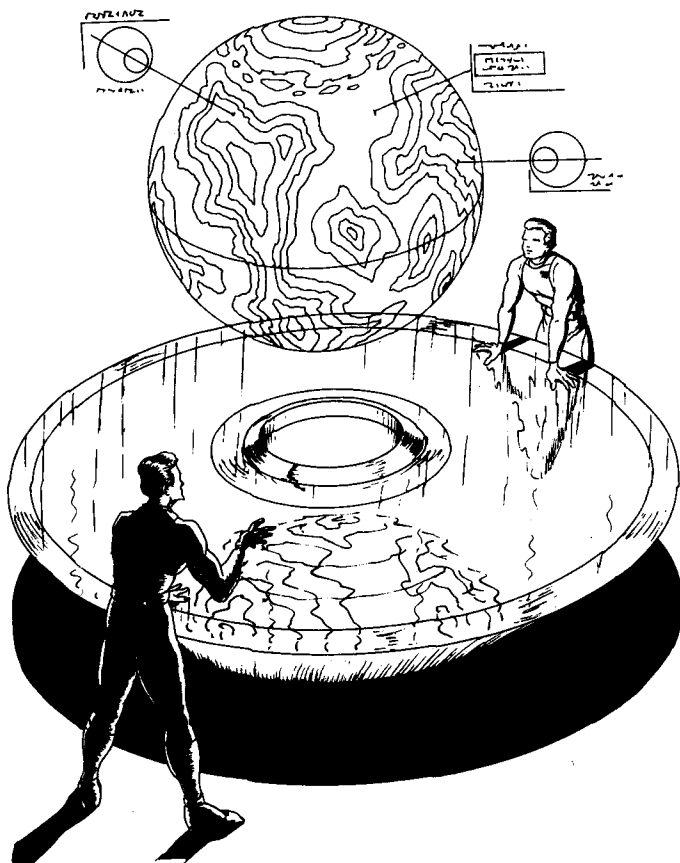


is scrutinized in MERLOGH as thoroughly as any larger political unit's economy would be. Minor Clans are often allocated Imperial garrison forces when they occupy areas troubled by conflict, despite the fact that the Clan is often the conflict's instigator.

**N-Space:** Normal Space. This defines the universe and time that Terrans presently inhabit and operate within; governed and bound by the physical laws which have lasted for ages untold.

**Orbital Station:** Orbital stations are environmentally controlled structures kept in orbit around various planets in the Empire. Their primary purpose varies according to the types of activities which are carried out on the planetary surface below. If it is a resource world, the orbital station will usually perform the function of heavy cargo transfer terminal. If it is a Homeworld, then the station will be equipped to handle communications and personnel. In many instances, orbital stations have repair and overhaul facilities and are quite capable of orchestrating spur of the moment military activities. Defensive armaments are usually geared to the amount of danger inherent to the given system. Their orbital maneuverability is severely restricted. They can often sustain 20 to 200 people, depending on function.

## HOLOGRAPHIC PROJECTOR TABLE



**Outstation:** The Outstation is the interstellar counterpart of the Instation, although its primary function differs slightly. The Deep Space Outstation, as it is more properly called, often takes the role of Tachyon Beam Dictor relay base, as they are constructed along important communication lines where there is no convenient star system within which to place a more conventional relay station. They also serve as supply bases for the fleets or the political entity which has constructed and staffed the structure. Outstations are not perfectly stationary; like other celestial bodies, they circle the galactic core.

**Outward:** Astrographic designation indicating away from the galactic core. This is represented by a positive X direction on the Imperial coordinate.

**Sianetic Harbingers:** A title given to that ancient spacefaring race which spread Hominids from earth to several nearby habitable worlds, giving rise to humanoid and xeno-human races. They are known by several other titles, most of which are culture specific: the Ancients, the Forerunners, the Fathers, the Old Ones, etc. Harbinger artifacts fetch a high price in the scientific and collectors' communities.

**Spacefaring Port:** A surface-bound installation which contains maintenance and repair facilities for civilian and military ships alike. All Spacefaring Ports are staffed with a complement of customs officers and garrison troopers who try to uphold the laws of the administration in control of the system in question.

**Spinward:** Astrographic designation indicating with the galactic spin. This is represented by a negative Y direction on the Imperial coordinate (not corrected for spin curvature).

**Stellar Primary:** A planetary system's sun. In polystar systems there would obviously be several stellar primaries, but it is the major star (determined by mass or size) which gives a system its name.

**Tachyon Beam Dictor:** An instantaneous communication system, critical to the unity of the Empire. Data is transmitted in the form of tachyon streams, usually through a number of relays (the effective range for one transmit being only about 50 light years).

**VegaPol:** An interstellar police force which operates independent of Imperial and Provincial jurisdictions alike. It is based in the Vega system, and operates in conjunction with the Galactic Court of Humanity.

# PART I ALTERNATIVE SETTINGS

Although **Space Master** modules have so far been keyed to a specific milieu (the Terran Empire in approximately 10,000 A.D.), the system is designed so that a wide range of technological levels are possible. Indeed, even in the **Space Master** scenario, a wide range of technologies are possible, depending on the civilization encountered. Two general alternative time-periods are touched on below, as well as a few unusual themes.

## 1.0 POST-NUCLEAR

Sometime in the early 2000's could — as many have proven — provide a fascinating setting for Roleplaying. Naturally, the Gamesmaster will have to go through the Technology sections and decide what materials and equipment are not available. Certainly, gravitic control, matter/antimatter energy, and molecutronics will not have been developed. Handheld energy weapons would be bulky, unreliable and not very powerful (if in existence at all).

In addition to the standard post-nuke environment, there are many near-future possibilities where society has wholly or partially broken down. A limited biological war which destroyed the major governments opens up avenues for unusual nations to come to power; where technology levels vary tremendously. 20th century Earth invaded by an alien race is always a popular concept in which humans, armed only with current technology, must combat the technically advanced aliens.

## 2.0 NEAR-EARTH COLONIES

Any number of times closer to the present along the timeline in this book might be interesting to Roleplay in. The early sublight expansion of mankind across the Sol system; colony ships to the nearby stars; even the decline and fall of the Terran Federated Democracy.

## 3.0 BIZARRE ALTERNATIVES

A few more unusual (and possibly complex) scenarios are noted below:

**1. Time-travel:** The party (for one reason or another) might gain access to time-travel equipment. This is far beyond the technology of even the Terran Empire, but may not have been beyond the powers of the Sianetic Harbingers. The Gamesmaster will have to come to grips with the inevitable paradoxes of time travel, and be prepared to resolve them quickly to avoid confusion and Player debate. The concept has infinite play potential, however.

**2. Science-fantasy:** This will require additional system material, but the mixing of Science-fiction and Fantasy environments can be very entertaining, and will inject a refreshing element into any S-F (or Fantasy) campaign.



IMPERIAL CITIZENS ■

**3. Travelling World:** A huge starship (probably sublight, undoubtedly kilometers-long) fully self-contained and ecologically stable, can be the complete environment for a campaign. Dozens of cultures and ecosystems could be represented, each unique and different from the rest. Perhaps the players are renegades from one culture, or maybe they are from the "outside"...



# PART II THE EMPIRE

## 4.0 LIFE IN THE EMPIRE

*"This ain't no party,  
This ain't no disco,  
This ain't no foolin' around..."*

*Unknown Philosopher  
Terra Prelmp c. 9660*

Although technology in the universe of **Space Master** — some nine thousand years in the future — is far advanced, it is not beyond the imagination. Indeed, due to the numerous technological and social collapses which punctuated man's drive to the stars, many worlds subsist on a technic level not far above the barbaric 19th-20th centuries. While truly advanced equipment exists on Imperial Core planets and Provincial Homeworlds, the costs of bringing the more sophisticated luxury items to the Frontier are prohibitive.

It is also interesting to note the eclecticism which grows stronger as one nears the heart of the Imperium and the more settled worlds. There is a strong tendency to renovate rather than rebuild; a desire to preserve at least the facade of an earlier age. Many structures dating back to the early colonization period and the Universal Technological Recession are still inhabited. Ancient buildings of baroque design, refitted with the latest environmental and computer systems, create a strange fusion.

In the less prosperous areas of many planets the union is grating and harsh; no attempt at softening the junction is made. Where the original lighting or environmental systems have failed less advanced equipment has been grafted on. Ducts and exposed wiring make for unpleasant decor. This is the darker side of the Imperium, planets where the environment has been abused. Sulfurous clouds rule the skies from which pour a continuous acidic drizzle. Everything seems old, barely functional, and filthy.

On many planets, however, there is the tendency to utilize the solid, grandiose architectural style of earlier eras (often stone or other ponderous material) and carefully infuse the advantages of high-tech refinements. The Empire, in an apparent attempt to emulate ancient Terra's Renaissance period, has encouraged such fashions and trappings in the Imperial Court. Many new buildings on Terra and Venus (home of the Imperial Senate) also reflect this style. All this, the Emperor hopes, will promote a feeling of enlightenment and forward momentum — that the Stellar Empire is entering a new age. Few are fooled by this ruse, however; under the precision-ground real marble facades of the new Imperial Palace building remains a foundation of crysteel supporting one of the most corrupt, power-mongering governments ever to exist. And it continues to flourish.



## 5.0 HISTORY OF CIVILIZATION

*"Human history becomes more and more a race between education and catastrophe."*

*H. G. Wells  
Terra, Prelmp c. 9710*

**Prelmprial Time** (all dates are negative to year 0: the Consecration of the Imperium).

c. 15,000 The dawn of civilized man.

c. 11,650 The first rise of the Dia Khovaria: the Holy Tabernacle of the Word. See Section 4.1.

9700 The first utilization of a holocaustic attack delivery system (in this case nuclear) on a civilian population.

9660 — 9608 Feasible fusion power generators are developed.

9600 The first successful sentient cloning of a human being. It is created by a western European research group.

c. 9600 Cryogenic sleep units come into widespread use. The next five hundred years are marked by a number of "colony" ship launches from Earth and her near colonies to the stars.

9540 The first practical microfusion power generator is produced.

8450 — 5698 The period required by researchers to gain a mastery of the gravitic field. The newly discovered power requirement-to-mass ratio insures that such gravitic field control will never pass beyond the sub-planetoid level unless unimaginably great power sources could be tapped (even more than the Andrium reaction will produce in times to come).

8104 — 8068 Research period of molecular data storage for informational processing systems. The potential of Optical Electronics is fully realized.

8068 — 5655 The study of molecular electronics leads to the advent of living circuitry.

7900 The first known successful human alterant replicant is produced on a near-earth colony.

7887 — 7610 The Universal Technological Recession of mankind. As if motivated by a single will, almost every colony is cast into a technological dark age as the human masses revolt against the ever increasing control of automation over their lives. The duration of the revolt varies for each colony, so the dates given are rather artificial. The first date marks the initial instance of a violent revolt, although there had been notable unrest over the preceding three decades. The

end date marks the general desire for renewed technological progress incarnated in the form of a scientific symposium held on the Solar Mars colony. Despite the tremendous suffering that was experienced just before the recession (and throughout this dark age), the lack of a strong centralized regulatory body prevents the enforcement of policies which would stop these unfortunate events from occurring again. It is interesting to note that one of the very few organizations to survive the Recession (and even flourish in it) was the Dia Khovaria.

c. 7700 Experimentation in alterant replication leads to the limited production of laborer and recreation models.

c. 7600 Tachyon physics becomes the main focus of study in the scientific community.

c. 7500 — 6000 Secondary relapses of the Universal Recession of Technology intermittently strike down promising settlements; progress is painstakingly slow in most areas.

5705 Humanity is firmly entrenched on ten core worlds but communication problems lead to cultural drift. This is more acute in the frontier areas.

5655 The development of true Molecutronics sparks an android construction boom. Virtual Humanatronics, the pre-eminent producer of Molecular Circuits, is soon recognized as the top-quality producer of android brains.



5603 The Relative Inertial Field suspension effect is discovered.

4002 — 3621 There is a booming interest in temporal physics: hypotheses of alternative universes and practical applications abound.

c. 3500 — 3000 A general antipathy towards technological trappings leads to a scientific recession in many colonies. This anti-tech drive is sporadic and does not lead to a collective psychosis. Claims that the Dia Khovaria ("The Church of the Word") centered on Hanaan IV, is responsible remain unproven.

c. 3000 — 2000 This millennium sees the bits and pieces of humanity drifting further from each other and their common heritage. Many far-flung settlements cut themselves off from their parent societies by ceasing their already sporadic speed-of-light communications.

1921 Andrium, the elemental source of powerful matter/antimatter reactions, is created on a near-earth colony.

1921-1480 The secret of the production of Andrium is shared between allied near-earth scientific groups. It is kept from the political leaders of the day in an effort to prevent its hypothetical use in a military weapon of unparalleled destructive capability. The Andrium for Science League is born.

1192 The AFSL performs an unsuccessful hypershunt test.

1190 In a secret test, witnessed only by representatives of the Andrium for Science League (AFSL), a spacefaring vessel successfully hypershunts with an Andrium power source. The second test in that same year results in the destruction of the test vessel.

c. 1100 The Andrium for Science League develops an interstellar translight merchant service, the revenues from which are channeled into research and development. The monopoly held by the League makes them very powerful and they eventually become a strong political force throughout the core worlds.

1076 The Tachyon Beam Dictor is invented. This device allows instantaneous communication over great interstellar distances. The first units to appear have an effective transmission range of about 10 LY. Because the TBD system is developed by a research group sponsored, and closely supervised, by a leading political force of the time (a coalition of near-earth colonies), no production monopoly is held and the system spreads quickly to several scattered colonies. The Dia Khovaria sees this as a chance to link their famous databases and make a new place for themselves.

1076 — 457 The period of time generally referred to as the Wars of Integration. As a quickly installed TBD network begins to dominate the data transferral markets, the merchants of the Andrium for Science League begin to lose the revenues which they were making in this field. To counter the subsequent decline in their importance, several members of the organization sell off blueprints and manuals for the construction and maintenance of Andrium-fueled hypershunting drives to powerful political institutions. FTL fleets are slowly built up, and the Andrium for Science league is coerced into supplying precious antimatter fuel. The League, which still holds the secret of Andrium production, degenerates into a mere production cartel. With ships, fuel, and command communications provided by the Dia Khovaria's TBD system, the united core worlds embark on their self-proclaimed mission to reunite all of humanity. During this time a limited number of Andrium bombs appear.

c. 1000 — 500 With data as a valuable commodity, and a far-flung TBD network, the D.K. experiences a return of their former prominence — at the expense of the last vestiges of their religious beliefs. By PreImp. 500 they have become a purely secular organization.



457 The culmination of the Wars of Integration is the creation of the Terran Federated Democracy (a.k.a. "United Federation," and more recently, as the "Old Democracy"). The Democracy's parliament is located on Old Earth.

324 The Terran Federated Democracy holds sway over Terran humanity and the homeworlds of affiliated xeno-races. This was the first (and nearly successful) attempt at a unified political structure to administer all of the colonized worlds.

323 Several sectors and homeworlds declare their independence from the Terran Federated Democracy as their specialized needs are not fulfilled by this institution. They begin to fortify their systems against anticipated reprisals from the Federation.

291 Man-portable blaster weapons are mass-produced as a construction method is discovered which prevents deadly radiation from being emitted at the point of attack delivery.

320 — 275 The pre-imperial core worlds initiate a massive arms race as they construct the awesome Imperial Navy.

270 The fledgling political unit which will, in time, gel as the Imperial Court unleashes brute force to deal with the old Democratic leaders and systems which have refused to come into the fold. At the same time, the D.K., having abandoned its ties to the Federation, employs some of its more sensitive data to convince key leaders to cooperate with the Court.

256 The Imperium-to-be issues a declaration to all inhabited worlds stating that it claims ownership rights of all systems colonized/conquered by man to date.

255 — 50 Various uprisings, revolutions, and back-room politicking thwart attempts to quickly solidify the pre-imperial power base.

39 The GCH opens its doors to hear interstate grievances of political, military, and economic natures. It is hampered by widespread accusations of perjury and corruption.

27 The first of the Order of Truthsibyls are used at the GCH. Perjury is virtually eliminated; while the seeds of a long and bitter rivalry between the Truthsibyls and the Dia Khovaria are sown.

14 This date marks the last known utilization of a holocaustic attack delivery system on a mass civilian target; the population in question is the society occupying the Xi Sinva Star system. Their leaders were implicated in a plot to stop the Imperial Drive, the plot uncovered by the Truthsibyls of the GCH.

12 VegaPol (An independent policing force), which supports the Galactic Court of Humanity and MERLOGH (MERchantile League Of Great Houses), is granted operational status.

3 MERLOGH begins operating as the financial monitor of Terran space.

2 The Emperor-to-be guarantees that the Andrium for Science League will maintain their production monopoly.

1 The Emperor-to-be makes clear his intention to outlaw the production of holocaustic attack delivery systems.

## Imperial Time

0 The Consecration of the Imperium (consisting of a myriad of systems organized into Regions, Quadrants, and Sectors), and 27 Provincial Territories. The Andrium for Science League changes its name to Andrium Producers of the Imperium in order to more properly reflect its latest primary function. This cartel retains its power through the present.

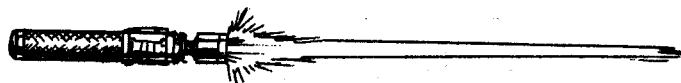
1 The Great Hoarding.

2 The long prophesized and awaited Messiah of Izar seems to have incarcerated herself on a desolate and backward frontier settlement. Within a few years, hundreds of billions of humans embrace the spin-off religions catalyzed by her coming — despite vehement condemnation by the Dia Khovaria. Unable to keep a rein on his subjects, the new Emperor watches helplessly as expansion slows, research stagnates, and technology lapses yet again, as the Messiah is interpreted as preaching Aesceticism. At least an entire generation of advancement opportunities is lost to the empire.

4 ICoM, a subdivision of MERLOGH, begins operations on Old Earth.

63 The Messiah of Izar disappears under mysterious circumstances and the Emperor's court is implicated. Two decades of interstellar unrest follow, pressing the Imperial Deep Space Navy into action on several occasions. Not surprisingly, there are suppressed reports of numerous Starmada mutinies. The Navy loses its effectiveness for a time.

72 In an attempt to get a better grip on his crumbling Imperium, the Emperor instigates sweeping reforms and new scientific project research incentives which he hopes will bring prosperity again. His plans get a lukewarm reception.



113 Personal Velocity Shields appear commercially.

127 The advent of improved sensor fields allows safe hypershunts out to a range of 50 LY. This instigates an age of unprecedented expansion. Frontier Provinces proliferate, bringing greater wealth to the Imperium.

301 As a result of the War of Tarquinis (a.k.a. "The Rebellion of the Provinces"), the Emperor allows Major Families to acquire additional systems directly from the Imperium and Frontier holdings. Restrictive Quotas remain in effect through the present, however.

412 Matter/Antimatter torpedoes are first fitted on Imperial vessels. The Inner Provinces protest this as a violation of the Emperor's own holocaustic production ban, then furiously begin developing such weaponry for their own use.

462 Personal Absorption Shields first appear commercially.

470 — 480 The time period of this module.

## 6.0 THE IMPERIAL GOVERNMENT

### 6.1 EXECUTIVE (IMPERIAL) BRANCH

**LOCATION:** Sol III: Terra

**TIME PERIOD:** IMP 470 — 480

**IMPERIAL DYNASTY THRONE:** The Absolute ruler of the Terran Empire rules from Old Earth. His main Imperial palace is situated in an area once known as Constantinople, with the complex and grounds covering nearly 1000 square kilometers. Twelve other palaces dot the globe, in various climates. Terra's environment has been revitalized since the wanton destruction of the 19th-21st centuries, and much of the planet is parkland or natural wildlife habitat (one of the Emperor's few really socially responsible moves).

**IMPERIAL CABINET:** All appointed by His Imperial Majesty, these advisory positions actually carry significant power and political clout. In a realm as vast and far-flung as the Empire, a high-ranking government official of necessity is granted considerable authority. To back up this fine theory, the Imperial ministers never travel far from Sol without a sizeable Imperial Starmada task force.

*Information Ministry:* The Minister of information happens to be Cardinal Aurelis Nogia of the Dia Khovaria. A D.K. administrator is actually a local choice considering their unequaled database and communication network.

*Defense Ministry:* This administrator is responsible for maintaining the Imperial Fleet, supervising new designs and, in general, keeping all threats to His Majesty at bay. The D.M. assigns Imperial observers to the Inner Houses and Minor Clans to monitor their military strength.

*Provincial Relations Ministry:* Always appeasing the hotheaded Provincial leaders, the P.R.M. must keep friction from igniting into Rebellion.

*Justice Ministry:* The Emperor's liason with the GCH, the Justice Minister monitors Court activities. Interestingly, the current Justice Minister is Sibyl Olgivana Helene, a high-ranking member of the Order of Truthsibyls. She rarely leaves His Majesty's side, and he has become almost compulsively dependent on her skills. She and Cardinal Nogia nurture a mutual dislike of legendary proportions.

*Treasury Ministry:* Keeps His Majesty abreast of the status of the Imperial Monit, as well as monitors Imperial investments, shares in MERLOGH, etc.

*Technology Ministry:* The Minister of technology is responsible for monitoring all technic advances within Terran Space. Since it is in the Emperor's best interest to control technology, it is widely expected that many developments (and their developers) have met with unfortunate accidents. The Technology Minister is also director of the ISI (see below).

*Intelligence Ministry:* Exactly what it sounds like, the Intelligence Ministry spies on virtually everyone else in the Empire, including the other Ministries. The I.M. is Director of the Imperial Intelligence Directorate (The "IID").



■ KASHMERE CAPITOL

**IMPERIAL AGENCIES:** These agencies, all headquartered in the Sol System, are subject to His Majesty's directives, though administrated on a day-to-day basis by Imperial Ministers or Directors.

*Imperial Science Institute:* The ISI is not as harmless an organization as it might sound. Although there is an innocuous R&D division and extensive Survey fleet, the ISI is rumored to have a "Police" arm which arranges "accidents" for those unwilling to have their technic developments "managed" by the ISI. A (primarily legitimate) division of the ISI is the Imperial Archeological Institute, whose purpose is largely to investigate Sianetic Harbinger ruins.

*Imperial Intelligence Directorate:* Quite simply the most feared agency in the entire galaxy. The realization that the IID is after you is tantamount to an announcement of execution (or worse). At least with VegaPol, one has a slim hope of justice and due process. The IID does not bother with such trivialities.

*Imperial Fleet of Starmadas:* The largest fleet of starships in the known galaxy; they are the clout which holds the Imperial Provinces in line.

*Imperial Police* (known in some circles as the "imps"): Not as large or complex an organization as VegaPol, the Imps are little more than an elaborate Praetorian guard, acting to prevent treason and to maintain the Emperor's personal safety. His majesty hand-picks and personally supervises this group to assure their unwavering loyalty. They are as a rule big and not too smart, but would give their lives for the Emperor. Rumor has it that most of the Imperial Police corps is made up of Androids and Transhuman I,V, and VII's. It's true.



## 6.2 JUDICIAL BRANCH

*"It is the customary fate of new truths to begin as heresies and to end as superstitions."*

*T. X. Huxley  
From The coming of Age  
of the Origin of Species  
Terra, Prelmp c. 9775*

This division is technically independent from Imperial control except on the occasion when His Majesty personally intervenes.

**LOCATION:** Vega IV

**TIME PERIOD:** IMP. 470 — 480

**GALACTIC COURT OF HUMANITY:** It is the Court's function to investigate and adjudicate matters of diplomatic, economic, and criminal dispute between the Empire's territories. Note that, when possible, most Provinces seek their own "out of court" settlements when inter-family disputes arise. As the name VegaPol suggests, the Galactic Court of Humanity (GCH) and its policing component are located in the Vega system on Vega IV (Valhalla). To facilitate fair decisions on the part of the court (which are often dependent on the adjudications of the not wholly trusted Truthsibyls), all evidence to be presented in a given case must be independently confirmed by Vegapol. This is why it is common to find Vegapol detective-monitors permanently attached to the security offices of many Empire territories.

The GCH hears all Imperial crimes (crimes against the Emperor) by individuals, corporations and governments. They will also arbitrate interprovincial disputes at the request of one factional power or the Emperor.

### MONITS AND ELMONIT CARD



**VEGAPOL:** The Vega Police is an "independent" enforcement organization, linked to the Galactic Court of Humanity. They are known to be terrifyingly efficient and sometimes brutal — yet they are considered fair and impartial compared to the IID. Their areas of enforcement (and some penalties):

- 1) Elmonit falsification (actual illegal tampering with elmonit balances): Selective memory wipe or even termination.
- 2) Smuggling drugs/munitions/general contraband across provincial territories: less severe, but stiff penalties.
- 3) Conspiracy to overthrow MERLOGH, the Galactic Court of Humanity, Vegapol, or any institution of the Imperium (Treason): punishable by termination only.



**MERLOGH:** (MERchantile League Of Great Houses) includes the Central Board of Trade, and is the third arm of the Vega triumvirate. MERLOGH is the Galactic Stock Exchange and much more. As the Imperial Mint, MERLOGH also sets the value of the standard Elmonit — the electronic currency in use throughout the Empire. It also rates each Province's Monit (hard currency) against competing currencies. MERLOGH local offices technically own all Elmonit cards, and the MERLOGH Network adjusts balances and maintains the economy of the Imperium.

The Vega system was chosen for these essential services because there are a plethora of natural obstacles within the system, namely asteroids, which make it easily defendable through military force. The asteroid-rich system renders large scale naval invasions impractical, and Vegapol has set up an unrivaled defensive network in the system utilizing the abundant natural firing platforms.

## 6.3 LEGISLATIVE BRANCH

**LOCATION:** SOL II: Venus

**TIME PERIOD:** IMP 470 — 480

**IMPERIAL SENATE:** The Imperial Senate is made up of the Great Houses, each given votes relative to size and power within the Imperium. They (with the Emperor's cooperation) make the laws that the GCH and Vegapol enforce. Although the Senate has some administrative power, it is very restricted and limited only to general policy legislation. It has some veto power, but the majority required is almost impossible to assemble; what votes the Emperor does not have from allies he can usually acquire through blackmail or outright threats. Thus, the Emperor maintains nearly complete political control of his feudal government (not to mention packing the military clout of the Imperial Fleet). The main function of the Senate is to debate minor legal problems and to supervise the operation of MERLOGH and the GCH. The Senate meets once each Imperial Year for a 20-day session.

Provincial titles are a holdover from ancient terminology, and are outlined below:

**Duke:** The highest grade of Imperial Nobility, held by only a handful of the Inner Provinces.

**Count:** Second only to Duke, this title reflects a holding of considerable power and scope.

**Viscount:** Relatively rare, the term *Viscount* indicates a sizeable holding, though lacks the prestige of Count or Duke. More recent additions to the Imperial fold have sometimes been assigned this title.

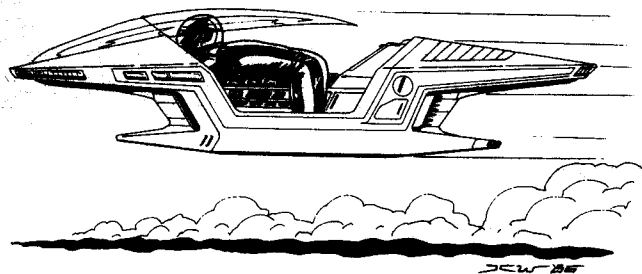
**Baron:** The lowest "landed" Major House title, baronies proliferate along the Inner Province fringes.

**Lord:** Somewhat indistinct, this title is often used to designate Frontier Province rulers. One prominent exception is Devon, whose leader Antikythera II chose the name in defiance of the Emperor. The Devonian family head had been Duke for some time, until the Emperor downgraded their status to lowly *Thain* in punishment for an unsuccessful power play. It is presumed to be only a matter of time before the Devonians retake their original title of Duke.

**Thain:** A catch-all title usually applied to leaders of Minor Clans.

## 7.0 IMPERIAL ORGANIZATIONS

The Provinces to be found within, or bordering on, Imperial Space are called Inner Provinces, each of which is ruled by a Royal Family whose roots harken back to the first leaders of the Province in question. The remaining "outer" territories are called Frontier Provinces, the rulers of which are often Minor Clans who wield much less power than the Royal Families. Under the terms of the Empire's Liege Lord agreement, each Royal Family is entitled to field its own Provincial Defense Fleet, train and keep its own soldiery, and mint its own hard currency. But because the Emperor charges regular tithes in proportion to the economic and military strength of a given Province, there is little incentive for a province to become very powerful and a great incentive to hide one's true strength — which is of course a capital crime.



On the other hand, the Minor Clans are outlawed from maintaining private armies and must use the Imperial Monit for interprovincial commerce when needed. Each Minor Clan territory is granted a garrison force of Imperial troops for defense purposes and the Clan is allowed to maintain their own exploration vessels. These expeditionary fleets seldom lack Imperial "observers" or "advisors" to keep an eye on the resource wealth of star systems newly discovered in the Frontier. With the advent of the Province, Family and Clan have created a vehicle for somewhat autonomous states. It is quite apparent that this feudal structure has efficiently extended the realm of the Imperium without the corresponding expenses.

## 7.1 MAJOR HOUSES

Some of the more prominent Inner Provinces are briefly touched on below. They by no means represent all of the Inner Provinces, but are given as examples and for reference purposes. Dates provided next to a given ruler indicate the period of reign.

The motives and allegiances of these Families are mutable and are never absolutes. They are not even necessarily accurate, being only the generally perceived attitudes.

### DEVON

CURRENT RULER: Lord Yama Pythagor III Devon (Imp.460 — )

HOMEWORLD: Delta Cassiopeiae VI (Karoline) [+32X+30Y+11Z]

POLITICAL ALLIES: Jade-London, sometimes Carlisle

OPEN ENEMIES: Colos

GENERAL COMMENTS: Although certainly not altruists, the Devonians are probably among the least corrupt of the Major Families. A very detailed account of the workings of House Devon is available in the module **IMPERIAL CRISIS**: House Devon in Turmoil.

### COLOS

CURRENT RULER: Lord Kibakee Colos I (Imp.469 — 471)

Lord Alexander Telax Colos IV (Imp.471 — )

HOMEWORLD: Gamma Vulpeculae IV (Orpheus) [+4X+40Y+14Z]

POLITICAL ALLIES: ?

OPEN ENEMIES: Devon

GENERAL COMMENTS: Colosians have a well deserved reputation for unsubtle aggression against their enemies; they are not known to be nice guys. If they could, they would pull every sneaky, underhanded trick possible to thwart their opponents. Unfortunately [for the Colosians] they aren't that clever; usually their plots end in embarrassing failure.

### JADE-LONDON

CURRENT RULER: Count Matthew Daniel Jade-London VI (Imp. 463 — )

HOMEWORLD: Alpha Volantis III (Lamaraine) [+45X-19Y+3Z]

POLITICAL ALLIES: Devon, Carlisle, Kubischev-Lloyd

OPEN ENEMIES: Colos

GENERAL COMMENTS: Like the Colosians, the Jadists frequently stoop to underhanded means to get what they want. Unlike the Colosians, the Jade-London operatives are frequently intelligent, clever, and creatively devious individuals. Their hands are always clean. Jadists are generally loyal to their friends [space help their enemies].



**CARLISLE**

CURRENT RULER: Duke Preston Jorel Carlisle IV [Imp. 458 — ]

HOMEWORLD: Aldebaran V [Oreign] [+6X+12Y-39Z]

POLITICAL ALLIES: Devon, Jade-London, Augustus-Hayes

OPEN ENEMIES: None

GENERAL COMMENTS: The Carlisle family has centuries-old reputation in the Imperium for being 'a bunch of really nice guys'. As such, they have earned the disdain of many other houses. Devon, and Jade-London especially stay on outwardly friendly terms with Carlisle while remaining always on the alert for a way to take advantage of them. However, the Carlises — while honest — are not stupid. Their intelligence divisions are as good as anyone's, and they have foiled a number of attempted overthrows, assassinations, and other, more subtle attacks.

**KUBISCHEV-LLOYD**

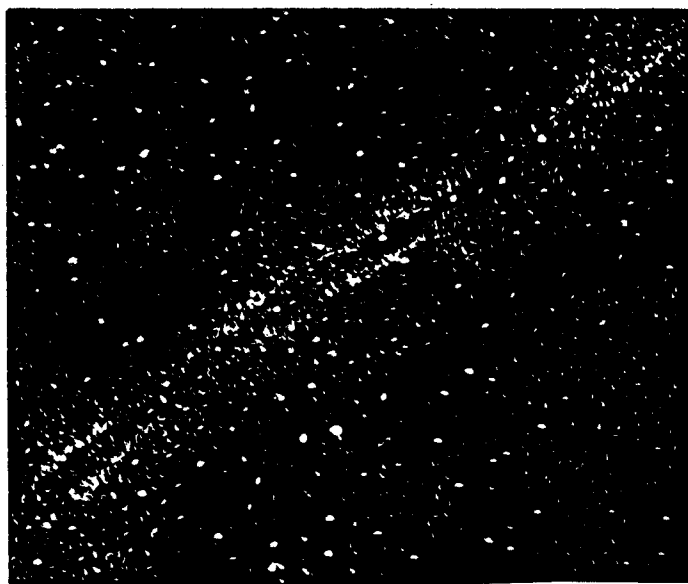
CURRENT RULER: Baron Kevin Ilianovich Skakis Kubischev-Lloyd [Imp. 463 — ]

HOMEWORLD: Eta Pavonis IV [Urkusk] [-10X+59Y-13Z]

POLITICAL ALLIES: House Jade-London

OPEN ENEMIES: Houses Hulusu, Moskava, occasionally Devon.

GENERAL COMMENTS: One of the less prominent of the Houses Major, Kubischev-Lloyd owes its continuing existence to an alliance with Jade London. The families have a common heritage and Count Matthew and Baron Kevin are personal friends. The Jadists and Lloyds often cooperate in schemes to thwart House Hulusu plots.

**KASHMERE**

CURRENT RULER: Duke Caitlin Pliny Bently Kashmere II [462 — ]

HOMEWORLD: Astra I [Olympus] [47,9,-49]

POLITICAL ALLIES: Carlisle, Devon

OPEN ENEMIES: Colos [?]

GENERAL COMMENTS: One of few Inner Houses consecrated after the founding of the Empire, Kashmere is actually a coalition of five systems. These are colonies of an ancient Earth-settlement which agreed to unite under the rule of their common homeworld. In this way they could together wield the clout of a Major House, rather than each have Minor Clan status individually.

**HULUGU**

CURRENT RULER: Baron Teril Langdon Sirood Hulusu I [Imp. 441 — ]

HOMEWORLD: Regulus V [Regula] [-48X+31Y+27Z]

POLITICAL ALLIES: Moskava

OPEN ENEMIES: Kubischev-Lloyd, Jade-London

GENERAL COMMENTS: One of the original Inner Provinces, Hulusu has declined in prominence somewhat since its inauguration. The House still maintains a respectable MERLOGH stock, however, primarily due to its massive mineral wealth. Hulusu maintains ties with Family Moskava, but Baron Hulusu (and perhaps too many of his predecessors) is willful and independent, sometimes to the point of recklessness. Hulusu is frequently antagonized into foolish aggressions by the Jadists (who never tire of taunting a dumb animal), and is considered by many to be the only House to exceed Colos in sheer political stupidity.

**MOSKAVA**

CURRENT RULER: Countess Alana Channing Circe-Leonova Moskava II [Imp. 435 — ]

HOMEWORLD: 61 Ursa Majoris III [Aldomaine] [-24X+2Y+32Z]

POLITICAL ALLIES: Hulusu

OPEN ENEMIES: Kubischev-Lloyd, Jade-London

GENERAL COMMENTS: If anyone is more wily and clever than the Jade-London Intelligence corps, it is Countess Alana Moskava. The venerable matriarch for nearly 40 years, Countess Alana has masterminded innumerable schemes against her political rivals, and has precipitated the fall of more than one Provincial government. She has survived dozens of assassination attempts and punished the [suspected] perpetrators with brutal retribution. The Moskavian Intelligence Ministry has amassed considerable "personal" data on virtually every significant personage in the Empire, and Countess Alana is not afraid to use it. The Emperor spends considerable time monitoring her activities — wary of her power-base and concerned that Alana Moskava might have designs on the Imperial throne.

**AUGUSTUS-HAYES**

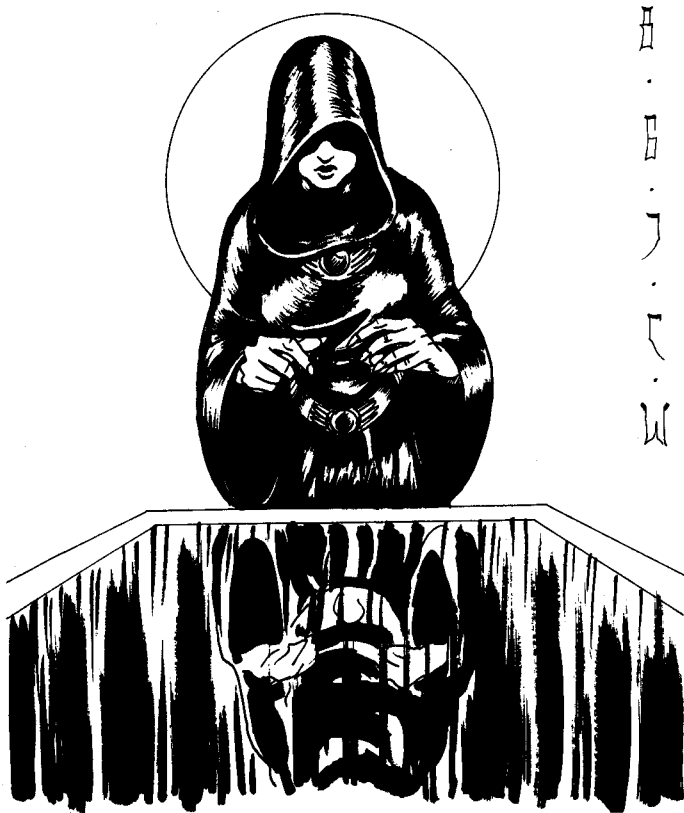
CURRENT RULER: Count Brandon Kothus Tyreus Hayes VIII [Imp. 463 — ]

HOMEWORLD: Alpha Virginis [-23X-40Y-55Z]

POLITICAL ALLIES: Carlisle

OPEN ENEMIES: ?

GENERAL COMMENTS: Considered by some to be a relatively "backwater" province, Augustus-Hayes is indeed far below the galactic plane, and in a sparse quadrant. This is fine for Count Brandon, who works to maintain a low profile for his house. Being a neighbor to Countess Alana, he sees anonymity as preferable to becoming an acquisition.



■ A TRUTHSIBYL OF THE GCH

## 7.2 OTHER IMPERIAL ORGANIZATIONS

When the Empire formed nearly five centuries ago, most of the megacorporations were already pseudo-political bodies, controlling entire solar systems and populations. Many represented themselves in the ill-fated Terran Federated Democracy. With the Consecration of the Imperium, they were transformed into "legitimate" governments. However, there are a few groups which exist as pure corporate entities. They either came to prominence after the Consecration, were too small to claim Provincial status, or simply wished to remain aloof from the politics of the situation — and had enough clout to do just that.

### 7.21 DIA KHOVARIA

*Turning and turning in the widening gyre  
The falcon cannot hear the falconer;  
Things fall apart; the centre cannot hold.*

W. B. Yeats  
*Terra, Prelmp c. 9730*

Otherwise known as The Church of the Word, the Holy Tabernacle of the Word, or simply The Church, the Dia Khovaria is one of the largest independent organization in the Empire, and is officially sanctioned by the Emperor.

The D.K. was at one time a religious organization which traced its roots to pre-technology Terra. During the dark times before machines (according to the Khovarian claims), humans actually manually copied information from speech, writing with their hands. The houses of the Tabernacle held the only real data archives anywhere, and it was to those libraries that anyone seeking information would go. Even there the prelates of the Church controlled the dispensation of data with an iron fist, and they released only information which would further the power and authority of their religion (and so also, themselves).

With the coming of certain technic advancements, though, the usefulness of this aspect of the Church was on the wane. They went through a number of revitalizations, but never enjoyed the political clout they held during the Dark Ages of Terra. One such time was the Universal technological Recession, when D.K. archives were among the few data storehouses to survive.

Within a few hundred years after the development of the Hyper-drive engine, however, the Church had all but collapsed — the victim of humanity's diversity and headlong rush to the stars.

In Prelmp 1076 all this changed. The Tachyon Beam Dictor, a nearly instantaneous sublight communications system, was invented. With a range of only about 50 light-years, it required an extensive network in order to be truly effective. The Church was a party to the coalition which developed the device, and recognizing the potential significance of combining an instantaneous communications system with their vast data storehouses, moved quickly to consolidate a leading position. Calling in their debts from the many who depended on D.K. data after the Technological Recessions, they bargained their way to a decisive edge in TBD development. Though they could not secure a monopoly, they had considerable lead time on all competition, and risked all of their resources to set up the most complete Datanet possible.

The hierarchy of the Tabernacle was ambitious, and more clever than most would have thought. For several hundred years they played one faction off of another, regaining power and authority. Now they have evolved into a virtually secular group, dealing in information as a religion and commodity, while developing their own massive database.

To this day *Access Tachyon Technology* — a division of the sprawling Church organization — is recognized as the leader in communications and data commodities. The Imperial Executive Division uses them exclusively. The Judicial branch utilizes local groups and independents in what some consider a calculated snub of the D.K. This isn't surprising considering the cool relationship between the Truthsibyls and the Church.

The organization is also frightfully efficient and politically powerful. Their "research" agents regularly make fools of Provincial and Imperial operatives by their expertise. The D.K. denies fervently that they even have an intelligence arm, or that the fabled "Tabernacle Police" really exist.

## DIVISIONS

The Church is divided into several components, all controlled by the Khovarian Curia.

**Curia Headquarters:** located on Hanaan IV, it is the home of His Holiness the Reidyr (the Chairman of the parent company and supreme head of the Church). It is also the meeting place of the Cardinals (company presidents and directors).

**Access Tachyon Technology (ATT):** The group responsible for operation of the Tabernacle Datanet, the Imperial Tachyon Beam relay installations which connect the Empire in a faster-than-light communications system. They also operate the related courier/paging system which allows TBD messages be carried from terminal to final destination. The acronym was deliberately chosen in tribute to a semi-mythical group which reputedly pioneered the tenets of the D.K. in the Dawn ages of Technology.

**Tabernacle Central Archives:** The branch which administrates the databases and "libraries" of information, found on all Provincial Homeworlds. Usually supervised by a Bishop or Archbishop in conjunction with a Church Diocese.

**Tabernacle Police:** This group really does exist, though it is not the terror it is made out to be. Tabernacle Police spend most of their time investigating TBD interference and other attempts to defraud or defame the D.K. Their enforcement powers are very limited, but they are said to work in cooperation with the IID. They do not get along well with VegaPol at all.

**Tabernacle Research Agency:** A much more secretive and formidable group than the Tabernacle Police, TARA is ostensibly a benign investigative division, their sole purpose — the acquisition of new data for the Church files. Strictly speaking, this is true. However, TARA operatives are the most highly trained and best equipped intelligence agents in the Empire. Many are Telepaths, and all are trained in such unusual skills as unarmed combat, trickery, and propaganda. Their purpose is indeed to gather information of all kinds, although sometimes the desired information — as well as the gathering method — is highly unusual.

**Church Diocese:** The Church has divided Human Space into administrative areas (often corresponding to current political units such as Provinces) which it calls *diocese*; larger or more important ones are *archdiocese*. *Diocese Chapterhouses* are regional headquarters which frequently house databases and TBD relay administration as well. A Bishop controls the database and all D.K. operations within his diocese, and has free access to the ATT network. No Provincial Lord has turned down a Church request to place a Chapterhouse on their Homeworld, though some barely conceal their dislike for the powerful organization. Some Provinces — and of course the Emperor — work closely with the Church and have benefited from D.K. information-gathering facilities.

## SYMBOLS

The D.K. remains — at least outwardly — a very arcane organization. They retain the ornate vestments and rituals of their distant origins; some of them adapted to suit their current organization.

The uniforms of the Church are briefly summarized below. In general, they are full, flowing robes which sweep the floor. Monk's robes are hooded and tied at the waist by a simple tool belt, while the upper echelons often wear small skullcaps of a color to match the robes, which are more fitted than the loose monk garment.



**CARDINALS OF THE DIA KHOVARIA**

**The Reidyr:** Wears only white with silver or gold trim. He carries a staff of pure silvery alloy.

**Cardinal:** A Cardinal wears scarlet robe and cap. Each has a unique, large ornate amulet which indicates his division in the Church. Most Cardinals remain on Hanaan or their Division homeworld.

**Archbishop:** This most powerful regional authority has robes which are primarily purple, but the style varies with the Archdiocese. They also wear skullcaps and have distinctive amulets. Their area of authority is usually an entire province or Imperial Sector.

**Bishop:** Men of this rank wear pale blue. They administrate a planet or Minor Clan.

**Monsignor:** Monsignors are usually personal aides to Cardinals or Archbishops. They wear black trimmed with scarlet or purple (depending on which prelate they serve).

**Priest:** Wear black robes trimmed in white and decorated with a surcoat which indicates their division. They wear no cap or hood, and their function is essentially support and lower bureaucracy. Highest ranking priests are in charge of TBD relay stations.

**Monks:** The vast majority of this all-male institution is made up of Monks (and monks in training: *Novitiates*). The standard color is a featureless black habit with a dull grey web belt. The robe has full sleeves and a deep hood, and is designed to be unencumbering but capable of concealing a number of personal items. Novitiates wear white, while TARA monks have grey habits.



Every member of the Church has an Integrated Signet ring. This device is a means of identity verification (sort of an ident disc for internal Church purposes), and each ring is keyed to its wearer. Each is encoded with appropriate security clearance both for entry into certain facilities as well as access to the various classified levels of data.

The rings have an additional feature not known to outsiders. Each is a combination microcomputer/brain pattern scanner. The Church, through the ages has clung to the ritual in which, when one meets a prelate, the prelate's ring is touched to the forehead. With the sophisticated rings, an Archbishop can record the brain wave patterns of officials they deal with regularly, and so, covertly confirm that official's identity at every meeting.

## 7.22 API

Formerly the Andrium for Science League, the API owes its continuing existence to one thing: a monopoly on Andrium production. Without this material, interstellar travel would come to a complete standstill. API is a production cartel and distribution company, protected and monitored by the Emperor but in many ways, an independent corporation. They have thwarted countless plots to undermine their monopoly, both through theft of the secret and outright destruction of their production plants.

## 7.23 VIRTUAL HUMANATRONICS

One of few interstellar corporations still in existence, V.H. is similar in many ways to a small Inner House, though they shun any such comparisons. The company director has always politely declined the offered Imperial Senate seat, choosing to operate exclusively on economic power. Indeed, Virtual Humanatronics has produced android molecutronics of unequalled quality for over six thousand years. Of course, current technology, even with the numerous setbacks and near-disasters of the Technological Recessions, bears little resemblance to what existed then. Androids were crude and unwieldy machines, subject to bizarre and unpredictable psychological problems. By all evidence, the Imperial Era models are reliable and efficient.

Operating from their remote headquarters on Jym-bob 77 VI, V.H. maintains a stable niche in the Imperial economy. The uninitiated will undoubtedly find the name of the system amusing, but when the Company decided to move from their original headquarters among the Core Worlds and selected a system near the frontier, the reigning director named it after one of their most reliable early models whose main function was agricultural supervision and machine maintenance. Jym-bob models II through VI were essential to Virtual's economic success. (Model I was not entirely successful).

V.H. produces some high-quality memory storage systems (mostly for the Dia Khovaria and the Emperor, who can afford their prices) but most production (and R&D) is focused on androids. Several Houses — including Devon, one of V.H.'s biggest competitors — would like nothing better than to see the company vanish. They fear that one day Virtual will decide to apply their abilities to other electronics, dramatically increase production of their other electronics and possibly destroy the market. Recently V.H. took House Kashmere to the Galactic Court of Humanity, charging that Kashmere's subcorporation *Humanadyne* stole molecutronic secrets. The case was eventually dismissed due to lack of evidence.

## 7.24 INTRACOM

Each province, while capable of surviving on its own if suddenly cut off from its neighbors, would undoubtedly suffer certain hardships. Each of the Inner Houses has developed a reputation for producing the very best of some product or products, and eagerly exports such products to the rest of the Empire. While most of these Houses have their own fleets of commercial vessels, it is often profitable to use an independent carrier and wholesaler. Since the consecration of the Imperium, a number of these Inter-provincial carriers have sprung up, and a few have gained megacorporation status.

One of the largest interprovincial trade corporations in the Empire, INTRACOM serves all of the Inner Provinces as well as the Imperium itself. Because of its nature and scope, INTRACOM is forbidden to have political affiliations — a lack more than compensated for in its economic clout. INTRACOM deals mainly in nonmilitary technic equipment (as opposed to clothing, food, or rare commodities).

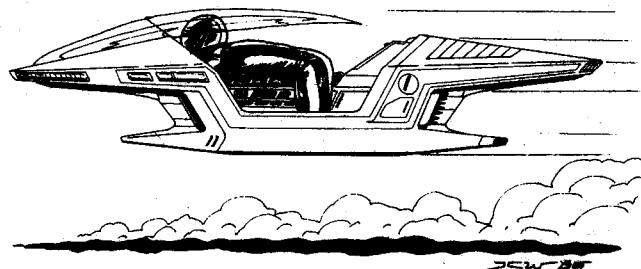
## 7.25 DeBARTON

Another Empire-spanning trade corporation, DeBarton's deals exclusively in rare and expensive merchandise. Their fast, light trade vessels sometimes are dispatched to transport a single item for a specific client. Scents, jewelry, rare spices and liquors are among their primary cargoes. DeBarton's has officially denied charges that they deal in Sianetic Harbinger artifacts, yet they have been linked to a number of mysterious appearances of such items.

## 7.26 LEAGUE OF MERCHANTS

In any capitalistic society there are not only the huge corporate trade networks competing with each other in the large, high-profit fields, but also the independent merchantmen, scavenging a subsistent living on the cargoes too small to be worth a megacorp's trouble. These "free traders" often engage in marginally legal (or indisputably illegal) runs in order to turn a profit, and as such, find themselves always dodging Imperial and Provincial security troops — not to mention VegaPol.

Many of these traders are allied in a loose association which bears the name *League of Merchants*. A number of the upper echelons of the League are located on the independent world of Hyperion IX in Devon Province, as well as Palenque IV (Tikal). Others are scattered throughout the Empire. The exact nature and philosophy of the League is not known for certain, although there is little doubt that it coordinates any number of illegal activities. Drug smuggling, gunrunning, and interprovincial espionage are but a few suspected League operations.



## 8.0 NON-IMPERIAL GROUPS

Although the Terran Empire is clearly the dominant force in this corner of the galaxy, other political entities do exist. There are a handful of Renegade Houses, groups which refused to cooperate in the Imperial Drive which the Emperor has not gotten around to squashing. There are also a few alien races, lying beyond the Imperial "borders", which have either proven to be xenophobic or outright hostile.

### 8.1 RENEGADE HOUSES

While there are no doubt countless humanoid groups scattered in space, records of their journeys lost in the Recessions of mankind, there are a few corporations which more recently fled the fold. When the Terran Federated Democracy began to disintegrate they soon saw the way things were going. Realizing that their political and economic clout was not up to finagling positions in the new Empire they felt they deserved, the corporations fled the tyranny of the Imperial Fleet.

Since that time a few Houses, initially consecrated with the Empire, have also seceded. Most of these organizations have been liquidated; a few survive, either through subterfuge or enough military power to dissuade what would prove to be a long, profitless campaign by an Imperial Starmada.

#### 8.11 AQUATAINE COMMONWEALTH

GOVERNMENT [RULER]: Republic [President Leland Iarius]

HOME SYSTEM [PLANET]: Cera, +201Z, Frontier Zone 9 [Aquataine]

A contingent of the shattered Terran Federated Democracy was unwilling to cooperate with the Imperial drive, and, seeing that their only alternative was exile, fled to the northern fringes of the galactic plane. There they located a suitable homeworld and set up a representative government, determined to prove to the "damned Imperialists" that a democratic government would indeed work on a large scale.

The Commonwealth has not fared as well as the Imperium in the last several hundred years, primarily from lack of manpower and available habitable worlds. In technology they rival most Imperial Provinces, and it is rumored that the quality of life in the Aquataine Commonwealth is actually significantly better than the average in the Empire. It is also rumored that Aquataine owes most of their technical knowledge to House Jade-London, which is near the Commonwealth border and is said to trade with them (an activity declared illegal by the Emperor). There is no proof of course; the Jadist's hands are always clean. Despite their hardships, however, the Commonwealth has spread to encompass a dozen star systems and their star fleet, though small, is not to be taken lightly.

At any rate, Aquataine is a basically peaceful nation, though fiercely independent. Once, in Imp. 154 the Emperor sent a task force to Aquataine and "offered" the President membership in the Imperium as an Inner Province. The task force was destroyed to the last ship, which the President sent back with a message, reportedly telling the Emperor what he could do with his Provinces. The offer has not been renewed, and the Emperor awaits a time of relative peace in which he can afford to send a real fleet to Aquataine and teach them a lesson.

#### 8.12 TAELONS

GOVERNMENT [RULER]: Monarchy [Tarius IV]

HOME SYSTEM [PLANET]: Cera, +210Z, Frontier Zone 9 [Taetalus]

Very little is known of the Taelons, though Imperial Intelligence suspects that they are capable of producing very high quality Alterant Replicants. In fact, one theory is that the entire race is composed of "renegade replicants", warped genetic descendants of the original colonists. Most reasonable people dismiss this as an overly paranoid and romanticized theory. The few documented contacts with Taelons describe them as very charismatic, attractive beings, though they have refused to accept Imperial Sovereignty. Their remote location, strong planetary defenses and small, stealthy ships have allowed them to remain independence thus far.

#### 8.13 ATHION CONFEDERATION

GOVERNMENT [RULER]: Oligarchy [Five Planetary Governors]

HOME SYSTEM [PLANET]: Athys, +41Z, Frontier Zone 6 [Aurelin]

The Athion Confederation is considerably smaller than the Aquataine Commonwealth, and is in real danger of being absorbed into the Empire. In fact, if the Colosians had not bungled the takeover so badly, they probably would have been subjugated long ago. The Emperor has become impatient and may soon give the Jadists or Devonians a crack at it.

Made up of five systems, the Athions are descendants of an Earth colony launched thousands of years ago. Their original homeworld was Athys IV, and they have since spread to four other stars. Being stubborn and independent, the Athions quarreled amongst themselves and eventually broke into the five independent states. They remained aloof from the Federated Democracy, and would prefer to avoid the questionable overtures of the Empire.

Various Athion worlds have been linked to the League of Merchants; some even believe that Aurelin is the League headquarters. This remains to be proven.



## 8.2 ALIEN GOVERNMENTS

Included here are three governments which developed independently of terran Man and remain beyond Imperial influence; two are alien races while the third is made up of humanoids.

### 8.21 SNEE

The Snee are by far the most gruesome and hated of all races that humankind has ever encountered. Few have even seen the Snee, but they are reportedly the stuff of nightmares. (See Part IV, Sec 16.5 for racial statistics). Large, hulking creatures with black, glistening skin, they are carnivorous and reputedly consider *Homo Sapiens* a rare treat.

Communication with the Snee has been sporadic and inconclusive, and recent contact has consisted entirely of Snee raids on Terran Starships. Even the borders of the Snee Empire were only learned through the Aoemarans — the only race capable of dealing with the Snee on any level other than predator and prey (the Snee found them indigestible). Their empire consists of no more than a handful of stars, but Snee ships are powerful and able to hold their own against a Terran ship of comparable size. Their plasma guns are especially devastating.

### 8.22 WIHR-KOHL

Little is known of the Wihr-kohl beyond the fact of their existence (and some dispute even that). These beings are amorphous in form, naturally existing as gaseous creatures of variable density. They are highly intelligent and Telepathic, and seem able to travel through space (even Hyperspace!) freely without need of craft or propulsion system.

The Imperial Intelligence Ministry believes that the Wihr-kohl originated on a gas giant in the Gamma Donzas system (Frontier Zone 19) and from there spread to inhabit a number of systems throughout the Empire, but that is pure speculation. It is clear, however, that this is a race of sophisticated creatures capable of feats beyond the imagining of the humanoid mind. They almost never involve themselves in the politics of the Empire. There are strange tales of the Wihr-kohl transporting the crews of disabled ships to safety (much like a human might save a beached fish or other animal in need) but otherwise this elusive, advanced race is not encountered.

### 8.23 IDORIANS

Racially the Idorians are so similar to *Homo Sapiens* that few would dispute their common heritage. Clearly they are another "seeding" experiment by the Sianetic Harbingers (See Part IV, Sec. 16.3 for racial details on the Idorians).

However, these beings refuse to have anything to do with Terran government, denouncing the Terran Federated Democracy, and taking every opportunity to antagonize the Empire. Although currently only inhabiting a few systems, the Idorians are aggressive and possess technology on a par with the best the Empire has. They are notoriously xenophobic, detesting especially other humanoid races (all of which they consider to be inferior). The current Lord of Idor has made it quite clear that he intends to destroy all other peoples in this section of the galaxy within his lifetime. Imperial Intelligence reports indicate that this threat is somewhat overblown, although an all-out war with Idor could be expensive and draining to the Empire. The Emperor is considering a preemptive strike to eliminate the problem permanently. In the meantime, the Idorians are forced to sate their bloodlust by raiding Imperial vessels which stray too close to Idorian Space.

## 9.0 LANGUAGE IN THE TERRAN EMPIRE

*Time that is intolerant  
Of the brave and innocent,  
And indifferent in a week  
To a beautiful physique,*

*Worships language and forgives  
Everyone by whom it lives.*

W.H. Auden  
Terra Prelmp c. 9700

*Silence is the virtue of fools.*

Francis Bacon  
**De Dignitate et Augmentis  
Scientiarum**  
Terra Prelmp c. 10050

As can be expected, there are a huge number of languages spoken throughout the Terran Empire, and an interstellar traveller must be careful not only what he says but how he says it; dialect and inflection has evolved into a very major aspect of speech.

## 9.1 COMMONLY KNOWN TONGUES

The official language of all citizens of the Empire and Provinces is *Imperial Standard*, also known as *Anglaman*. It is a distant bastardization of Terran English with a vast supplemental vocabulary. The key to Anglaman's supremacy lies in the dim past of civilization. In the early 21st century the English-speaking peoples economically dominated Earth, forcing all other world market populations to learn the language in order to deal with them.

In addition to Standard, each Inner Province has an official tongue, normally related to the cultural roots of the Province. It is common practice for most educated people to know not only Imperial Standard and their home tongue, but also the languages of the neighboring provinces.

There are also of course the alien races and their "tongues" (loosely speaking). Some are within man's ability to imitate, while others require sophisticated translation equipment.

## 9.2 SPECIAL LANGUAGES

Beyond the normal spoken languages, many groups have their own private methods of communication. A few of particular interest are noted here.

**Dia Khovaria:** The church teaches its members a complex language of hand and body signals which defies analysis by even Imperial analysts. Many of the motions are so subtle that they are not even noticed by the casual observer.

**League of Merchants:** Members of the League hierarchy know an abbreviated language — more like a communications code — which they use amongst themselves.

**Truthsibyls of the GCH:** These women also apparently have a sign language which they teach to no one but trusted members of their elite order.



## 9.3 COMPUTER LANGUAGES

The following languages, applicable for computer interface purposes, can be learned in the same manner as normal languages (written only). Languages marked with an asterisk (\*) are restricted and can only be learned by certain persons.

Tablet - General research.

ForA - Self-monitoring weapon systems.

ForA XI - Self-monitoring weapon systems (satellites).

Mechrun - Industrial robotics.

MedIC - Medical diagnostic and monitoring systems.

CMT scram - Communication interpretation systems (TBD).

C3 iv - Communications (specialized security adaptation). \*

SEN 67 - Self-contained sensor buoys.

Mer Lanex Tau - Space vessel computers (Devon: Astro).

Z Weda - Space vessel computers (Devon: Sys. Maintenance).

Nav 4a - Low security military operations.

Nav 20 - Medium security operations. \*

Imp Nav 10 (alpha - epsilon) - High security fleet systems. \*

SPS - Black market computers (monitor systems).

SPSn - Black market computers (space vessel systems).

DoDEC - Black market computers (space vessel systems).

Edic - Education systems.

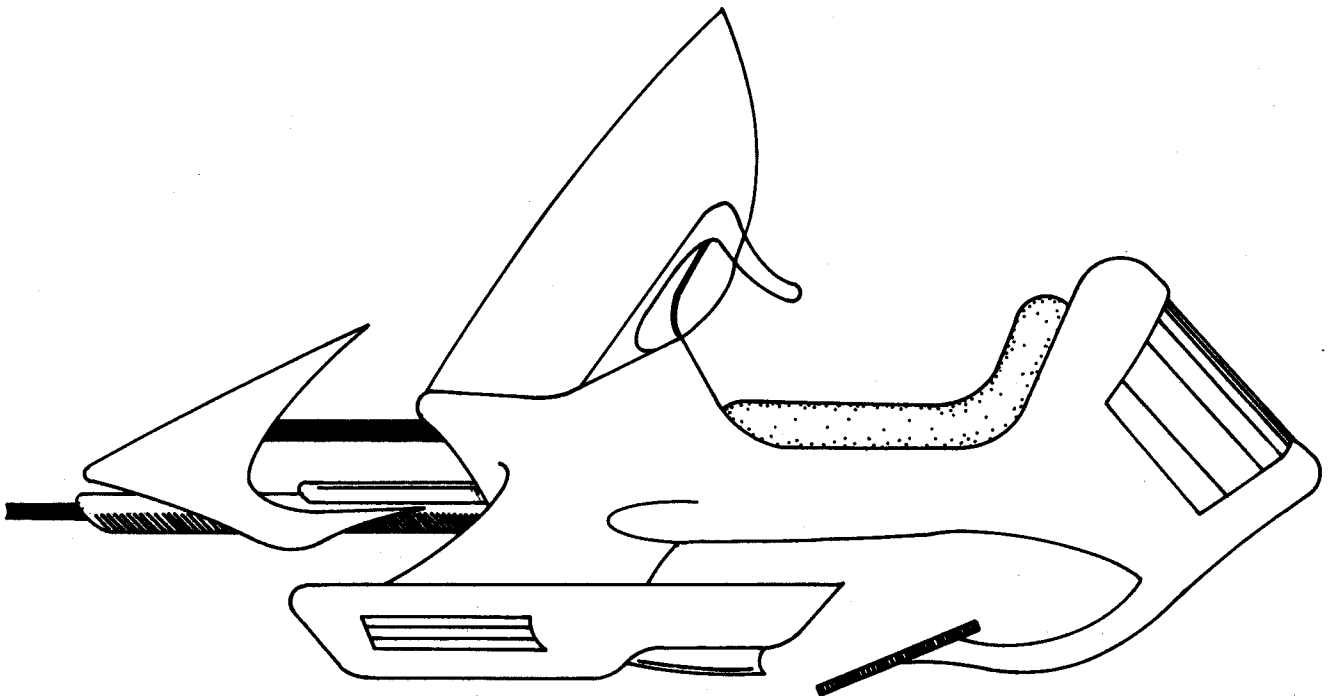
Visig - Holographic graphics generation.

VERAD — VegaPol Research and Database. \*

MerC — Merlogh Elmonit adjustment Control. \*

In addition, there are considered to be (for game purposes) five basic levels of computer security, with Level I being minimal security, and Level V being the most difficult to gain access to.

## GRAVSKOOTER



# PART III NEW TECHNOLOGY

## 10.0 NEW EQUIPMENT

Below can be found not only a compilation of all the additional weapons and equipment included in the *Space Master* modules, but a variety of new items. Some of this equipment represents less than state-of-the-art technology, and the GM should keep in mind the possibility of highly variable pricing. All prices listed are under ideal conditions for buying that item (usually high-tech worlds where all types of equipment is available). Some low-tech items, however, would actually be *less* expensive in a location where they are being mass-produced than on a Core World where they would be curiosities.

## 10.1 EQUIPMENT CHART

ITEM	COST (EI)	MASS (kg)	POWER REQ.
<b>Weapons</b>			
5.5mm Pistol	15	0.3	None
11mm "Magnum"	25	1.0	None
Sonic Stunner	750	1.0	@
Taser	300	0.4	@
Taser (archaic)	100	0.6	@
Extender Claws	50	0.2	None
Pulse Laser	650	.8	@
Pulse Rifle	1200	1.6	‡
25mm Portable Missile Launcher	700	10.0	3*
Rocket Propelled Grenade Launcher	100	3.0	2*
Grenade Rifle	90	1.3	None
Contact Stunner	150	0.5	@
Field Effect Stunner	700	3.5	2‡
Plasma Repeater Rifle	250	8.0	\$
Autoblaster	350	2.2	@
Power Sword	450	.9	†
Force Knife	150	.5	†
<b>Ammunition</b>			
5.5mm Ammunition (box of 60 rnds)	3	1.0	N/A
11mm Ammunition (clip of 7 rnds)	1	0.2	N/A
25mm PML Burner Missile (Guided)	100	3.0	N/A
25mm PML Burner Missile (Unguided)	70	3.0	N/A
25mm PML Payload Missile (Guided)	95	3.0	N/A
25mm PML Payload Missile (Unguided)	65	3.0	N/A
RPG Grizzly Bear Grenade	60	.5	N/A
RPG Grizzly Cub Grenade	60	.5	N/A
RPG Flamingo Grenade	350	.5	N/A
Standard Grenade	20	.2	N/A
Sledgehammer Grenade	40	.2	N/A
Bobcat Grenade	50	.2	N/A
Explosive Rocket Rifle Rounds [Clip of 3 bursts/15 rounds]	140	.2	N/A
Tranquilizer Dart	Varies	0.1	N/A
Burst Rounds	x5	Normal	N/A
Teflon Coated Shells	x10	Normal	N/A
Inilulon Coated Shells	x20	Normal	N/A
<b>Support Weapons</b>			
Chemical Explosive Rocket	Varies	8.0	N/A
<b>Weapon Accessories and Modifications</b>			
Extending Stocks	25	0.5	None
Gryostabilization	50	0.6	@
Shoulder Brace	15	1.0	None
Silencer	30	0.6	None
Laser targeting Unit	30	0.1	2*

### Personal Equipment

Calculator Unit	15	0.1	*
Grav Belt Modulator	5/10Kg wt	0.1	1*/10kg
Gravchute	25	0.1	2*
Microcomputer [Mk 1-4]	1000/Mk.#	0.5	1-4*
Atmospheric Compressor	100	0.6	2*
Filtered Compressor	150	0.9	2*
Heat Dissipation Gear	75	2.0	*
Reflective Coveralls	170	1.0	None
Molecutronic Scrambler	200/Mk.#	0.5/Mk.#	*/Mk.#
Repair Scanner	600	0.9	2*
Tactical Scanner	250	1.2	2*
Personal EW Generator	2500	1.5	4*
Poison Detector	500	1.0	*

### Field Medical Equipment

Instasplint	30	0.1	None
Instacast	50	0.2	None
Skeletal Field Knitter	600	1.0	3*
Auto Tab Applicator [10 Tabs]	170	0.2	2*

### Infirmary Medical Equipment

Scanner Bed	20,000	100	Special
Surgical Dermal Closer	1,200	1.2	Special
Surgical Tissue Knitter	1,600	1.4	Special
Surgical Regenugun (each type)	2,500	1.5	Special
Surgical Arterial Sealer	1,500	1.2	Special
Laser Scalpel (several types)	900	.8	Special
Medical Function Bed	200,000	400	Special
Medstasis Berth	25,000	250	Special

### Drug Tabs (per clip of ten)

Alerlene	150	0.1	N/A
Amboathorpin	230	0.1	N/A
Anaccept (F)	300	0.1	N/A
Anaccept (M)	200	0.1	N/A
Andrex	550	0.1	N/A
AntiRad I - V	1000/Mk.#	0.1	N/A
Arelenex	15	0.1	N/A
Decilage	600	0.1	N/A
Hyravol	20	0.1	N/A
Perseverine Compound	120	0.1	N/A
Quedella Phi	90	0.1	N/A
Rebillis	650	0.1	N/A
Teledrine	1000	0.1	N/A
Thiagorex III	10	0.1	N/A

### Armor/Shielding

AntiPsi Helmet	5000/Mk.#	1.0	‡
Riot Shield	2000	3.5	††
Sentinel Helmet	400	2.0	@
Psion-Damping Gear	?	.1	4*

### KEY

COST: Elmonits

MASS: Kilograms

POWER REQUIREMENTS:

\* — Utility power cell. Note: several may be required.

@ — Pistol power pack.

‡ — Rifle power pack.

†† — Shield power pack.

† — Special hilt power pack.

\$ — Microfusion Reactor.

## 10.2 EQUIPMENT DESCRIPTIONS

Following are detailed descriptions of the items listed above.

### WEAPONS

**5.5mm Pistol:** A small handgun rarely used except for home protection, the 5.5mm (or .22 caliber as it was known in ancient times) features an old fashioned portal cylinder, which holds up to eight shells. It loses effectiveness rapidly beyond ten meters, is almost useless against armor, and must be reloaded by the "single shell method," or by use of a "quickloader."

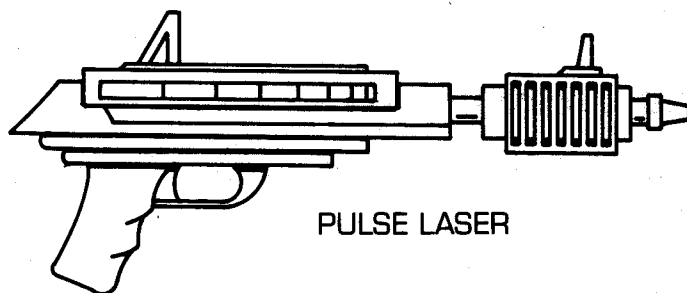
**11mm Magnum:** Another "old-fashioned" revolver, the 11mm is a very durable handgun, and can be quite devastating at close range.

**Sonic Stunner:** (@) A smallish, box-like object which straps onto the user's wrist, the Sonic Stunner is a favorite of many law enforcement agencies. Its micro-amplifier unit compacts sound waves in much the same way a laser does light wavelines; and the thin, invisible beam it projects delivers a powerful shock to the central nervous system of the target via the auditory nerves. As the Sonic Stunner does no physical damage, attacks made by these weapons are resolved in a slightly different way than other energy projectors: The attack is rolled on the Stunner Attack Chart, but the "concussion points" indicated are not delivered, and all "critical" results are ignored. Instead, the concussion point score is multiplied by five to obtain the strength of the sonic attack (i.e., the number of "sonic hits" the target takes), and when the target takes more sonic hits than his normal maximum hits, he will suffer involuntary spasms. He "regenerates" these sonic hits at one per round, and is operational when he is below max again (these "hits" are still considered in place until regenerated, should he take another strike by the stunner).

**Taser:** (@) A very effective short range immobilizing weapon, the Taser fires a "burst" of four small barb-like electrodes, which may be used to send electric jolts into the target's body. The Taser, like the Sonic Stunner, is a favorite of law enforcement agencies, and it (usually) does no concussion points of damage. Instead, the concussion points total indicated on the Small Projectile Chart is divided by three (round to the nearest) to determine the number of darts which actually hit target. Thereafter, the wielder may trigger the device during either Fire Phase (A or B), stunning the target (as per normal stun rules). This stun effect lasts for one round, and may be redelivered as long as there is at least one dart still in the target. If the original hit indicates a critical result, the Gamesmaster may rule that some concussion damage has been delivered due to a hit in an especially sensitive body location. As per *Future Law* all stunned maneuvers must be modified by the target's Self-Discipline, and the GM should make any Difficulty Level harder than they would be under standard stunned conditions, resulting from the pain of the electric shock.

**Taser (Archaic version):** (@) Similar to the regular Taser, except that it fires a "burst" of four extremely thin wires tipped with small electrodes, which may be used to send electric jolts into the target's body. As noted in the chart, it has a more limited range, and is somewhat less accurate.

**Extender Claws:** A popular brawling weapon on lawless worlds and in bloody spectator sports, Extender Claws are simply a set of five thin dagger-like blades which connect to a glove or harness worn on the hand. The claws are generally from ten to twenty-five centimeters in length, and curve slightly downward over the wearer's fingers. Attacks by Extender Claws are resolved as +10 Force Knife Attacks, using Slash Criticals. The attacker must be specially trained in the use of these claws, which fall into the "one-handed edged" category. Alternately, they may be used by martial artists trained in Extender Claw Kata (as per *Claw Law*, section 11.71). A similar variety, which attack on the same chart at -10, are also effective as a climbing aid, adding +20 to all climbing rolls.



**Pulse Laser:** (@) The latest in high-energy hand-held weaponry, the pulse-laser operates on the same basic principle as regular laser weapons, but combines this with an incredibly rapid firing "burst". Although the result appears as a single strike, each shot is actually several dozen hyperpulses, greatly enhancing range and penetration. The Pulse-laser operates on a standard pistol power pack, is used as a pistol, but strikes as a Mk. III laser with additional bonuses to hit (see chart). It is *not* treated as a "burst" weapon.

**Pulse Laser Rifle:** (‡) The rifle version of the state-of-the-art laser weapon, the Pulse rifle is more bulky than a regular laser rifle, but considerably more powerful.

Because of the newness of the technology, the Pulse Lasers are relatively expensive, and all repair maneuvers are at -30.

**25mm Portable Missile Launcher (PML):** (3\*) The PML is best described as a large rifle-like weapon with a cluster of four long 25mm launching tubes extending out in front of the firing mechanism. Each launching tube must be loaded separately with its own missile. Each missile held in the PML must be fired separately, but the wielder of the weapon may select which tube's missile he or she wishes to fire. Therefore, different types of missiles may be "mixed" in a given launcher and the wielder may select which one he wants to discharge.

Depending on the type of missile chosen, the PML may be used against soft/personnel targets or hard/construct targets. A small targeting scanner and mini-computer brain is built into this PML to aid in the guidance of its missiles to their targets. This PML may be loaded with 25mm Burner or Payload missiles of the guided or unguided sort. These are described in the ammunition description section.

There is no similar weapon skill for the 25mm PML except other hand-held PML's.





■ TRANSHUMAN V WITH PLASMA RIFLE

**Rocket Propelled Grenade Launcher:** (2\*) The RPG launcher is a man-portable, reusable, launching device used as a delivery medium for various "grenades". Note that this device, and the grenades described for use with it, are different than the rocket launchers and grenades described in *Tech Law*. Also note that any given RPG launcher will only be compatible with (be able to fire) grenades produced by the same manufacturer. For example, an RPG produced by company "A" will not fit into an RPG launcher produced by company "B", unless the GM stipulates that the two are compatible. In all cases, an RPG is an unguided warhead. It maintains a stabilized path of flight due to the workings of a gyrostabilizer/mini-computer brain combination which manipulates small ailerons extended from the warhead/propellant shell after launch. In general, grenades of Mk. VI — X are used with a launcher while grenades of Mk. I — V are used with a rifle (see below).

Operation of the RPG launcher is quite simple. The wielder inserts the RPG warhead (of which there are different types) into the front of the RPG launcher. One then braces the launcher against his or her shoulder, points the RPG at the target, and fires. Only one RPG warhead may be placed in the launcher at a time.

There is no similar weapon skill for the RPG except other shape charged, hand held, launching devices like bazookas and their ilk.

**Grenade Rifle:** Essentially a bulky "rifle", this weapon can be loaded with up to eight Mk. I — V grenades. It is primed with a pump action and fired much like a rifle. See the grenade rules in Part V for rules.

**Contact Stunner:** (@) The Contact Stunner is a variation on the standard Hand Stunner which deals out significantly more *damage* but requires that the wielder actually grasp the target to deliver the charge. On a pinned victim, the Contact Stunner can become a terrific toy of torture on the spur of the moment. The device can actually be worn as a glove, with the contact stunning surfaces and power cells being an integral part of the palm and digits.

The only similar weapon skill for the Contact Stunner is the wielder's Martial Arts Striking skill; or if the GM desires, the Secondary skill of *Subdual*. No other stunners may be considered to be similar weapons.

**Autoblaster:** (@) Similar to the *Assault Blaster*, this compact, deadly weapon is designed to fire bursts of energy pulses in rapid fire. The model described here is produced by Neufeld, and is not commonly available. It can be used either two-handed or in one hand with a -20 subtraction. The **Automatic Handheld Projectile** table is used, but the criticals are as follows:

- A — E = Impact
- F = E Impact, A Burn
- G = E Impact, B Burn
- H = E Impact, B Burn, A Impact
- I = E Impact, C Burn, A Impact

Criticals for attacks totalling above 135 are on the **Shrapnel/Automatic** critical chart, with all bleeding to be considered burn wounds. The autoblaster can also be set to fire single shots, in which case it is virtually identical to an assault blaster.

**Field Effect Stunner:** (2‡) Similar to a bulky rifle in overall appearance, this weapon is capable of delivering a simultaneous stun attack to a field area. Effect is conical, and can be adjusted to as wide as 45° to either side (essentially a 90° wide arc) from the weapon's barrel, or the effect can be narrowed to a beam, rendering the weapon essentially a Mk. V heavy rifle. When the area attack is utilized, all within the cone receive a Mk. II stun attack. Range for the area effect is 100 meters minus 10 meters for every ten degrees of total cone arc width. The weapon has a microcomputer and elaborate rangefinder which indicates whether the targets are within range and/or cone. It can be set to automatically adjust to include as many targets as possible within the max arc and range as well. Stun Rifle skill may be used, but only at half bonus when using the area effect. Specific skill in "Field Effect Stunner" can not be acquired — the weapon is not that specific or accurate.

**EXAMPLE:** *Rudge Zirus, armed with his trusty Field Effect Stunner on some stinking jungle planet, is faced with a squad of eight charging, armed aborigines. Rudge checks his sights, seeing that four of the eight are in range with the cone at 20° (80m range). He could wait until more enter the range and hope that none chuck their spears — or dodge sideways, forcing the arc to expand and further shortening the range — or fire now. He chooses the latter. One roll determines the shot, modified by individual target DB's.*

**Plasma Repeater Rifle:** (clarification) (§) All data is the same as noted in *Tech Law* pg 5, except that the **Auto Mk. 5** attack chart is used for burst fire, and the **Shrapnel/Automatic Critical** chart is employed when delivering burst fire to a single target and exceeding a net 135 result. When achieving a result of less than 135 on a single target, or attacking multiple targets, use the following chart to determine critical breakdown:

- A — E = Impact
- F = E Impact, A Radiation
- G = E Impact, B Radiation
- H = E Impact, B Radiation, A Burn
- I = E Impact, C Radiation, A Burn
- J = E Impact, C Radiation, B Burn
- K = E Impact, D Radiation, C Burn

## POWERSWORD COMBAT



**Power Sword:** (†) A very powerful, if somewhat anachronistic device, the Power Sword is a melee weapon. When deactivated it is a cylinder about 25cm long; really no more than a double-hand grip. When activated it creates a "blade" of plasma energy nearly a meter long. Few are ever seen in the Empire, though certain elite guards (including one Kashmere agency and a division of the DiaKhovaria)utilize them. The power sword is, wielded with skill, has a peculiar elegance. It is reputed that the very adept can use the blade to parry energy weapon attacks. The Power Sword creates an audible hum while activated, making Ambush difficult.

Against inanimate objects they are quite destructive as well, the wielder able to use the Grenade Attack Table (CAT's 21-30) and adding strength (not skill; it takes very little skill to hit a wall).

Skill with a Power Sword should be rather difficult to acquire; technique resembles no other weapon (it is really not even similar to a sword, being much lighter). It should be considered a separate weapon type and a teacher will be a problem to locate as well — unless the Player is a member of one of the elite orders.

**Force Knife:** (†) A smaller version of the power sword, the Force Knife works on the same principles. It actually sees much more common usage — being effective as a tool and impressive brawling weapon. It is not as difficult to learn as the Power Sword.

**Flame Pistol:** A curious weapon, being both unsubtle and ineffective at any great range, the pistol uses a cartridge good for four shots and fires on the *Flame Bolt* table (see Part V) with double the concussion hits.

**Flame Rifle:** More powerful than the flame pistol, the rifle power pack holds eight shots and does double the damage of the pistol version (4x damage on the table).

### AMMUNITION

**Note:** A number of grenades and missile are listed here with the same names as those found in *Imperial Crisis*. Their attributes given below are designed for use with the grenade rules found within this book (in Part V). If the Gamesmaster prefers to use IC rules, he must also apply the attributes in IC; they are **not** interchangeable.

**25mm Burner Missile (for PML):** The Burner is primarily used as an anti-constructs warhead, however it does have minor secondary uses against soft targets. It is considered to be a Mk.7 weapon for such purposes (the Mk.# is added to the attack roll) and has a 7 meter radius. When used against personnel, the Burner does not receive its Mk.# bonus, and will top out at Mk. V threshold.

**25mm Payload Missile (for PML):** The sister missile to the Burner, the Payload can only do minimal damage to CAT's but is quite effective against AT's. The Payload missile is capable of delivering a Mk.7 high explosive area attack versus personnel (AT 1-20) and, similar to the Burner, if the intention is to hit Constructs, the missile has no bonus and it's maximum damage is at the Mk. V threshold.

**Rocket Propelled Grizzly Bear Grenade:** This grenade is an anti-construct RPG which is capable of producing secondary anti-personnel effects. It is treated as a Mk.8 (with the Mk.# used as an OB modifier) and because of its concentrated destructive power only has a 4 meter radius. Against any unfortunates caught in the radius, it has no Mk.# bonus, and does a maximum of Mk. V threshold damage.

**RPG: Grizzly Cub Grenade:** The Grizzly Cub is the anti-personnel counterpart of the Grizzly Bear. It delivers a Mk.8 high explosive area attack against AT's 1-20. With an 8 meter radius, it is quite devastating, though to constructs it has no bonus and tops out at Mk. V.

**RPG: Flamingo Grenade:** Stretching the concept of grenade, the Flamingo round is actually a mini plasma bomb in an RPG delivery format. The warhead delivers a Mk.8 (+40) plasma area attack against all targets, whether they be personnel or constructs.

One rather morbid aspect of the Flamingo RPG is that once it detonates, an induced force field keeps it "burning" for two additional 10 second rounds, attacking with full strength each round (essentially getting three consecutive attacks at the same target location). Subsequent attack resolutions occur in the same *Missile Fire Phase* that the initial attack occurred in. Flamingos are (technically) banned in the Imperium and most provinces.

**Standard Rifle/Thrown Grenade:** The common grenade comes in power ranging from Mk. I to Mk. V, and fits all standard rifles. All have the same bonus against constructs and personnel, and top out at the Mk. V threshold.

**Sledgehammer Grenade:** A compact grenade designed to either be thrown or fired from a rifle, the Sledgehammer is devastating to constructs. It is Mk. V, (+25) and is capable of a Mk. X topout, though with only a 2 meter radius. Against personnel caught in range it has no bonus and a Mk. V topout.

**Bobcat Grenade:** A fairly useless weapon against constructs, (no bonus and Mk. V topout) the Bobcat is designed to take out people. It is +25, tops out at Mk. X and has a 10 meter radius.

**Tranquilizer Dart:** Tranquilizer ammunition may be used in lieu of any normal projectile round (not ball shot or flechette ammunition of course). The slug is replaced by a light weight dart propelled by a less powerful explosive charge in the cartridge; the end result being that normal attack ranges are maintained but any armor penetration is lost. When firing Tranquilizer ammunition at a target with at least half armored body covering, 50 is subtracted from the attack roll. Foes with practically full armored body covering get the benefit of a 100 subtraction from the attack, while those persons fortunate enough to be completely encased in armor (such as exoskeleton or powered armor) may not be affected by the attack at all. Note that Kevlar is not effective against darts.

Tranquilizer attacks are resolved normally (with the modifications stated above), but only one quarter of the listed concussion hits, rounded down, are delivered. If a critical result is obtained it indicates that the tranquilizer drug has been insinuated into the target's system and thus has a probability of affecting him or her. Ignore actual critical damage, although players may want to roll the result anyway to determine the hit location. The attack level of the tranquilizer drug in the dart is used as the attack level on the Resistance Roll table found in **Future Law** or **Spell Law**. If the target fails to resist against the tranquilizer, he will be knocked out in a number of rounds equal to the number by which the RR was failed, subtracted from the target's *Constitution* stat bonus. Note that this will often result in the target immediately passing out. The foe will be unconscious due to the drug's effects for a number of minutes equal to the RR failure%.

Players and GM's should feel free to experiment with different tranquilizers of their own devising (that's what the *Construction Chart* in **Future Law** is for). Some tranquilizers might work only against certain racial types, or the duration of unconsciousness could be altered. The tranquilizer drug in the darts may also be exchanged for special poisons or acids, but it is up to the GM to adjudicate these matters.

**Burst Rounds:** These may be purchased for any projectile firing weapon except ball shot and flechette type fire arms. Burst rounds increase critical result severities by one level; an "A" becomes a "B" and so on. The maximum possible critical letter for the attack type may not be surpassed (usually an "E"). If no critical result is obtained, the Burst shell will not produce an automatic "A" critical.

**Teflon Coated Rounds:** Teflon Coated slugs containing hard cores are particularly effective against targets wearing ballistic cloth armor. When attacking targets wearing *Light Body Armor*, or *Armored Body Suits*, +10 is added to the attack roll.

**Irilulon Coated Rounds:** Similar to Teflon Coated rounds, Irilulon is the ultimate armor piercing slug for fire arms. Attack rolls versus a target wearing any personal armor are modified by +20.

## SUPPORT WEAPONS

**Chemical Explosive Rocket:** Designed for use with standard rocket launchers (Mk. I through V), chemical explosive rockets are devastating weapons, illegal in most places. The initial expenditure for the empty rocket itself is the same as any other payload rocket of the appropriate Mk.# (fifty Elmonits per Mk. is a good base cost), but the costs of the chemicals which may be carried within the rocket (usually some fairly standard microbe or biotoxin) differ greatly depending on the complexity of the compounds involved and the difficulty in obtaining such compounds. To determine the cost of any such chemical payload and the Difficulty Level of obtaining it, see Costs in Part V.

## WEAPON ACCESSORIES AND MODIFICATIONS

**Extending Stocks:** A moderate (use the construction and research chart from **Tech Law**, section 4.5) modification which may be performed on any two-handed projectile or energy weapon, extending stocks slide or fold upon the gun itself, thereby creating a more compact and concealable weapon (generally twenty to forty centimeters shorter). When such a weapon is being concealed on a character's person, the Gamesmaster should apply a modifier of -10 to any Perception skill rolls made by security, etc.

**Gyrostabilization: (@)** Any projectile weapon may be gyrostabilized (or "gyroed") by the addition of a gyro unit (which requires one Moderate research project to determine the exact parameters of the weapon in question, and a moderate construction project to tune and install). The gyro unit, when switched on, gears the weapon to remain stable within a plane which is horizontal to the gun's normal, upright position. This stabilization gives the firer a +15 on all shots after the first against any target which does not move perpendicularly to the gyro plane. (If the weapon is turned sideways when the unit is activated, the gyro plane will be vertical.) This bonus is lost if the target moves behind cover or if the firer switches targets, until the second shot against the newly found target. note: A gyro unit must be set for a specific, single weapon, and cannot be switched from one such weapon to another without being retuned as explained above.

**Shoulder Brace:** To increase the medium and long range accuracy of any one-handed projectile or energy weapon, a shoulder brace may be added (a routine construction project). The firer of such a weapon may reduce the medium and long range penalties for the weapon by ten. Removing the brace is also a *Routine* construction project.

**Silencer:** Useable only on one-handed projectile weapons, a silencer is made to fit a specific size barrel, and may not be switched from type of gun to another. The addition of a silencer (which is easy to put in place or remove within one round) increases the length of the weapon by twenty centimeters, making the gun less easily concealed. Also, it should be noted that the use of a silencer does not totally negate, but rather baffles the sound made by firing, and will not in any way reduce the sound of a supersonic round (which will still make a loud "crack" when it leaves the barrel). A Silencer subtracts 10 from all attacks, as it also slows the projectile slightly.

**Laser Targeting Unit:** (Suggested change) (\*) The laser targeting unit should only add +20 when using a rifle (**not** Rocket, Tangle, or Flame rifles, or shotguns), and then only beyond Point-blank range. It is not useable on assault weapons or any weapon firing a burst (such as needle pistol). It may add +10 to laser and stun pistol attacks, also beyond point-blank range. Useability on other pistols (such as the MLA) is at GM discretion.

## PERSONAL EQUIPMENT

**Calculator unit:** (\*) A small ("pocket-sized") calculator capable of performing only the most basic of mathematical functions. The calculator unit can add, subtract, multiply, divide, perform square roots, simple logarithms, derivation and integration. It also possesses a memory function.

**Grav Belt Modulator:** (1\*/10 kg mass) Also known as a Weight Modulator, this smallish device is actually a mini antigrav unit. Designed to be worn on a person's belt, the modulator may be set to effectively negate some (or possibly all) of the wearer's current weight (up to the maximum level purchased). Note that the higher this maximum setting is, the more expensive the modulator is, and the more energy cells are required to power the device. Remember that the wearer's effective weight will still be averaged with his or her normal mass for purposes of determining encumbrance (see *Future Law*, section 13.12).

**Gravchute:** (2\*) A very simple version of the gravbelt, it is a harness which can be donned quickly (in an emergency) and will allow the wearer to float safely to the ground in an environment of up to 3 g's and from an altitude of up to 20 km — or any combination. The belt is only good for one use, regardless of the distance of the fall. Most modern air and spacecraft stock them.

**Microcomputer (Mk. 1 through 4):** (1-4\*) A small, hand-held computer unit (15 x 10 x 3 centimeters), the microcomputer is capable of performing all basic mathematical functions (this program is part of the unit's hardware), and can record data and perform programmed functions just as any larger computer (given that the appropriate programs are in the unit). The microcomputer features a 6 centimeter diagonal screen and a mini keyboard (which is protected by a hinged faceplate when not in use), and is unable to respond to vocal commands. It has not proved possible yet to create artificial intelligence in units of this size, but in all other respects (ie; CPU capacity, memory and storage) the microcomputer is treated as a standard computer (see *Tech Law*, section 3.21).

**Atmospheric Compressor:** (2\*) A box-like device attached to a plastic mask via a breathing tube, the atmospheric compressor is used on planets where the mix of gases in the atmosphere is of a life-sustaining variety, but the density or pressure of the atmosphere is too thin to allow normal respiration. It can compress any such atmosphere up to four times its normal density (allowing humans to breathe in any air-like atmosphere with a density as low as 0.25 that of Terra). Note that the atmospheric mix must closely resemble that which is normally breathed by the wearer only the density is altered.

**Filtered Compressor:** (2\*) A combination of the filter mask and atmospheric compressor, this device is used on planets where the atmosphere is not only too thin to breathe normally (down to 0.25 that which is normal for the wearer), but also contains some sort of trace elements which must be filtered out prior to compression. Like the standard filter mask, this unit can sustain normal breathing in such atmospheres for up to twenty hours before the filter must be replaced, and fits over the wearers mouth and nose. **Note:** this unit does not provide any protection from gases or toxins which may be harmful to skin or eyes.

**Heat Dissipation Gear:** (\*) Survival equipment for desert and jungle biomes, Heat Dissipation Gear is worn at strategic locations all over the body. It allows the wearer to ignore the exhaustion modifier for hot environments by quickly dispersing body heat into the surrounding atmosphere, thus keeping the body's temperature down. Heat Dissipation Gear may not be worn over or under any sort of body armor or encumbering clothing.

**Reflective Coveralls:** An anti-LASER defensive complement which may be worn in combination with any other personal armor type. A target wearing Reflective Coveralls has 10 added to his or her defensive bonus versus LASER attacks only.

**Molecutronic Scrambler:** (1\*/Mk.#) The bane of many an android and computer brain, the Molecutronic Scrambler creates a specifically tuned (random general electromagnetics have no effect on molecutronics) electromagnetic field which thoroughly disrupts the workings of molecutronics. The Mk.# of the Scrambler (which can only be as large as Mk.50) is used as the attack level on the *Resistance Roll* table which can be found in *Future Law* or *Spell Law*. The defense level is equal to the *Computer Mk.#* for computer systems and robots, or the actual *Experience Level* of a target android. If the molecutronic target fails to resist the Scrambler, the computer "brain" is mutilated beyond all possible function and is rendered completely useless. In the case of Android failure, all mental stat potentials are reduced 1 for every point of failure.

On the other hand, if the "brain" resists the Molecutronic Scrambler's attack, it is in perfect working condition and may never again be affected by that particular Scrambler.

Small Scrambler units look like little boxes and can be hand-held. Larger units are shaped like long rods with malicious looking prongs on the end. Still larger units can be mounted into back slung packs. Molecutronic Scramblers are not ranged weapons; the disruption field generator must be placed right next to the target brain (1 cm/Mk#). If engaged in melee, the wielder of the Scrambler must make a successful maneuver to discharge it next to a robot or android brain in order to have any chance of success.

Molecutronic Scramblers are banned on Jym-Bob 77.

**Repair Scanner:** (2\*) The Repair Scanner is the Technician's counterpart to the Medic's Medscanner or the Explorer's Multiscanner. Successful use of the Repair Scanner allows a Technician to determine the exact causes and effects of malfunctions or damage to mechanical, power, and electrical systems. Without one, all Technic repairs are at -30.

Essentially the Repair scanner performs only the "Power Emanations" and "Physical Analysis" scanning functions:

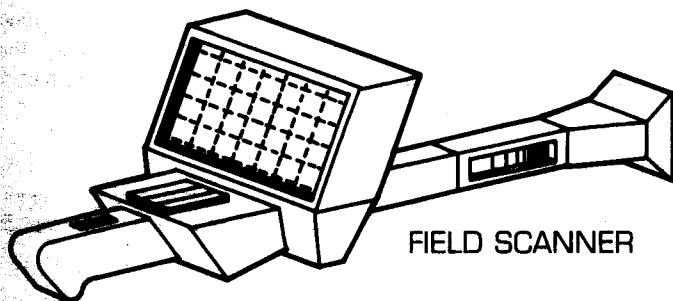
**Power Emanations:** This scan reveals any form of radiation, running the full spectrum from gamma to infrared, automatically screening out the usual background radiation (unless programmed to do otherwise). This is useful in detecting transmission sources, as well as any sort of energy generator. Range varies tremendously depending on the power/transmission, but an activated Repair scanner could pick up an unshielded pocket communicator beam at a range of about 300 meters (pick it up, but not listen in), while it could detect a large, operating fusion reactor as far away as 30 km. At 1/10 of detection range specifics can be made out (interception of transmission, exact location, output and size of reactor). The Repair scanner is able to trace power lines and circuitry, and — with a skilled operator — analyze flawed circuits as a prelude to repair. It can also analyze electronic locks as a prelude to defeating them.



**Physical analysis:** By utilizing this setting, the operator may locate concentrations of a given substance — assuming the scanner already has in memory a previous scan or database readout of the substance with which to compare — of as little as one gram at 10 meters. The progression is fairly even, so that a concentration of one kg. (1000 grams) of an element may be found as far away as 10,000 meters (10 kilometers). The Repair scanner also has fine tuning controls, allowing it to determine detailed interior structures of any object within 10 meters. This function is particularly useful to Crime Techs working in areas where there are mechanical locks and devices to be dealt with.

**Tactical Scanner:** (2\*) A much simpler version of the standard Multiscanner, the tactical scanner is the preferred tool by many military services. Multiscanner skill is still used, but all rolls are at +50, due to the simplicity of the unit. Success indicates an accurate scan within the unit's range. The Tactical Scanner has drawbacks, however; standard range is only 30 meters (360° scan) and the scanner only detects in two modes: motion and infrared. While capable of detecting in a vertical range 10 meters up and down, most users set the scanner for a more limited vertical field. It does not distinguish lifeforms, power sources, or perform any sort of analysis. It is strictly a tactical information tool; size of all objects is approximate. The Scanner is able to penetrate most normal physical objects (walls, bulkheads) and force fields, though the GM may wish to include a difficulty subtraction when trying to read through a number of obstacles.

In appearance the scanner is a small unit, about 25 x 10 x 15 cm, with a luminous blue gridded display. It can be mounted to large weapons (such as plasma rifles) or hand-carried.



**Personal EW Generator:** (4\*) This is a belt-carried device which, when activated, cloaks the subject from scanning detection attempts. Specifically, there is a -50 modifier to all scanner rolls directed at the wearer which are intended to pick up life forms. Concentrated ship or installation sensors are at -30 to pick up the "cloaked" wearer. The Generator will operate for 100 hours before its power supply is depleted. The Generator may not be used in conjunction with a personal shield of any type.

**Poison Detector:** (\*) Using the principals of defracted X-ray analysis, this small handheld device is capable of detecting many different types of poisons commonly used in food or drink. The Detector has "standard" defraction signatures stored in its memory; these are used to make positive matches when poisons are present in the analyzed material. A special X-ray reflective plate must be placed under or behind the subject matter, and the Detector is then waved within 10 cm of the subject surface. Detection of standard poisons is automatic, with *Electrical Tech* rolls required for exotic toxins, or when the device is modified for expanded capabilities. A Detector can be used about 100 times before its power supply is depleted.

## FIELD MEDICAL EQUIPMENT

**Instasplint:** An inflatable sleeve forty-five centimeters long which fits snugly over any limb, the instasplint immobilizes the limb and reduces the chances of additional injury. If the GM makes rolls to determine whether healing is 100% correct, use of an instasplint adds 70 to any roll.

**Instacast:** More durable than an instasplint, the instacast is an adjustable, plastic sleeve which hardens when a catalytic solution is applied, creating a rigid but relatively comfortable "cast". Use of an instacast effectively halves the maneuver penalty for a broken limb. It is easily removed by the application of a softening solution. A tube of each solution is included with each instacast. If the GM makes rolls to determine whether healing is 100% correct, use of an instacast adds 90 to any roll.

**Skeletal Field Knitter:** (3\*) The Skeletal Knitter is a field device akin to the *Tissue Knitter* found in *Tech Law*, but it has a more specialized function. When successfully utilized by a being with *Medical Technic* skill, the three power cells of this Knitter are capable of repairing 6 sprains, or 3 breaks, or 1 shatter, or an appropriate combination of these bone/cartilage/tendon repairs.

The subjects of Skeletal Knitting are physically drained by the process, so all actions for 25 hours following the bone repair are at -25%. This represents the recovery period.

**Auto Tab Applicator (10 Tab Capacity):** (2\*) This device can be attached to a person's upper arm or leg so that it will automatically dispense Med Tabs into the being's system at preset intervals. The Auto Tab Applicator is best attached and set by a person with *Medical Technic* skills.

Modifications of the Auto Tab Applicator are possible (as they are with any device). Certain modifications could allow automatic injections at the command of the wearer or under certain environmental conditions.

## INFIRMARY MEDICAL EQUIPMENT

**Note:** All infirmiry surgical equipment assumes use in tandem with a scanner bed. These instruments are relatively ineffective (and can be dangerous) when used without support diagnostic equipment. Such instruments also operate using beamed power from a nearby transmitter tied in to the ship or building power reactor. Surgery with these devices without a scanner bed is considered *Sheer Folly* (-50) while with the bed it is usually *Medium* (+0).

**Scanner Bed:** A sophisticated infirmiry device, shaped somewhat like a large bed with a full size display mounted above along one side. The scanner bed continuously monitors all vital signs of the patient, and signalling if there is any change. It is also capable of detailed sensor scans, and magnifying specific body parts. It is an invaluable surgical tool.

**Surgical Dermal Closer:** This device is capable of healing 5 concussion hits per round.

**Surgical Tissue Knitter:** Can heal torn (but not destroyed) muscle, tendon and cartilage, and any bone breaks — including shatters.

**Surgical Regenergun:** The most powerful of the Surgical instruments, the Regenergun is actually several different devices, one each for burns, muscle, cartilage, bone, and organs. A surgical gun heals burns up to 5 hits/rnd, a single complete muscle or cartilage structure in 10 minutes, and one bone in 10-200 minutes (variable with size). Each requires considerable skill to operate, and so operations are considered *Very Hard* (-20).

**Surgical Arterial Sealer:** A specialized device, it will repair arterial and venous tissues, reducing bleeding rates by as much as 10 hits/rnd (max one bleeding wound per round).

**Laser Scalpel:** An indispensable surgical tool, often used in concert with the above devices.

**Medical Function Bed ("Medbed"):** The ultimate device for exploration parties without a skilled medical official, the Medbed is a large machine (1.5 x 2.5 x 2 meters) resembling a bulky glass-lidded coffin on a solid pedestal. It has a built-in Mk. 20 computer, with sophisticated Surgical programs and general physiological data for all known sentient races. It must be certified and periodically checked by qualified government personnel, because it is, in essence, a surgeon. It is equipped with all of the infirmary equipment listed above, and is also capable of administering Medtabs, depending on its available supply. The Medbed has a 500 tab storage capacity, and can provide an instant readout of its current inventory.

The Medbed is a scanner bed and a diagnostic computer which, once activated by the presence of a body inside, will perform whatever actions it deems necessary to return the occupant to full normal operating status. A preliminary scan is performed to determine whether the occupant is near death — and immediate preventative action is taken if necessary. In very serious cases, the Medbed will place the occupant in stasis (See *Tech Law*, Preservation Unit, pg 10). Medbed stasis is much safer, sustainable indefinitely, and involves only a 1% chance of stat decline when the patient is revived.

After the patient is stabilized, the Medbed proceeds with additional repairs.

This rather expensive device also requires specific data to function properly. With a complete medical profile of the patient, it acts with a Medical Practice skill of +100; with only its standard programs it is +70.

**Medstasis Bed:** Essentially a cryogenic berth with monitoring devices and a small computer to assure that the occupant's more fragile lifesigns are maintained.

**Anacept:** The result of centuries of biochemical research, Anacept is a 100% effective contraceptive. It is available in two forms; for males and females (the female version is more expensive and much longer lasting), and need not be used on a periodic basis. A dose of either variety must be taken at least fifteen minutes prior to sexual intercourse, and will render the user effectively sterile (males for 100 hours, females for twenty-seven days). It may be purchased over the counter by non-medical personnel on most Imperial Homeworlds, and has an addiction factor of 01%. Recently, the manufacturers of this and other contraceptives and abortifacients have come under fire from several of the more fanatical religious groups which have been growing in popularity, making this a controversial issue.

**Andrex:** This chemical will normally increase concussion hit total by 50% and double the number of exhaustion points available to the character. The duration of the effect is 2 rounds per 5% failure of a RR made against a 20th Lvl attack. Addiction Factor: 50.

**Antirad I through V:** A highly effective antidote for radioactive poisoning, a dose of AntiRad remains active within the user's bloodstream for fifty hours, and reduces the level of any radiation critical then taken by the Mk. of the dose (An E crit versus AntiRad I becomes a D crit, versus AntiRad II a C crit, etc). AntiRad has an addiction factor of 35%, due to the tolerance developed by many persons against normal doses. Usually the dose must be doubled if this tolerance develops.

**Arelenex:** Available over-the-counter throughout the Empire, a dose of Arelenex completely relieves all symptoms of the common cold for twenty-five hours. It has an addiction factor of 10%.

**Decilage:** A micro-organism in Tab form with an incubation period of 31-60 minutes after it is introduced into the blood-stream. The M/O attacks and destroys ingested toxins and other M/O's which work on the digestive or circulatory system. Addiction Factor: 15.

**Hyravol:** This drug counters the side effects which often accompany Hyper Space travel. Anyone suffering from nausea or disorientation after a hypershunt (GM's discretion) can be cured with a shot of Hyravol. Addiction Factor: 25.

**Perserverine compound:** A highly effective pain-killer used often by military physicians. Although it does not heal any concussion points of damage, Perseverine greatly reduces the user's sensitivity to any pain for a period of six hours. In game terms, this drug lowers the "Shock & Pain" modifier (see *Future Law*, Section 13.3) by one step (ie; a character who has taken from 51% to 75% of his or her total concussion hits may act as if only 25% to 50% have been taken — reducing the maneuver penalty from -20 to -10, etc). This adjustment also applies to the exhaustion point expenditure modifiers (see future law, section 13.13). One very dangerous aspect of this drug is its high addiction factor: 70%. Any character who rolls such a result must succeed in a very hard (-20) static maneuver modified by Self-Discipline. If the total achieved on this roll exceeds 100, the dosage will have to be doubled the next time Perseverine is taken. If the total is 100 or lower, the character is physically dependent on the drug, and will feel hopeless and in pain whenever denied its effects. Such characters will suffer a -20 on all maneuvers attempted during withdrawal. This penalty will continue to apply until withdrawal is complete — usually from three to thirty days later.



## DRUG TABS

**Alerlene:** Alerlene is a stimulant often used by military and paramilitary troops. Application of one tab allows the recipient to operate at full efficiency for a 25 hour period without rest. The drug is so safe, that several consecutive injections will allow extended wakefulness without detrimental effects. However, after use of Alerlene is discontinued, a sleep period must follow with 4 extra hours of sleep required for each consecutive 25 hour period that the person was kept awake with the drug.

**Amboathorpin:** Amboathorpin is a universal nerve gas antidote for humans. Each applied tab will protect a person in a chemical warfare nerve gas environment for 25 hours. Victims who have succumbed to nerve gas in a previous combat round, and are miraculously still alive, can be treated with Amboathorpin in order to revive them. This would require an exceptional Medical Technics skill roll. Addiction Factor: 15.

**Quedella Phi:** Not a chemical drug, but actually a micro-organism held within the Tab; a Quedella Phi Tab allows a human to digest rough cellulose for a week. This is a great survival boon for explorers on undeveloped worlds that are sparse in readily edible vegetable food. Addiction Factor: 0.

**Rebillis:** Allows character to "see into his future" (5 minutes only). He must make a RR against a 5th Lvl attack; if it is successful the vision is clear, if failed, the vision takes the form of a hazy hallucination. Addiction Factor: 20.

**Teledrine:** A difficult drug to obtain (sheer folly (-50) on most Imperial worlds), and totally illegal in some Provinces, Teledrine somehow increases the effectiveness of psionic endeavors by Telepaths

and Semi-Telepaths. It is occasionally used by the Truthsibyls of the Galactic Court of Humanity. The user must succeed in a static maneuver roll modified by Intuition and +50 in order for the dose to have any effect whatsoever. If the total is higher than 100, the user will receive a modifier of +50 on all Psionic attacks and resistance rolls for the next hour. Taking more than one dose will increase the duration of the effect, but not the modifier. Teledrine has an addiction factor of 20%, after which the dosage must be doubled.

**Thiagorex III:** Available over the counter throughout the Empire, Thiagorex III completely relieves headaches and minor muscle tension. It has an addiction factor of 15%, after which the dosage must be doubled. A critically low roll (of 05 or lower) indicates either total tolerance to the drug (ie; it will never have any effect on the character) or some kind of allergic reaction.

## 10.3 MASTER WEAPONS CHART

WEAPON NAME	TYPE	FIRE RATE	RANGE (METERS)		RANGE MODIFIERS		TARGET'S ARMOR MODIFIERS					
			FAIL	PB/SR/MR/LR	PB/SR/MR/LR	TABLE USED	20-17	16-13	12-9	8-5	4-1	SPECIAL
5.5mm Pistol	1h proj	2/rd	05	1/10/15/40	+5/+0/-25/-90	Sm. Proj Mk.1	-35	-25	-15	-5	0	8 rd cyl
11mm Magnum	1h proj	2/rd	03	2/15/40/90	+15/+5/-10/-80	Sm Proj Mk.1	0	0	+5	+10	+15	6 rd cyl
Sonic Stunner	1h engy	2/rd	05	10/50/120/250*	+35/+0/-10/-50	Stun Mk.2	@	@	@	@	@	\$
Taser	1h proj	1/rd	06	2/5/10/20	+35/+0/-10/-25	Sm Proj Mk.1	-50	-30	-20	-10	0	1 burst
Taser (Archaic)	1h proj	1/rd	08	2/3/4/5	+10/+5/+0/-25	Sm Proj Mk.1	-70	-50	-15	-10	0	1 burst
Extender Claws	1h edge	1/rd	03	(melee)	(N/A)	Forceknife/dagger	0	0	0	0	0	
Pulse Laser	1h engy	2/rd	07	1/50/100/200	+25/+15/+0/-50	Laser Mk III	0	0	0	0	0	\$
Pulse Laser Rifle	2h engy	2/rd	08	2/100/200/400	+35/+20/+0/-30	Laser Mk IV	0	0	0	0	0	\$
25mm PML (Guided Missile)	2h prj	2/rd	07	10/200/400/1500	-30/0/-10/-20	Grenade/Rocket	0	0	0	0	0	4 tubes
25mm PML (Unguided Missile)	2h prj	2/rd	07	10/200/400/1250	-30/0/-20/-60	Grenade/Rocket	0	0	0	0	0	4 tubes
RPG Launcher	Lncher	1/rd	05	5/100/200/450	-10/0/-20/-60	Grenade/Rocket	0	0	0	0	0	1 tube
Grenade Rifle	2h prj	2/rnd	06	2/20/50/100	+10/0/-20/-50	Grenade/Rocket	0	0	0	0	0	pump
Contact Stunner	1h engy	1/rd	02	arm's length	0	Stun Mk. 3	0	0	0	0	0	\$
Autoblaster	2h engy	2/r	06	3/100/200/300	+10/0/-20/-90	Blaster Mk 3	0	0	0	0	0	\$
		burst	07	3/100/200/300	+10/0/-50/-120	Auto Mk 3	0	0	0	0	0	\$
Field Effect Strn	2h engy	2/r	09	— Variable — see text —		Stun Mk 2	-5	0	0	0	0	\$
Plasma Rptor Rifle	2h engy	2/r	08	3/40/150/300	+5/0/-15/-80	Blast Mk 5	0	0	+5	+5	+10	\$
		burst	10	3/30/100/200	+5/0/-20/-90	Auto Mk 5	0	0	+5	+5	+10	\$
Power Sword	2h edge	1/rd	09	(melee)	(N/A)	Power Sword	0	0	0	0	0	\$
Force Knife	1h edge	1/rd	06	(melee)	(N/A)	Force Knife	0	0	0	0	0	\$

**RANGES:** are defined by the outward limit; e.g., for a 5.5mm pistol, point-blank is 0 to 1 meter, short range is 1 meter to 10 meters, medium range is 10 to 15 meters, long range is 15 to 40 meters, and the weapon is essentially ineffective beyond 40 meters.

**NOTE:** There is no set charge in energy weapons power packs; when a FAILURE is rolled there is a subsequent chance that a "power pack depleted" result will be attained. This is the only time (in normal use) that energy weapons power packs are depleted.

**NOTE:** The ranges shown apply only in atmospheres with a density or pressure equal to Terra's. More dense atmospheres increase the ranges shown, while thin atmospheres decrease them. Multiply these ranges by the atmospheric pressure compared to Terra (ie; the ranges are doubled if the atmosphere is twice as dense, etc).

**NOTE:** The target must have some means of "hearing" the weapon in order for it to be effective at all. If the target is wearing an external microphone (which is on), the firer receives a +50 to hit regardless of the target's At. Any totally sealed and soundproof armor without such a microphone (or with the microphone off), is impervious, however any small rip or hole will be sufficient to allow the sound wave to be heard, and the attack to be delivered as normal.

## 11.0 NEW VEHICLES

Included here are a number of new machines of transport for *Space Master*. In the chart are also noted a number of vehicles whose stats were omitted from the first printing of *Tech Law*.

### 11.1 VEHICLE DESCRIPTIONS

Below are briefly described the new vehicles listed in the Vehicle chart.

**Buzzer:** A small, quick two-seater powered by Fast Gravitics, the Buzzer looks like two enclosed sidecars connected by a horizontal bar between them. Model II is equipped with Mk. 10 Laser Cannons. Manufacturers: Imperial Transtar, Lloyd Vehicular, Ecos Gamuz.

**Gravskooter:** One-seater transports, Gravskooters are often used for short hops and courier service. They can be used to tow a Grav Sled, and are not sealed versus the environment. The skooter comes in a variety of styles and is often used for recreation and by those who prefer something more exciting than a gravcar. Manufacturers: Caliban Corporation.

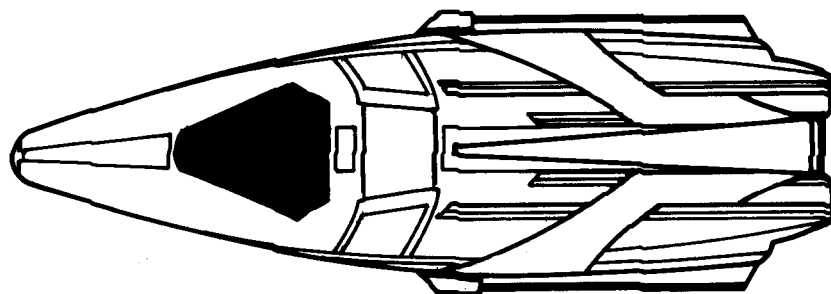
A more expensive (and less "sporty") model called the SkoutSkooter is available with a forward mounted Mk. 10 Laser Cannon, a greater operating duration, and EW and shields capabilities. Skoutskooters are standard on Imperial Survey vessels. Manufacturers: Caliban Corporation, Arc Gotha (called a "Survey Bike").

**Runabout:** A popular fan flitter which seats four people with room for cargo, the Runabout is not sealed against the environment, making it a bit more affordable than a Grav Prop plane. Motive power

is supplied by two great adjustable turbofans, one on each side of the mostly transparent cabin. Manufacturers: Arc Gotha, AeroDelta.

**Lifeboat:** (A more sophisticated Drone version — normally used in passenger liners — is noted in the following section). Lifeboats are installed in all starships and space vessels larger than a shuttle. Invariably they are very basic craft with a one-man console and ten to twenty acceleration couches. The console has simplified *Astrogation/piloting/sensor controls* allowing someone with basic skills to manage a planetary landing. Some have automatic settings which direct the on-board computer to locate (for instance) the nearest habitable planet. Power is provided by a small fusion reactor, and the lifeboat is driven by an N-Space drive rated at 5 or less, with basic gravitics for landing. Lifeboats are almost never Hyperspace capable. All have automatic TBD distress beacons and Microfreq communicators. They generally have medkits and twenty-day food supplies, a few hand stunners and survival equipment. Better versions also have 1-2 Medstasis beds for injured passengers. Manufacturers: various.

**Orbital Surveyor:** A fully equipped planetary survey ship, it is designed to be dispatched from an orbiting starship. Surveyors have a Mk. 50 computer, extensive sensory and analysis equipment, and environmental support for a crew of 8 for 50 days. The craft has a three-man cockpit, a small lab, and a living area with eight bunks and five retractable acceleration couches. With powerful Fast Gravitics and a Fusion Drive, the ship is free to travel the planet surface and land just about anywhere. A Surveyor is theoretically capable of interplanetary travel (N-Space Rating 3) but has limited fuel. Manufacturers: O'Mallory, Arc Gotha, Imperial Transtar.



#### GRAVITIC FLITTER

VEHICLE TYPE: Gravitic Flitter  
 PRODUCER: Ares Industrial  
 TONNAGE/HITS: 4/25  
 MAIN COMPUTER: MK.40, +30 Evade  
 ARMOR TYPE: 29 EW RATING: 30  
 SHIELD RATING: 40  
 TOTAL DB: 70 (+30 EW when applicable)  
 CREW/PASSENGERS: 1-3/6-4  
 MOTIVE FORM: Fast Grav  
 MAX SPEED: 500 kph  
 WEAPONRY:  
 —1 Mk. 20 blaster, turret mounted, topside, +40  
 —Dual fwd Mk. 10 Lasers, +30  
 OTHER FEATURES: Computer autopilot; Computer controlled weaponry; Computerized systems monitor; Sensors, 500 Km range.

## 11.2 VEHICLE STATS AND COSTS CHART

The first part of the chart below includes a number of vehicles described in **Tech Law**, but unfortunately omitted from the original chart in the first printing. They were subsequently included in an errata sheet and later printings, and are also included here.

The second part of the chart is devoted to the new vehicles described in this book.

VEHICLE TYPE	MOTIVE FORM	PSNGRS	CARGO	ENVIR	MASS	CAT (DB)	MI	PWR X	COST
<b>Aircraft:</b>									
Helicopter									
1-man	S PROP	1	.5	none	1	21 (30)	N	1	6,000
2-man	S PROP	2	1	semi	2	21 (30)	N	3	15,000
Prop Plane									
2-man	M PROP	2	1	semi	1	21 (20)	N	3	12,000
4-man	M PROP	4	2	semi	3	22 (20)	N	5	25,000
Gravprop Plane									
2-man	F PROP	2	2	full	2	21 (30)	N	4	50,000
4-man	F PROP	4	4	full	5	22 (40)	N	8	90,000
High-speed Jet									
4-man	F JET	4	4	full	6	22 (30)	P	10	110,000
8-man	F JET	8	10	full	15	23 (40)	P	18	250,000
Gravitic Belt	S GRAV	1	0	none	.005	N/A	N	.5	3,500
Gravitic Sled	M GRAV	2	1	none	.5	21 (20)	N	1	12,000
Gravitic Flitter									
2-man	F GRAV	2	3	full	1	22 (30)	N	6	80,000
6-man	F GRAV	6	4	full	4	22 (30)	P	18	200,000
10-man	F GRAV	10	6	full	12	23 (30)	P	30	500,000
Suborbital Shuttle									
6-man	FUSION RCKT	6	10	full	20	23 (50) *30	P	30	800,000
20-man	FUSION RCKT	20	25	full	75	23 (50) *30	P	100	3,000,000
<b>Small Spacecraft:</b>									
Maintenance Pod	N-Space Thrstr	1	2	full	3	21 (10)	N	1	30,000
Orbit Shuttle									
6-man	FUSION RCKT	6	10	full	25	23 (50) *30	P	40	1,000,000
20-man	FUSION RCKT	20	30	full	90	23 (50) *30	P	120	3,600,000
<b>NEW VEHICLES</b>									
Buzzer	F GRAV	2	1	semi	2	22 (55) —	-	1	181,700
Buzzer II	F GRAV	2	1	semi	5	22 (55) —	-	2	294,100
GravSkooter	M GRAV	1	0	none	4	21 (30) —	P	1	70,056
SkoutSkooter	M GRAV	1	0	none	10	22 (40)	W	3	278,576
Runabout	F PROP	4	2	semi	4	21 (10) —	-	2	75,000
Lifeboat (small)	N-Space 5	10	10	full	50	23 (10) —	-	100	1,500,000
Lifeboat (large)	N-space 4	20	10	full	100	23 (10) —	P	100	2,750,000
Orbital Surveyor	N-Spce 3/Grav	8	40	full	150	24 (25) —	P	150	3,800,000

### KEY:

MOTIVE FORM: refer to the Vehicular Movement Table (**Tech Law**, 4.24) for explanation of these terms. For the Spacecraft, the N-Space rating refers to the # of picks in the ship construction process, sec 4.2111.

PSNGRS: indicates the number of persons the vehicle is designed to carry comfortably — including pilot and crew. In an emergency each cumet of cargo space could be used for "passengers", but only for limited periods, as it overloads the environmental control system and/or the motive power.

CARGO: additional cargo space available, in cubic meters (cumets).

ENVIR: amount of interior environmental control: *none* means that either there is no cabin or the cabin has no atmospheric control; *semi* indicates that the cabin is enclosed but not necessarily sealed, and provides heat/cooling and some humidity control; *full* means the cabin is completely sealed and insulated, and is equipped with life support.

MASS: mass of the craft (empty) in tons. The number in parenthesis is the number of hits it can take (versus mounted weapons attacks) before it is disabled. if no number in parenthesis, the tonnage equals hits.

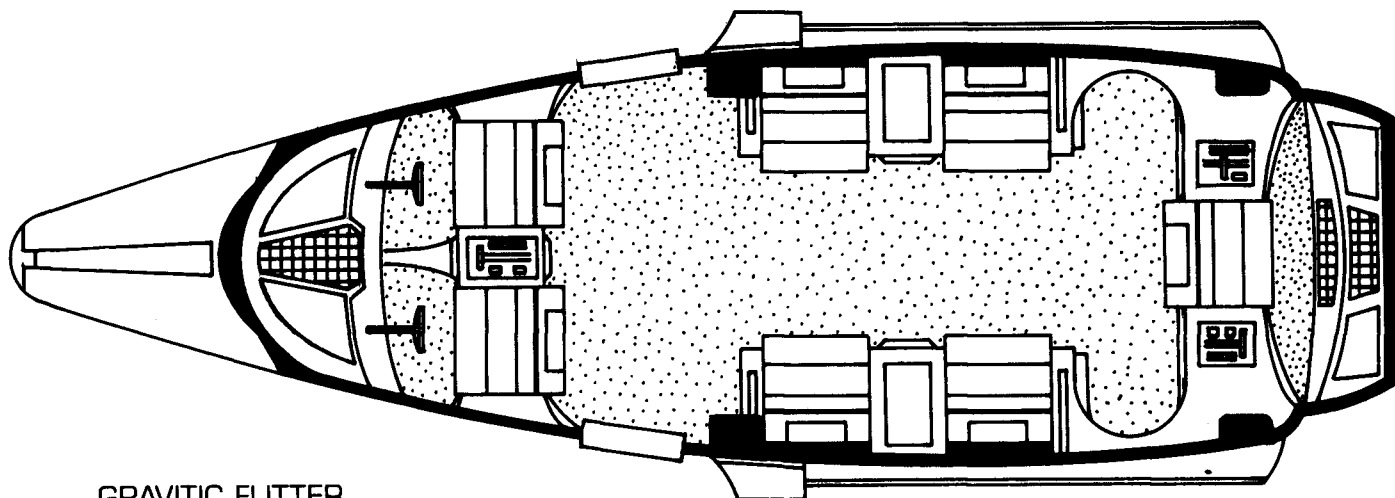
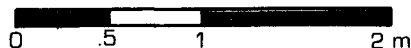
AT (DB): the construction Armor Type is listed, with the standar defensive bonus (DB) in parenthesis afterwards.

MI: indicates whether the craft is equipped with a Mech Interface terminal for a robot. The space either has an "N" (for "no interface", or one or more of the following: "P" (Pilot Interface), "W" (Weapons Interface), "S" (Sensor Interface). (indicating the Interface

PWR X: the multiplier to be applied the the power source cost once a Power source/Energizer has been selected (from chart 3.42) for the vehicle. Use common sense when selecting a power source; do not buy a combustion engine for a SMAC fighter, for instance. Such machines require a fusion reactor.

COST: the average cost for the vehicle in Elmonits (not including the Power source/Energizer).





GRAVITIC FLITTER  
Deck Plan

## 12.0 ROBOTS AND DRONES

The following section includes a few new conventional robot designs and some example robotic *drone* machines of varying purposes.

### 12.1 ROBOT DESIGN RULES NOTES

Before going into the new Robotic designs, however, a note about the design procedure from **Tech Law** is in order. The mass determination formula was omitted (making it rather difficult to determine hits). Here it is:

Add the total picks from the following categories: Power, Motive Form, AT, Hits, Weapons, Cargo/Crew, Environmental Protection. Take this total and:

For GCV's: do nothing.

For Aircraft: divide by 2

For Ships: multiply times 1.5

This number is the mass in tons of the vehicle; also the number of concussion hits it can take (plus any extra you have bought specifically).

### 12.2 NEW ROBOT DESIGNS

#### Technical Assistance and Repair Bot 412 Series

The TAR 412 series is considered by most to be one of the best repair bots in the universe. This small [1.6m], humanoid bot is extremely independent. The TAR 412 is programmed to diagnose and repair a piece of equipment without assistance from a tech. The bot can be purchased with any one of the following Technical Skills [at +70]: Mechanical, Weapons, Electronics, Power Systems, or Cybernetics Technics. The TAR 412 is in no way practical for use during combat situations. However, it is completely

capable of functioning independently from starship power sources and personnel in a number of different "hostile" (Xeno-)environments for short periods of time [30 hours].

ROBOT NAME: TAR 412

TYPE: Service

WEIGHT[KG]: 272.2

COMPUTER Mk.#: 8.1

PROGRAM: Sensor Analysis [Mk .3]

PROGRAM: Perception [Mk .8]

PROGRAM: Intellect [Mk 2]

PROGRAM: Manipulate [Mk 2]

PROGRAM: Technical Practice [Mk 2] see below

PROGRAM: Xeno-environments [Mk 1]

POWER SOURCE: Batteries; 30 hour charge [FR lvl 3]

MOTIVE FORM: Walk; 20m per rnd [FR lvl 4]

MANEUVERING: +20 [FR lvl 4]

ARMOR: Personal AT 15 [FR lvl 2] HITS: 20 [FR lvl 2]

SHIELD: None

OB TOTAL: N/A

DB TOTAL: 0

DATA OUTPUT: 30cm diagonal screen [FR lvl 10]

AUDIO/VISUAL EQPT.: Holocamera; 9m range [FR lvl 3]

WEAPONRY: None

SENSOR/RANGE: Multisensor/9m; +15 [FR lvl 3]

EW/STEALTH: None

INTERFACE W/: Starship Technical Reference computers; +60 [FR lvl 15]

Multiscanner; +20 [FR lvl 4]

LANGUAGE: BIVOC

OTHER FUNCTIONS:

#1- Xeno-environments: +50 [FR lvl 10]

#2- Perception: +40 [FR lvl 8]

#3- Intellect: +70 [FR lvl 20]

#4- Manipulate: +70 [FR lvl 20]

#5- Technics: +70 [FR lvl 20] see below

TOTAL COST [CUSTOM BUILT]: 451,310 Elmonits

ROBOT NAME: ARC Scout TYPE: Combat  
 WEIGHT(KG): 439.5 COMPUTER Mk.#: 6.5  
 PROGRAM: Electronic Warfare (Mk 1)  
 PROGRAM: Sensor Analysis (Mk 1)  
 PROGRAM: Evade (Mk 1) +10 to DB  
 PROGRAM: Targeting +10 to Grenade Launcher OB (Mk 1)  
 PROGRAM: Energy Weapon (Mk 1)  
 PROGRAM: Stalk/Hide (Mk .5)  
 PROGRAM: Perception (Mk .5)  
 PROGRAM: Intellect (Mk .5)  
 POWER SOURCE: Internal Fusion Reactor; 30 days w/out refueling (FR M 12)  
 MOTIVE FORM: Med. Gravitic; 200 kph (FR M 11)  
 MANEUVERING: +40 = 50 - 10 (armor penalty) FR M 10  
 ARMOR: Aligned Crystalline Steel [+5 to man. at 2x cost] Construction AT 24 (FR M 4)  
 HITS: 100 (FR M 10)  
 SHIELD: +40 (FR M 8)  
 OB TOTAL: +60 Grenade Launcher +50 Blaster  
 DB TOTAL: +100 [+10 Evade, +40 Shield, +50 Stealth]  
 DATA OUTPUT: 16cm Diagonal screen (FR M 6)  
 AUDIO/VISUAL EQPT.: Holographic camera; 30m range (FR M 10)  
 WEAPONRY: 1 Mk.I Grenade Launcher (FR M 1) +50 bonus (FR M 10)  
 1 Mk.III Blaster (FR M 3) +50 bonus (FR M 10) +10 Targeting program  
 SENSOR/RANGE: Multisensor(reads life forms, power source, construct)/30m; +50 (FR M 10)  
 EW/STEALTH: Jamming capability 1km/+50 DB (FR M 10)  
 INTERFACE W/: Portable computer; +50 (FR M 10)  
 LANGUAGE: BIVOC  
 OTHER FUNCTIONS:  
 #1- Stalk/Hide: +25 (FR M 5)  
 #2- Perception: +25 (FR M 5)  
 #3- Intellect: +25 (FR M 5)  
 TOTAL COST (CUSTOM BUILT): 874,500 Elmonits

#### Advance Reconnaissance and Combat (ARC) Scout

The ARC Scout is specially designed to be both an information gathering device and a deadly, offensive weapon. It is armed with a Mk. I Grenade Launcher and has the storage capacity of up to 20 standard size explosives (any type). The ARC Scout also sports a Mk. III blaster for close combat and as an anti-personnel weapon. It is equipped with a video-relay camera (lens has infra-red and light filter capabilities) which produces an image on a 16cm remote monitor screen up to 300km away. Also, sensor readings are constantly relayed to a portable computer (included in price) for use in the field. The ARC Scout can be programmed and manipulated using this terminal by a skilled Computer Tech.

The ARC Scout is very fast and highly maneuverable. From the side the ARC Scout appears as a dark, horizontal, streamlined slab approximately 2m long and .5m wide. The video-relay camera is mounted just under the nose of the ARC and has a 360 degree view radius. The blaster and grenade launcher are concealed inside the bot until activated, when they are revealed from behind two receding panels. The blaster lowers from the base of the bot and has a 360 degree fire radius. The grenade launcher rises from the top of the bot and can be aimed by the Targeting program and/or the Computer Tech.

#### Top Secret Combat Bot

This deadly bot is humanoid in form and very tall; approximately 2.3m. Its steel armor is black and devoid of any identifiable markings. Mounted on its right hip is a Plasma Repeater Rifle, which the bot directs with its right hand. In the bot's left hand is a Mk. III Blaster and mounted on the left shoulder is a Mk. IV Laser. The bot is skilled in the use of all of these weapons and is capable of firing at different targets with each; even while airborne. This bot is able to fly at speeds up to 1000 kph by means of a jet affixed to its back.

This terrifying machine is considered "highly restricted" by the Empire. The reason for this being that the Empire was the original designer of this devastating bot before the plans were "lost" just prior to the completion of the project. The Empire now hopes to track down those involved in the crime in order to avoid the embarrassment of this high level security breach and to resume work on the project.

ROBOT NAME: [restricted]  
 TYPE: Combat  
 WEIGHT(KG): 501  
 COMPUTER Mk.#: 8  
 PROGRAM: Energy Weapon (Mk 2.4)  
 PROGRAM: Sensor Analysis (Mk 1.2)  
 PROGRAM: EV/Stealth (Mk 1)  
 PROGRAM: Xeno-environments (Mk .6)  
 PROGRAM: Stalk/Hide (Mk .8)  
 PROGRAM: Perception (Mk 1)  
 PROGRAM: Intellect (Mk 1)  
 POWER SOURCE: Internal Fusion Reactor; 10 days w/out refueling (FR M 10)  
 MOTIVE FORM: Run; 40m per rnd (FR M 5)  
 Slow Jet (mounted on back); 1000 kph max. (FR M 9)  
 MANEUVERING: +50 (FR M 10)  
 ARMOR: Light Steel (no man. penalty/cost x2) Construction AT 22 (FR M 2)  
 HITS: 120 (FR M 12)  
 SHIELD: +50 (FR M 10)  
 OB TOTAL: +50 Plasma Repeater Rifle +35 Blaster +35 Laser DB TOTAL: +100 [+50 Shield, +50 Stealth]  
 DATA OUTPUT: 6cm Diagonal screen (FR M 1)  
 AUDIO/VISUAL EQPT.: Holographic camera 30m range (FR M 10)  
 WEAPONRY:  
 1 Mk.V Plasma Repeater Rifle (FR M 5) +50 bonus (FR M 10)  
 1 Mk.III Blaster (FR M 3) +35 bonus (FR M 7)  
 1 Mk.IV Laser (FR M 4) +35 bonus (FR M 7)  
 SENSOR/RANGE: Multisensor/36m; +54 (FR M 12)  
 EW/STEALTH: Jamming capability 1km/+50 to DB (FR M 10)  
 INTERFACE W/: None  
 LANGUAGE: BIVOC  
 OTHER FUNCTIONS:  
 #1- Xeno-environments: +30 (FR M 6)  
 #2- Stalk/Hide: +40 (FR M 8)  
 #3- Perception: +50 (FR M 10)  
 #4- Intellect: +50 (FR M 10)  
 TOTAL COST (CUSTOM BUILT): 799,290 Elmonits

ROBOT NAME: DPR

TYPE: Human Relations

WEIGHT(KG): 196

COMPUTER Mk.#: 11.1

PROGRAM: Sensor Analysis [Mk 1]

PROGRAM: Perception [Mk 1]

PROGRAM: Oration [Mk 1]

PROGRAM: Intellect [Mk 1.5]

PROGRAM: Etiquette [Mk .6]

PROGRAM: Linguistics [Mk 3]

PROGRAM: Diplomacy [Mk 2]

PROGRAM: Acting [Mk 1]

POWER SOURCE: Batteries; 40 hour charge [FR M 4]

MOTIVE FORM: Walk; 20m per rnd [FR M 4]

MANEUVERING: +50 [FR M 10]

ARMOR: Personal AT 20 [FR M 7]

HITS: 30 [FR M 3]

SHIELD: None

OB TOTAL: None

DB TOTAL: 0

DATA OUTPUT: 6cm diagonal screen [FR M 1]

AUDIO/VISUAL EQPT.: Holographic camera; 15m range  
[FR M 5]

WEAPONRY: None

SENSOR/RANGE: Multisensor/15m; +25 [FR M 5]

EW/STEALTH: None

INTERFACE W/: Starship Communications consoles; +70  
[FR M 20]

LANGUAGE: BIVOC

Imperial Standard

see below

OTHER FUNCTIONS:

#1- Perception: +50 [FR M 10]

#2- Oration: language skill level 10 [FR M 10]

#3- Intellect: +60 [FR M 15]

#4- Etiquette: +70 each culture [FR M 60 tot.]

#5- Diplomacy: +70 [FR M 20]

#6- Acting: +50 [FR M 10]

TOTAL COST (CUSTOM BUILT): 353,200 Elmonits

### Diplomatic/Public Relations Bot

Originally designed by Maircon Cybernetics for use as advertising tools in large corporations, the DPR Bot is highly skilled in Diplomacy, Oration, Etiquette, and Acting. These Bots were sent all across the universe as product promoters or flashy traveling salesmen. The excitement over this advertising gimmick was, however, short-lived. Maircon Cybernetics, in order to avoid bankruptcy, began to unload any and all of their remaining stock of DPR Bots [accepting any reasonable offer] on anyone who would take them. Most of the DPR Bots which remain today are used on a wide variety of space craft as communications "personnel." The DPR Bots are able to interface with a starship's communications console and are often requested to use their diplomatic prowess to avoid serious conflicts with possible enemies or, in some cases, the law.

The DPR Bot is humanoid in form and of average size. It is able to speak and understand up to 3 languages (Imperial Standard plus 2 others depending on programming). In addition, the DPR Bot understands the mannerisms and quirks [etiquette] of the cultures associated with the languages they speak.

### Synthetic Orbital, N-space, and Hyperspace Astrogator/Pilot

After years of market research the Trevco Universal Bot Corporation designed the SONHAP; one of the most cost efficient, "user-friendly" bots ever made. The SONHAP is an affordable, mass market product which was originally targeted toward fashionable tourists who enjoyed travel, but did not wish to waste leisure time piloting and astrogating. However, The popularity of the SONHAP line grew. A few of the major starship construction companies began selling SONHAPs at discount rates with the purchase of a ship. Now, both new and used SONHAPs can be found rather easily in just about any highly populated area.

The SONHAPs come in a wide variety of designer colors. These bots are tall [1.9m], cylindrical, and very slender [25cm in diameter]. The SONHAPs speak fluent Imperial Standard and are programmed to make cheerful small talk and exchange witticisms with passengers and crew members alike.

Despite their flippant air, the SONHAPs are quite adept at all space piloting and astrogation skills. Their extremely high intellect level allows them to control the ship's helm independently 25 hours a day.

ROBOT NAME: SONHAP

TYPE: Mech Interface

WEIGHT(KG): 208

COMPUTER Mk.#: 15.1

PROGRAM: Sensor Analysis [Mk .4]

PROGRAM: Perception [Mk .8]

PROGRAM: Linguistics [Mk 1]

PROGRAM: Intellect [Mk 2]

PROGRAM: Orbital Pilot [Mk .7]

PROGRAM: N-space Pilot [Mk .7]

PROGRAM: Hyperspace Pilot [Mk 2]

PROGRAM: Atmospheric Pilot [Mk 2]

PROGRAM: N-space Astrogation [Mk 2.5]

PROGRAM: Hyperspace Astrogation [Mk 3]

POWER SOURCE: Batteries; 20 hour charge [FR M 2]

MOTIVE FORM: Slow Wheeled; 10m per rnd [FR M 1]

MANEUVERING: +25 [FR M 5]

ARMOR: Personal AT 13 [FR M 0]

HITS: 30 [FR M 3]

SHIELD: None

OB TOTAL: N/A

DB TOTAL: 0

DATA OUTPUT: 15m range holographic projector [FR M 9]

AUDIO/VISUAL EQPT.: Holographic camera; 12m range  
[FR M 4]

WEAPONRY: None

SENSOR/RANGE: Multisensor/12m; +20 [FR M 4]

EW/STEALTH: None

INTERFACE W/: Starship Pilot/Astrogation consoles; +70  
[FR M 20]

LANGUAGE: BIVOC

Imperial Standard

OTHER FUNCTIONS:

#1- Perception: +40 [FR M 8]

#2- Oration: language skill level 9 [FR M 9]

#3- Intellect: +70 [FR M 20]

#4- Orbital Pilot: +60 [FR M 15]

#5- N-space Pilot: +70 [FR M 20]

#6- Hyperspace Pilot: +60 [FR M 15]

#7- Atmospheric Pilot: +70 [FR M 20]

#8- N-space Astrogation: +70 [FR M 20]

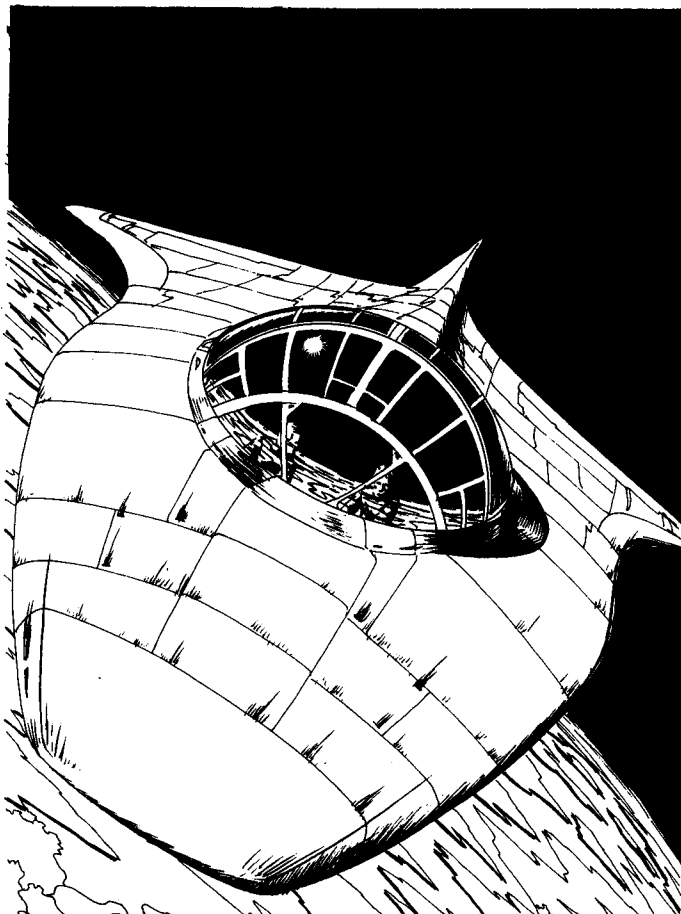
#9- Hyperspace Astrogation: +70 [FR M 20]

TOTAL COST (CUSTOM BUILT): 235,900 Elmonits

## 12.3 DRONES

Drones are fully automated "quasi-vehicular" constructs. All of a drone's functions (piloting, weapons systems, sensors, etc.) are controlled by its computer/'bot brain. Most are programmed to speak several key languages (depending, of course, on where and who's they are), and are well-versed in the Perception and Oration functions. They are constructed by combining the robot construction chart with the vehicular construction chart (*Tech Law* sections 4.223 and 4.224), using the guidelines given here:

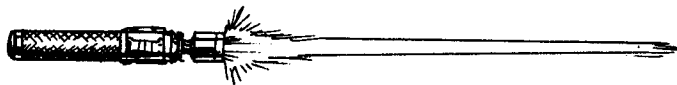
- 1) A Drone is considered to belong to a specific Robot Class, and all its robotic functions (as opposed to vehicular functions - see below) are purchased at the costs indicated for that Class on the robot construction chart. Cost Multipliers are applied only to robotic functions.
- 2) Any Drone which has Equipment Interface with an external mounted weapons installation (not including "hand-held" or internally-installed weaponry) is of the Mech Interface bot class.
- 3) Aerodynamics, Power, Motive Form, Maneuvering, Construction Armor Type, Concussion Hits, Shields (including Radiation Shielding), and Sensors (range) are purchased off the vehicular construction chart, as for Aircraft.
- 4) Mech Interface (a general vehicular function) must be purchased for Piloting, Power Control, and Sensors, and also for Weaponry (if desired). Each such interface costs 10 FR points.
- 5) Environmental Protection must be purchased if the bot brain is molecutronic.



ORBIT SHUTTLE ■

Drones are used in various and sundry ways throughout the Empire, and a few example Drones are described below.

**Robotic orbital relay beacons:** Also known as "Orbots." Orbots are often found in geosynchronous orbits above planetside Spacefaring Ports, where they handle incoming traffic, supply planetary data or warnings, send out Port directives, request and verify Passage Codes, etc. Basically, they serve to take some of the load off the communications personnel at the Port. Orbots may also be left to guard planets, moons, ships, or whatever — most Orbotic systems are modular (insuring that no two Orbots need be exactly alike), and many contain advanced weaponry.



**Stellar and planetary survey drones:** Often referred to as "Rovers" Survey Drones are employed by most Imperial and Provincial scout services. Equipped with extensive memory storage, high Intellect and Participant Research programs, they are capable of taking large amounts of accurate readings in a comparatively short time. Very large survey drones (with capacity for a small crew) are often constructed above Omega Worlds (or any worlds which require a lengthy and detailed analysis), and serve as fully automated, artificially intelligent research laboratories. Such laboratories are generally equipped with some form of high security system. Smaller Drone models are often scattered from an orbiting survey ship which awaits and correlates their findings.

**Jettisoned evacuation and recovery pods:** Large passenger-carrying Drones which are used as "returning lifeboats," JERPES are designed to protect unskilled personnel in the event of an emergency. Stored in a standard shuttle or fighter bay, they are loaded and launched at the first sign of danger, and make their own decisions regarding piloting until the danger ends and they return to the ship (they may, of course, be programmed not to return to the ship, to head for the nearest moon, to hold a tight orbit, etc) JERPES are usually equipped with high Perception, Oration, and Intellect ratings, and many possess Evade programs or even (defensive) weaponry.

**Search and destroy drones:** Employed to ruthless effect in many guerilla activities, SDDs are deathly perceptive and intelligent recon and combat units. Often equipped with manipulative "limbs" for weaponry, SDDs are always well armed and well shielded. Sensors, EW/Stealth, Xeno-Environments, Stalk/Hide, and Ambush are all very popular SDD functions. They are designed to make strategic decisions, collect large amounts of military intelligence quickly and quietly, perform any combat functions they deem necessary, and return to a preprogrammed location. Truly awesome constructs, they are also extremely expensive. Imperial Search and Destroy Drones (ImpSaDDs) are the bane of many a would-be revolution. Drones stats and costs chart

*Notes: FR = Function Rating. \* = Total Mk's of all weapons installed. (Actual weapons are chosen by the GM. Costs are not included.) cost = Monits (Assumes 1000 Monits = one Function Rating Point.)*

## DRONES STATS AND COSTS CHART

PARAMETERS	Armed RORB	Pit Survey	Auto Lab	JERP	ImpSaDD
ROBOT CLASS	Combat	Relations	Relations	Relations	Combat
AERODYNAMICS	FR 10	FR 10	FR 10	FR 10	FR 10
COMPUTER Mk.	50	80	100	40	50
MANEUVERING	+25	+50	+5	+70	+30
CAT [ENC -]	22 [-5]	22 [-5]	22 [-5]	24 [-15]	23 [-10]
SHIELDS	+35	+10	+10	+0	+80
RADIATION SHDS	FR 1	FR 2	FR 3	FR 2	FR 5
WEAPONS INSTAL.	40 Mks *	—	20 Mks *	—	50 Mks *
SENSORS	FR 1	FR 5	FR 10	FR 1	FR 10
EW/STEALTH	+70	+50	+50	+50	+80
MECH INTERFACE	4	3	4	3	4
CARGO	—	10 cumets	50 cumets	10 cumets	—
CREW/PASSENGERS	—	—	5	5	—
ENVIRON. PROT.	—	Full	Full	Full	—
MOTIVE FORM[S]	Fusion + Grav Lift	Fusion Boosters	F Boosters + Grav	Fusion + Grav	F + G / Med Grav
POWER	350 days M/A	150 hours Capacitors	550 days M/A	10 days Fusion	50 days Fusion
PERCEPTION	+50	+70	+80	+50	+80
ORATION	+20	+50	+50	+70	+20
INTELLECT	+30	+80	+100	+70	+70
MANIPULATION	—	+50	+80	—	+80
XENO-ENVIRON[S]	—	+50	—	—	+80
STALK AND HIDE	—	—	—	—	+60
2H PROJECTILE	—	—	—	—	+70
AMBUSH	—	—	—	—	+20
TONS/HITS	30/80	12/12	45/75	10/30	60/160
COST	981,000	541,000	917,000	475,000	2,493,000

## 13.0 MIRC's

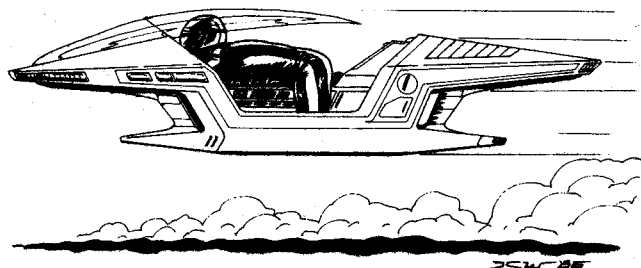
Maneuver Interface Robotic Comboids (or MIRC's) are somewhere between Powered Armor and Armored Fighting Vehicles. Not true robots (since they include a human pilot) MIRC's are larger and more powerful than even the best Powered Armor suits, yet retain the mobility of such armor. A MIRC is essentially an extension system of the pilot's limbs, his own movements instantly amplified and transferred to the MIRC. All of the MIRC forms thus far are anthropoid inasmuch as all have two "arms" (with hands), two "legs", a torso and head. The pilot is secured in the center of the MIRC and controls it through the Maneuver Net.

Originally perfected by N. Carlyle (currently in hiding in Last Resort, Hyperion IX), the Maneuver Interface program enables pilots' physical maneuvers to be quickly extrapolated to the humanoid structure they control (a "Robotic Comboid"). Carlyle's prototype model, the MIRC I, so impressed the Emperor that the design was immediately appropriated. Soon, the technical development team assigned to the task had created a truly fearsome MIRC/AFV: the Enforcer.

The future of MIRC's in the Empire is somewhat uncertain. While they have a number of combat advantages (flexibility being the main one), they lack the firepower of a SMAC fighter, and the convenience of being truly man-sized like combat armor — thus creating problems for movement through restricted spaces. There is also the argument that they are just manned robots, and what's the advantage of putting a man in where he's not needed? The answer to this is that truly intelligent robots are expensive to build and maintain; men are

relatively cheap. Placing an android brain in a MIRC is of course forbidden by Imperial Law: the true Molecutronic brains cannot be placed in any receptacle more powerful than a humanoid body (man's fear of being overthrown by his machines persists). These questions are certainly being asked in the Imperial Court, yet MIRC's remain the Emperor's fancy, and research continues. As of now they remain experimental, and are mainly the plaything of His Majesty, seeing action only in the Imperial Coliseum.

To construct a MIRC, the designer must first obtain (or design) the Maneuver Interface system which will translate the pilot's moves to the machine. This system consists of two parts: the Maneuver Net which encases the pilot, and the Maneuver Interface Program.





## Maneuver Interface Program:

Size/CPU: 10

Size/Memory: 10 + 1/pick

Cost (Elmonits): 3500 + 500/pick

Notes: The Maneuver Interface Program translates the movements of the Maneuver Net into comparable commands for the MIRC's limbs. One pick is required for every Maneuvering pick the MIRC possesses. Also adds to any Manipulation attempts made by the MIRC. Designing such a program from scratch requires a *Complex* Computer research project followed by a *Very Complex* Computer Tech construction project.

## Maneuver Net:

Cost: 1000/pick

Notes: Wraps around the pilot, and suspends the pilot within the cockpit. It responds with the pilot's moves, allowing movements to be transmitted to the Interface program. Construction of such a net requires a *very Complex* research project modified by AFV skill, followed by a *Complex* Cybernetic Technics construction project. Installing the net is a *Hard* Cybernetics Tech construction project.

Because of the large amount of sophisticated information which must be handled, it is advantageous to alleviate some of the dataload by interfacing one or more specially-built Bots into the MIRC (designed strictly for their interface jobs, incapable of anything else). This approach lessens the demands made upon the pilot and computer in combat, gives each MIRC a (limited) "personality" of its own. Much like robots and vehicles (see *Tech Law*, section 4.22), MIRC's are designed by spending Function Rating Points (1FRp = 1000 Monits) to buy FR picks (or "levels") in the parameters/functions listed below.

MIRC CONSTRUCTION CHART		
PARAMETER/ FUNCTION	FRP	NOTES
AERODYNAMICS	5	see TECH LAW, section 4.222
COMPUTER Mk.#	6	1 pick = 1 Mk.# [TECH LAW, 3.2]
POWER	X	as vehicles [TECH LAW, 4.222]
MOTIVE FORM	Y	as any vehicle [GVC, air, ship]
MANEUVERING	4	N-Space Rtg AND Maneuver Bonus
C A T	15	as vehicles, incl DB penalty
CONCUSSION HITS	15	as vehicles
SHIELDS	8	as vehicles, incl shield bonus
RADIATION SHIELDS	5	as vehicles
WEAPONS INSTALL.	5	see section 11.6, MIRC combat
SENSORS	1	as vehicles, incl Comm.
EW/STEALTH	6	as vehicles, incl EW bonus
MECH INTERFACE	12	1 pick = 1 on-board system
CARGO/CREW	5	as vehicles
ENVIRON. PROT.	4	as vehicles
A/V RECEPTION	1	as robots, but range = 10m/pick
EQUIP. INTERFACE	3	as robots, incl FR bonus
PERCEPTION	1	as robots
INTELLECT	4	as robots [pilot may override]
MANIPULATE	4	as robots [manipulation bonus]

**Note:** The number in the FRP column indicates the number of points necessary to purchase one FR pick. See sections noted for details of function and bonus definitions. "X" and "Y" are dependent upon the total number of picks made for the MIRC, and the pick calculation for Motive Form is done first. Each pick of Weapons Installations equals one weapon Mk.# (See *Tech Law* for the standard weapons rating limitations). For mounted projectile weapons (except missiles and torpedoes), one pick also equals one magazine (usually five rounds). Remember that a Maneuver Interface System (program and net) must also be purchased - see above.

In transit, MIRC's are treated as any other ship, with the pilot making rolls on the appropriate column of the Vehicular Maneuver and Astrogation table (*Tech Law*, section 7.2). The skill used by the pilot to modify any MIRC maneuver varies depending on the physical nature of the maneuver, as the pilot (suspended in the maneuver net) actually performs the moves which are then extrapolated to the machine.

For "general purpose" and routine maneuvers (including orientation rolls), the GM may wish to allow pilots (and other professions) to develop ranks in the MIRC pilot skill. The stats used to determine the stat modifier are QU/AG/IN, and the skill cost (in Development Points) is the same as the cost for maneuvering in powered armor skill (for the PC's Profession).

**Note:** The actual maneuver modifier (called the "comboid modifier") is the lowest modifier between the MIRC pilot skill bonus and the maneuver bonus of the MIRC itself. Thus, any MIRC is only as good as its pilot, and vice-versa. The GM may, of course, assign any additional difficulty modifiers as are appropriate.

MIRC computers must contain Basic Systems Monitoring, Power Distribution, Damage Control and Cybernetic Monitor programs, and must also possess a Life Support program if they are to be upper atmosphere or N-space capable. In addition, Evade, Tactics, Communications, Gunner Interface, Predict, Missile Targeting, and Defense programs are usually installed.

For more information on MIRC's, see Part V, MIRC combat.

## MIRC I:

PRODUCER: Imperial AFV [designed by N. Carlyle]

CLASS: MIRC

COST: 439,000 Monits [without programs]

TONNAGE/HITS: 27

COMPUTER MK.: 13

SENSORS: 10 km [atmosphere, 1000 km [N-space]

ARMOR TYPE: 22 [-5 ENC]

SHIELD RATING: +5

CREW: 1

MOTIVE FORM(S): Fusion engine + Grav lift, Walker

MAX SUBLIGHT ACCEL: Rating 1 = 10 km/second  
[Fusion reactor]

WEAPONRY:

— Retractable dMk. 10 Disruptor Cannon, HUD +5

OPERATING DURATION: 10 days

OTHER FEATURES: Manipulation +5, Maneuvering +5

UTILIZATION: Purely an experimental prototype model, the MIRC I was the first construct to make use of Carlyle's Maneuver Interface System. Later appropriated by the Imperium, it was the forebearer of the Enforcer and other, more advanced MIRC's.



### THE ENFORCER

PRODUCER: Hephaestus Constructs  
 CLASS: MIRC/AFV  
 COST: 1,116,000 Monits (without programs)  
 TONNAGE/HITS: 30/50  
 COMPUTER MK: 60  
 SENSORS: 10 km [atmosphere], 1000 km [N-space]  
 ARMOR TYPE: 24 [-15 ENC]  
 EW RATING: +50  
 SHIELD RATING: +25  
 CREW: 1 pilot/gunner  
 MOTIVE FORM(S): Fusion Engine + Grav Lift, Walker  
 MAX SUBLIGHT ACCEL: Rating 50 = 19,380 km/second  
 [Fusion reactor]  
 WEAPONRY:  
 —Mk. 15 Laser Cannon, HUD +5  
 —2 Mk. 10 Blast Cannons, HUD +5 each  
 OPERATING DURATION: 10 days  
 OTHER FEATURES: Manipulation +25, Maneuvering +90, Perception +25, Mech Interface for all three weapons, Full Environmental Protection.  
 UTILIZATION: As of yet unproven in actual military action, the enforcer model has performed remarkably well in test maneuvers. Prototypes are extremely rare due to the prohibitive costs.

## 14.0 STARSHIP DESIGNS AND NEW PARTS

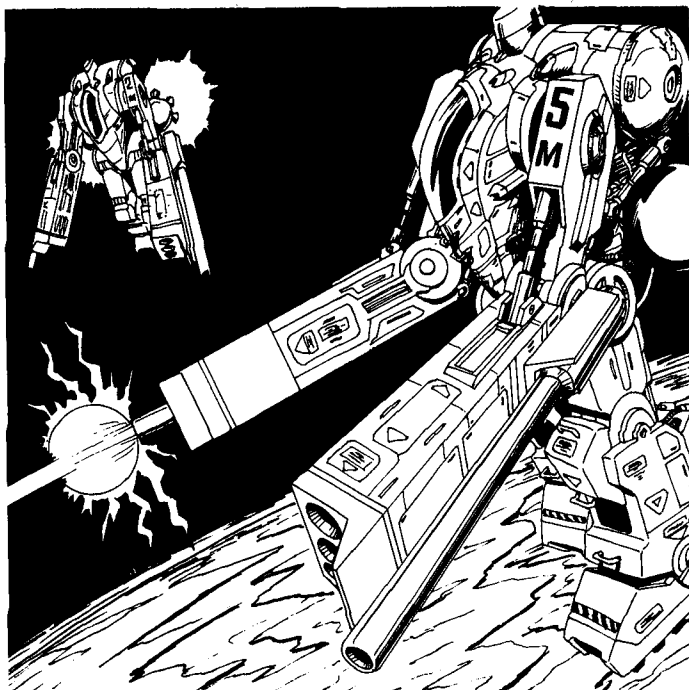
Below are described a few starship designs: the *Excelsior*, a small passenger liner; the *Esper*, a high-performance N-space cruiser; the *Silver Sloop*, a variant on the common TMAC theme; and the *Bourque*, a massive support cruiser utilized by the Devonian "Sabre" Star-mada. Views and stats are given for several Kashmere ships: *Andromeda*, a Flagship, a *Manta* class SMAC fighter. In addition, a number of "add-on" features have been included to supplement the Starship design rules in *Tech Law*.

### 14.1 STARSHIP DESIGNS

#### 14.11 IMPERIAL STARSHIPS

##### SILVER SLOOP

PRODUCER: gesunt  
 CLASS: TMAC Gunship  
 COST: 578,868 Monits [complete]  
 TONNAGE/HITS: 60  
 COMPUTER MK: 50  
 SENSORS: 1 LY range  
 TBD COMM: 1000 km range  
 LASER COMM: 22 [-5 ENC]  
 ARMOR TYPE: Astro 1, Tech 2 [second is filled by Mech Interface Bot]  
 CREW: Rating 5 = 50 km/second [Fusion drive]  
 MAX SUBLIGHT ACCEL: Rating 12 = 12 Ly/day [M/A drive and reactor]  
 MAX FTL DISPLACEMENT: +30  
 SCREENS: +20  
 ARMAMENT:  
 —2 Mk. 8 laser Cannons  
 TER: 31  
 AUXILIARY SYSTEMS: External Grav, Landing capable  
 BACKUP SYSTEMS: 168 LY total  
 OPERATING DURATION: 100 days  
 OTHER FEATURES: Mech Interface Bot, Cargo capacity = 2.28 cumets, Computer programs: Basic Systems Monitor, Life Support, Power Distribution, Damage Control, Evade +15, EW Distribution [20], Defense Screens [30], Target Lockon, Central Gun Control, Gunner Interface, General, Xenological, Engineering, Mech., Armaments, Electrical, Computer, Power Systems, and Stardrive Reference [one pick each], Hyperjump, Construct Analysis [1], and a preset course to Hyperion IX.



MIRCS IN SPACE



STARSHIP BRIDGE

### EXCELSIOR

PRODUCER: Imperial Transtar  
 CLASS: Passenger Liner  
 COST: 23,150,500 Monits [without programs]  
 TONNAGE/HITS: 10,000  
 COMPUTER MK: 70  
 SENSORS: 5 LY range  
 TBD COMM: 5 LY range  
 LASER COMM: 10,000 km range  
 ARMOR TYPE: 24 [-15 enc]  
 CREW: Astro 10, Tech 20  
 MAX SUBLIGHT ACCEL: Rating 20 = 150 km/second  
 [Fusion w/Ramscoop]  
 MAX FTL DISPLACEMENT: 15 = 15 LY/day [M/A drive  
 and reactor]  
 SCREENS: +50  
 ARMAMENT:  
 —2 Mk. 30 Blaster Cannons, HUD +15 ea.  
 TER: 3180  
 AUXILIARY SYSTEMS: Reactor, Life Support, Bridge  
 back-up systems: full Grav, Landing capable, Sickbay  
 for 20, Sensors [5 LY], TBD Comm Unit [5 LY]  
 BACKUP SYSTEMS: 200 LY total  
 OPERATING DURATION: 310 days  
 OTHER FEATURES: 60 Mid-range and 40 High Quality  
 Staterooms, Recreation Facilities, Cargo Capacity =  
 3434 cumets

### ESPER

PRODUCER: Caliban Corp  
 CLASS: High-Performance Personal Transport  
 COST: 319,000 Monits [without programs]  
 TONNAGE/HITS: 17  
 COMPUTER MK: 20  
 SENSORS: 1 LY range  
 TBD COMM: 10,000 km range  
 LASER COMM: 22 [-5 ENC]  
 CREW: Astro 1, Tech 2 [+2 Passengers]  
 MAX SUBLIGHT ACCEL: Rating 30 = 175 km/second  
 [Fusion drive w/Grav]  
 MAX FTL DISPLACEMENT: None  
 SCREENS: None  
 TER: 5  
 AUXILIARY SYSTEMS: Full Grav, landing capable, Sensors  
 [1 LY]  
 OPERATING RANGE :9 AU  
 OPERATING DURATION: 10 Days  
 OTHER FEATURES: Stripped to the bare operating essen-  
 tials, the **Esper** is an in-system speedster capable of  
 travelling from Terra to Jupiter in just over 2.3 days.  
 Cruisers such as this are often used in Provincially-  
 sponsored [and unsponsored] racing events.

High-performance cruisers achieve awesome energy efficien-  
 cy. This is because besides the drive and life support, no other  
 energy-consuming systems are installed at all. This lack of  
 shielding, EW, and weaponry make them a dangerous class  
 of vessel to be spending much time in.

### CLASS: Manta SMAC Fighter

PRODUCER: Cygnus Shipyards

OWNER: Family Kashmere

TONNAGE/HITS: 20/50

MAIN COMPUTER: 20

+40 Evade

+30 Predict

ARMOR TYPE: 23 [-20]

[20armor + 40evd + 30EW + 50shld = 130 max DB]

EW RATING: 30

SHIELD RATING: 50

CREW: 1

MAX SUBLIGHT ACCEL: Rating 20 = 150 km/second

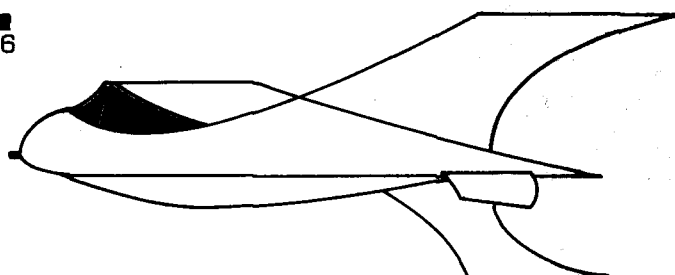
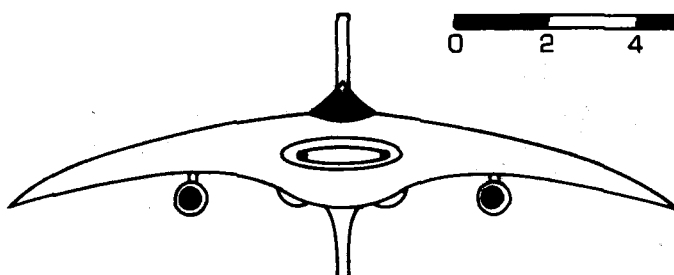
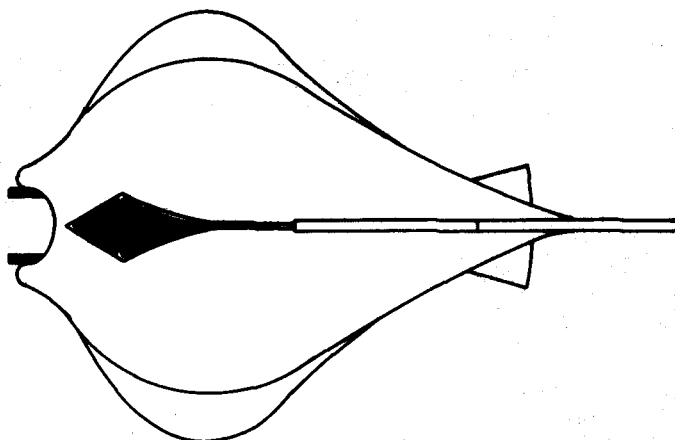
TRANSLIGHT DISPLACEMENT: N/A

OPERATING RANGE: Interplanetary only

WEAPONRY:

2 Mk. 15 Laser Cannons +30 HUD, Gunner OB 50 to 80

4 Mk. 20 M/A Torpedoes, wing-mounted. [+60]



### PROTEUS

PRODUCER: Cygnus Shipyards

OWNER: Family Kashmere

CLASS: Light Gunship

TONNAGE/HITS: 20,000

MAIN COMPUTER: 120

+50 Predict

+60 Evade

ARMOR TYPE: 29

[60 evade + 60 EW + 65 Shield + 65 Cmbat Pilot = 250 max DB]

EW RATING: 60

SHIELD RATING: 65

CREW: 15 Astro; 30 Tech; 10 Support

MAX SUBLIGHT ACCEL: Rating 14 = 120 km/second 2nd

TRANSLIGHT DISPLACEMENT: rating 12 = 11 Light-years/day

OPERATING RANGE: 300 Light-years

WEAPONRY:

4 Mk 30 Laser Cannons [paired fwd/aft] +30 HUD, +60 gnrs

2 Mk 20 Ion Cannons [paired fwd] +30 HUD, +55 gnrs

### AURORA

PRODUCER: Cygnus Shipyards

OWNER: Family Kashmere

CLASS: Frigate

TONNAGE/HITS: 120,000

MAIN COMPUTER: 250

+65 Predict Bonus

+65 Evade Bonus

ARMOR TYPE: 29

[65 evade + 60 EW + 70 Shield + = 195 max DB]

EW RATING: 60

SHIELD RATING: 70

CREW: 35 Astro; 80 Tech; 50 Support

MAX SUBLIGHT ACCEL: Rating 12 = 110 km/second 2nd

TRANSLIGHT DISPLACEMENT: Rating 14 = 12 Light-years/day

OPERATING RANGE: 300 Light-years

WEAPONRY:

4 Mk 50 Blast Cannons, [all arcs] +30 HUD, +65 gunners

4 Mk 60 Ion Cannons [paired banks, fwd] +20 HUD, +60 gnrs

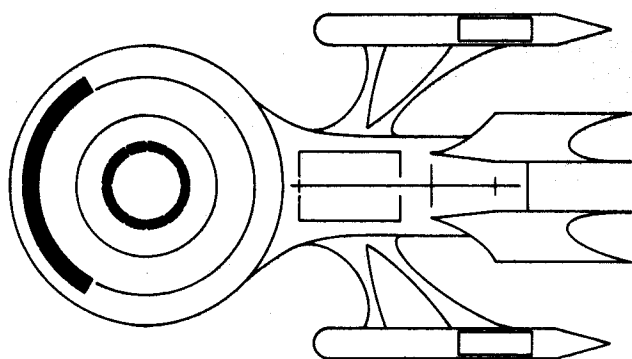
4 Mk 60 Plasma Cannons [2 paired fwd] +20 HUD, +60 gnrs

4 Mk 40 M/A torp tubes [fwd and aft] +100

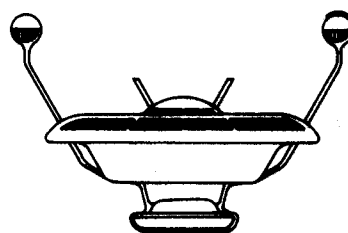
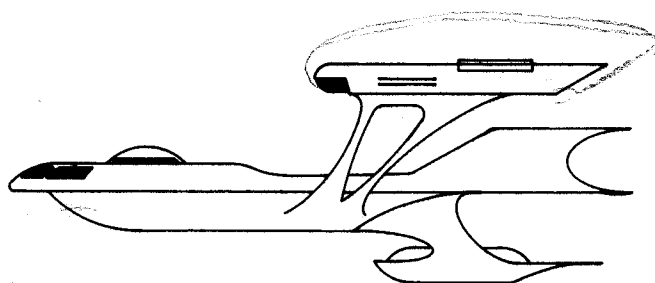
ONBOARD HYPERSHUTTLES: 1 "Pegasus" Class

SMAC FIGHTERS: 15 "Stingray" Class

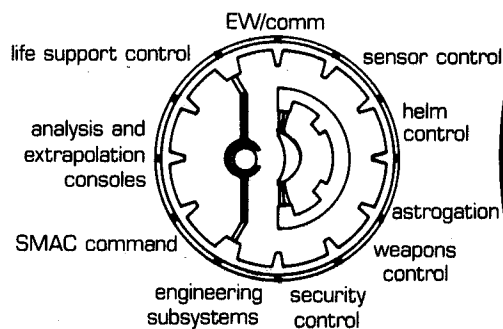
# AURORA



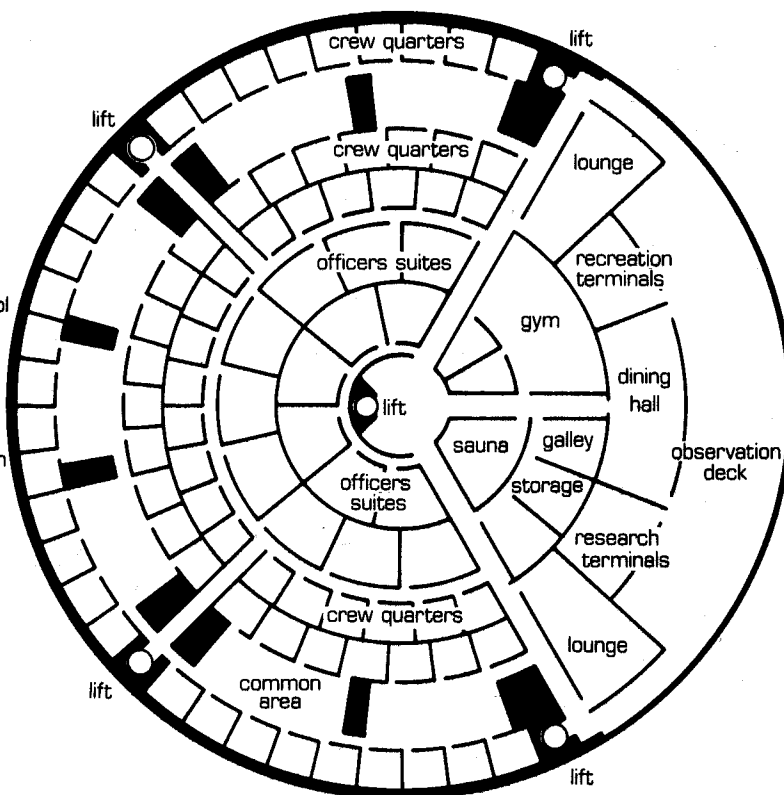
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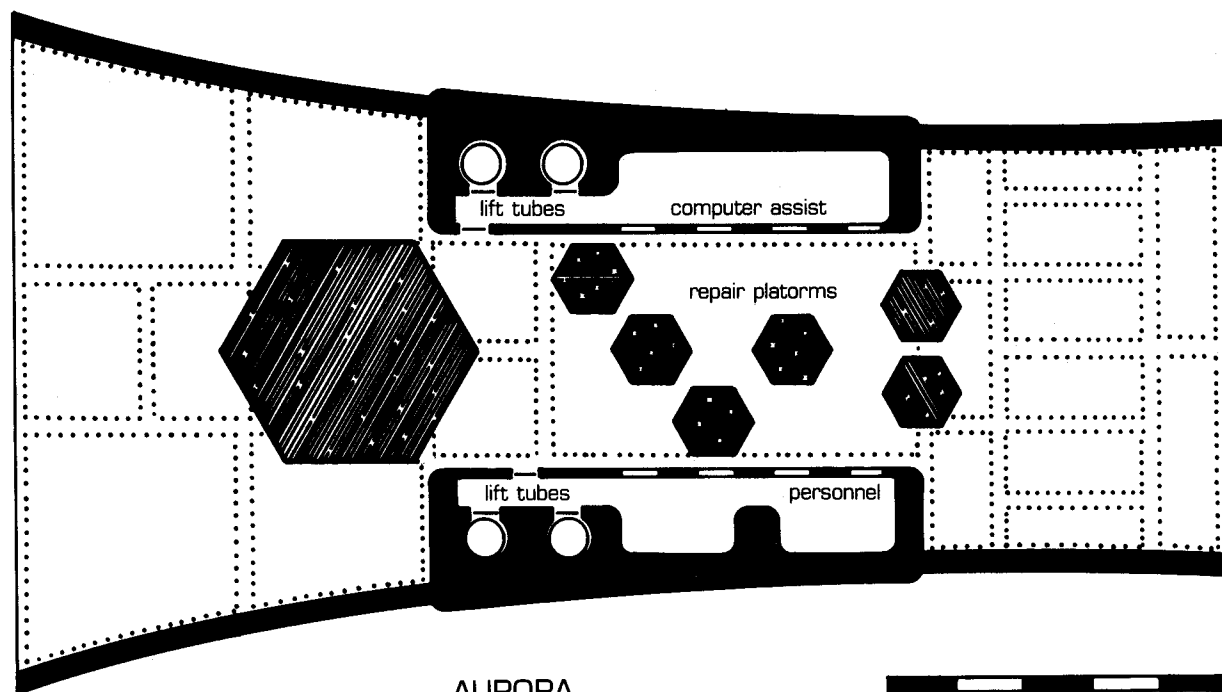


BRIDGE



PERSONNEL DECK

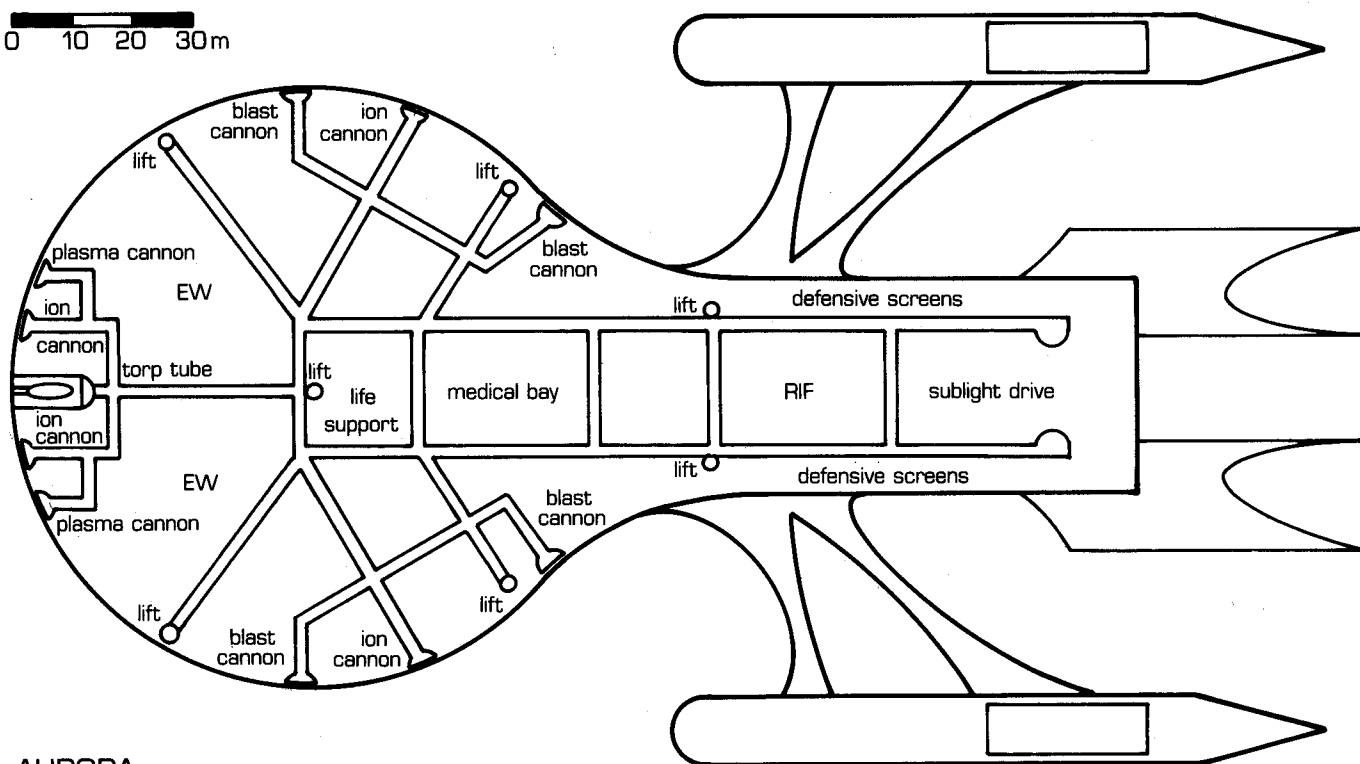




AURORA  
SMAC/ SHUTTLE DECK

0 4 8 12 16 20 m

0 10 20 30m



AURORA  
TECH/WEAPONRY DECK

## DAEDALUS

SHIP NAME: Daedalus

PRODUCER: Cygnus Shipyards

OWNER: Family Kashmere

CLASS: Courier

TONNAGE/HITS: 200

MAIN COMPUTER: 60

+50 Evade

ARMOR TYPE: 22 [-10]

[10armor + 50evd + 65EW + 50shield = 175 max DB]

EW RATING: 65

SHIELD RATING: 50

CREW: 2 Astro/Tech

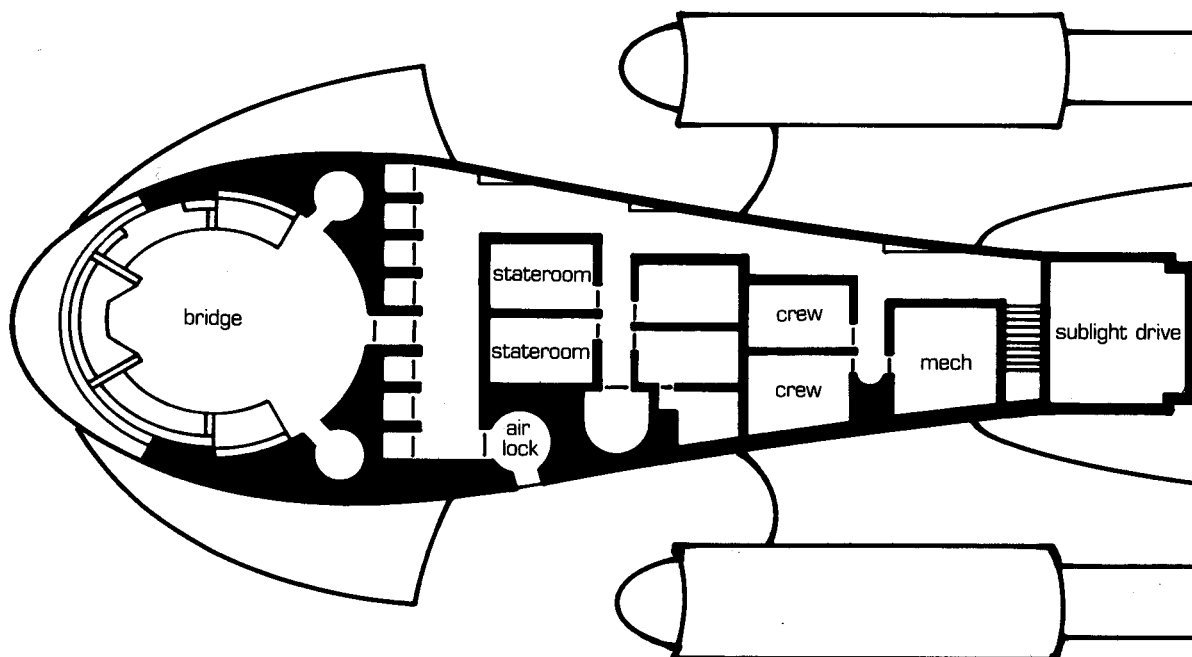
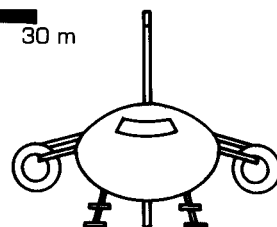
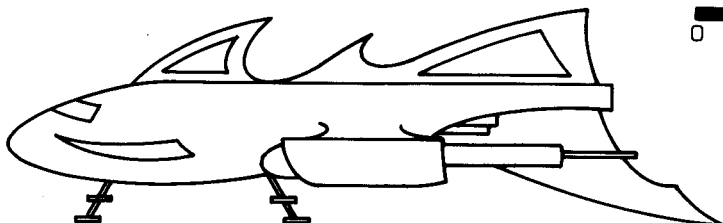
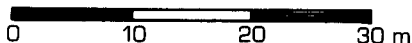
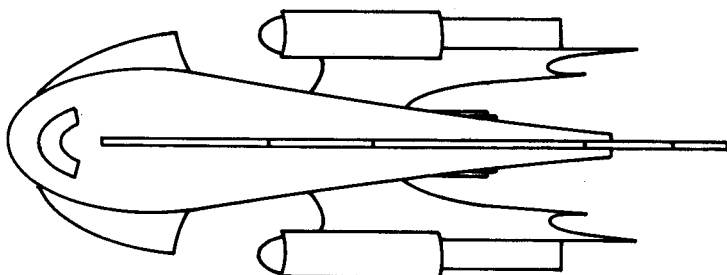
PASSENGERS: 4

MAX SUBLIGHT ACCEL: Rating 20 = 150 km/second<sup>2</sup>

TRANSLIGHT DISPLACEMENT: Rating 20 = 15 Light-years/day

OPERATING RANGE: 100 Light-years

WEAPONRY: None



DECK PLAN

## 14.12 ALIEN STARSHIPS

Following are a few typical ships of some of the Non-Imperially allied races.

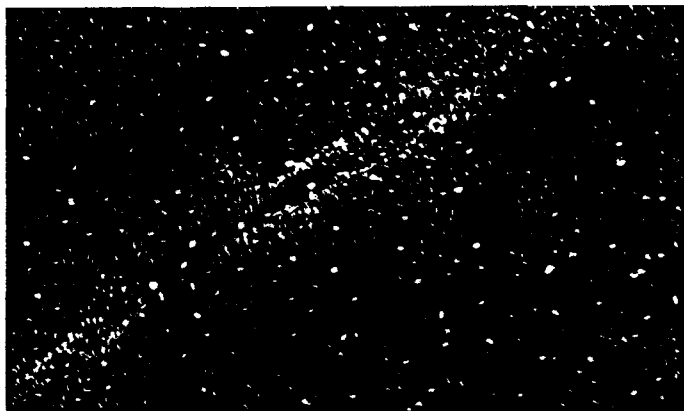
### AQUATAINE COMMONWEALTH

SHIP: Merchant Cruiser  
 PRODUCER: Aquataine Commonwealth  
 TONNAGE/HITS: 10,000  
 COMPUTER MK: 200  
 TBD COMM: None  
 LASER COMM: 40 AU  
 ARMOR TYPE: 10 LY  
 CREW: 8 astro; 20 Tech/support  
 MAX SUBLIGHT ACCEL: 11 [110 Km/sec<sup>2</sup>]  
 MAX FTL DISPLACEMENT 13 LY/day.  
 SHIELDS: +55  
 ARMAMENT:  
 — 2 Mk. 20 Laser Cannon [+90]

OTHER FEATURES:  
 — 3000 cumets cargo  
 — lifeboats

SHIP: Frigate  
 PRODUCER: Aquataine Commonwealth Shipyards  
 TONNAGE/HITS: 60,000  
 COMPUTER MK: 150  
 TBD COMM: 30 LY  
 LASER COMM: 30 AU  
 ARMOR TYPE: 25  
 CREW: 25 astro; 45 Tech/support  
 MAX SUBLIGHT ACCEL: 13 km/sec<sup>2</sup>  
 MAX FTL DISPLACEMENT 14 LY/day.  
 SHIELDS: +60  
 EW: +40  
 ARMAMENT:  
 — 4 paired Mk. 50 Lasers  
 — 2 fwd mtd M/A torp tubes Mk. 50.

OTHER FEATURES:  
 2 shuttles  
 10 SMAC Fighters  
 lifeboats



### IDORIANS

SHIP: Idorian Cruiser  
 PRODUCER: Idor Construction Yards  
 TONNAGE/HITS: 100,000  
 COMPUTER MK: 200  
 TBD COMM: 20 LY  
 LASER COMM: 50 AU  
 ARMOR TYPE: 27  
 CREW: 20 astro; 50 Tech/support  
 MAX SUBLIGHT ACCEL: [ km/sec<sup>2</sup>]  
 MAX FTL DISPLACEMENT LY/day.  
 SHIELDS: +70  
 EW: +40  
 ARMAMENT:  
 — 4 M/A torp tubes Mk. 50 [2fwd, 2aft]  
 — 6 pairs Mk. 50 Disruptor Banks

OTHER FEATURES:  
 3 shuttles  
 lifeboats

SHIP: Idorian Light Frigate  
 PRODUCER: Idor Construction yards  
 TONNAGE/HITS: 20,000  
 COMPUTER MK: 100  
 TBD COMM: 10 LY  
 LASER COMM: 50 AU  
 ARMOR TYPE: 25  
 CREW: 5 astro; 10 Tech/support  
 MAX SUBLIGHT ACCEL: [14 km/sec<sup>2</sup>]  
 MAX FTL DISPLACEMENT 15 LY/day.  
 SHIELDS: +50  
 EW: +30  
 ARMAMENT:  
 — 2 Mk. 40 Ion Cannon [both fwd]  
 — 4 Mk. 30 Disruptors [all arcs]

OTHER FEATURES:  
 lifeboats

### ATHION

SHIP: Athion "Merchantman"  
 PRODUCER: Athion Federated Shipyards  
 TONNAGE/HITS: 15,000  
 COMPUTER MK: 140  
 TBD COMM: 20LY  
 LASER COMM: 100 AU  
 ARMOR TYPE: 25  
 CREW: 10 astro; 30 Tech/support  
 MAX SUBLIGHT ACCEL: [14 km/sec<sup>2</sup>]  
 MAX FTL DISPLACEMENT 14 LY/day.  
 SHIELDS: +50  
 EW: +40  
 ARMAMENT:  
 — 2 paired Mk. 30 Laser Cannons  
 — 8 Mk. 20 Nuclear missiles

OTHER FEATURES:  
 lifeboats

## THE SNEE

SHIP: Snee Battlecruiser  
 PRODUCER: Snee Shipyards  
 TONNAGE/HITS: 100,000  
 COMPUTER MK: 150  
 TBD COMM: 30 LY  
 LASER COMM: 30 AU  
 ARMOR TYPE: 26  
 CREW: 20 astro; 45 Tech/support  
 MAX SUBLIGHT ACCEL: [14 km/sec']  
 MAX FTL DISPLACEMENT 12 LY/day  
 SHIELDS: +60  
 EW: +70 [with full cloaking capability]  
 ARMAMENT:  
 — Nuclear Torpedoes: 20 Mk. 50 [+85]  
 — Blast Cannon: 3 pairs Mk. 40, side mounted with arcs from fore to aft.  
 — Plasma Gun: 2, Mk. 60, Fwd and aft mounted only.

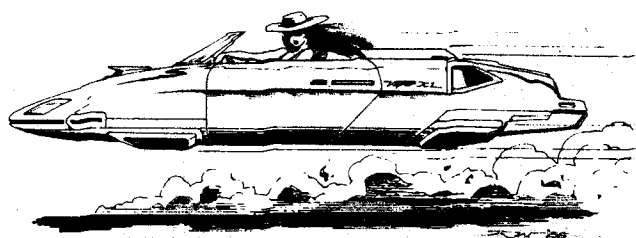
## OTHER FEATURES:

- 4 assault ships
- Lifeboats

SHIP: Snee Scout  
 TONNAGE/HITS: 10,000  
 COMPUTER MK: 100  
 SENSORS: 10 AU Range [50 LY shunt scan]  
 TBD COMM: 30 LY  
 LASER COMM: 30 AU  
 ARMOR TYPE: 24  
 CREW: 10 Astro/22 Tech/80 military  
 MAX SUBLIGHT ACCEL: 140 km/sec.  
 MAX FTL DISPLACEMENT: 13 LY/day  
 SHIELDS: +65  
 CLOAKING: +75 [including full "cloak" capability]  
 ARMAMENT:  
 — Nuclear Torpedoes: 8 Mk. 20 [+85]  
 — Blast Cannon: 2 pairs Mk. 30, side mounted with arcs from fore to aft.  
 — Plasma Gun: 1, Mk. 30, Fwd mounted only.

## OTHER FEATURES:

- Lifeboats



## 14.2 NEW STARSHIP PARTS

These rules are designed to be used in conjunction with the starship construction rules in **Tech Law**, section 4.21. All are additional facilities, meaning that they are in no way necessary for space travel. The volumes given should be subtracted from the volume available (step "(2)"), and the cost in Monits added to the total cost of the vessel.

**360 degree turret:** Usually extended above or below the vessel to allow full field of fire, the 360 degree Turret swivels anywhere within its own plane of rotation but cannot hit targets above or below 30 degrees on either side of this plane. Can be made to accommodate any size weapon (or even a combination of weapons — each of which still requires a separate gunner unless a Central Gunnery Control program is being used). Volume is equal to the total Mk.#'s held within. Cost is 50 times volume.

**Universal turret:** Totally spherical designs allowing absolutely full field of fire within weapon range (except in the direction of their own vehicle, of course). May hold any size or combination of weapons, subject to the restrictions mentioned above. Volume = 2 x total Mk.#'s included within. Cost = 200 times volume.

**Hull interfacing/coupling:** A complex modification which allows two specially designed hulls (either two ships or two sections of the same ship) to link and separate as desired. Often used to allow vital sections of a ship under attack to separate and flee the scene of the battle intact, leaving the main body of vessel behind. Also used to create orbital stations out of two or more smaller ships. note: A hull interfacing system is compatible only with a vessel (or model) which was originally designed as its counterpart. The volume and cost of the system are determined by the totals of both vehicles involved — in effect, each possesses one half of the system. Volume = (Total Tonnage) x 0.3. Cost = (Total Volume) x 5.

**Grav couch:** A ship-board safety unit designed to protect personnel in the event of a crash or sudden impact, the couch maintains a firm restraining field over the occupant(s). In its automatic mode, the couch activates immediately upon the first impact, but it may also be activated manually at any time. Any concussion damage coming through the ship's hull is reduced by the couch's Mk.# x 10, and any impact or unbalance criticals suffered will be reduced by one level per Mk.# (ie; a Mk.2 Grav Couch reduces "E" crits to "C"s, etc.). Volume = (number of occupants) x Mk.# x 2. Cost = Mk.# x 1000, per occupant.

**CommTorp:** The communications Torpedo contains a RIF generator and a small, specialized computer unit with a memory storage capacity equal to 10 x the Mk.# of the torpedo. When jettisoned, a CommTorp accelerates quickly to lightspeed, moving 100 km (one hex) per mk.# the first round, and doubling each round thereafter until shunt is achieved. The torpedo travels through hyperspace toward its predetermined destination, dropping back into N-space when it draws near. At this time the torpedo cuts its speed to effectively zero, and begins broadcasting its coded pickup call. The Mk.# of the torpedo indicates its maximum range in light-years. note: CommTorps, like other guided missiles, may be interfered with by enemy EW while still within range and in N-space. Successful interference sends the torpedo off in a randomly determined direction. Volume = Mk.# x 0.1. Cost = Mk.# x 10.



KASHMERE OFFICERS ■

**External Arms:** Massive "waldoes" used for close range satellite and construct repair as well as in-space loading, the arms are controlled by a crewmember onboard the ship. They have a manipulation bonus equal to their Mk.#, which is averaged with the operator's Agility bonus to determine the actual modifier applied to their use. *Volume* = *Mk.#*/2. *Cost* = *Mk.#* x 500.

**Stellar Sails:** An ingenious and energy-saving design, Stellar Sails are huge, thin sheets of conductive material which react to the radiation pressure exerted by any star much as cloth sails react to wind. They may be aligned in any direction, and can allow movement towards or away from the star. Only useful within the confines of a single stellar system, they are occasionally used by energy-poor or low tech (by Imperial standards) cultures for in-system travel. Stellar Sails do not enable a ship to reach escape velocity from even a small planet — boosters, grav lifts, or a "piggyback mount" (upon another vehicle) must be used for this purpose - although docking and maneuvering in N-space is quite possible. They are of necessity large and cumbersome, and require complex manipulative machinery. The size (in square meters) of the sail indicates its motive power:

$$S/[1/2T] = K$$

where S = Sail Size in square meters, T = Tonnage of vehicle, and K = kilometers per second. *Volume* = *S*/100. *Cost* = *S* x 10.

**Retractable Weaponry:** Any mounted weapons may be "camouflaged" by installing hidden slide-away panels and extender/retractors. This adds 1/10th to the weapons' volume, and costs 1000 + (weapon Mk.# x 100) Monits. NOTE: These costs are highly subjective, and in any case, camouflaging may not always be an available option. The GM may wish to apply some sort of maneuver modifier to the successful acquisition of such devices, and actual costs could be much higher.

## 15.0 DETERMINING COSTS

The following formulae are highly subjective yet will serve as a convenient base for determining the cost (in Imperial Monits) of standardized services and new equipment. Each requires that the service/item be described in terms found in **Tech Law**.

### 15.1 TRAVEL

As a base cost, use 20 Monits per Light-year, and modify as shown:

Cryogenic Berth: x 0.1  
 Bargain Stateroom: x 0.5  
 Mid-range Stateroom: x 1  
 High Quality Stateroom: x 2  
 Travel along transport route is:  
     Frequent: x 0.2  
     Regular: x 0.5  
     Intermittent: x 1  
     Restricted: x 10

**Note:** If travel frequency along route is mixed, figure sections separately.)

For transportation of cargo, assume a base cost of 1000 Monits per ton, regardless of distance, within the Province. for transportation of goods outside of the Province, apply a multiplier of x 1 to x 10, depending upon the political/economic factors involved.

Modify as shown below:

Perishable Goods: x 5  
 Fragile Goods: x 2  
 Illegal Goods: x 10 (Assumes pilot is willing to take the risk)  
 Travel along transport route is:  
     Frequent: x .25  
     Regular: x 0.5  
     Intermittent: x 1  
     Restricted x 10 (Assumes you do not have clearance)

### 15.2 COMMUNICATION

The Tachyon Beam Dictor, though the swiftest mode of interstellar communication known, has its drawbacks. Direct links over more than 50 light-years (and sometimes considerably less, depending on nearby energy fields) are impossible. Verbal communication is also still not possible because of interference. TBD technology seems stalled at a point similar to telegraphs of early industrial Terra. Data is sent in the form of a written message, coded and keyed into a terminal. The message is sent across Hyperspace via a Tachyon beam to an aligned receiving station and decoded. Messages across great distances require several relays. Thus, though the actual transmission requires very little time, keying in, relays and other factors can cause messages to take many hours or even days to reach their destination.

Solar activity, the smallest misalignment, and hardware failure are frequent problems plaguing even the best TBD systems, making the network somewhat less than 100% reliable. One advantage is that there is no known way to intercept and decode a message (though this doesn't preclude interference at relay stations).

The base cost of a TBD transmission is .5 Monits per Light-Year to destination. Long transmission (greater than thirty works) add 0.01 Monit per total number of words per light-year.



The length of time required for a civilian TBD transmission to reach its destination is one hour per every ten Light-Years travelled. This is in addition to any relay delays plus delivery.

## 15.3 EQUIPMENT

Special heavy-duty equipment can be purchased, increasing the cost by 10% for every +5 added to the breakage Resistance Roll.

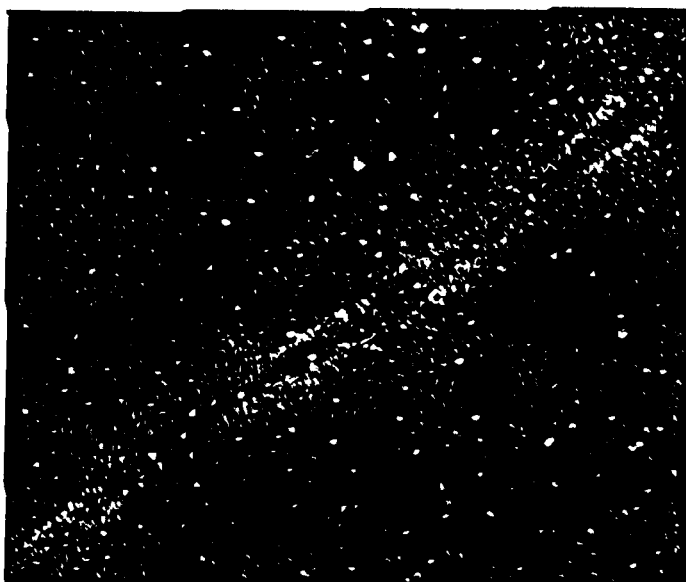
High-powered weapons are also available in more cosmopolitan areas. A general price structure is noted below. The GM should review this data and carefully consider the repercussions before even making some of the more powerful modifications available at any price. There are limits even to the **Space Master** current technology; perhaps they only exist as Sianetic Harbinger artifacts.

ENHANCED WEAPONRY	
Modifier	Cost Multiplier
+5	5x
+10	10x
+15	20x
+20	50x
+25	100x
+30	150x
+ 1 Mk.	5x
+ 2 Mk.	10x
+ 3 Mk.	50x
+ 4 Mk.	100x
+ 5 Mk.	200x

NOTES:

Generally, projectile weapons cannot be built with a bonus of more than +10 and/or + 1 Mk. number above their base model.

Hand weapons should never exceed Mk. V; rifle size weapons should never exceed Mk. 10 (and even that is frightening).



## 15.4 MICROBES AND BIOTOXINS

First, the Gamesmaster must determine the Effect Severity (Light, Moderate, Severe, or Extreme), the Attack Level, and the Difficulty Level assigned to acquiring the toxin in question. These factors determine the base cost as shown below:

1) Multiply the Attack Level by the appropriate Effect Severity modifier:

Light: x 10  
 Moderate: x 30  
 Severe: x 50  
 Extreme: x 80

2) Next, multiply this figure by the acquisition modifier shown below:

Routine: x 0.7  
 easy: x 0.8  
 light: x 0.9  
 medium: x 1  
 hard: x 1.1  
 very hard: x 1.2  
 extremely hard: x 1.3  
 sheer folly: x 1.5  
 absurd: x 1.7  
 insane: x 2

The total obtained is the cost (in Monits) of one standard container (approximately four ounces) of the toxin. Actual dosage and specific cost modifiers must be decided by the GM.

## 15.5 FUEL, MATERIALS AND SERVICES

Below are listed fairly standard prices for materials, fuel and services which the average traveller might require. Prices can vary tremendously depending on the type of facility, so four basic types are noted. All rates are in standard Imperial Elmonits.

### OUTSTATION

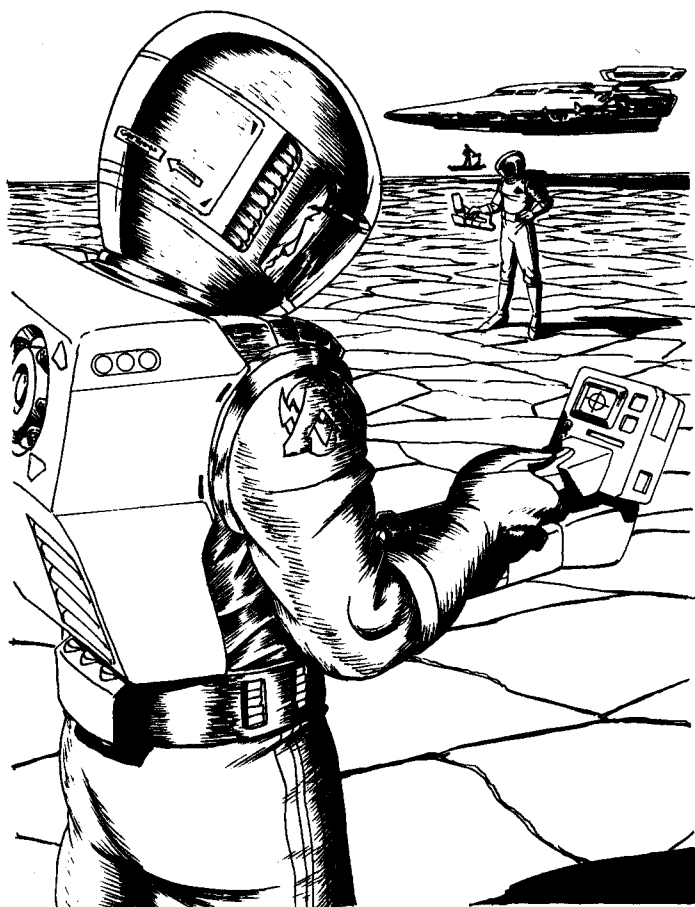
Airlock Berth	500 + 200/day
Gravitic Berth	200 + 400/1000/sq meters/day
Pressure Bay Berth	800 + 500/day
Personnel accommodations	10 + 25/day (base rate)
Storage	100/cumet/decaday
Deuterium	500/cumet
Fissionables	6,000/cumet
Andrium	10,000/cumet

### REPAIRS:

Structural [concussion hits]: 10 per hit repaired. If ship over max hits, 20 per hit [due to additional restructuring work].

Systems: 500 per hour [determined by using the Repair/Malfunction Table, **Tech Law** page 88]. To determine cost in parts, just figure the original cost of the system from Starship Construction and calculate percentage, then add 20% to the cost.

More than 50% hits and/or Very Severe/Extremely Severe Damage requires docking in a Pressure Bay (and the associated costs).



■ SURVEY TEAM

## INSTATION

Airlock Berth	500 + 200/day
Gravitic Berth	200 + 500/1000/sq meters/day
Pressure Bay Berth	1000 + 600/day
Personnel accommodations	10 + 25/day (base rate)
Storage	100/cumet/decaday
Deuterium	200/cumet
Fissionables	5,000/cumet
Andrium	9,000/cumet

### REPAIRS:

Structural (concussion hits): 8 per hit repaired. If ship over max hits, 16 per hit (due to additional restructuring work).

Systems: 400 per hour (determined by using the Repair/Malfunc-tion Table, **Tech Law** page 88). To determine cost in parts, just figure the original cost of the system from Starship Construction and calculate percentage, then add 15% to the cost.

More than 50% hits and/or Very Severe/Extremely Severe Damage requires docking in a Pressure Bay (and the associated costs).

## PLANETARY DOWNPORT (small)

Airlock Berth	500 + 100/day (if applicable)
Landing field Berth	200 + 10/1000/sq meters/day
Pressure Bay Berth	800 + 500/day (if applicable)
Personnel accommodations	10 + 15/day (base rate)
Storage	200/cumet/year
Deuterium	100/cumet
Fissionables	4,000/cumet
Andrium	8,000/cumet

### REPAIRS:

Structural (concussion hits): 6 per hit repaired. If ship over max hits, 12 per hit (due to additional restructuring work).

Systems: 300 per hour (determined by using the Repair/Malfunc-tion Table, **Tech Law** page 88). To determine cost in parts, just figure the original cost of the system from Starship Construction and calculate percentage, then add 10% to the cost.

On planets with a hostile (or nonexistent) atmosphere, damage of more than 50% hits and/or Very Severe/Extremely Severe Damage requires docking in a Pressure Bay (and the associated costs).

## PLANETARY STARPORT (major)

Airlock Berth	500 + 80/day (if applicable)
Landing Field Berth	200 + 5/1000/sq meters/day
Pressure Bay Berth	600 + 300/day (if applicable)
Personnel accommodations	10 + 20/day (base rate)
Storage	100/cumet/year
Deuterium	100/cumet
Fissionables	4,000/cumet
Andrium	7,500/cumet

### REPAIRS:

Structural (concussion hits): 5 per hit repaired. If ship over max hits, 10 per hit (due to additional restructuring work).

Systems: 250 per hour (determined by using the Repair/Malfunc-tion Table, **Tech Law** page 88). To determine cost in parts, just figure the original cost of the system from Starship Construction and calculate percentage; this is the cost.

On planets with a hostile (or nonexistent) atmosphere, damage of more than 50% hits and/or Very Severe/Extremely Severe Damage requires docking in a Pressure Bay (and the associated costs).

# PART IV CHARACTER MATERIAL

## 16.0 ALIEN RACES IN SPACE MASTER

Although Mankind has effectively dominated his little corner of the galaxy (for the time being), other intelligent species exist besides *Homo Sapiens*. In **Future Law** a few examples are mentioned, and here are briefly mentioned a selection of others. Some are radically different races which evolved independently on their home planet, while others are humanoid and clearly a result of the work of the Sianetic Harbingers. Two mentioned here may indeed be more closely related to the "Old Race" than man.

As archeological work progresses on various former homeworlds of the Harbingers, it becomes increasingly clear that they were humanoid to a high degree, and that they not only "seeded" humanoids on many planets, but engaged in a variety of genetic and psycho-environmental experiments with many of their seedling cultures. Thus the resulting plethora of humanoid-inhabited planets in various stages of civilization.

Most non-humanoid races are so different (both physically and technologically) from man that there is no common ground and therefore little or no cultural interface. They are aware of humans, but see no need to deal with them.

### 16.1 ALTHA

The exact location of the Altha planet is one of the best-kept secrets of the Empire. Discovered only a few years ago, it is a very likely candidate for home planet of the predominant Sianetic Harbinger Race. One of the favorite tales recounting the discovery of the planet Altha claims that an Imperial Survey team discovered it on a routine mapping trip in Frontier Zone (take your pick) and was drawn by unusual long-range sensor readings. Once in orbit, they detected trace levels of radiation, along with massive readings similar to Ordium II. Life-form scans revealed vast jungle-like flora along the temperate zones, with scattered fauna. The poles were quite frozen and the equatorial regions were an uninhabitable desert. Ocean covered only about half of the globe.

Landing along the temperate/desert borderlands, the Survey team was immediately taken aback by one of the causes of the bizarre Ordium scans: a huge spaceship derelict, a hulking black saucer three kilometers in diameter. Analysis revealed that the craft's hullmetal was an unheard-of Ordium alloy (much superior to Ordium II). Despite the fabulous material — which the crew was unable to even scratch to obtain a sample — the craft was clearly damaged, holed in several places. Further scans picked up dozens of the ships in the immediate area, most completely buried. The planet apparently sported several other such "graveyards".

An encounter with the inhabitants was no less incredible. Within a few hours of landing, the crew was met by a group of Altha: three men and a woman, all of late-adolescent age (apparently). They wore only short kilt-like garments and carried spears and what looked like small knives. All had skin like deeply tanned caucasians, with straight blue-black hair no more than four centimeters long. They were humanoid to a very high degree — a bit smaller than average. They were also Telepathic.

The apparent leader of the group, a boy with bi-colored eyes (one blue, one violet; both with slitted irises) stepped forward and touched one of the crewmen — an apparent greeting and method of establishing communication. The natives appeared quite friendly, and the crew soon learned that the Altha society was a simple tribal organization, hunter-gatherers with a very basic agriculture. While they seemed very bright and learned quickly, the Altha were clearly uncivilized, almost childlike — with a few strange exceptions. Their tools were fashioned of extremely high-tech alloys which showed absolutely no wear. The Altha seemed surprised at the team's fascination with their tools, and were reluctant to part with them or even discuss where they came from. Of the huge starship wrecks they refused to say anything. However, they displayed an intense curiosity about the Survey team and their ship. While they would not go inside the craft, they "hung around" for several days, camping just outside under the trees. When asked about most aspects of their society, they were very open and informative.

The ship captain of course realized the tremendous potential of this find, and in what is supposedly typical Imperial policy, decided to take a sample Altha (with equipment) back with him. However, the moment one of his crewmen laid a hand on one of the boys, the crewman screamed and collapsed — quite dead. The leader coldly informed the captain that he was not welcome and they must leave immediately or all die. They departed. Followup journeys have no doubt taken place, with results yet to leak out.

**Racial Origins:** Possibly descended from the original Sianetic Harbinger Race known as the Luar. Confirmation of this possibility awaits Imperial analysis.

**Favored Ecosystem:** Warm, humid to temperate environments. The Altha seem well-suited to hot, rainforest-like ecosystems.

**Political Structure:** Tribal structure ruled by the eldest male with bi-colored eyes (one blue, the other violet). Females do not seem to inherit this trait, and only one in about 100 males do. The tribe usually numbers between 50 and 300 total in 5-30 "Homes".

**Social Structure:** It is politically a male-dominated culture, and one in which the males outnumber females by nearly two to one. Curiously, females are respected as equals in all aspects of life (they hunt, farm, etc.) until they become noticeably pregnant. The father's identity is apparently irrelevant (and could, by all indications, usually be one of many candidates). The woman then retires to the home of her mother to a life of domestic chores until the child is born. Children are raised in the Matriarchal home until they reach adolescence, at which time they choose any one of several "Homes" in the tribe (not their own) to live in. They are free to change as often as they please. While in the home they contribute to the well-being of that home-group. Although the homes are Matriarchal in basis, males of the group are most often in charge.

Altha, though their minds seem well-organized and their brains highly evolved, appear to be a simple, emotion-driven people. Friendly and affectionate (unless physically threatened) they lead an almost utopian existence.

**Military Structure:** Altha tribes never come into conflict, and so have no "military".

**Currency:** Barter is used in the rare case that any trade takes place.

**Language:** Communication is almost exclusively Telepathic, accompanied by occasional vocalizations for emphasis. Altha males apparently have more than communication skills as well. It has been hypothesized that the bi-colored-eye Altha inherit the most formidable powers, thus the basis for their rule.

**Appearance:** Unusually homogenous, the Altha uniformly possess brown skin (similar to descendants of Old Terra's Indian subcontinent, or darkly tanned caucasians) and straight coal-black hair which grows very thickly on the scalp and is usually worn short and fanned straight out from the scalp. Neither sex has any other body or facial hair whatsoever. Eyes are slit-pupiled and deep blue, with the occasional male violet-eye aberration. The violet coloring is quite vibrant and cannot be missed. Altha eyes also possess a thin, transparent inner lid which screens certain ultraviolet radiation as well as dust and impurities. It is barely noticeable when closed. Men average 175 cm and appear slender, though dense bone and muscle structure cause them to mass more than would be expected. Women are slightly smaller. Hands and feet are six-digitated, with fingers and toes slightly longer and more slender than humanoid average. Ears are small and more rounded. In general the Altha are very attractive humanoid specimens, all having soft, youthful features and graceful bodies. Illicit slave traders are combing the Frontier for the Althan planet.

**Housing:** The Altha "Homes" are usually no more than large huts of thatch and woven fronds. In some regions they are actually wood or stone structures, but this is unusual. Areas within the hut are divided by crude, bulky hangings.

**Diet:** Mainly vegetarian supplemented with small game and fish. The Altha are primarily hunter-gatherers, only making a half-hearted attempt at agriculture.

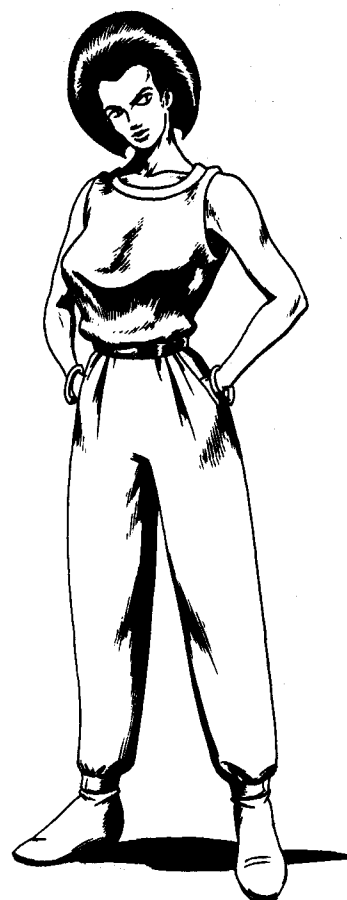
**Worship:** The Altha have no recognizable religion, though there are a few mystical aspects of their lives. Data is still scanty, but according to observation and reports, Altha do not age past a post-adolescent stage (about Terran Human age 18-22). However, at age 39 (the number three has significance for the Altha — and they also keep careful track of birthdays) the Altha is given a feast, and must eat a certain fruit which causes swift (and apparently painless) death. They seem not to fear death at all, though they have no concept of "afterlife".

One other interesting aspect of Altha mysticism is that they are awaiting the arrival of a "king" to rule all the tribes. Both of his eyes will be violet.

## SYSTEM NOTES

1. All Altha possess the equivalent of Special Abilities 1, 2, 4, and 8, with no penalties. See also the Race Chart for Stat modifiers.
2. Consider all Altha to have unlimited Telepathic communication skills with a range of up to 50 meters. Some have a longer range. Bi-colored eye males also often possess *Voice*, *Mind's Truth*, *Mind's Eye*, and *Mind Assault* to as high as 20th level.

## ALTHAN WOMAN



## 16.2 K'TA'VIIR

Although these rare and reclusive humanoids are said to refer to themselves as the K'ta'viiri, the recent discoveries seem to confirm what Sociohistorians have suspected for some time: they are the remnant of the Imperial Race of Luar: the High Old Ones who ruled the galaxy hundreds of centuries ago. Most data listed here for these beings (beyond the obvious) is supposition and conjecture.

The K'ta'viiri home planet is unknown, if indeed they possess what could be called a "home planet" — or if it still exists. No more than a handful of K'ta'viiri are even known for certain to exist, and those individuals have an annoying tendency to disappear, despite the best efforts of Imperial agencies and VegaPol to track them. It is possible in fact that there are no more than a half-dozen of these beings. Some seem to have ties to the murkier divisions of the League of Merchants and other underworld groups. The Emperor desperately seeks more data on these beings, partly out of lust for power through the knowledge they might possess, partly from fear. Perhaps these Luar wish to rule again.

**Racial Origins:** Perhaps these are of the Luar. Careful study would be necessary to determine with any certainty.

**Appearance:** Identical in every way to the Altha, with two exceptions: height for the males is around 195-200 cm (considerably taller than average) and all possess matching violet slit-pupil eyes. No female K'ta'viiri have ever been seen.

#### SYSTEM NOTES

1. All K'ta'viiri possess the equivalent of Special Abilities 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 12, and 15 with no penalties. See also the Race Chart for Stat modifiers.

2. Consider all K'ta'viiri to have unlimited Telepathic communication skills with a range of up to 50 kilometers. Some have a longer range. They also possess other Psionic skills of undetermined power and scope.

K'ta'viiri player-characters are strongly discouraged, as they are exceptionally rare and abusively powerful individuals. They also are rather mysterious beings of cloudy origins best left somewhat uncertain. However, they might make interesting shady NPC opponents — or even Mentors (of equally mysterious motives).

## 16.3 IDORIANS

The Idorians, though vaguely humanoid in appearance, scorn all official contact with the Terran Empire, and rarely deal with other humans at all.

One organization which includes a number of Idorians is the League of Merchants. The more sinister League operations frequently have Idorian coordinators.

**Racial Origins:** In keeping with their suspicious nature, the Idorians guard the location of their homeworld jealously. Imperial Intelligence places it somewhere in Frontier Zone 10 or 11, but no more is known (publicly). Racially the Idorians are unmistakably Terran in origin, but mutations over hundreds of centuries have created strong variations.

**Favored Ecosystem:** It is hypothesized that the Idor home star might be a red or white dwarf, providing little visible light, but substantial x-ray radiation. The Idor prefer very dim environments, and remain indoors whenever possible.

**Political Structure:** The Idorian Empire is reputedly absolute and militaristic in the extreme. A dynastic emperor has ruled Idor for thousands of years and the situation shows no sign of changing. Local government is administered by noble families, under the supervision of Imperial representatives.

**Social Structure:** Social standing is heavily dependent upon genetic background. Royal and noble families are supported by a large class of "commoners".

**Military Structure:** Large and well equipped, the Idorian military is theoretically the tool of the Emperor, but individual ships and task forces are controlled by young men of noble families. Because of this they often act independently, prowling the Imperial borders seeking personal glory from unauthorized raids.

**Language:** Idorian is a guttural language of little subtlety. Most Idorian nobles learn Imperial Standard, with a thick accent.

**Appearance:** While clearly humanoid, the Idorians have some noteworthy differences. Because of the high concentration of certain metals other than iron in their diet, Idor have a light bluish complexion. They have very little melanin, which also contributes to their intolerance of ultraviolet light and their pale complexion. Idor have light blonde to white hair and pale blue eyes. They are much taller than most Terrans, the males averaging over 195 cm (6'6") and are very slender.

**Diet:** Omnivores, the Idor indulge in a wide variety of foods. They particularly enjoy a certain native beef-like meat served raw.

**Demeanor:** Haughty, short-tempered, vain and intolerant of all species but their own, the Idor are a thorn in the Emperor's side and a threat to houses near the Coreward Frontier Zones. They are infamous for their lack of respect for life (including others of their own race) and property.

#### SYSTEM NOTES

Idorians should be considered Humanoid II for play purposes.

## 16.4 SNEE

The Snee are easily the most frighteningly hideous creatures thus far encountered by humankind. Looking like something between insect and lizard, with dark, glistening skin, they are powerful, clever, and absolutely hostile to all humanoids.

The Snee are so alien that "hostile" may not be the right word. They seem to regard humanoids as something between food and an annoying intruder. Details of Snee society and physiology are few and inconclusive. Few Terrans are eager to learn more.

**Racial Origins:** Somewhere in Frontier Zone 15 lies the Snee homeworld, shrouded in the Omicron Nebula. The exact nature of the Snee physiology is uncertain, as no specimens have been recovered even reasonably intact. It is believed, however, that these creatures resemble Terran insect forms in many ways.

**Favored Ecosystem:** Hot, moist environments rich in oxygen seem to be the preference of the Snee (at least, that is the atmosphere of the one recovered Snee craft).

**Political Structure:** Consistent with the idea that the Snee are an insectoid race, it is believed that they are actually five tribes (or "hives"), each ruled by a 'Queen'. No more of the structure is known — even the sex of the ruler. In fact, there is some evidence that the Snee warriors are female, and the Hive leaders are male.

**Social Structure:** Essentially (as far as can be determined) the same as the political structure.

**Military Structure:** Again, parallels the Political structure. The mentality of the Snee seems to consist of expand and conquer. Their race is slowly moving closer to Imperial borders, and the Emperor will not be able to ignore this growing threat much longer.

**Currency:** Unknown.

**Language:** Although their native language is believed to be a complex assortment of high-pitched titterings (some beyond humanoid hearing), there are documented incidents where they have spoken clear Imperial Standard.

**Appearance:** In a word, monstrous. Dark grey to black in color, they have a very tough exoskeleton covering most of their long, jointed body. All encountered have worn some sort of harness which not only carries a variety of weapons, but also gives off pulses of warm mist which periodically engulf the wearer. Standing between 2 and 2.25 meters tall, they possess six limbs, each of which sports a manipulative hand/claw of four digits (one opposes the other three). The middle pair of limbs are smaller than the upper and lower pairs, and are rarely used. The lower pair are largest and strongest, the 'legs' used for walking upright. The upper pair are very agile, long and strong. The head is ellipsoidal with a long tongue and deadly mandibles. Antennae sprout from the top, and a pair of long faceted eyes, one on each side, allow for a wide range of vision. In many ways they resemble huge ants walking upright, though more anthropomorphic.

**Housing:** Unknown.

**Diet:** Exclusively carnivorous, the Snee are known to eat humankind.

**Demeanor:** In many ways the Snee mentality is incomprehensible to Terrans. They are coldly calculating, and kill without apparent malice but equal lack of regard for life.

#### SYSTEM NOTES

Snee exoskeletons should be treated as AT 12. Their hand/claws are extremely strong and capable of tearing apart normal steel. Although they prefer high-pressure, oxygen-rich environments, the Snee have been known to survive over an hour in complete vacuum. Quick, agile and strong, they are unstoppable warriors. Snee ships are small but powerful (see Section III for an example Snee Ship) and have a knack for striking without warning. Intelligence suggests that they are equipped with some form of stealth 'cloaking' ability.

## 16.5 AOEMARANS

The Aoemarans, while physically bearing absolutely no resemblance to mankind, have a mental outlook surprisingly similar. To all appearances the average Aoemaran is a blob of protoplasm about two kilos in mass, semitransparent and bluish. Aoemarans themselves, while somewhat mobile, possess virtually no manipulative abilities and would certainly never have progressed to their current evolutionary level without their unique parasitic/symbiotic abilities. Long ago the Aoemarans evolved into creatures which could infuse themselves into a 'host' body (preferably one with manipulative abilities), take control of the host and utilize its form. The resident Aoemaran gained nourishment from the host's bloodstream, and in return was able to effectively fight infections, heal wounds, and provide a number of other helpful compensations. This was originally done with nonintelligent creatures on the Aoemaran homeworld, but as the race developed starflight and met with other beings, they learned that the same results could be achieved with intelligent humanoids, while maintaining a cooperative rather than dominating relationship. Some humans find the whole idea disgusting and revolting, while others welcome the intellectual intimacy — not to mention the physiological benefits.

**Racial Origins:** Zosma VI [-45,21,-25] is the Aoemaran homeworld. They have Minor Clan status under Imperial Supervision.

**Favored Ecosystem:** The Aoemaran favored ecosystem is a healthy host body. They are very resilient, however, and can survive for short periods in almost any environment.

**Political Structure:** Aoemarans have a vaguely democratic form of government, though it is (apparently) very informal. Aoemarans have a highly developed sense of honor and respect for other life forms and intelligences.

**Social Structure:** None apparent.

**Currency:** Imperial or Provincial monits when necessary.

**Language:** Aoemarans are Telepathic, though with a very limited range (no more than 3 meters, preferably touching).

**Appearance:** As noted above, Aoemarans are protoplasmic creatures massing between 1.75 and 2.25 kilograms. Semitransparent and amorphous in form, they are able to move very slowly on their own and penetrate most tissues and semi-solid materials through osmosis.

**Diet:** Protein and carbohydrate requirements for Aoemarans are very similar to those of most humanoids, thus they are able to gather nutrients from a host body.

**Demeanor:** Only hostile when provoked, the Wihr-kohl seem rather isolationist in their own way. They apparently have no desire to aid or hinder mankind as a race, but have repeatedly displayed compassion for individuals lost in space or otherwise endangered for reasons beyond their control.

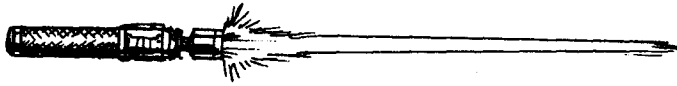
#### SYSTEM NOTES

As noted above, Aoemarans prefer to inhabit a willing intelligent host, with whom they can freely communicate Telepathically. Once inside a host, the Aoemaran is able to extend itself, spreading throughout the body to be hardly noticeable as extra mass. It is able to close any bleeding wound and hold it so until it heals naturally (and the wound will do so without scarring). Aoemarans are even able to replicate most organ functions for up to 10 days should the natural organ be damaged or destroyed (only one organ, however — and not the brain). They can hold a broken limb in place, protect burned tissue and even act as muscles for a short period. Once again, this ability is limited; the little Aoemaran is only 2 kilos, can only do so much at a time, and only so well! They can neutralize any poison with a 100 bonus, and are able to stimulate the host immune system to ward off bacterial and viral infection at +100. Aoemarans can — in an emergency — take control of the host body, though clumsily. They also allow a +50 RR vs stun effects. Able to perceive through the host's senses, the Aoemaran is cognizant of the outside world. They require no sleep (a condition of the host which they find endlessly fascinating and inexplicable).

Caught outside of a host, Aoemarans are AT 4 (-80) and are able to take about 20 hits. It isn't that they are hard to 'hit'; they are hard to really damage. Inside a host they are virtually impossible to hit.



A Aoemaran character is certainly an acceptable idea — provided they player is willing to maintain the ever-conscientious and selfless Aoemaran attitude. He had better get along with the host player. Allowing a player to have an Aoemaran NPC is somewhat more tricky, as there is a danger of the Aoemaran turning into a "familiar", who is just around to heal the character and give information. This should be avoided; while they are considerate and cooperative, Aoemarans are separate intelligences with their own free will.



## 16.6 WIHR-KOHL

Mysterious, amorphous beings, the Wihr-kohl contact humans only when they choose — and then in their own limited way. Apparently unbound by conventional restrictions, they are formless creatures, perhaps of pure energy, who travel the galaxy at incredible speed on errands no more comprehensible than their form.

**Racial Origins:** Supposedly the Wihr-kohl originated on a gas giant in the Gamma Donzas system (Frontier Zone 19) but that is merely the location of the first contact with one.

**Favored Ecosystem:** Unknown.

**Political Structure:** Unknown.

**Social Structure:** Unknown.

**Military Structure:** Unknown; believed to be none.

**Currency:** Unknown; believed to be none.

**Language:** Telepathic, though the Wihr-kohl communicate in mental pictures, which are sometimes difficult to interpret.

**Appearance:** A cloud of sparkling, shimmering gas which can vary in size from one to 50 cubic meters. They can take any shape and penetrate any physical or energy barrier. Unconfirmed reports claim that they can assume human form.

**Housing:** Unknown; believed to be none.

**Diet:** Unknown. Theories include: solar energy; general electromagnetic radiation; electricity.

**Demeanor:** Only hostile when provoked, the Wihr-kohl seem rather isolationist in their own way. They apparently have no desire to aid or hinder mankind as a race, but have repeatedly displayed compassion for individuals lost in space or otherwise endangered for reasons beyond their control.

### SYSTEM NOTES

Wihr-kohl are essentially indestructible (treat as AT 20 (-150) 500 hits, no criticals) but become "angry" when attacked. They have been known to deliver the equivalent of the **Thought into Pain Energy Channel True** (a considerable electrical charge) when provoked.

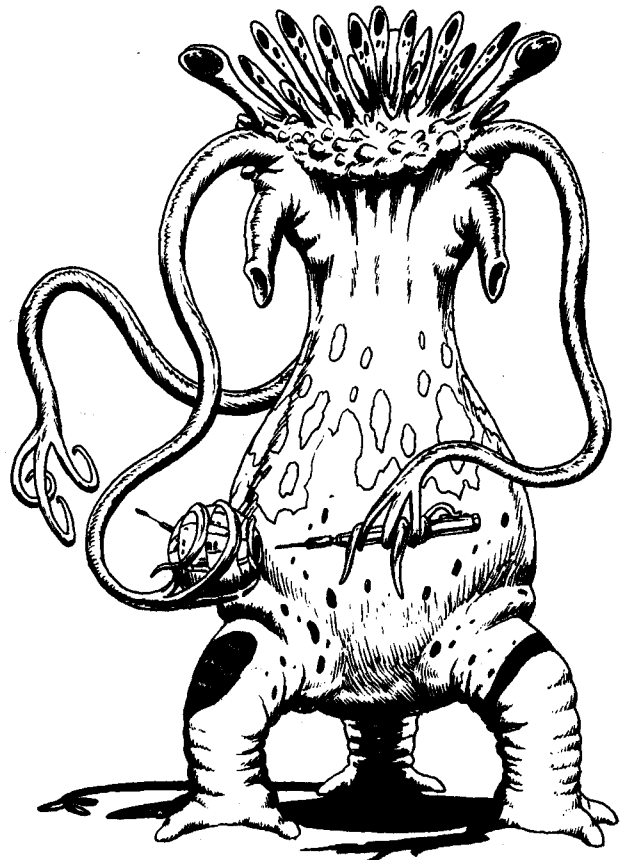
Wihr-kohl Player-characters are strongly discouraged; they are simply not appropriate for a campaign.

## 16.7 TRILOPTERS

These peculiar beings are among the few radically different races who find humanoids tolerable (and in some cases even interesting) companions. Trilopters were first encountered in PreImp c. 500 by a Jade-London Corporate Survey expedition, who entered the Pulwarin system [-13,62,91] only to find it already fully developed by the indigent race. Although the Trilopters had not yet developed the Hypershunt Drive, their fusion and gravitic technology was quite advanced (including effective weaponry). The Jadists opted for an alliance rather than conquest. Since that time the Trilopters have achieved Minor Family status in the Empire, maintaining their mutually profitable relationship with the Jadists.

Trilopters earned their anglicized name from their trinary-based evolution. In appearance they have a vaguely peanut-shaped torso, with three "leg" appendages sprouting from the bottom of the lower swelling. Three equidistant "mouths" ring the upper half, and above each is a tentacular trunk, above that is an eye on a shorter stalk. The trunks split into three highly-dexterous long, tentacular fingers at the end, forming the basis of the 'Lopter manipulative ability. Trilopters can also balance on two legs and utilize the more stubby (and very strong) three-toed free leg as a manipulator when necessary. Trilopters have three basic modes of locomotion on their flexible legs: one is relatively clumsy and rarely used in which they walk on only two legs "like the bipeds". The effect is a comical swinging gait like a fat hominid and is only used when carrying something in the third foot. Another is the usual method, alternating between the "lead" leg and the other two, the body always oriented in one direction. The third is a bizarre motion only used when in a great hurry where the 'Lopter whirls forward, only one leg on the ground at a time in a headlong spinning motion. They can move very fast in this mode but tire quickly.

### TRILOPTER TECH



Each of the three mouths has a long tongue, and is connected to lungs, vocal cords and digestive system, so the 'Lopter may speak, eat and comfortably breathe all simultaneously (or sing in three part harmony, or eat with three mouths...). The Trilopter has three lungs (one for each mouth) but one stomach/digestive system. The manipulative trunks are long enough so that all three may work on the same project at once, though the eye stalks are only long enough for two to see the same close-up object — unless it is directly overhead. *It is almost impossible to sneak up on a Trilopter.*

Perhaps the most interesting aspect of the Trilopters is their trinary brain configuration. It is conceptually similar to the dualistic humanoid configuration, but in three parts. Additionally, the 'Lopter can almost completely sever inter-lobe interference, and operate each trunk/eye/mouth as an independent subentity, thus performing up to three functions independently. They claim to find this somewhat unnerving after long period of time, however, and avoid doing it. Almost invariably one lobe becomes dominant during adolescent development, and the other two become "secondary". They can route a thought problem (such as an equation or other logic process) to one of the secondary lobes for independent analysis. An analogy to this would be a computer with only one processor (the human "conscious") while the 'Lopters have up to three "processors". On the other side of the coin, though, is the Trilopters' infamously short attention span. They are easily bored, and though they might be able to shift work from one lobe to another, the central consciousness is still there, and it is childlike by comparison to humans in many ways. "You've got the patience of a 'Lopter" is a frequent derogatory comment among Jadists.

Trilopters are superb technicians and engineers — skills partially attributable to their superior manipulative and analytical abilities. Their short attention span explains why they had not progressed any further than they had when encountered by mankind (the Trilopter race is — in fact — much older than man).

**Racial Origins:** Pulwarin system [-13,62,91]

**Favored Ecosystem:** Trilopters are generally more environmentally tolerant than humanoids; temperatures of 0° C and 35° C bother them not at all. Protracted stays in temperatures below freezing they find "uncomfortable", but a thermal suit easily corrects the problem. Warm-blooded, they have a very efficient circulatory system. Trilopters do express a preference for warm, humid environments similar to the temperate zones of their homeworld.

**Political Structure:** A representative democracy rules all of the Trilopters with shocking efficiency.

**Social Structure:** All Trilopters are socially equal, though there seems to be a tendency to favor taller (and "more handsome") members of the species. Of course, what one Trilopter finds attractive in another is beyond humans.

**Military Structure:** Despite their dislike for dangerous situations, this species has a respectable defensive fleet of their own (they are allowed to maintain a fleet despite their Monor Clan status because they are an independently developed race). The Trilopters depend heavily on automation, therefore keeping actual starship crews to a minimum.

**Currency:** The cosmopolitan Trilopters have shifted entirely to the Imperial Monit for all internal and external transactions.

**Language:** Trilopter language consists of high-pitched warblings mastered by very few Terrans. They, on the other hand, are skilled linguists and know at least Imperial Standard and Jadic.

**Appearance:** As noted above, Trilopters have a trinary-based physiology. Their peanut-shaped torso is about 1 meter long, with three leg appendages sprouting from the bottom of the lower swelling. Three equidistant mouths ring the upper half, and above each is a tentacular trunk, above that is an eye on a shorter stalk. The trunks split into three flexible "fingers." 'Lopters have thick, resilient skin (AT 4) of a grey to dark brown hue, and are completely hairless. Their variations of dress are at least as wide as those of humanoids, though they generally don some sort of tunic, belted at the "waist". Technicians of their people wear a harness for holding a variety of 'Lopter tools.

**Diet:** Trilopters are herbivores, dining on a wide variety of photosynthetic foodstuffs.

**Demeanor:** No human has ever seen a Trilopter "get mad"; they seem incapable of any sort of frustration. When they become bored or impatient, they simply go do something else — and cannot be convinced to return to a task until they are ready. For this reason they seem calmly stubborn. 'Lopters are somewhat cowardly, avoiding any sort of combat-related situations when possible. They seem fascinated with humans and enjoy their company, taking delight in imitating their voices. Trilopters have an annoying tendency to talk to themselves (in a three-way conversation) and tell stupid jokes (they claim their humor is beyond human understanding).

## 16.8 TRANSHUMANS

**Transhuman I:** Bred to be fighters, this type is extremely strong, though not particularly agile, and quite stupid.

**Transhuman II:** Excellent agility and memory for technical systems; understands machines very well. They make perfect technicians and engineers.

**Transhuman III:** Highly intelligent Eugenics offspring, Transhrees are adapted for research and information maintenance. many are trained in *Memory Mode*.

**Transhuman IV:** These beings possess superb Pure Telepath potential, at the expense of other abilities.

**Transhuman V:** Billed as the "Ultimate Man" (or woman) this type combines superiority in all abilities. Unfortunately for this type, they almost invariably suffer from a superior ego along with everything else. Transfives first settled Sparta, and their drive for power fragmented the world for several hundred years. Fives were used as breeding stock for the Sevens, along with some mental-suppression factors to get the ego-problem in line. They were also useful in the creation of the Twelves, thought to be the true "Ultimate Man", who seem better able to reign in their passions through Self-Discipline. The first Transfive was a particularly successful individual, Hyatt Kurtz, and is the apparent source of the slang *Hykur* which has since acquired a more vulgar, explicitly sexual meaning.



## 16.92 RESISTANCE ROLL MODIFICATIONS

	Ess.	Chan.	Men/Tel	Poison	Disease
<b>Aliens</b>					
Altha	+30	+30	+20	+20	+50
K'ta'viir	+40	+40	+30	+30	+50
Idorians	-20	-20	-10	+0	+0
Snee	+10	+10	+20	+20	+30
Aoemarans	+20	+20	+30	+100	+100
Wihr-Kohl	?	?	?	?	?
Trilopters	+0	+0	+0	+10	+10
<b>Eugenics Products</b>					
Transhuman I	-30	-30	-20	+15	+15
Transhuman II	-30	-30	-20	+10	+10
Transhuman III	-40	-40	-10	+0	+0
Transhuman IV	-40	-40	-20	+0	+0
Transhuman V	-10	-10	+0	+20	+20
Transhuman VI	-10	-10	+10	+10	+20
Transhuman VII	+0	+0	+0	+20	+25
Transhuman VIII*	+0	+0	+0	-10	+0
Transhuman IX	+10	+10	+20	-10	+0
Transhuman X	-10	-10	-10	+0	+0
Transhuman XI	+10	+10	+10	+0	+0
Transhuman XII	+20	+20	+30	+20	+20
<b>Natural Mutations</b>					
Humanoid I	-20	-20	-10	+0	+0
Humanoid II	-20	-20	-10	+0	+0
Humanoid III	-30	-30	+0	-10	-20
<b>Replicants</b>					
Type I	-50	-50	-20	+30	+30
Type II	-50	-50	-10	+10	+10
Type III	-50	-50	+10	+10	+10
Type IV	-50	-50	+0	+10	+20
	Ess.	Chan.	Men/Tel	Poison	Disease

## 17.0 COMMUNICATORS: A NEW PROFESSIONAL GROUP

Communicators are a broad category of *Presence* oriented individuals, ranging from actors and priests to diplomats and politicians. The category includes three professional character classes, and, like the other professions, characters are guaranteed of having at least 90 in each of his prime requisites.

### 17.1 PROFESSIONS

Communicators fall into three distinct professions.

**ADMINISTRATORS** are well-versed in managerial, diplomatic, and/or political skills. In addition they are often skilled in various aspects of research science and psychology. They receive a bonus of +3 per level in Administration, Diplomacy, Public Speaking, and Psychology. Their Prime Requisites are *Presence* and *Reasoning*.

**ENTERTAINERS** may specialize in acting, singing, dance, music, or any other performance artform. They receive a bonus of +3 per level in the one art form they choose as their specialty, and if the HOBBIES optional rule is employed, this artform must be their primary hobby. Their prime requisites are *Presence* and *Empathy*.

## 16.93 HEALING RATES CHART

	SIDp	StDt	RecMp	StLng	TyHtD	MxHts
<b>Aliens</b>						
Altha	10	-3	.5x	3	D10	150
K'ta'viir	10	-3	.5x	5	D10	150
Idorians	12	0	1x	3	D10	120
Snee	5	0	1x	2	D20	250
Aoemarans	10	0	1x	5	D4	60
Wihr-Kohl	?	?	?	?	?	?
Trilopters	10	0	1x	4	D8	120
<b>Eugenics Products</b>						
Transhuman I	10	-1	.5x	2	D10+1	180
Transhuman II	10	-1	.7x	3	D10	150
Transhuman III	10	0	1x	6	D8	130
Transhuman IV	10	0	1x	4	D8	120
Transhuman V	12	-2	.5x	4	D10+1	180
Transhuman VI	10	-1	.7x	4	D10	150
Transhuman VII	12	-1	.25x	3	D10+2	210
Transhuman VIII*	10	0	1x	4	D10	150
Transhuman IX	10	0	1x	4	D8	120
Transhuman X	8	0	1x	3	D8	120
Transhuman XI	10	0	1x	6	D8	140
Transhuman XII	12	-4	.5x	6	D10+1	180
<b>Natural Mutations</b>						
Humanoid I	12	0	.7x	2	D10	150
Humanoid II	12	0	1x	3	D10	120
Humanoid III	12	0	1.5x	5	D8	100
<b>Replicants</b>						
Type I	2	+4	.5x	3	D10+2	200
Type II	2	+5	.5x	5	D10	130
Type III	2	+5	1.5x	8	D8	100
Type IV	2	+5	1x	3	D10	120
	SIDp	StDt	RecMp	StLng	TyHtD	MxHts
<b>KEY:</b>						
<b>Soul Departure (SIDp):</b> rounds before the "Soul" of the being departs and he/she/it is no longer revivable. For Andorids, this indicates the "death" of the molecutronic brain.						
<b>Stat Deterioration (StDt):</b> The number added to any stat deterioration rolls made because of injury or "death".						
<b>Recovery Multiplier (RecMp):</b> this is a function of the relative time it takes for the being to heal.						
<b>Starting Languages (StLng):</b> The number of languages initially known.						
<b>Type of Hit Die (TyHtD):</b> The die used when rolling to determine hits.						
<b>Max Hits (MxHts):</b> The maximum number of hits the being can take (plus Con bonus if using <i>Future Law</i> ).						

**THEOLOGISTS** are skilled in evangelism (or their own cultural equivalent), counseling, and theological history. They receive a bonus of +3 per level in Religion (their own), +2 per level in History (General and/or their own), Psychology (their own), and Public Speaking, and +1 per level in Seduction (Emotional). Their prime requisites are *Presence* and *Intuition*.

### 17.2 A NOTE REGARDING SKILL DEVELOPMENT

The skill listed here as Religion is available only to members of the **Communicator** category. Any other characters wishing to purchase the Religion skill must pay development points as per History (Xeno), and specify it as such.

## 17.3 DEVELOPMENT CHART FOR COMMUNICATORS

SKILL	STAT	ADMIN	ENTRT	THEOL
<b>Maneuvering In Armor</b>				
LBA	AG/ST	1/*	1/*	1/*
ABS	AG/ST	3/*	2/*	3/*
EXO	AG/ST	3/*	3/*	3/*
PRM	AG/ST	11	7	11
<b>Weapons Skills</b>				
FIRST	@	2/6	2/5	2/7†
SECOND	@	2/7	2/5	6
THIRD	@	7	3/8	6
FOURTH	@	9	9	7
FIFTH	@	9	9	7
SIXTH	@	9	9	9
ALL OTHERS	@	20	20	2
<b>General Skills</b>				
CLIMBING	AG	5	3/7	5
SWIMMING	AG	3	2/6	3
RIDING	EM/AG	3	2/5	2/6
DISARM TRAPS	IN/AG	4/8	7	7
PICK LOCKS	IN/RE/AG	3/6	6	7
STALKING	AG/SD	3/6	2/5	6
HIDING	SD	3/6	2/5	6
PERCEPTION	IN/IN/RE	1/4	2/5	2/5
DRIVING	AG/QU	1/6	1/6	1/6
ATMOSPHERIC PILOT	AG/QU	4/9	4/9	4/9
MARINE PILOT	AG/QU	3/7	3/7	3/7
<b>Special Skills</b>				
AMBUSH	@	9	3/9	9
LINGUISTICS	@	1/*	1/*	1/*
ADRENAL MOVES	PR/SD	6	5	6
ADRENAL DEFENSE	@	20	15	20‡
MARTIAL ARTS STRIKE	ST/ST/AG	3/8	2/7	3/8‡
MARTIAL ARTS SW/THR	AG/AG/ST	3/8	2/6	3/8‡
BODY DEVELOPMENT	@	6	2/6	6‡
FORGERY	AG/RE	2/5	5	5
COUNTERFEITING	AG/RE	4	5	5
SURVIVAL	CO/RE	2/4	1/4	2/4
FIRST AID	EM/RE	2/4	2/4	1/4†
SCANNER ANALYSIS	IN/EM/RE	2/4	2/5	2/5
<b>Combat Skills</b>				
AIRBORNE ASSAULT	AG/SD	8	8	8
COMBAT PILOT	IN/AG/@	10	8	10
AFV CREWMEMBER	AG	7	10	10
ALIEN ENVIRONMENTS	AG/SD	4	4	4
MISSILE ARTILLERY	IN/AG	10	10	10
HVY ENERGY PROJ.	IN/AG	10	10	10
MTD. WEAPON AMBUSH	IN/SD/AG	9	9	9
<b>Astronautic Skill</b>				
ORBITAL PILOT	AG	5	5	5
N SPACE PILOT	IN/RE	5	5	5
H SPACE PILOT	IN/RE	6	6	5
N SPACE ASTROGATION	RE/RE/IN	6	7	5
H SPACE ASTROGATION	IN/IN/RE	6	7	5
SENSOR ANALYSIS	IN/EM/RE	4	5	5
EW/COMMUNICATIONS	IN/RE	2/5	8	8
<b>Technical Skills</b>				
MECHANICAL TECH.	AG/EM/RE	4	5	5
WEAPONS TECH.	AG/EM/RE	5	5	5
ELECTRONICS TECH.	AG/EM/RE	4	5	5
COMPUTER TECH.	AG/EM/RE	4	5	5
POWER SYSTEMS TECH.	AG/EM/RE	5	6	6
CRIME TECH.	AG/IN/RE	2/4	2/5	6
MEDICAL TECH.	AG/EM/IN	5	5	5
CYBERNETIC TECH.	AG/EM/RE	5	6	6
GENETIC TECH.	AG/AG/RE	6	6	5

SKILL	STAT	ADMIN	ENTRT	THEOL
<b>Scientific Skills</b>				
GENERAL PHYSICS	ME/RE	1	2	1
ADVANCED MATH	ME/RE	1/*	2	2
CHEMISTRY	EM/RE	2	3	3
PLANETOLOGY	EM/RE	2/4	3	2
ASTRONOMY	EM/RE	1/2	2	1/2
METALLURGY	EM/RE	3	4	4
TACHYON PHYSICS	EM/IN	3	4	3
BIOCHEM. (XENO)	IN/RE	2	2	1/2
BOTANY (XENO)	IN/RE	2	2	1/2
ZOOLOGY (XENO)	IN/RE	2	2	1/2
HISTORY (XENO)	IN/ME	1/2	2	1/2
RELIGION (XENO)	IN/EM	3	2	1/*
ANTHROPOLOGY (XENO)	IN/EM	1/3	1/2	1/3
PSYCHOLOGY (XENO)	IN/EM	1/3	3/*	1/2
MEDICINE (XENO)	IN/EM	8	8	7†
MEDICAL PRACTICE	AG/EM	8	8	7†
GENETICS	IN/RE	4	5	1/4
CYBERNETICS	EM/RE	6	7	7
<b>Engineering Skills</b>				
MECHANICAL ENGIN.	IN/RE	6	7	7
WEAPONS DESIGN	IN/RE	6	7	7
ELECTRONICS	IN/RE	5	6	6
COMPUTERS	IN/RE	5	6	6
PWR. SYSTEMS THEORY	IN/RE	7	8	8
<b>Secondary Skills</b>				
ACROBATICS	AG/QU	3/6	1/3	3/6
ACTING	PR/EM	1/5	1/3	1/5
ADVERTISING	IN/RE	1/3	2/5	3/6
ADMINISTRATION	IN/EM	1/3	4	2/4
ANIMAL HEALING	EM/RE	5	4	4
ANIMAL TRAINING	EM/IN	5	3	3
APPRAISAL	IN/RE	4	1/5	4
ATHLETIC GAME	AG/QU	3/5	2/3	3/5
CAVING	SD/RE	5	5	5
CONTORTIONS	AG/SD	5	1/3	5
DANCE	AG/IN	2/7	1/4	2/7§
DIPLOMACY	PR/IN	1/2	1/4	2/3
DISARMING	AG/QU	5	1/3	5‡
DIVING	SD/AG	2/6	2/4	2/6
DRUG TOLERANCE	CO/SD	4	1/4	5
FALSIFICATION	SD/RE	2/5	3	2/6
FORAGING	IN/RE	5	3	3
FRENZY	EM/SD	5	3	5‡
GAMBLING	ME/PR	1/4	1/5	2/6
INTERROGATION	IN/RE	3	2	2
MEDITATION	PR/SD	3	2	1/2
MUSIC	AG/EM	2/6	1/3	1/5§
NAVIGATION	RE/IN	2/6	2/6	2/5§
PROPAGANDA	IN/EM	1/4	2/5	1/4
PUBLIC SPEAKING	EM/PR	1/4	1/4	1/4
QUICK-DRAW	QU	4	1/4	4‡
SAILING	EM/IN	3	3	3
SEDUCTION	EM/PR	1/5	1/3	2/4
SIGNALLING	ME/SD	1/3	1/2	1/2
SINGING	PR/IN	2/6	1/3	1/5§
SKIING	AG/SD	3	1/5	3
STARGAZING	IN/ME	1/5	1/5	1/4§
SUBDUING	AG/QU	3	3	3‡
TRACKING	IN/RE	5	5	5
TRADING	RE/EM	1/4	1/5	2/5
TRICKERY	PR/QU	2/4	1/3	2/5
TUMBLING	AG/SD	3	1/3	3
VISUAL ARTS	IN/EM	3	2/5	3/7
WEATHERWATCH	IN/EM	2/6	1/4	1/6†

\* Multiple skill level purchase possible; see **Future Law** rules.

@ Stat varies depending on exact skill; **Future Law** rules.

‡ If the weapon (or fighting technique, such as Martial Arts) is sanctioned, cost is 1/5; secondary skills so noted are 1/2.

§ If skill is sanctioned, adolescent cost is 1/\*

† If healing is a regular part of the religious training, cost is 3/5.

## 18.0 ADDITIONAL PSION LISTS

In this section are listed additional Psion Lists for the Realm of Telepathy. Lists which concentrate in more specific areas of power are detailed, two new lists for each Field of Power.

Note that, while there may be some duplication of individual Psions in these lists with some others in *Future Law*, the concept of the list differs, allowing for more development and earlier use of certain types of Telepathic power.

### 18.1 VISIONS

The **Empath** list differs from the **Metabolic Control** list primarily in that it is useful only to heal wounds on *other* beings. Some of these Psions act more quickly than those in the **Metabolic Control** list of the same name. It should be noted that Empaths are extremely rare individuals.

The **Interface** list deals with a Telepath's ability to tap into electronic data storage systems. The computer being scanned/affected receives a RR based on it's Mk. # (Mk # equals level; see *Future Law* pg 50 for table). If an Android, the android level is used. Note that the designation "touch" for most means that the Telepath must be within 1 meter of the Central Processing Unit or in contact with a full-function terminal. Telepaths may use their *Computer Technics* skill bonus to subtract directly from computer resistance rolls (not useable against androids).

### ■ BETTER CHEMISTRY THROUGH PSIONICS ■



### 18.11 EMPATH

#### EMPATH

- 1) Transfer I
- 2) Clotting III
- 3) Cut Repair I
- 4) Pain Relief True
- 5) Tissue Repair
- 6) Clotting True
- 7) Fracture Repair
- 8) Mask Pain
- 9) Cut Repair True
- 10) Transfer True
- 11) Neutralize Poison
- 12) Tissue Repair True
- 13) Mask Pain True
- 14) Fracture Repair True
- 15) Regeneration
- 20) Lord Empath
- 25) Regeneration True
- 30) Empathic Trance
- 50) Empath

**1) Transfer I** The Telepath need only touch the injured party, and the wound is transferred to the Telepath in only one round (both must be "static"). This transfer costs 1 Psion Point per wound (GM discretion; though in general an area or critical type could be considered one wound, e.g., a 25-hit wound bleeding 3 hits per round is all one injury. This designation bears no resemblance to the process needed to *heal* the injury from the Telepath.) Even a first-level Telepath could transfer any injury — though he might not survive long afterwards. Once transferred, the injuries are as if the Telepath had actually received them (e.g. they begin to bleed, etc), and can be healed using the Psions below. All of the Psions but the Transferrals are Subconscious — triggered automatically by the Telepath's unconscious mind. In this way the Telepath might *Transfer* wounds, pass out from the pain/hits/etc., and his body will automatically begin healing until he is out of Psion Points. Empaths have an intuitive understanding of how much they can take before assuming a fatal burden (GM should do a quick analysis) and normally their instinct for self-preservation would prevent a fatal *Transferral*.

**2) Clotting III (SH\*) DUR: P Range: S.** Will close a wound of up to 3 hits bleeding severity/rnd. Patient cannot move appreciably or the wound will reopen.

**3) Cut Repair I (SH\*) DUR: P Range: S.** As *Clotting* except one hit of bleeding is permanently stopped every round. Wound is fully healed.

**4) Pain Relief True (SH\*) DUR: P Range: S.** 1 hit/rnd of concussion damage is relieved.

**5) Tissue Repair (SH\*) DUR: P Range: S.** Caster is able to repair one damaged (but not "destroyed") muscle or tendon. This requires 10 minutes.

**6) Clotting True (SH\*) DUR: P Range: S.** Any one bleeding wound is instantly closed. *Cut Repair* is necessary to completely heal the wound, however.

**7) Fracture Repair (SH\*) DUR: P Range: S.** This Psion will repair bone or cartilage which is broken but not shattered or destroyed. The process takes ten minutes.

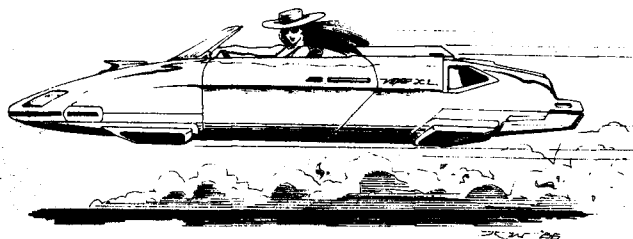
**8) Mask Pain (SH\*) DUR: P Range: S.** Allows the caster to absorb and additional 50% of the hits he or she could normally before losing consciousness.



**9) Cut Repair True (SH\*) DUR: P Range: S.** As *Clotting True* except bleeding wound is completely closed and healed.

**10) Transfer True (H\*) DUR: S Range: T.** Utilizing this Psion, the Empath may Transfer as many wounds as desired upon himself, moving from patient to patient if desired.

**11) Neutralize Poison (SH\*) DUR: P Range: S.** Consider the poison to be the Psion target, and it must make a RR vs attack. RR failure means that the poison is permanently rendered harmless (and the Empath is immune from this poison forever). The process takes 1 minute.



**12) Tissue Repair True (SH\*) DUR: P Range: S.** Caster is able to repair one damaged muscle or tendon in but 1 minute. A destroyed tissue may be regenerated in 10 minutes (though the caster must remain immobile).

**13) Mask Pain True (SH\*) DUR: P Range: S.** Allows the caster to absorb twice the hits he or she could normally before losing consciousness. Note that hits may *never* exceed hit capacity plus Constitution.

**14) Fracture Repair True (SH\*) DUR: P Range: S.** Caster is able to repair one damaged (including shattered) bone or cartilage in 1 minute. A destroyed bone may be regenerated in 10 minutes (though the caster must remain immobile).

**15) Regeneration (SH\*) DUR: P Range: S.** 5 hits/rnd of concussion damage are relieved.

**20) Lord Empath (H\*) DUR: P Range: 30m.** With this psion the Empath may "reach out" Psionically and take upon him/herself a wound from up to 30 meters away. Because of the strain and complexity, only one wound may be taken and healed at a time in this way.

**25) Regeneration True (SH\*) DUR: P Range: T.** Caster is able to regenerate lost limbs, damaged or destroyed organs (not the brain) while in a trance. Because of the nature of such injuries, the wound is not actually "transferred" (though a *Transferral* Psion must be cast in order to link the Empath and patient nervous systems). The patient's limb/organ is regenerated in 1-100 minutes (GM discretion; varies with severity) and kept alive in the meantime by the Empath's body. After the healing, the Empath lapses into a coma for 1-100 hours (hours equal minutes of healing required) while he/she recovers.

**30) Empathic Trance (SH\*) DUR: V Range: S.** Allows the Empath the unique ability to cast more than one healing Psion on themselves *simultaneously*. The normal limit is one per 10 levels at a time, but more are possible if the Empath's life is endangered otherwise. The Empath may also draw on as many as 3x per 10 levels their normal daily allotment of Psion Points, but is incapable of casting any psion until they "catch up" (e.g., if the next three days worth of Psions are used, they are unable to cast any for the next 3 days). He/she is in a trance for the duration of regeneration.

**40) Empath (H\*) DUR: V Range: S.** Once this Psion is cast, the Empath has free use of any of the Psions below. The only limitation is that a new *Empath* psion must be cast for every target and set of injuries (e.g., the Empath takes on a group of injuries, casts *Empath*, heals, takes on another group of injuries, must cast *Empath* again).

## 18.21 INTERFACE

- 1) Configuration Scan
- 2) Interface I
- 3) Utilize Language
- 4) Locate Data
- 5) Data Copy
- 6) Override Security I
- 7) Enhance I
- 8) Data Search I
- 9) Override Security III
- 10) Interface True
- 11) Enhance V
- 12) Add Data
- 13) Delete Data
- 14) Override Security V
- 15) Enhance True
- 20) Alter Data
- 25) Purge Data
- 30) Alter Data True
- 50) Interface Master

**1) Configuration Scan (U) DUR: — Range: T** Telepath gains a basic understanding of the computer's nature: Mk. #, programs in memory, languages utilized. It also will provide the level and profession of an android. It normally needs to be cast before the telepath is able to utilize most of the Psions below.

**2) Interface I (U) DUR: 1 minute/lvl Range: T** Allows the Telepath to directly link his/her nervous system with the circuits of a computer. It must be cast before the Telepath can employ the Data access and other Psions below.

**3) Utilize Language (U) DUR: V Range: T** Allows the Telepath to understand any one language used by the computer currently interfaced with. This might be necessary in order to gain access to certain data, attempt a security override, etc.

**4) Locate Data (U) DUR: — Range: T** Caster may scan the database for specific (unrestricted) information related to one key term (such as a name) and read one file related to that term. This is not as sophisticated as *Data Search*, which allows the caster to quickly scan through all records related to a topic and select the one(s) desired. It is not very useful when dealing with large ship or planetary databases, being more appropriate for small equipment memory.

**5) Data Copy (U) DUR: — Range: T** Allows the caster to copy into his/her own memory one file located via Data scan (or called up using normal methods).

**6) Override Security I (F) DUR: — Range: T** Using this Psion, a Telepath may attempt to bypass a Level I security system. The security system resists at 10th level. Should the Telepath fail, he may try again after 25 hours. Once the Telepath has overridden a certain security program, a regular computer operator may then access the files (until log-off).

**7) Enhance I (F) DUR: C Range: T** By using this Psion, an *Interfaced* Telepath can enhance any computer processor by one Mk#. Normally the Telepath cannot perform in this manner for more than 1 minute per level per day.

**8) Data Search I (U) DUR: C Range: T** Caster may search a large database for any information which relates to a given topic, and quickly scan such for what is desired. Concentration is required, and the time may vary with complexity of the search.

**9) Override Security III (F) DUR: C Range: T** As *Override Security I*, except caster may attempt to defeat Level II (20th lvl) or III (30th lvl) security programs.

**10) Interface True (F) DUR: 10 minutes/lvl Range: T** This Psion bypasses the need to cast *Configuration Scan* and *Utilize language*, and also has a longer duration.

**11) Enhance V (F) DUR: C Range: T** Similar to *Enhance I*, except caster may increase a computer's processing capacity by five Mk #'s.

**12) Add Data (F) DUR: C Range: T** Caster may add information to any memory storage system. He cannot add information to existing files (that is considered "alteration").

**13) Delete Data (F) DUR: C Range: T** Caster may delete part or all of one datafile. Programs, command files and basic system files cannot be deleted.

**14) Override Security V (F) DUR: — Range: T** As *Override Security I* except caster may attempt to defeat level IV (40th lvl) and level V (50th lvl) security.

**15) Enhance True (F) DUR: C Range: T** As *Enhance*, but allows the caster to enhance a computer by Mk. #'s equivalent to his/her level. In cases where a computer's processing is crippled or destroyed, the Telepath can even act as the processor (up to their level in processing capacity). Normally the Telepath cannot perform in this manner for more than 10 minutes per level per day.

**20) Alter Data (F) DUR: C/V Range: T** Allows caster to alter the information on one datafile.

**25) Purge Data (F) DUR: — Range: T** Allows the caster to purge any datafile, group of datafiles related to a key term (e.g. a name) or any command, program or system file.

**30) Alter Data True (F) DUR: C Range: T** Allows caster to alter certain data every time it occurs, even in very large datafiles. Also allows the caster to alter a program.

**50) Interface Master (F) DUR: 10 min/lvl. Range: T** After casting this Psion, the Telepath may freely cast any other Psions on the list.



## ENERGY ROUTING

## 18.2 ALTERATION

**Armor** deal with the manipulation of energy to protect the Telepath from physical attacks and radiation.

**Concealment** allows the Telepath to hide himself from visual and electronic detection.

### 18.21 ARMOR

- 1)
- 2) Radiation Shield \*
- 3) Shield I
- 4) Armor [5]
- 5)
- 6) Radiation Armor I \*
- 7) Armor [10]
- 8) Shield II
- 9)
- 10) Armor [13]
- 11) Radiation Armor III \*
- 12) Shield III
- 13) Radiation Armor 3m R. \*
- 14) Armor [17]
- 15) Shield V
- 20) Lord Armoring [20]
- 25) Radiation Armor V \*
- 30) Hull Armoring I
- 50) Hull Shielding

**2) Radiation Shield (F\*) DUR: 1 min/lvl Range: S** The cast creates a frontal radiation barrier, reducing any radiation critical by one severity level. (e.g., a "C" radiation critical becomes a "B", etc.)

**3) Shield I (D) DUR: 1 min/lvl Range: S** Caster projects a shimmering force barrier which subtracts 10 from all frontal attacks. He may also parry attacks using his directed Psion bonus, learning skill in it if desired.

**4) Armor (5) (D) DUR: 1 min/lvl Range: S** For the duration of the Psion, caster is enveloped in an energy field which acts as Armor Type 5.

**6) Radiation Armor I (F\*) DUR: 1 min/lvl Range: S** As *Radiation Shield*, except caster is protected from all directions.

**7) Armor (10) (D) DUR: 1 min/lvl Range: S** For the duration of the Psion, caster is enveloped in an energy field which acts as Armor Type 10.

**8) Shield II (D) DUR: 1 min/lvl Range: S** As *Shield I* except frontal DB bonus is 20.

**10) Armor (13) (D) DUR: C Range: S** For the duration of the Psion, caster is enveloped in an energy field which acts as Armor Type 13.

**11) Radiation Armor III (F\*) DUR: Range: S** As radiation Armor I, except severity of radiation is reduced by 3 levels (a "D" becomes a "A", a "C" or below is ignored, etc.).

**12) Shield III (D) DUR: 1 min/lvl Range: S** As *Shield I* except frontal DB bonus is 30.

**13) Radiation Armor 3m R. (F\*) DUR: C Range: S** As *Radiation Armor I*, except caster is able to protect everyone in a 3 meter radius (provided the radiation source is not within the radius as well).

**14) Armor (17) (D) DUR: 1 min/lvl Range: S** For the duration of the Psion, caster is enveloped in an energy field which acts as Armor Type 5.

**15) Shield V (D) DUR: 1 min/lvl Range: S** As *Shield I* except frontal DB bonus is 50.

**20) Lord Armoring (20) (D) DUR: 1 min/lvl Range: S** For the duration of the Psion, caster is enveloped in an energy field which acts as Armor Type 20.

**25) Radiation Armor V (F\*) DUR: 1 min/lvl Range: S** Caster is immune to all radiation criticals (this does not include *Heat* and *Electricity* criticals, considered separate from *Radiation* for game purposes.

**30) Hull Armoring I (D) DUR: C Range: T** This Psion allows the caster to increase the hull strength of any Construct Armor Type vehicle he is in contact with by one level. Caster is limited in that he cannot reinforce the hull of a craft massing more than 1000 tons x his level (e.g., a 30th level Telepath could raise a 30,000 ton craft of CAT 25 to CAT 26). Due to the powerful nature of the Psion, the caster must concentrate throughout.

**50) Hull Shield (D) DUR: C Range: T** Allows the caster to create an energy shield around a craft he/she is in contact with. Same mass restrictions as *Hull Armoring I* apply. The shield defensive bonus is 1 per level, so a 50th level would add 50 to a ship's DB. **Note:** for any critical delivered which indicates that shields are down or damaged, caster must make a Psion Failure Roll.

## 18.22 CONCEALMENT

- 1) Overlook I
- 2) Chameleon
- 3) Cloaking I
- 4)
- 5) Hiding
- 6) Overlook III
- 7) Cloaking III
- 8) Hiding True
- 9)
- 10) Invisibility
- 11) Overlook V
- 12) Cloaking V
- 13)
- 14)
- 15) Cloaking X
- 20) Lord Cloaking
- 25) Lord Invisibility
- 30) Cloaking True
- 50) Invisibility True

**1) Overlook I (M) DUR: C Range: 30 Mod: -20** Caster is able to cause one person to "overlook" him. Caster cannot move, and any stimulus target receives other than visual regarding caster will annul the spell.

**Example:** Burke Carter, Interstellar spy and Telepath, is searching a room when he hears someone coming. As the target enters, Burke casts Overlook I. The target fails and does not see Burke standing in the corner. However, poor Burke cannot control a sneeze. Immediately the target looks in Burke's direction and sees him.

**2) Chameleon (U) DUR: 1 min/lvl Range: S** Caster (including all garments and equipment) will change color to match the nearest surroundings. This adds +60 to *Hiding* while static, +30 while moving.

**3) Cloaking I (P) DUR: 1 min/lvl Range: S** Caster gains +10 vs detection by electronic means (scanners, sensors, radar). It is *not* cumulative with electronic or mechanical EW equipment.

**5) Hiding (M) DUR: C Range: S** Similar to *Overlook* except caster is "invisible" to all (each target may still make a Resistance Roll). Caster must remain immobile; any movement or noise will cancel the Psion.

**6) Overlook III (M) DUR: C Range: 30m Mod: -20** As *Overlook*, except caster may affect 3 types of sensory input of one target (sight, hearing, touch, taste, smell) or up to 3 separate targets. **Note:** because this psion affects areas of the brain rather than actual senses, it can be used to inhibit Kashmerian ability to detect Replicants (See *Lost Telepaths*).

**7) Cloaking III (P) DUR: 1 min/lvl Range: S** As *Cloaking I* except caster is able to reduce detection attempts by 30.

**8) Hiding True (M) DUR: C Range: S** As *Hiding*, except no RR's are made; caster is truly "invisible". He must remain immobile, however.

**10) Invisibility (U) DUR: 1 min/lvl Range: S** Caster cannot be seen by normal visual means, and is able to move freely. Any offensive action (firing a weapon, striking someone, activating a personal energy shield) will cancel the Psion.

**11) Overlook V (M) DUR: C Range: 30m** As *Overlook III* except one sense of 5 targets or all five senses of one target may be affected.

**12) Cloaking V (P) DUR: 1 min/lvl Range: S** As *Cloaking*, except caster is able to reduce detection attempts by 50.

**15) Cloaking X (P) DUR: 1 min/lvl Range: S** As *Cloaking*, except caster is able to reduce detection attempts by 100.

**20) Lord Cloaking (P) DUR: 1 min/lvl Range: 3m R.** As *Cloaking* except caster may "cloak" all within 3 meters, subtracting 1 per level from non-visual detection attempts (e.g., at 25th level, all scanner and sensor rolls are at -25.)

**25) Lord Invisibility (P) DUR: 1 min/lvl Range: 3m/lvl R.** Allows the caster to cause up to one individual per level to become invisible (thus, five — including himself — at this level). Each person's invisibility is treated as a separate Psion for cancelling effects.

**30) Cloaking True (F) DUR: C Range: 3m/lvl R** This very powerful Psion enables the caster to "cloak" an area up to 3 meters per level around him (a 180 meter diameter sphere at this level) from Electronic detection, subtracting 1 per level from such attempts (+30 to cloaking at this level). The Psion must be applied to one object (such as a vehicle or spacecraft). It is *not* cumulative with electronic EW/Stealth equipment.

**50) Invisibility True (F) DUR: 1 hour/lvl Range: 3m/lvl R** The ultimate stealth Psion, *Invisibility True* not only subtracts 100 from all detection attempts (Sensor Scans) but also renders a single craft within the radius *invisible*. It will be cancelled by offensive actions or activating deflector shields.



## 18.3 CONTROL

The **Possession** list is devoted mainly to the concept of the Telepath controlling or "inhabiting" the body of another being.

Psions on the **Illusion** list allow the Telepath to make the target(s) see things other than the way they are.

### 18.31 POSSESSION

- 1) View
- 2) Pattern Store
- 3) Sense
- 4) Metempsiion I
- 5) Transferral
- 6) Far View
- 7) Far Sense
- 8) Knowing Transferral
- 9) Ready Metempsiion
- 10) Distant View
- 11) Distant Sense
- 12) Metempsiion True
- 13) Lord Metempsiion
- 14) Transferral True
- 15) Transferral Mastery
- 16) Psionic Body

**2) View (I)** **DUR: C Range: 3m/lvl Mod: -20** Allows caster to "view" a scene through another's eyes; target must be within range and sight, or within range and have been *Psionic Locked*.

**3) Pattern Store (P\*)** **DUR: — Range: 3m/lvl** Caster records a mental pattern of the target for future reference (including casting of other Psions on this list).

**5) Sense (M)** **DUR: C Range: 3m/lvl Mod: -20** Like *View*, except allows caster to experience all senses of the target; caster is in a trance and Extremely Hard (-30) to awaken while using this Psion.

**6) Metempsiion I (M\*)** **DUR: P Range: 3m/lvl** Caster, on the threshold of death (to be determined by the GM) is able to transfer his "soul" to another living body within range. Psion may only be attempted once (per death-threshold experience). Caster's spirit (assuming the Psion is successful) will drive out and destroy the resident consciousness and have full control of the body, and retain all of his own skills — but gain none of the body's learned skills. Should the caster attempt to inhabit an animal, he will gain all instincts (GM may wish to devise rules governing the control of such instinct as well). The psion is permanent, and Caster can live out a life in the body — even Metempsiioning to a new body when that one is exhausted. Caster may even transfer to a plant — but of course will be immobile...

**7) Transferral (M)** **DUR: 10 min/lvl Range: 30m** A temporary (and less drastic) version of *Metempsiion*. Caster and target's consciousnesses are exchanged; the caster is able to operate in the target's body at 90% of normal capacity, while the target is helpless and immobile in the caster's body. Target may try to break the transferral once every 10 minutes by making another RR (at -20); caster may cancel at any time. Should either body be killed, the resident consciousness is destroyed and the other pairing are tied forever.

**8) Far View (M)** **DUR: C Range: 30m/lvl** As *View* except, with the aid of Pattern Store, caster may see through target's eyes to a greater range.

**9) Far Sense (M)** **DUR: C Range: 30m/lvl** As *Sense* except, with the aid of Pattern Store, caster may experience target's senses to a greater range.

**10) Knowing Transferral (M)** **DUR: 10 min/lvl Range: 30m/lvl** Like *Transferral*, except target consciousness remains in his own body, so the two "share" consciousness. This is most often done with a willing target (and so a 50 bonus to success), but can be performed on an unwilling one. This could very well incapacitate the body, however. Bodies must remain within range or the Psion is cancelled.

**12) Ready Metempsiion (M\*)** **DUR: P Range: 300m/lvl Mod: -30** As *Metempsiion*, except caster may preset target (using Pattern Store). Target must be in range at time of death or caster fails.

**13) Distant View (M)** **DUR: C Range: 10km/lvl** As *Far View*, except for range.

**14) Distant Sense (M)** **DUR: C Range: 10km/lvl Range: 10km/lvl** As *Far Sense*, except for range.

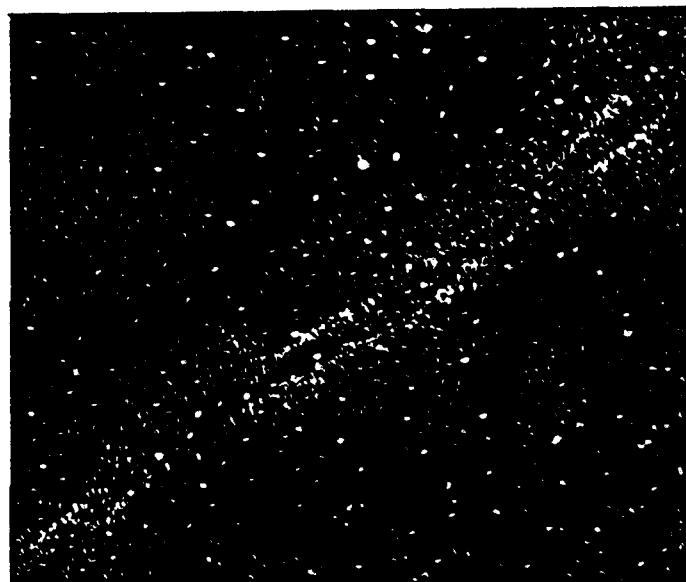
**15) Metempsiion True (M\*)** **DUR: P Range: 10 LY/lvl Mod: -70** This psion is designed to be only used with a willing target (the bonus included in the modifier). It allows the caster's soul to travel up to the Psion range to unite with a predetermined, willing "co-host". The two will then share consciousness until death of the body, or permanent Transferral of one consciousness.

**20) Lord Metempsiion (M\*)** **DUR: P Range: 10 LY/lvl Mod: -20** As *Metempsiion True*, except Caster may attempt to seize the body of an unwilling host.

**25) Transferral True (M)** **DUR: 1 day/lvl Range: 30m to cast, then 10km/lvl Mod: -20** As *Transferral*, except caster has 100% control of body, and target cannot attempt to cancel the Psion. In fact, when target returns to his body, he has no sense of time passage.

**30) Transferral Mastery (M)** **DUR: P Range: Touching to cast, then unlimited** Caster may exchange consciousnesses of two targets, move a consciousness from one target to another, etc. The psion takes 30 full rounds to cast because of its complexity.

**50) Psionic Body (M)** **DUR: 1 hour/lvl or P Range: 5** Caster is able to function without his body. If his body is destroyed, he maintains an invisible, noncorporeal existence, able to cast Psions as normal (including inhabiting another body). The body is -100 to physical and energy attacks, and is at -50 to Psionic attacks. Should the caster utilize this psion while his body is intact, he must return to it before the duration is over or it will die.



## 18.32 ILLUSION

- 1) Refraction
- 2) Ventriloquism
- 3) Audio Impersonation
- 4) Deafness I
- 5) Visual Impersonation
- 6) Facade I
- 7) Displacement I
- 8) Visual Illusion I
- 9) Phantasm I
- 10) Silent Fence
- 11) Audio Impersonation True
- 12) Visual Impersonation True
- 13) Visual Illusion III
- 14) Phantasm III
- 15) Displacement II
- 20) Displacement III
- 25) Facade True
- 30) Mirage
- 50) Mirage True

**1) Refraction (P) DUR: 10min/lvl Range: 30m** Makes an inanimate object (upt to 100 cubic feet) appear to be 10' to one side of its actual location.

**2) Ventriloquism (P) DUR: C Range: 30m** Caster can speak and his voice will appear to come from any point that he wants within 100'. (Point must be within his field of vision.)

**3) Audio Impersonation (M) DUR: 1 min/lvl Range: S** Caster is able to (seemingly) imitate the voice of any one person he has heard in the last 25 hours — to all who fail their resistance rolls. Those Resisting by 01-50 simply hear the caster as he normally is; while those resisting by 51+ realize what the caster is trying to do.

**4) Deafness I (M) DUR: 1 min/10 failure Range: 30 m** By suppressing certain brain patterns the Telepath can cause deafness in one target.

**5) Visual Impersonation (M) DUR: 1min/lvl Range: S** As *Audio Impersonation* except caster can appear to be any person he has seen within 25 hours. Same RR rules apply.

**6) Facade I (F) DUR: 1min/lvl Range: S** Creates a visual warping of a two dimensional area of up to 100 square meters. Caster can create whatever images he desires on the Facade.

**7) Displacement I (P) DUR: 1min/lvl Range: S** Caster appears to be off-set from where he really is; all attacks have no effect 10% of the time. Each time a foe misses him, the chance of that foe missing again goes down 5%.

**8) Visual Illusion I (M) DUR: 1min/lvl Range: 30m** Cast may create a three-dimensional illusion of up to 5 meters in radius. The illusion is very detailed, and remains in place even when touched (or passed through).

**9) Phantasm I (M) DUR: 1min/lvl Range: 30m** Creates the image of one object or being, that will move however the caster desires while he concentrates. When the caster stops concentrating the image remains, but is immobile (the caster can resume concentration later and move the phantasm again). The phantasm may be of any size to fit in a 1m radius sphere.

**10) Silent Fence (M) DUR: 1min/lvl Range: 30m** Enables caster to create a sonic barrier, either flat up to 100 square meters or a hemisphere of 5 meter radius. Sounds cannot pass through the barrier in either direction.

**11) Audio Impersonation True (M) DUR: 1hr/lvl Range: S Mod: 10** As *Audio Impersonation* except for duration and modifier, and caster may also impersonate someone he has *Pattern Stored*.

**12) Visual Impersonation True (M) DUR: 1hr/lvl Range: S Mod: -30.** As *Audio Impersonation True* except visual stimulus is affected.

**13) Visual Illusion III (M) DUR: 1hr/lvl Range: 300m** As *Visual Illusion I*, except for range and duration, and caster may triple the size or subtract 30 from all RR's

**14) Phantasm III (M) DUR: 10min/lvl Range: 30m** As *Phantasm I*, except caster has three images.

**15) Displacement II (P) DUR: 1min/lvl Range: S** As *Displacement I*, except chance of missing is 20%.

**20) Displacement III (P) DUR: 1min/lvl Range: S** As *Displacement I*, except chance of missing is 30%.

**25) Facade True (M) DUR: 1 day/lvl Range: 300m** As *Facade I* except image is as large as 10,000 square meters.

**30) Mirage (M) DUR: 1 day/lvl Range: 1 km/lvl** Caster is able to create a three-dimensional illusion of great complexity up to 10 km in radius (town, spaceship, etc). It can be made to move if the caster concentrates.

**50) Mirage True (M) DUR: Until dispelled Range: 10,000 km/lvl** As *Mirage*, except caster can create a 100 km/lvl radius illusion (an illusory planet, even!). Of course, even the most basic sensor scan will reveal that there is nothing there.



## 18.4 SELF-MASTERY

With the **Changing** list the Telepath learns to control the molecular bonding of his/her body. By shifting the bonds without actually affecting the structures, they skilled Telepath can assume different forms — or even learn to pass through 'solid' objects. Note that *Passing* is learned much earlier on this list than on **Teleportation**. The concepts of *Passing* are more related to a molecular shift than to a spontaneous matter/energy transfer.

By utilizing **Mind's Defense**, the Telepath is able to better defend himself against Psionic attacks.

### 18.41 CHANGING

- 1) Contortions
- 2) Study
- 3) Mask
- 4) Merge
- 5) Shape-shift
- 6) Mask True
- 7) Passing
- 8) Great Merge
- 9) Shape-shift True
- 10) Metamorph
- 11)
- 12) Merge True
- 13)
- 14) Metamorph True
- 15) Passing True
- 20) Lord Metamorph
- 25) Shifting
- 30) Changing
- 50) Master Metamorph

**1) Contortions (P) DUR: V Range: S** Allows the caster to slightly alter his muscles, limbs, and trunk; this facilitates escaping from bonds and small places.

**2) Study (I) DUR: — Range: 100'** Caster studies and memorizes the appearance and mannerisms of a being, for later use in other Psions on this list.

**3) Mask (P) DUR: 10 min/lvl Range: S** Allows caster to alter the form of his face; if he *Studied* a being he can take on the exact form.



**4) Merge (P) DUR: 1min/lvl Range: S** Allows caster to merge (body +25 cm depth) into any solid material. Caster cannot move while merged. Caster is also unable to pass through force barriers (shields).

**5) Shape-shift (P) DUR: C Range: S** Caster can alter his body to the form of another humanoid race (no increase in mass). This cannot be a specific person.

**6) Mask True (P) DUR: Until cancelled Range: S** As *Face Shifting* except for extended duration.

**7) Passing (P) DUR: — Range: S** Caster may pass through any material up to 1 meter thick (Psion simply does not activate when attempting to pass through thicker material).

**8) Great Merge (P) DUR: 10min/lvl Range: S** As *Merge* except caster may turn while merged and view the outside from within the object.

**9) Shape-shift True (P) DUR: 10min/lvl Range: S** As *Shape-shift*, except caster need not concentrate, and is able to appear exactly the same as a specific individual.

**10) Metamorph (P) DUR: 10min/lvl Range: S** As *Shape-shift*, except caster may adopt any lifeform within 20% of his normal mass. Caster must take on a form similar to his own (a human could become a Transhuman V or even an Idorian, but not a Trilopter or Aoemaran).

**12) Merge True (P) DUR: 10min/lvl Range: S** As *Great Merging*, except caster may cast psions on himself while merged.

**14) Metamorph True (P) DUR: 10m/lvl Range: S** Caster is able to assume any form within 50% of his own mass and even assume fairly different physical shapes (such as a Snee or a Trilopter — but not a Wihr-Kohl or a Aoemaran).

**15) Passing True (P) DUR: C Range: S** Caster is able to pass through as much as 1 meter/lvl of solid material.

**20) Lord Metamorph (P) DUR: 1hr/lvl Range: S** As *Metamorph True*, but caster also gains the abilities as well as the outward form he has assumed (the Snee Armor Type and strength, the Trilopter trinary brain capabilities, etc.).

**25) Shifting (P) DUR: 1hr/lvl Range: S** As *Shape-shift True*, except caster may change form at will without casting another Psion (1 rnd is required per change).

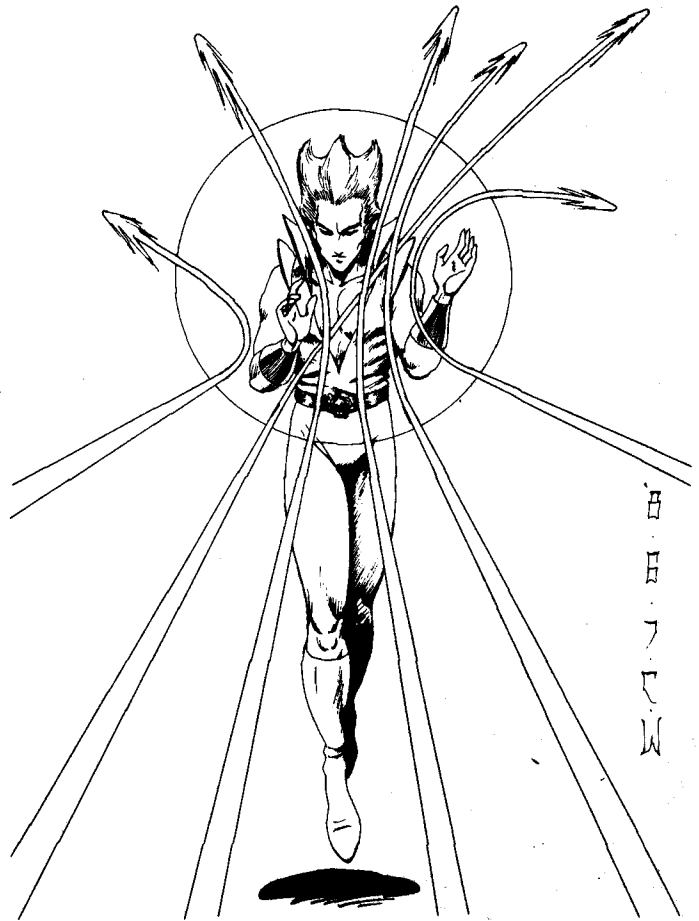
**30) Change (P) DUR: 10 min/lvl Range: S** Caster is able to assume the form of any fairly solid object (no more liquid than a very viscous fluid) of between 50 and 200% of his actual mass. Caster can even assume the form of an inanimate object, such as a chair or door.

**50) Master Metamorph (P) DUR: Until cancelled Range: S** As *Lord Metamorph* and *True Change* except caster can increase his mass by 5x or decrease it to 10% of his actual mass. He can assume any Caster may also change form at will without casting another Psion (1 rnd is required per change).

## 18.42 MIND'S DEFENSE

- 1) Inkleling \* †
- 2)
- 3) Psion Shield I
- 4) Mind Alert \* †
- 5) Psion Armor I
- 6) Psion Shield III
- 7)
- 8) Mind Block
- 9) Psion Armor II
- 10) Ready Block \* †
- 11) Psion Shield
- 12) Retaliation
- 13)
- 14) Psion Armor III
- 15) Mind Block True \* †
- 20) Lord Retaliation
- 25) Psionic Defense \* †
- 30) Retaliation True \* †
- 50) Psionic Citadel \* †

## ■ PSIONIC SHIELD



**1) Inkleling (PS\*†) DUR: — Range: 30m** Caster (if conscious and generally alert) is warned one round before someone is about to Psionically attack him (assuming the attacking Psion requires preparation). If attacker succeeds in a RR, this Psion is not triggered.

**3) Psion Shield I (D) DUR: 1min/lvl Range: S** Provides +10 to casters RR (or DB if a physical attack Psion such as *Energy Channels*) vs all frontal Psion attacks.



**4) Mind Alert (P,S\*†) DUR: — Range: S Mod: -20** Similar to *Inkling* except caster can be instantly awakened, is aware of the nature of the impending attack and its direction.

**5) Psion Armor I (D) DUR: 1min/lvl Range: S** As *Psion shield I*, except provides +10 to caster's RR (or DB) vs all Psion attacks in any direction. Not Cumulative with *Psion Shield*.

**6) Psion Shield III (D) DUR: 1min/lvl Range: S** As *Psion shield I*, except provides +30 to caster's RR (or DB) vs all frontal Psion attacks.

**8) Mind Block (D\*) DUR: C Range: S** Caster is able to shield his mind from probes (not attacks) as if he were twice his actual level. The caster must have this psion cast before he is actually attacked.

**9) Psion Armor II (D) DUR: 1min/lvl Range: S** As *Psion Armor I*, except provides +20 to caster's RR (or DB) vs all Psion attacks in any direction.

**10) Ready Block (D,S\*†) DUR: C Range: S** As *Mind Block*, but caster is able to shield his mind from probes (not attacks) as if he were three times (3x) his actual level. This Psion is activated automatically by the Telepath's subconscious.

**11) Psion Shield V (D) DUR: 1min/lvl Range: S** As *Psion shield I*, except provides +50 to caster's RR (or DB) vs all frontal Psion attacks.

**12) Retaliation (M) DUR: 1 min/lvl Range: 30m** Caster not only gains +20 to his RR vs one Psion, should he resist successfully, the attacking Psion is reversed on the original caster. Psion must be recast after a successful *Retaliation*; other psions cannot be cast while this one is active.

**14) Psion Armor III (D) DUR: 1min/lvl Range: S** As *Psion Armor I*, except provides +30 to caster's RR (or DB) vs all Psion attacks in any direction.

**15) Mind Block True (D,S\*†) DUR: 1min/lvl Range: S** As *Ready Block* but Telepath resists probes as if he were five times (5x) his actual level, and does not need to concentrate. He cannot cast any other Psions while blocking, however.

**20) Lord Retaliation (M) DUR: 1min/lvl Range: 100m** As *Retaliation*, except caster is able to retaliate one Psion/rnd up to twenty (or he fails a RR).

**25) Psionic Defense (D\*†) DUR: 1min/lvl Range: S** As *Mind Block True*, except caster resists all psion attacks in the same manner.

**30) Retaliation True (D,S\*†) DUR: 1min/lvl Range: S** As *Lord Retaliation*, except caster has +1/lvl to his RR, can retaliate a number of Psions up to his level (as many as 3 per round) and the Psion is activated automatically when he is attacked.

**50) Psionic Citadel (D,S\*†) DUR: 1min/lvl Range: S** As *Mind Block True* except caster may cast Psions while using the *Citadel*, is immune to all psions below 20th level, and has a +1/lvl bonus to his RR vs all attacks.

## DEFINITIONS AND NOTATIONS

### PSION CLASSES:

**D** = Defensive Psion; allows caster to resist or withstand the effects of a psion, the elements, etc.

**F** = Force Psion; involves the manipulation of matter, energy, the elements, etc. through the use of psionic force.

**I** = Informational Psion; a psion which gathers information.

**M** = Mental attack Psion; an attack psion affecting the target's mind.

**P** = Passive Psion; a general use psion that usually involves another person or thing, but not actively.

**S** = Subconscious Psion; a psion that is triggered by the subconscious. Some do not require the conscious casting of the caster.

**U** = Utility Psion; a general use psion that doesn't physically affect anyone or anything but the caster.

### DURATION:

**C** = Concentration required; caster can perform only 50% of normal activity (e.g. movement halved, maneuvers and combat at -50). Caster cannot cast any other psions while concentrating.

**[C]** = Concentration required, except duration cannot exceed the given limit in any case.

**P** = Permanent; psion has a permanent effect in the sense of creating a physical or mental condition. After the caster no longer concentrates or after the casting procedure is complete, the effect may be altered by outside forces; e.g., the psion may be cured, disturbed by another psion or physical forces.

**V** = Variable; depends on the nature of the psion cast.

**Time/lvl** = Duration is the time multiplied by the level of the caster.

**Time/x failure** = Duration of effect is [the amount that the target's RR is below the minimum needed to resist the psion] divided by a number [x] multiplied by the [time].

**—** = Instantaneous [or negligible time]; psion's effect is instantaneously applied.

### RANGE:

**S** = Self; psion can only be cast on the caster himself.

**T** = Touch; caster must touch target in order to cast the psion.

**Distance R** = Effect is felt in an area (radius defined, usually around caster unless otherwise noted).

**Distance/lvl** = Psion can take effect anywhere within [distance] x [level] of the caster. Area psions have a center, and the caster must lie within the range.

### TERMS ABBREVIATED:

**rnd or rd** = round (battle round; 10 seconds in *Future Law* )

**lvl** = level (normally of caster)

**min** = minute[s]

**hr** = hour

**RR** = Resistance Roll

**R or Rad** = radius

**km** = kilometer[s]

**m** = meter[s]

**kph** = Kilometers per hour

**@** = Free; psion does not require Power Points to cast.

**\*** = Instantaneous; psion doesn't require preparation.

**†** = Latent; psion will be triggered by an external event

**Mod or mod** = modification or modifier (usually to a RR)

**pt** = point

## 19.0 ADDITIONAL PSIONS

Below are given a number of Psions which conceptually fit within the Psion List structure, but are either "High-power" Psions (above 50th level) or supplemental additional Psions below fiftieth level — optional concepts to be used at the GM's discretion. In some cases the new Psion will have a level and list designation which places it at the same spot as an already existing Psion. The GM has the option of making the player choose which Psion their character has learned, or allowing knowledge of *both* Psions at that level.

Psions are organized by field and list, and the level of the Psion is noted to the left of the Psion name

### 19.1 VISIONS

#### MIND DETECTION

**13) Mind Tracking (I) DUR: 1 hr/lvl Range: 30m/lvl** As *Mind Location* except caster is constantly aware of the location of the target in relation to himself.

**35) Mind Tracking True (I) DUR: until dispelled Range: 1 km/lvl** As *Mind Tracking* duration is until dispelled. **Note:** *caster may only have this Psion activated for one target at a time.*

**45) Far Mind Tracking True (I) DUR: until dispelled Range: 1 LY/lvl** As *Mind Tracking True* except for extended range.

**60) Past Mind Location (I) DUR: — Range: 30m/lvl** As *Mind Location* except caster is able to seek back in the past for the mind pattern, lock on, and utilize a *Past Sight* Psion to that temporal location.

#### MIND'S TRUTH

**Note:** If using *Space Master Companion*, the GM may wish to decide that all of the *Mind's Truth* Psions in *Future Law* are designed to judge truth in the humanoid mind. Due to the vastly different configuration of alien (Xenohuman) minds, more powerful Psions have been added here which enable the *Truthsaying Telepath* to accurately interpret such thoughts. If using these Psions, all Psions on the original list should be specifically designated as designed for use on the humanoid (of whatever the casting Telepath's race!) mind, and have a 25% error rate (25% chance the caster makes a wrong interpretation). **Xeno** Psions are identical in all other ways to their normal counterparts.

**3) Xeno Emotion Touch**

**6) Xeno Thought Scan**

**7) Xeno Truth I**

**7) Thought Search (IM) DUR: C Range: 30m** Allows caster to use a key word/phrase/picture to key on a specific surface thought group. One of the *Scan* Psions must be used to actually read the thought.

**9) Xeno Thought Analysis**

**10) Xeno Truth III**

**13) Memory Search (IM) DUR: C Range: 30m** As *Thought Search* except caster is able to locate a specific memory.

**13) Xeno Truth V**

**15) Xeno Mind Scan**

**16) Xeno Truthtrance I**

**18) Xeno Truthtrance III**

**30) Xeno Mind Probe**

**35) Xeno Truth True**

**60) Xeno Truthsaying**

**60) Deep Mind Probe (IM) DUR: C Range: 30** As *Thought Scan* except caster is able to probe into the target's true memories of an event (as opposed to what distortions the target's psyche has overlaid; caster receives clear images of the actual event).

#### MIND'S EYE

**5) Penetrating Sight (P) DUR: C Range: C** Caster is able to see through any solid material up to 1 meter thick.

**7) Watch (P) DUR: C Range:** Caster may choose a mpoint up to 3 meters away and he will have a field of vision from that point; he can rotate the view but not move it.

**8) Far View (P) DUR: C Range: 3m/lvl** Caster's point of vision may be moved independently of him, but he would have to physically be able to go there (e.g., the View cannot travel through solid objects, a closed door, etc).

**10) See Invisible (P) DUR: C Range: S** Caster is able to see invisible objects (including those made invisible by Psions and Electronic cloaking).

**15) Watch 3m/lvl (P) DUR: C Range: S** As *Watch* except range is 3m/lvl.

**20) Lord Sight (P) DUR: C Range: 30m/lvl** As *Far View*, except caster's "View" is able to pass through solid objects. The View travels at 10m/rnd.

**25) Watch True (P) DUR: 1min/lvl Range: SAs** *Watch 3m/lvl*, except caster need not concentrate.

**30) Sight True (P) DUR: 1min/lvl Range: 30m/lvl** As *Lord Sight* except caster need not concentrate while the View is motionless.

**50) Mind's Eye (P) DUR: 10min/lvl Range: 10km/lvl** As *Sight True* except for extended range. The "View" travels at 10km/rnd.

**60) Far Sight (P) DUR: 10min/lvl Range: 100,000 km/lvl** As *Sight True* except for extended range. The "View" travels at 1,000,000 km/rnd.

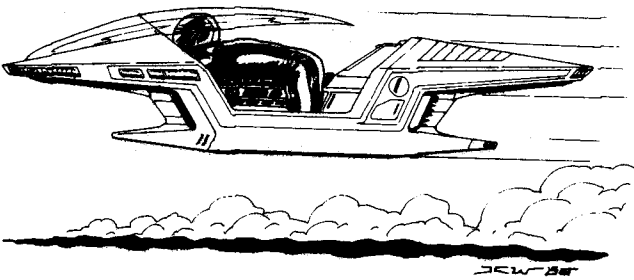
**90) Sight Master (P) DUR: 10min/lvl Range: 1 LY/lvl.** As *Sight True* except for extended range. The "View" travels at 10 LY/rnd.

## MIND IN THE PAST

**15) Psychometry (P) DUR: — (varies) Range: T** Caster holds an object or stands in a place of significance and is able to gain a number of *Flashes Behind* of important situations, events or people who have been associated physically with the object or place. Psion also provides as many *Flashes* as important events/people which actually occurred. Time range into the past is theoretically unlimited. **Note:** This Psion is heavily GM discretion. A 50th level Telepath standing holding a fork which has never had a user of any significance will get no images.

**30) Psychometry True (P) DUR: — (varies) Range: T** As Psychometry, except caster receives all information as in *Delving*, and instead of *Flashes*, he gets *Past Sights*.

**55) Frozen Time (F) DUR: 1 rnd/lvl Range: S** Caster is removed from time. From the caster's viewpoint, everyone and everything else seems to be frozen in place. Anything or anyone touched by the caster will also be drawn out of time for the duration of the Psion. **Note:** care must be taken that caster's effect on events while in *Frozen Time* are limited. The brief duration should be strictly adhered to.



**60) Past Sight II (I) DUR: C Range: T** As *Past Sight True* (i.e., caster is able to travel mentally backwards in time as far as desired, located by *Past Compass* — travelling to the desired time destination at up to 1000 yrs/rnd). Caster's consciousness is tied to the same relative place, and is able to receive visual and aural input. Caster's body is in a trance for the duration of the Psion.) except caster may bring another back with him. Their body is also in a trance and they see and hear just as the caster does. (e.g. "I am the spirit of Christmas Past...")

**90) Time Travel I (F) DUR: 1 min/lvl Range: S** Caster is able to physically travel back in time up to 100 years/lvl. The shift is instantaneous and caster returns to his own time at the end of the duration unless the Psion is recast. Any relative movement by the caster is also reflected, though cosmic shifts (planetary movement, etc.) are corrected for. **Note:** This is an extremely dangerous and powerful Psion, to be used with care. It is strongly recommended that extensive research with *Past Sight*, and *Past Location* be done first. In any case the GM must be prepared to deal with possible ramifications of such travel if it allowed. Can someone change the past? — or is what they do in the past already a part of What Has Gone Before?

**100) Time Travel II (F) DUR: 1 min/lvl Range: T** As *Time Travel I*, except caster is able to take another person with him. If the other person is not touching caster at the end of the psion, caster returns without him.

**120) Time Travel True (F) DUR: P Range: S** As *Time Travel I* except caster has unlimited time range, remains in the past until he wills a return, and (optionally) can travel into the future. **Note:** Travel to the future must be done blindly, and the GM must carefully monitor such activity. Hopefully, the incidence of 120th level player-characters will be quite rare...

## EMPATH

**40) Empathic Bond (H\*†) DUR: P (until cancelled) Range: 1km/lvl** Empath must be touching target when the Psion is initially cast; afterwards, any wounds taken by the target (as long as he is in range) are automatically transferred to the caster. Caster may break the psion either permanently or temporarily at any time. Caster's unconscious will suspend it in any case if he is on the brink of death.

**80) Empathic Bond True (H\*†) DUR: P Range: unlimited** As *Empathic Bond* except range is limitless.

**90) Reconstitution (H) DUR: P Range: T** Caster is able to completely reconstruct a being from a few tissue cells; age of the cells is not a factor. The original being must be dead for this Psion to function; it is not a "clone" **Note:** The GM must decide whether there is such a thing as "genetic memory" in which the reconstituted being's memories are somehow intact, or if the consciousness is elsewhere. Combining *Reconstitution* and an appropriate *Transferral* psion could restore a transferred consciousness back to a reconstituted body.

## INTERFACE

**35) Assimilate Data (U) DUR: Varies Range: T** Caster can copy all data and programs from a computer (once any security has been overcome and *Interface* established). Data is transferred into Telepath's brain at a rate of 1 memory unit/rnd. Total storage capacity (besides normal resident memories) of the human brain is about 5000 units.

**40) Input Memory (U) DUR: Varies Range: T** Allows caster to transfer all of his memories into a computer database. Space required varies with age and experience (usually 300-500 units).

**60) Emulate (U) DUR: C Range: S** Caster is able to emulate a computer of Mk. # equal to twice his level, interfacing with support systems up to 1 meter per level away, and using any programs he has assimilated.

## 19.2 ALTERATION TELEKINETICS

**60) Telekinetic Tow (F) DUR: C Range: 10,000 km/lvl** Allows the Telepath to hold or pull an object up to 100 kg/lvl mass as a Mk. 10 *Tractor Beam* (see *Tech Law* Starship Construction).

**90) Telekinetic Tow True (F) DUR: 1 hr/lvl Range: 100,000 km/lvl** As *Telekinetic Tow*, except mass is 1000 kg/lvl, caster need not concentrate, and has Towing power equal to half his level in *Tractor Beam* Mk. #.

## MIND OVER MATTER

**6) Fog 5m R(F) DUR: 1min/lvl Range: 10m/lvl** Allows caster to create a dense fog up to 5 meters in radius, with the center up to 10 meters a level away. Fog can only be created where it could possibly occur naturally (fog need not be water droplets; caster could just as easily create a methane fog in such an environment). Fog disperses naturally after Psion duration.

**9) Unfog (F) DUR: 10min/lvl Range: S** Caster is the center of a clear zone up to 10 meters in radius where any fog, smoke, or vision-restricting gas is completely dispersed.

**12) Fog 50m R (F) DUR: 10min/lvl Range: 100m/lvl** As *Fog* above, except for extended abilities.

**25) Clouds (F) DUR: 10 min/lvl Range: 1 km/lvl** Caster is able to summon (or disperse) clouds. This Psion has the same environmental restrictions as *Fog*.

**40) Tremors (F) DUR: 1 md Range: 30 meters/lvl** Caster is able to create a very minor earthquake — approximately 5.5 on the Richter scale. It is strong enough to make loose objects rattle, but most structures would remain undamaged. On unstable planets, there is a very small chance that it could trigger a more serious earthquake.

**60) Quakes (F) DUR: V Range: T (extent varies)** Enables caster to trigger an earthquake, which can be delayed as long as one minute per level. Severity of quake is determined by a roll: (01-20) = 5.5, (21-45) = 6, (46-65) = 6.5, (66-80) = 7.0, (81-89) = 7.5, (91-95) = 8.0, (96-98) = 8.5, (99-100) = 9.0. Note that the Richter progression is exponential not linear, so that the upper numbers are many times more severe than lower ones. Severe quakes can be felt decaklicks (tens of kilometers) away, have several aftershocks, and even trigger a natural series of quakes if near natural faultlines.

## MIND INTO ENERGY

**10) Energy Bolt (F) DUR: — Range: V** Caster is able to channel raw Psionic energy into a concentrated bolt. Roll as a Mk 5 Laser attack, but with range as a Laser Pistol.

**20) Lord Energy Bolt (F) DUR: — Range: V** As *Energy Bolt* except caster can unleash the equivalent of a Mk 10 laser attack. Ranges are as a Heavy Laser.

**25) Energy Drain (F) DUR: 1 min/lvl Range: 100 m/lvl** For the duration of the Psion, caster is able to reduce the power output of any reactor by 20%.

**30) Energy Absorption (F) DUR: C Range: T** Enable caster to absorb energy from a reactor and convert it to Psion Points. Conversion rate is 1 point per round, and caster's total number of Points cannot exceed what he is normally allotted for the day.

**35) Lord Energy Drain (F) DUR: 10 min/lvl Range: 10 km/lvl** As *Energy Drain* except for range, duration, and reactor output is decreased to half normal.

**60) Energy Bolt True (F) DUR: — Range: V** As *Lord Energy Bolt* except the Mk. # is equal to half Telepath's level.

## TELEPATHY

**60) Telepath (I) DUR: 10 min/lvl Range: varies** As *Telepath True* except range is unlimited. **Note:** all Telepathic communication is instantaneous.

## ARMOR

**40) Hull Armoring III (F) DUR: C Range: T** As *Hull Armoring* except caster may increase a ship's hull integrity by 2 or 3 CAT levels.

**60) Hull Armoring V (F) DUR: C Range: T** As *Hull Armoring* except caster may increase a ship's hull integrity by 4 or 5 CAT levels.

## 19.3 CONTROL

### MIND ASSAULT

**20) Lord Mind Shout (M) DUR: V Range: 30m Mod: -50** Similar to *Mind Shout* except there is only one target, who is at a significant RR disadvantage (-50). Failure means unconsciousness for 1 rnd/5%; Failure by more than 50 means death.

**40) Death's Shout (M) DUR: V Range: 300m MOD: -50** As *Lord Mind Shout* except failure means instant death.

### POSSESSION

**15) Mind Slayer (M) DUR: P Range: 30m** A brutal twist on the *Transferral* concept: caster drive's target's consciousness out of his body, rendering it comatose. Target's consciousness is not destroyed; simply "lost".

**30) Mind Slayer True (M) DUR: P Range: 30m MOD: -30** As *Mind Slayer* except target's consciousness is utterly destroyed.

**60) Transcendant Transfer (U) DUR: P Range: T** Allows the caster to recall the consciousness of another being (provided it has not been destroyed) and reunite it with the body.

## 19.4 SELF-MASTERY

### TELEPORTATION

**20) Teleport II (F) DUR: — Range: 10 km/lvl** As *Teleport* [Somewhat risky mode of instantaneous transport; the following chances of failure — in addition to an outright Psion Failure — exist: *Never Seen target point: (only described) = 25%; Studied (25 hours) = 10%; Studied carefully (10 days) = 1%; Lived there (100 days) = .01%* In case of *Teleport* failure, first determine direction of end-point error, then distance with an open-ended roll for number of meters. In case of regular Psion Failure, caster never leaves departure point.] except caster may take one other entity (massing no more than 50% over Caster's mass) along. Caster must be touching "passenger".

**30) Mind's Portal II (F) DUR: — Range: 10 km/lvl** As *Mind's Portal* [same as *Teleport* except no risks of missing end target because caster must be in mental contact with another Telepath at target] except caster may take one other entity (massing no more than 50% over Caster's mass) along. Caster must be touching "passenger".

**40) Mind's Portal True II (F) DUR: — Range: unlimited** As *Mind's Portal II* except there is theoretically no range limitation.

**60) Teleport True II (F) DUR: — Range: unlimited** As *Teleport II* except there is not range limitation.

**70) Teleport True III (F) DUR: — Range: unlimited** As *Teleport True II* except caster may take along two entities.

## METABOLIC CONTROL

**25) Rejuvenate (H) DUR: V Range: S** Caster is able to reverse ten (10) years of accumulated aging from his body. This includes regeneration of any organs which have deteriorated (except the brain; though it does retard brain cell death). Rejuvenating process takes about a decaday. Caster is only able to utilize this psion safely once per year, at which time ten more years can be removed, until caster reaches post-adolescence (about 20). Psion must then be cast once/year to maintain youth, or accelerated aging begins: 1 year per decaday until caster returns to real age (or perhaps death).

If psion is cast more frequently than once a year, caster risks genetic damage and malformation. **Note:** *The GM must decide whether this Psion will actually confer immortality or extended life, or if caster can just remain youthful until death suddenly catches up at the "appointed time".*

**60) Rejuvenation (H) DUR: P Range: S** Caster is returned to a youthful form in about 10 minutes. This psion is ongoing and need not ever be cast again; caster remains locked in a youthful state until (whatever).

## BODY DISCIPLINE

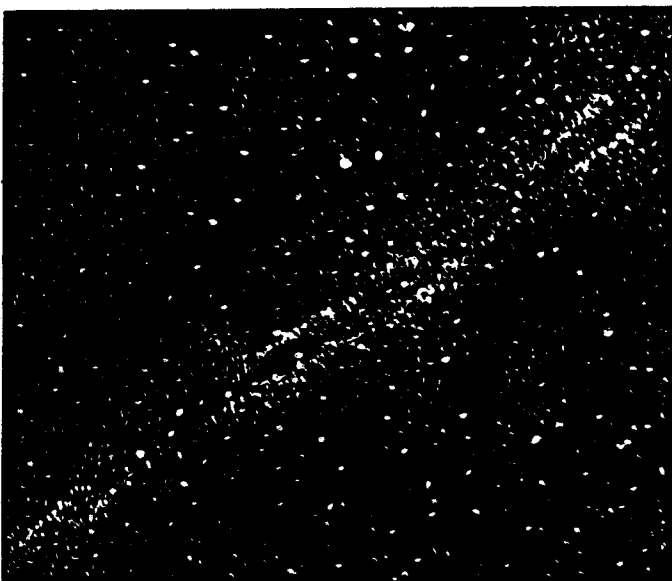
**5) Strength (U) DUR: 1rnd/lvl Range: S** Caster gains great strength for a short period of time, adding +20 and doubling hits delivered in any strength-related combat. Caster is also able to perform feats of great strength, exact limits of which to be determined by the GM (they should not exceed what is theoretically possible by a humanoid, however).

**11) Strength True (U) DUR: 1min/lvl Range: S** As *Strength*, except caster has +30 and triples all strength-related hits delivered. Caster also has "superhuman" strength. Suggested limits: lift 100 kilos/lvl.

**35) Haste True (F\*) DUR: 1 rnd/lvl Range: S** As *Haste* except for duration.

## CHANGING

**90) Metamorphosis (P) DUR: 1 hr/lvl Range: S** As *Master Metamorph* except caster is able to assume any form he wishes (liquid, gaseous) and is subject to full benefits (and penalties) of the form.



# 20.0 ADDITIONAL SKILLS & STAT RULES

The following secondary skills may be integrated with those given in **Future Law** to add flavor to character backgrounds. Stats given immediately afterwards are suggested for bonus modifiers.

**Appraisal:** (In/Re) Bonus for determining or estimating the value of an object or goods. It is suggested that the character gain skill in a specific area, such as gems and minerals, Sianetic Harbinger artifacts, jewelry, equipment from various PreImperial periods, etc.

**Disarming:** (Ag/Qu) Bonus for an attempt to remove an object from from an opponent's grasp. If the user rolls 101+ (1-100 open-ended plus skill bonus, then the opponent must make a RR vs the level (# of skill boxes) of disarming skill used. User must be within reach of opponent and (normally) have "surprise").

**Foraging:** (In/Me) Bonus for chance of finding any local source of potable water or edible plants and animals. Includes skill at basic food acquisitions such as gathering or fishing. **Note:** *skill only applicable on user's homeworld or where flora and fauna are identical; otherwise Foraging skill cannot exceed user Xeno Botany or Xeno Zoology bonus for ecology in question. Skill success also assumes availability of food. (All the Foraging skill in the world won't help you on a lifeless asteroid, buddy.)*

**Frenzy:** (Em/SD) Bonus to attempt to go into a state of single-minded, unpredictable rage which results in an additional +30 to OB, the ability to take twice normal concussion damage, deliver twice normal concussion damage when using a melee weapon, and immunity to stuns (**Note:** *this differs slightly from Character Law Frenzy*). Once in frenzy, however, user has no DB bonus other than armor or energy shield, and cannot parry. Preparation for Frenzy takes one round and occurs with a 101+ roll. Once in a frenzied state, the character may make a static maneuver each round in order to resume a normal state.

**Interrogation** (In/Re) Bonus for extracting information from an intelligent source. This may or may not include causing discomfort to the target, though a +25 bonus is received if the target is discomforted (mentally or physically). If the target is discomforted, however, and the net Interrogation roll is negative, the target may suffer a major mental or physical injury, or death. In such a case, the target should roll a RR using SD/Co as a modifier to determine the extent of their injury. **Note:** *Psionic powers such as Firenerves and Agony are safe and useful for Interrogation purposes...* This skill not only applies to torture but also includes the ability to manipulate the target's psyche (i.e., trick him) into revealing information.

**Meditation:** (Pr/SD) Bonus for entering, leaving, and exploiting meditational trances. Each hour of uninterrupted meditation equals two hours sleep. Once in trance, user is normally oblivious to outside activity. Physical prodding allows one to make a static maneuver to leave trance, as does a painful strike (modify by +25).

**Quick-Draw:** (Qu) Bonus for drawing or changing weapons. In certain cases a GM might allow a character whose roll totals 101+ over an opponent's roll to fire an energy or projectile weapon and determine results *before* opponent can fire ("go ahead, make my decaday...").

**Skiing:** (Ag/SD) Bonus for *skiing* or sliding maneuvers.

## DETERMINING COSTS FOR SKILLS:

**Appraisal:** Same as *Trading*.

**Disarming:** Same as *Subdual*.

**Foraging:** Same as Primary Skill *Survival*.

**Frenzy:** Same as *Tumbling*.

**Interrogation:** Same as First Aid (for the twisted).

**Meditation:** Same as *Acting*.

**Quick-Draw:** Same as *Subdual*.

**Skiing:** Same as *Tumbling*.

## VERY HIGH STATS: OPTIONAL RULES

Below is a chart detailing two options for very high stats.

### EXTENDED STAT BONUSES

STAT	OPTION 1		OPTION 2	
	BONUS	PP	BONUS	PP
100	+25	3	+25	3
101	+30	3.5	+30	3
102	+35	4	+35	4
103	+40	4.5	+40	4
104	+45	5	+45	5
105	+49	5.4	+50	5
106	+53	5.7	+55	6
107	+57	6	+60	6
108	+61	6.25	+65	7
109	+65	6.5	+70	7
110	+68	6.75	+75	8
111	+71	7	+80	8
112	+74	7.25	+85	9
113	+77	7.5	+90	9
114	+80	7.75	+95	10
115	+82	8	+100	10
116	+84	8.2	+105	11
117	+86	8.4	+110	11
118	+88	8.6	+115	12
119	+90	8.8	+120	12
120+	+1/lvl	+2/lvl	+5/lvl	+5/lvl

### INTEGRATING STAT AND RACIAL BONUSES

To some Gamesmasters the different racial bonuses (such as for the Transhumans) are somewhat tedious, as they are held separate from the actual stat. One way of dealing with this is to change the character's actual stat (temporay and potential) to reflect the bonus.

**Example:** *Meteora* is a Transhuman VII with a temporary strength of 89 and potential of 99. Consulting the Racial statistics chart, the GM notes that *Meteora* should have a Racial strength bonus of +25. An 89 would give her +5, a 99 is +20. Thus, rather than keep two separate bonuses, the GM adjusts *Meteora*'s 89 to a 101 and her 99 to a 104.

This is just a general guideline, and the GM making such adjustments will have to be very careful to maintain consistency.

## 21.0 SPECIAL CHARACTER ABILITIES

The following are suggested modifications/improvements which might be employed in Eugenic, Android or Replicant "products". They are by no means the only possibilities, but note that most have corresponding drawbacks, for the purpose of play balance and variety.

1) Inner eyelid (protection from dust/sand/bright light). +20 when operating under such circumstances.

2) Six-digit hands/feet. +10 to Balance rolls and manipulative rolls (Picking locks, delicate repairs, etc).

3) Acute sense of smell: distinguish odors at +50; 30m upwind and 1000m downwind; 60m in still air. Tracking at +25. Skill in recognition possible at 1/3(IN/ME). However, susceptible to nosebleeds and operate at an overall -5 for every 300m above sea level (normal Terran atmospheric pressure) and -50 in severely lower pressure environments. Double all bleeding hits suffered from Vacuum (decompression) Criticals.

4) Natural night vision allows perfect sight in equivalent to Terran normal clear night, 10m even in pitch dark. However, normal sight in full daylight is only possible with goggles or tinted lenses. Goggles cause a -15 Perception penalty.

5) Unusual voice ability provides a +20 when using Public Speaking, Acting, or utilizing the psionic powers of Voice. However, the vocal chord and tonsil arrangement makes them vulnerable to bacterial infection: possessor must make a monthly RR vs Strep Throat at -30. Even if cured promptly with drugs, there is a 10% chance with each infection that the ability is reduced by 5 (can become negative). There is also a chance of acquired immunity to antibiotics if used frequently. In any case, victim cannot speak while ill.

6) Acute hearing allows isolation and analysis of any sound within 300m under normal circumstances, and through up to 3m of solid (non-dampening) material. Also can use high pitched, whistling sounds to determine the size and shape of enclosed spaces (up to 300m) with great accuracy using sonar. Unfortunately, any loud noise nearby (a projectile gunshot, a jet engine, an alarm) will possibly cause deafness. Roll a RR (modified at GM's discretion), deafness lasts one hour/5% failure.

7) Incredible appearance provides +30 to all Seduction, Public Speaking and Acting rolls and certain charisma-oriented Telepath psions. For other skills using Presence add a 20 bonus to that Stat. However, Memory and Self-Discipline were sacrificed -10 to those stat bonuses ("All looks and no brain" as they say...)

8) Improved bone and muscle structure allow a +20 to all leaping maneuvers, as well as double the normal range (2m vertical; 6m horizontal static start; 15m horizontal running start). This attribute also allows a +20 bonus to movement and such skills as Skiing, Tumbling, Zero-G Maneuvering, and Dance. The drawback is that you must have daily infusions of Calcix IV, a calcium derivative which keeps your tissues in condition. For each day the infusion is missed your skill reduces by 5. After ten days a comparable permanent decline begins, until after 20 total days the skeleton is too fragile to withstand any strain at all and collapses. As soon as infusions are re-initiated temporary damage is reversed and any permanent damage arrested.



■ RUNNING TRILOPTER ■

9) Training and selective brain use allow you to slip into *Memory Mode* which allows assimilation of data at 10x normal speed (reading about 5,000 wpm) and total recall. This is particularly useful for learning languages and other memory related skills. However, this is very draining to the body, and the day following each daily (lengthy: one hour or more) use of the ability, your temporary CO is reduced by 30. Also, Reasoning and Intuition are sacrificed: these stats are at -10 to their bonuses. Short-term *Memory Mode* (memorizing a brief manuscript or conversation) has no such ill effects. It is important to note, however, that *Memory Trance* duration is pre-set before entering to last, for instance, as long as the conversation, tape or manuscript. Someone in the Trance cannot be awakened prematurely except by extreme means (slapping or other pain) in which case the memory of the trance in progress is lost completely. Beings with this skill make excellent clerical aides and research assistants.

10) Superb synapse development allows for blinding reactions: +20 to OB, and DB (in addition to normal Stat bonuses). You will always strike first unless surprised; and have the option of using *Adrenal Speed* at will, 100% chance of success (with appropriate *Adrenal Moves Rules* applicable). To balance this activity, you require 1/2 again as much rest as the average person every night. (For most hominoids, 8 hours is the norm, so you would require 12). If the full rest was not gained, the ability is not useable for that day.

11) An elaborate gill system exists in addition to your lungs, allowing you to breathe either water or air with equal ease. The volume cost, however, reduces your exhaustion point total by 1/3 (with a 90 CO, one would normally have 90 Exhaustion Pts; you have 60). You are also susceptible to asthma attacks: 5% chance every time you come out of the water that you are incapacitated for 1-10 turns (minutes).

12) Due to unusual joint design you gain a +20 to all thrown attacks as well as static maneuvers involving the hands (Locks, repair/construction) or feet (Balance). You also gain a +30 bonus to Contortions, being able to realign many joints. Unfortunately, whenever you land after a fall or leap, or strike something with your hand or an object in your hand, you must roll a RR for the ankle or wrist joint. On a roll of 01-05 the limb is sprained, you are stunned 1-10 rounds, and you are at -75 for appropriate actions until the sprain is healed.

13) Due to unheard-of Empathic abilities, you have a +20 to all skills utilizing that stat, and in addition have the ability to judge truth in others. To judge truth, you enter a *Truthtrance*, in which you can tell 80% of the time whether a statement is true. The remaining 20% you simply cannot tell, and reiteration of the statement only clouds judgement. When declaring truth, however, you are 98% accurate (For this roll, only the GM knows for sure; there is always a margin for error). You must be within 5m of the speaker in person for full accuracy. *Truthtrance* can last as long as desired, but sleep doubled the time length of the trance is *immediately* required (the truthsayer passes out). Unfortunately, you are forever at -50 to Acting attempts; and, perhaps worse, you are so sensitive to those around you that if any friend (group member, for game purposes) within 10m takes damage (hits) you take exactly half as many as he or she does. You do not take their criticals, but the hits can send you into unconscious shock, after which you take no more (since they are mentally inflicted). These hits come from any and *all* friends in the radius. They can be cured as normal concussion damage is healed.

14) As a result of superior muscle and skeletal structure you are unusually strong and have an additional +20 to strength bonuses (in addition to normal stat bonuses). However, You have a slight control problem, and must roll every time you apply strength in a more delicate situation (opening a door, picking up a glass). A roll of 01-05 indicates that you overestimated and probably broke whatever you are holding. This is heavily GM discretion, but as an example, one roll for breaking something throughout a meal should suffice.

15) A superior conscious control of your body's internal functioning gives you a number of abilities: to concentrate platelets at a bleeding wound and stop up to one hit per round bleeding for every round of concentration; to be immune from the effects of *Stun*; to enter a trance and devote your body's full power to resisting a poison or disease (+50 to RR); to take double the normal number of hits without losing consciousness. It's too bad that the character has chronic memory problems. Every time you wake up from sleep you must roll to see how many skills (zero, one or two) and which of your skills (including secondary skills, Psion lists, and all others but body development) have been totally forgotten. Those skills are forgotten for that day, but restored during sleep; new skills could be lost tomorrow. Note: you never forget this special ability.



# PART V GAMESMASTER AIDS

## 22.0 STELLAR SYSTEM GENERATION ADDENDUM

With Stellar Systems and Planetary Research programs, explorers of distant worlds can determine all manner of very pertinent information from up to (or possibly over) a light-year's distance. Such factors will greatly influence travel within any stellar system (possibly the entire course of events therein), and lend each system an individuality above and beyond planetside. The stellar system readout sheet is designed to back up the stellar system generation and maintenance rules in future law. Blank copies may be distributed to players when sensing begins (or the proper reference program is accessed), and filled in as the data becomes known.



### 22.1 SYSTEM IDENTIFICATION

The information listed at the top of the readout is used to locate the system entry in the Reference program, and will usually be known by the players before a more detailed study begins.

#### 22.11 COORDINATES

The location in space of any stellar system can be quantified by use of the Terran Coordinates Code; a series of three measurements denoting the stellar primary's position in all three dimensions, relative to the Sol System. The first is the star's distance (in light-years) from Sol along the X axis (running left to right on the Space Master Star Map). Positive X coordinates lie to the right (galactic east) of Sol, while negative numbers are on the left (galactic north - south), in the same manner: positive numbers toward the top of the Star Map and negative ones toward the bottom. Finally, the third number measures along the Z axis, which can be called galactic "up - down." Stars with positive Z coordinates are located above the Star Map (toward the viewer), and those with negative Z coordinates are below it (therefore the Star Map itself represents the plane defined by all points for which  $Z = 0$ ).

#### 22.12 PROVINCES

Within the borders of the Terran Empire, every system is part of a Province or Imperial territory. The Frontier is divided into twenty-four Frontier Zones (designated by the radial divisions around the edges of the Star Map), and these, like the Core, are subdivided into Sectors named by their most central star. (For example: "FZ:23/Matay Sector", etc.)

#### 22.13 FORM

Designates the central structure of the system: Solitary, Binary, Cluster, Black Hole, etc. (Fill in after data is determined.)

### 22.2 STELLAR DATA

The information in this section of the readout brings the stars within the system into clearer perspective: some of these procedures supply data which is merely descriptive, while others are very important spectroscopic calculations, the values of which will definitely influence travel to, from, and within the stellar system, as well as the structure of the system itself.

#### 22.21 NAME/NUMBER

Toward Sol and the Inner Provinces, stars by and large still retain the ancient names given them by the astronomers and sages of preImp. Terra, who divided the night sky into constellations and ranked the stars within each constellation, from the brightest to the dimmest, with letters from the Greek alphabet (ie; Alpha Centauri, Delta Cassiopeiae, etc). Binary stars, discovered much later, took the names of their discoverers and/or reference numbers, and variable stars received capital letters and the name of the constellation they belonged to. These doctrines of nomenclature, due largely to convention, are still in use throughout the Empire, although the constellations have shifted somewhat and many new constellations can be seen from Terra (thanks to advances in astronomic technology). On the Frontier, stars often take the name of the first Province to claim them, followed by a reference number, or the first being who discovered and recorded their presence. Different cultures will, of course, have different names for (and methods of naming) stars. Five spaces are provided on the Stellar System Readout to accommodate a large cluster on one form, if such an arrangement occurs.

#### 22.22 CLASS AND TYPE

The spectral class (color and temperature) and stellar type (sequence) of any star are determined as per **Future Law** section 25.1, steps one and two. Two distinctions must be made, however: first, although the temperature rating of a star is indeed denoted by a digit from zero to nine, a temperature rating of zero indicates the hottest stars within a class, and nine indicates the coolest. Secondly, due to the rather peculiar manner in which stars burn up hydrogen and slowly move from one sequence to the next, there are no stars of spectral class M or K which lie within the sub-giant sequence. Therefore, if seven is rolled for any type M or K star (indicating a stellar type IV), ignore it and roll again.

#### 22.23 BRIGHTNESS, RADIUS AND MASS

Important stellar parameters used for description and astrogation, these numbers will immediately be noted in any stellar survey, and can be easily calculated even from light-years away. All are stated in terms of Sol. See the table below:

TYPE	V	IV	III	II	I	DWARF
O	20	30	45	50	100	1.5
B	15	25	30	30	70	1
A	1	1.5	2	4	30	1
F	1	1	2	3	20	1
G	1	1	2	4	30	1
K	1	1	2	5	35	1
M	1	1	10	20	60	1
N	1	1	12	25	60	1
S	1	1	15	30	60	1

For determining the brightness, radius, and mass (in terms of Sol) of any non-dwarf star of common class and type. Cross-index these factors to determine the formulae which apply to the star in question. B = brightness, R = radius, and M = mass. T = temp rtg. K = 1000.

**EXAMPLE:** Kepler, a white main-sequence star in Devon Province (see ICE's *Imperial Crisis*), is spectral class F, temperature rating 2, and type V. By cross-indexing the class and type, we find the formulae used for stars like Kepler. Its brightness is (10 - 2), or eight times that of Sol. Its radius and mass are both equal to  $(1.9 - (.1 \times 2))$ , therefore (since  $.1 \times 2 = .2$ , and  $1.9 - .2 = 1.7$ ), Kepler is not only eight times as bright as Sol, but 1.7 times as large, and also 1.7 times as massive.

Important stellar parameters such as Brightness, Radius and Mass can be determined by using the Hertzsprung-Russell Diagram.

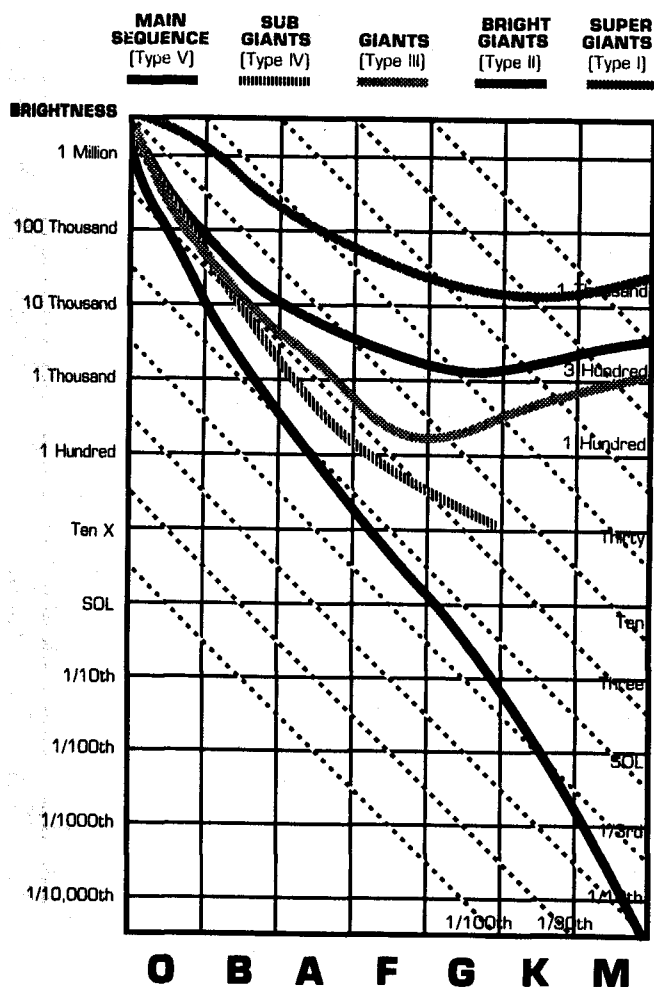
## THE HERTZSPRUNG-RUSSELL DIAGRAM

The columns each denote a spectral class, from temperature rating 0 to 9. The hottest stars are on the left, coolest on the right.

Each of the five curves denotes one of the five stellar types. To locate a star on the diagram, look down the appropriate column (the left side for temp 0, center for temp 4 or 5, etc.) until the curve designating the correct stellar type is reached.

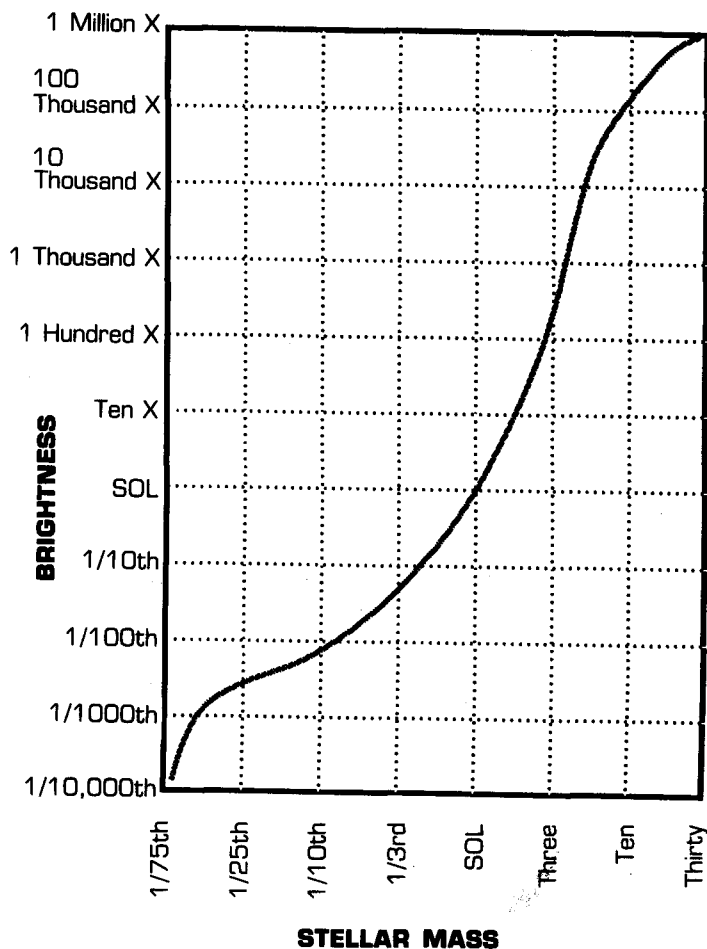
**Brightness** is determined on the left side of the diagram, by the horizontal lines.

**Radius** is determined on the right side, by the dotted diagonal lines.



Once the star's brightness is known, its **mass** can be determined. This is done on the diagram below. The left side of the diagram is the same as its counterpart on the first diagram. Locate the point where the star's brightness intersects the curve, and look down to determine the stellar mass (in terms of Sol).

## THE MASS—LUMINOSITY DIAGRAM



## 22.24 GRAVITY WELL

It is important for pilots of hyperspace-capable vehicles to realize the dangers of entering (or exiting) hyperspace too near any object of such incredible mass as a star (for a better idea of these dangers, see *Tech Law*, section 7.1). The gravitational effect of such a mass bends the fabric of space-time around it in what is called a well (the well-known illustration of how this works involves setting a heavy ball onto a stretched elastic gridwork; the very axii by which the grid is held together are stretched into a hollow which holds the ball.) The radius of any given gravity well is usually measured in Astronomic Units (1 AU = 150 million kilometers). The astrogator of any hyperspace course should determine the gravity well of the nearest star, as well as the star nearest the destination, before the journey begins. The formula is Routine (+ 30) for any character with Astrogation skill, and is based directly upon the stellar radius (as determined above):  $G \text{ Well Radius} = R \times 3.74 \text{ AU}$  (therefore Sol's gravity well has a radius of 3.74 AU).

\_\_\_\_\_

COORDINATES:     /     /	PROVINCE:	FORM:
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NAME/NUMBER	CLASS	TYPE	B	R	M	G WELL	DESCRIPTION

# OF SATELLITES:
PLANETS IN ECOSPHERE:
ECCENTRICITIES:
SYSTEM RESOURCES:
SINGULARITIES, OBSERVATIONS:

[illegible]

## 22.25 DESCRIPTION

Simple verbal clarification of factors already determined to aid the Gamesmaster in describing what the star looks like (many players won't understand "F2 V"). The description is always in two parts. First, the star's color is determined by the spectral class, as shown below:

class	color
O	Extremely bright blue-white
B	Very bright blue white
A	Blue-white
F	White; from bluish [temp 0] to yellowish [temp 9]
G	Yellow; from whitish [temp 0] to orangish [temp 9]
K	Orange; from yellowish [temp 0] to reddish [temp 9]
M	Bright red; toward orange at the hot end [temp 0]
N	Deep [temp 0] to dull [temp 9] red
S	Dim red

**Note:** spectral class and temperature ratings are listed here from hottest to coolest. The ages-old mnemonic for the order of class codes is "Oh Be A Fine Girl, Kiss Me Now Sweetheart."

The second half of the the stellar description is the star's sequence, which is indicated by its type code. The sequence tells us how large and how old the star is, for as stars get older (burning off more and more hydrogen and converting it to helium), they go through distinct physical stages which progress from the original ("main") sequence to the "supergiant" sequence. This process takes millions of years, and generally ends with the nearly burnt-out star becoming a "dwarf" (the brightness, radius and mass of a dwarf star will be from one to 100 times less than those of a type V star of the same class). For a listing of the stellar sequences in order of appearance and their relation to the stellar type codes, see future law, section 25.1, step two.

## 22.3 SYSTEM DATA

This section of the stellar system readout deals with the physical structure of the system as a whole. Stellar systems in general follow few rules of structure; it is recommended that the Gamesmaster play with the various possibilities in each of these subsections as desired.

### 22.31 NATURAL SATELLITE DETERMINATION

Performed as per **Future Law**, section 25.1, step three. If a Companion Star is indicated, use the tables below to determine modifiers to the companion's class and type rolls. Primary stars (around which the companions orbit) of Class O through G may possess planetary satellites in addition to Companion Stars. For such systems, note the presence of the companion, and reroll on the Natural Satellite Grouping table (**Future Law**) for the possibility of planets (dividing the roll by two). If planets are indicated in such a system, the orbit of the Companion Star is likely to be very near the primary (well within the orbital radius of the first planet). To determine whether this is the case, roll 1d10. If the result is equal to or lower than the primary's type code, the Companion is near (ie; for a primary of class IV (supergiant), a roll of four or lower indicates a near Companion).

**Notes:** An adjusted total of -25 to 0 indicates a companion of class N. Below -25 = class S.

As usual, this roll is open-ended, but if the total indicates a star of a hotter class than the stated maximum, the roll is ignored and the maximum class is used instead.

**Notes:** An adjusted total of zero or less indicates a dwarf or subdwarf type (see above for stellar data on dwarfs). If the primary star is a dwarf, the Companion will also be.

COMPANION STARS' CLASS MODIFIERS		
PRIMARY'S CLASS	MODIFIER TO CLASS ROLL	HOTTEST COMPANION CLASS ALLOWABLE
O	-10	F
B	-15	G
A	-15	G
F	-50	M
G	-30	M
K	-25	M
M	-20	M
N	-50	N
S	-100	S

COMPANION STARS' TYPE MODIFIERS	
PRIMARY'S TYPE	MODIFIER TO TYPE ROLL
V	-4
IV	-3
III	-2
II	-1
I	+0

## 22.32 PLANETS WITH AN ATMOSPHERE IN STELLAR ECOSHPERE

Determined as per **Future Law**, Section 25.1, step five. Remember that the ecosphere determined need not apply to human life, or life as we know it. Generally, the only stars which are capable of supporting a naturally human-comfortable ecosphere (in terms of temperature and background radiation, etc.) are spectral class F through M.

### 22.33 ECCENTRICITIES

The standard orbit is a slightly ellipsoid shape, or a slightly off-center egg shape. Few orbits are actually circular, but most are close enough to enable us to use their mean orbital radius as a standard. Some orbits, however, are of so peculiar a nature as to be worth noting. Some, most often those of "captured" planets (planets which wandered into a stellar system and were caught by the gravitational pull of the primary), lie on a plane of their own, tilted askew from those of their neighbors. Some are more, or less, rounded than the others. Some are empty, and may be used to hold gigantic man-made satellites or Instations.

To determine whether any of the satellites rolled were originally "strays" or "captured planets," roll 1d100 and add the primary star's mass + 30. A total of 101 or better indicates a captured planet (determine which by rolling randomly amongst the satellites determined). If so, another roll is allowed at +20 (instead of +30). If this roll indicates a second captured planet, a final roll is allowed, this time at +10. Captured planets are inclined to have eccentric orbits, peculiar climatic patterns, and other bizarre features.

Empty orbits are determined in the same fashion, but do not add the primary star's mass (only the +30/+20/+10 modifiers) to the roll(s). Empty orbits are given a blank line on the readout, as they may be used to establish Instations or colonies.

If the Gamesmaster wishes to place any eccentric orbits, the distribution, placement, and degree of eccentricity are left to his or her discretion. Note that the planets of massive stars are much less likely to have eccentric orbits than planets of weaker stars, unless said planets were captured. Note any of the above eccentricities by orbit number on the readout.

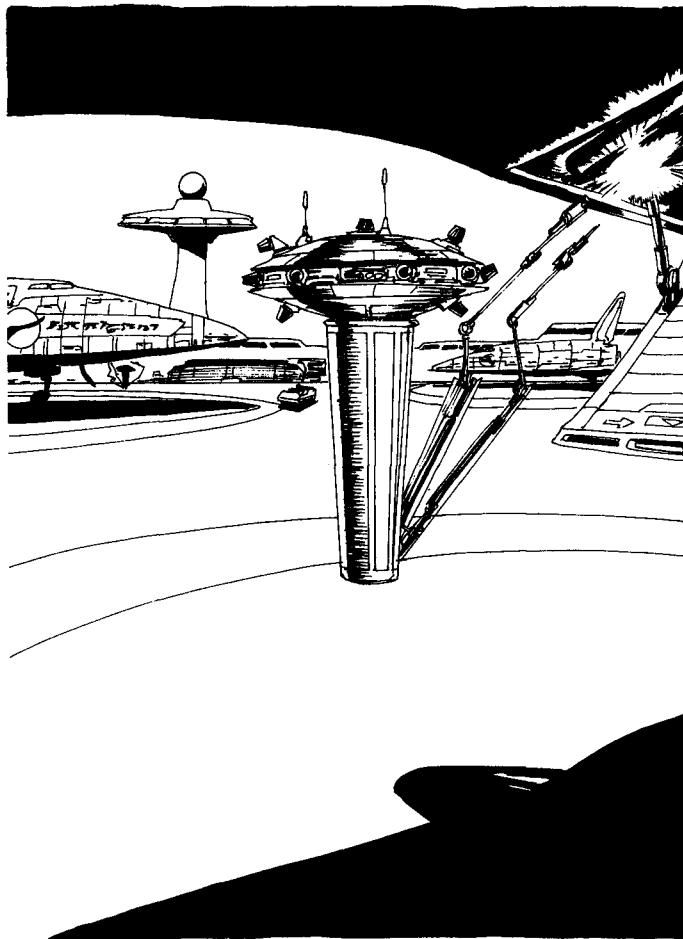
### 22.34 SYSTEM RESOURCES

To be filled in after planetary data is known. A general rating (ie: "poor," "average," "extremely high," etc) may be used to indicate the system's raw value and desirability. Systems with dense planets, wide ecospheres, or flourishing biospheres will generally have more in the way of resources than most.

### 22.35 SINGULARITIES/OBSERVATIONS

Here may be recorded any peculiarities of the system which are not covered elsewhere on the readout. Players may wish to use this space to write down any notes or quandries their characters may have, or to record their own theories based upon the data they manage to accumulate. Note that a "singularity" could be anything from an ancient alien vessel to a previously unknown type of celestial body. Used with care, such "mysteries" can generate entire adventures, and lend individuality to the overall campaign.

### REPAIR BOT



## 23.0 PLANETARY GENERATION

Certain calculations in this section require information on the stellar primary of the planet in question, which should be determined beforehand (section 10.5, stellar systems generation addendum may be used for some or all of this information). The planetary data section of the stellar system readout should be filled in with information like that determined here. The planetary readout form also includes spaces for this data, as well as any more specific notes. The Gamesmaster may wish to allow player characters attempts to access this information by use of scientific skills or computer reference programs. If so, the PC's must succeed in a static maneuver modified by the specific skill(s) used and a Difficulty Level set by the GM, or roll on the construction and research chart in **Tech Law**, section 4.5.

**NOTE:** The GM may see fit to apply additional modifiers, or conceal or misrepresent some information, depending upon the amount known about the planet, the origin of the computer reference program, and the Mk. of the computer. (of course, some planets may have been purposely removed or misrepresented.) These options are left up to the Gamesmaster as befits the adventure.

The descriptive notes/overview section of the planetary readout may be used as the Gamesmaster sees fit, to summarize the general impression he or she wishes the planet to exude. Any alternate names for the planet might also be placed here.

### 23.1 ORBITAL RADIUS

The mean orbital radius (OR) of a given satellite is measured in Astronomic Units (AU). One AU (the OR of Terra) equals 150 million kilometers, or 93,225,000 miles. The base OR of the first (innermost) orbit is determined by rolling 4d10 and dividing by 100, then applying the multiplier found on the table below.

(first orbit multipliers table)

Cross-index the stellar primary's class and type codes to determine the multiplier.

The OR of each satellite helps determine the OR of the next satellite out, as each orbit is approximately twice as large as the last one (for ease's sake, you may wish to simply multiply each by two and round down).

For more varied and system-specific determination of OR's, roll 2d10, averaged, and divide this number by ten (giving you a resultant range of 0.1 to 1.0), then add this number to 1.4. The total derived (from 1.5 to 2.4) is multiplied by the previous OR.

Either process is repeated until the OR of each satellite and empty orbit has been noted.

### 23.2 TYPE

Determined as per Step-4 of system generation (see **Future Law**, 25.1).

## 23.3 CIRCUMFERENCE

Recorded in terms of a base circumference times an exponential power of ten ( $2.3 \times 10 = 2300$ ). For Rock planets this exponent will usually be 4, but may be 3 or 5, depending on planet size. For Gas Giants the exponent will usually be 5, but may be 4 for small examples. The procedures differ for each type, and are detailed below:

For rock planets, roll 1d100 high open-ended, twice and average the results.

— If the total is less than 20, the planet is very small. Divide the total by 2 to determine the base circumference; the exponent is 3.

— If the total is greater than 19 and less than 200, divide it by 20 for the base circumference; the exponent is 4.

— If the total is 200 or greater, the planet is extremely large. Divide the total by 200 to obtain the base circumference; the exponent is 5.

For gas giants, roll 1d10 twice and average the results, then add 1/4 of the stellar primary's mass.

— If the total is less than 2, the Gas Giant is a very small one. Multiply the total by 5 to determine the base circumference; the exponent is 4.

— Otherwise, divide the total by 2 for the base circumference; the exponent is 5.

Since the circumference of asteroids in a belt will differ greatly from one to the next (an asteroid's diameter may be anywhere from under 1 to over 1000 kilometers), the total number of asteroids in a belt is more important than the size of any single one. To determine the number of asteroids in a belt, roll a d10, add the total number of non-empty orbits in the system, and multiply this number by 1000. This total is assumed to be rounded to the nearest thousand, and should be placed in the circumference column in parentheses.

## 23.4 DENSITY

Used to determine the gravity, escape velocity, and resource value of a planet (planets with greater densities will generally have more "nutritious" soil and a higher distribution of platinum, titanium, and other valuable heavy metals). The density of Rock planets and Gas Giants differ greatly (the density of Jupiter is only about 1 1/3 that of water!), and are determined in slightly different ways, as shown below:

For rock planets and asteroid belts, roll 2d10.

— If the (unmodified) total is less than 20, divide it by 10 to obtain the density.

— If the (unmodified) total equals 20, roll again adding 10 to the result (This process may be cumulative if "20" is rolled more than once, in which case the modifier would be +20 the second time, +30 the third, etc.). When a roll of less than 20 is achieved, add the current modifier and divide that total by 10 to obtain the density.

For gas giants, the process is much the same, but the end total is divided by 50 instead of 10.

## 23.5 GRAVITY AND ESCAPE VELOCITY

The gravity of any planet is dependent upon the size and density of that planet. To determine the base gravity, consult the table below (round the planet's circumference to the nearest whole number), and then multiply the number shown by the planet's density to determine the mean (surface) gravity.

EXPONENT = 3		EXPONENT = 4		EXPONENT = 5	
CIRCUM.	BG	CIRCUM.	BG	CIRCUM.	BG
1	Negl	1	.25	1	2.5
2	Negl	2	.5	2	4.25
3	Negl	3	.75	3	6.5
4	.1	4	1	4	8.5
5	.12	5	1.25	5	10
6	.15	6	1.5	6	13
7	.18	7	1.75	7	15
8	.2	8	2	8	17
9	.22	9	2.25	9	19

(base gravity tables)

Consult the table which corresponds to the circumference exponent of the planet in question. The (rounded) base circumference denotes the base gravity (BG).

**Note:** For accuracy's sake you may wish to prorate the values given rather than rounding the circumference.

Once the planet's gravity is known, the escape velocity (the speed in kilometers/second which must be equalled or exceeded in order to leave the planet) may be determined. Simply multiply the planet's gravity by eleven (escape velocity for Terra is approximately 11 KPS). Any vessel which is unable to meet ESC velocity will be forced to remain within the planet's own gravitational field (to determine the speed which a sublight drive can achieve, see **Tech Law**, 4.21, subsection 110, or hypershuttle from within the gravity well (a dangerous proposition at best!))

## 23.6 STANDARD HOURS PER DAY

Since the rotational period of any given planet is a large variable affected by not only the size and density of the planet, but also the number and sizes of its moons and the other planets in the system. For ease's sake only the first two factors may be taken into account. Since size (circumference) and density are the factors which determined gravity (see above), it is expedient to use the gravity as a multiplier here (Gamesmasters who wish to be painstaking may apply any modifiers they see fit). Simply roll 1d100 open-ended, and multiply the result by the planet's gravity (if gravity is "negligible," multiply the result by 0.1) to determine the number of hours in one planetary rotation. If the number thus derived is zero or less, the planet has an unusual rotation scheme (it may keep the same face toward the stellar primary at all times, spin more or less "on its side," or rotate in a retrograde fashion, etc). The length of the rotation period will have a major effect on the planet's temperature and weather patterns, not to mention any lifeforms on planetside.

\_\_\_\_\_

PRIMARY:	PRIMARY CLASS:	PRIMARY TYPE:
DESCRIPTIVE NOTES/OVERVIEW:		
CIRCUMFERENCE:	PROVINCE:	PORT[S]:
SATELLITES:	STATUS:	DENSITY:
ORBITAL RADIUS:	POPULATION:	GRAVITY:
STD HOURS IN DAY:	PRODUCTIVITY:	ESC VELOCITY:
STD DAYS IN YEAR:	PRODUCTION EMPHASIS:	
LOCAL DAYS IN YEAR:		

ATMOSPHERE:		
HYDROSPHERE:		CLIMATE:
BIOSPHERE:		
RADIATION:	VOLCANISM	METEOR INFALL:
NOTES:		

DISCOVERY:
NOTES:

[illegible]



## 23.7 STANDARD DAYS PER YEAR

The primary factors which determine the orbital period of any given planet are its orbit's radius and the mass of the stellar primary (or the combined masses of both central stars in a binary system). Although the gravitational effects of neighboring planets, moons, comets, etc., (not to mention in-system collisions) may influence the orbital period to a great degree, these factors are too random to be easily quantified and are therefore left to the Gamesmaster to apply as modifiers if desired.

Accurately determining the length of a planetary year is not a simple process, but it is a straightforward one. To begin with, take the cube of the planet's orbital radius ( $Or \times Or \times Or$ ), and divide it by the mass of the primary. Then find the square root of this number. The total thus derived is the planet's orbital period in actual earth years. To translate this figure into standard Imperial days, multiply it by 350.

To determine the number of local (planetary) days in a local year, multiply the number just derived (DPY) by twenty-five (the number of standard hours in an Imperial day), and divide the total by the HPD (standard hours per day - see above).

## 23.8 SATELLITES

Generally speaking, the number of moons or rings found orbiting around any planet increases the farther that planet is from its stellar primary (this is because the radioactive and gravitational forces of the stars tend to destroy such small objects as moons rather quickly). Therefore, the planet's orbit number (counting outwards from the stellar primary) is the most important factor in determining the number of satellites any given planet possesses. The methods of doing so differ, depending upon the type and size of the planet concerned, and are detailed below:

For rock planets and small gas giants (those with a circumference exponent of 4), multiply the orbit number by ten. This is the percentage chance that the planet possesses a moon (roll this number or lower on 1d100). If the moon is indicated, another may be present. Divide the original percentage chance by two, and roll again. This may continue indefinitely (with the percentage chance being halved each successive roll), as long as the rolls are "successful," but ceases as soon as the roll exceeds the number needed.

For all other gas giants, multiply the planet's Base Circumference (disregarding its exponential factor of ten) by 5 and round to the nearest. This is the maximum number of moons which that planet may possess. Roll 1d10 open-ended (note: this may result in a negative number), and add the result to the planet's orbit number.

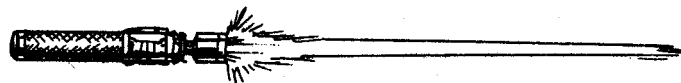
- If the total is zero or less, the planet possesses no moons.
- If the total is between 1 and the maximum, that total is the number of moons present.
- If the total exceeds the maximum, the maximum number of moons are present.

In addition to moons (or lack of them), any planet may also possess rings. The planet's orbit number times the number of moons present (or 1, whichever is greater) equals the percentage chance of rings being present. The nature and complexity of the rings is left up to the Gamesmaster to decide, but in general, the greater the gravity of the planet, the larger and more complex the rings will be.

The number of moons and existence of rings should be recorded on the planetary readout under "satellites."

## 24.0 SPECIAL PLAYER-CHARACTER OPTIONS

The following sections are designed to be easily interfaced with existant campaigns, and add a considerable amount of detail and personal touch to any player character. Players who wish to utilize these options should discuss the details and ramifications with their Gamesmaster, as many of the decisions made herein will reflect the overall feel of the campaign in general. By toying with these parameters, players and GM's alike can design more unique and detailed characters, adventures, and campaigns.



### 24.1 MILITARY/PARAMILITARY TRAINING

One of the central aspects of the *Space Master* universe, as well as most other SFRP games, is the all-pervasive presence of various military groups. These groups or services are an integral part of the campaign atmosphere, from the mighty forces of the Terran Empire to the small but dedicated bands of rebellious organizations which oppose them, and including any other Provincial or independent navies, scout services, or security forces. Player characters will often encounter these groups, or members of these groups, and some may wish to be enlisted themselves (or to have been enlisted at some earlier time in the PC's life), and in either case the skills and attitudes inherent in any such group will (or should) be recognizably unique to that specific group. In order to create and maintain services such as these, the Gamesmaster must first determine exactly what sorts of training their members would receive, for the core aspect, or "personality," of all militaristic groups lies in the uniformity of their own specific training programs. Only by relying upon certain specific fundamental values or skills can any service hope to attain the consistency (and interchangeability) of personnel which is necessary for it to function. This section allows the Gamesmaster to create and maintain unique and consistent military and paramilitary services (and sub-branches of those services) by use of a simple form. Once completed, this form will guide the GM in the creation of NPC servicemen as well as enlisted PC's. Several Example forms in their completed stage are included at the end of this section.

Any NPC servicemen can be assumed to have made it through the training programs delineated here, and will have "reaped the benefits" (i.e.: will possess, at a minimum, the skills indicated) of the service which trained him or her. Therefore, for such NPC's, only the skills learned section of this outline is important. Any player character who wishes to do the same will first have to pass several tests, meet minimum requirements, and succeed in making it through the training program. Exception: for PC's who have not yet begun play, the Gamesmaster may wish to simply make the same assumption as is made for NPC's (i.e.: training has already been successfully completed). In this case, all that the player need do is expend the required number of Development Points to purchase the indicated skills at the indicated rank. Also, such PC's must be assumed to have entered the service at level 0 (or possibly in adolescence), and will begin play (as per usual) at level one as enlisted personnel, ready to begin their military careers.

## MILITARY/PARAMILITARY TRAINING PROCEDURE

**General Description:** In order to select a service branch which appeals to him or her, the player needs to know several important general facts about any given branch. Likewise, these notes will aid the Gamesmaster in running NPC servicemen. The general description of any such group should include the group's primary and, secondary responsibilities, as well as the prevailing attitude of the personnel within the group, and perhaps the amount of funding and respect the group receives from its sponsoring government. Once the PC has decided to join a given service branch, the following steps must be followed:

**Enlistment Requirements:** Each service will have its own ideas as to what a "useable" individual is, and these views are reflected in the minimum (temporary) stats and minimum skills requirements. These minimums should be set (when designing the service branch) by the Gamesmaster, and must be met by any PC who desires enlistment. Likewise, each service branch will have its own ideas as to which individuals will definitely be refused enlistment, regardless of stats and skills (i.e.; immigrants, felons, etc). If the PC meets the minimums and does not fall into the refused category, he or she may enlist. The enlistment difficulty is denoted by use of a standard Difficulty Level rating, and indicates the severity of the service's enlistment examinations, physicals, and psychological tests. The PC must succeed in a static maneuver roll modified by this Difficulty Level, along with any stat modifiers given in the modifier(s) section (decided by the Gamesmaster). Obviously, some branches will desire reasoning over constitution, etc. If the total roll is less than 100, the PC has failed the entrance exams (for whatever reason the GM sees fit), and may or may not be able to try again at a future date (depending on whether or not such individuals are refused enlistment by the branch in question). If the total roll is 101 or higher, the PC has passed the entrance exams, and is officially enlisted. Some branches will offer enlisting PC's a choice of sub-branches, while others will insist upon completion of "basic training" before any such decisions may be made. Still others will do a background check of enlisting personnel, and this may have some influence upon which sub-branches the PC will be allowed to select.

**Divisions and Basic Training:** Any given division or sub-branch (with the exception of "basic training") may have prerequisites, minimum stats, and/or minimum skills requirements above and beyond those of ordinary enlistment which must be met by any personnel who choose to join that division. Likewise, any given division (except basic) may refuse to allow certain individuals to join. If these requirements (determined by the Gamesmaster when designing the service division) are met, the PC may enter the division in question. The skills learned in any given division will usually be well known to all citizens of the Province or region, although this does not preclude the possibility of covert organizations whose very existence may be a total secret. In any case, once the PC meets the requirements of the division, he or she will spend the indicated time to train in these skills. At the end of this training period (during which the PC is assumed to have expended the necessary Development Points for the skills in question - any leftover DP are forfeited), the player must succeed in another static maneuver roll, at the DIFF. (Difficulty Level) and with the MODS (modifiers) that the GM sees as applicable (these MODS will generally be stat modifiers, although they may be straight additions to or subtractions from the roll, depending upon the GM's view of the service division in question). This is called the Training Roll.

If the adjusted total obtained on the training roll is 100 or lower, the player character has not succeeded in passing through training, and will either have to do it all over again (the skills learned are not cumulative in such a case), or join a different division (assuming that this is possible within the service branch). A critically low roll (of 05 or lower) indicates that some sort of major difficulty has occurred; the PC has suffered some physical damage or stat deterioration, run into legal complications, or has been dishonorably discharged due to an inability to adjust to military lifestyle, etc. Usually, a character who fails a training roll three times will be discharged from service, and will thereafter be refused enlistment for the service branch in question, although this practice may differ from service to service, and will almost certainly differ during times of war (during which a positive modifier might be applied to both the enlistment and training rolls, due to the less stringent enforcement of criteria most military groups exercise in such times).

If the adjusted total for the training roll is 101 or higher, the PC has completed training, and will have accumulated enough experience points to place him or her at the bottom of the next experience level. At this time, the PC makes Stat Gain rolls as per the usual procedure, locks in all indicated ranks of skills learned during training, and receives any special level bonuses and modifications which may apply due to profession (see **Future Law**, section 5.4). A critically high total on the training roll (of 200 or higher) indicates an unusual level of success; the PC will have been awarded a raise in service rank and/or pay, or will be assigned to a very desirable installation, route, or detail. Lastly, having completed training, the PC will be issued his or her basic equipment. This equipment may (and most likely will) differ from division to division, and should be noted on the form.

For the duration of any PC's enlisted career, the Gamesmaster will have to approve any study picks the player makes for the character, as the opportunity to study many skills will be greatly lessened (or completely negated) by the nature of the service, division, and/or assignment in question. These stipulations are purely value judgements on the part of the GM, and must also be taken into account during the creation of NPC members of such organizations.



## 24.2 EXAMPLE REQUIREMENTS AND TRAINING

**SERVICE BRANCH:** Devonian Xeno Scouts

**HEADQUARTERS:** Karoline

**GENERAL DESCRIPTION:** Handle exploration, scientific evaluation (Resource Development and Sentient Status Ratings), xenological contact and production development on Frontier worlds; supply and transport aid during wartime. The most lenient and least glorified of the Devonian services. Standard tour is five years, one year tours available for specialists.

### ENLISTMENT REQUIREMENTS

**MINIMUM (TEMP) STATS:** CO 75, IN 60

**MINIMUM SKILLS:** Perception [1 rank]

**REFUSED ENLISTMENT:** Repeat drug offenders, Colosians, suspected subversives, the physically handicapped, MERLOGH offenders.

**ENLISTMENT DIFFICULTY:** ROUTINE

**MODIFIERS(S):** CO/IN

### DIVISIONS AND BASIC TRAINING

DIVISION	Admin.	Basic/Spt.	Engineers	Piloting	Survey
<b>PREREQUISITES</b>	Prof: ADM	None	BASIC	BASIC	BASIC
			TECHs/ENG	PILOTs	EX/RE/PLs
<b>MINIMUM STATS</b>	RE 75	As above	AG 75	Qu 75	In 75
				AG 60	
<b>MINIMUM SKILLS</b>	A Math 1	As above	A Math 1	As above	As above
<b>REFUSED</b>	Non Devon	As above	As above	As above	As above
	citizens				
<b>SKILLS LEARNED</b>	Admin 2	Admin 1	Contort 1	Stargz 2	Surv**2
	Diplo 1	Signal 1	Rep. SA 2	Orb Plt 2	1st Aid 1
	Trade 2	MNV:LBA 3	Mech T 2	N Plt 2	Mult SA 2
	A Math 2	Percep 1	Elec T 2	H Plt 2	Planet. 2
	Propag. 1	Body Dev 1	Comp T 2	N Astro 1	Gen Bot 1
	Planet. 1	AFV 1	Pow T 2	H Astro 1	Gen Zoo 1
		Planet. 1	Mech En 1	SENSR 2	G Anthr 1
		Stun Pst 1	Electrn 1	EW.Comm 2	G Psych 1
<b>TIME TO TRAIN</b>	0.3 years	0.3 years	0.3 years	0.3 years	0.3 years
<b>DIFFs &amp; MODS</b>	MDM RE	LT CO/IN	MDM IN/AG	HD QU/IN	MDM CO/IN
<b>BASIC EQUIPMENT</b>	Microcomp	Dura. Vest	R Scanner	As BASIC	As BASIC
	Discviewer	Abs Shld	Toolkit		
	Desk	St Pistol			
		UV Goggles			
		Ear Comm			
		3 En Cells			
		2 R/A pacs			



## 24.3 NON-PLAYER CHARACTER MENTORS

In fantasy or science fiction literature, it is common to find supporting characters who serve to train, direct, advise, and occasionally rescue the more principle characters. These Mentor figures can be an invaluable aid to the Gamesmaster and player alike, for they provide another level of detail and continuity for the entire campaign. Mentors can be used to send PC's on missions, rescue PC's who have gotten in over their heads, explain fundamental aspects of the campaign universe, train PC's in the use of skills which are not easily learned by other means (if, for instance, one of the optional rules given in **Future Law**, section 12.22 is being used), and in general add yet another facet of GM-PC interaction to the game. For player characters who desire a Mentor, the steps described below should be followed. note: The decision to have a Mentor should be made during character generation, and counts as one Background Pick. Gamesmasters who wish to give mentors to player characters who have already begun play should not hand them out freely, but rather design some sort of "test" or obstacle which must first be overcome by the PC.

By and large, Mentors are created by the Gamesmaster in much the same way as any other non-player characters, although some specific attention must be paid to designing Mentors who will prove consistently useful to the PC's in question (at least until the PC's are sufficiently advanced so as to no longer require the Mentor's services).

### NPC MENTOR GENERATION PROCEDURE

1) The profession of the Mentor should be the same as that of the PC disciple, although the skills involved are more important than the actual profession. If the Mentor is a Telepath (or Semi-Telepath), his or her primary realm of telepathy will necessarily be the same as the disciple's. Likewise, the Mentor will generally (though by no means always) be of the same race as the disciple.

2) The Temporary Stats of the Mentor will reflect the years of experience he or she has had therefore, the following procedure is used: For Prime Requisites, 1d12 is rolled and added to 90. For all other stats, 1d100 is rolled (ignoring rolls of less than 20) to determine the original value, and a high open-ended d20 roll is added to signify stat gains (note: no stat total will ever exceed 102). Stat Potentials, as well as Stat Modifiers and Development Points (if desired), are determined in the usual fashion.

3) The experience level of the Mentor can be determined by rolling 2d5 and adding this total to the level of the Mentor's most experienced disciple.

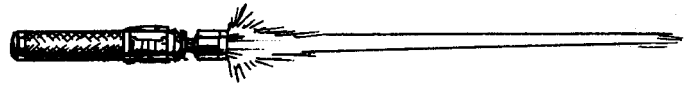
4) The Mentor's background can be determined in the same manner as any player character's' often Mentor figures will have had Mentors themselves at an earlier age, and the names of these figures (as well as a few notable details) might come in handy.

5) The age of the Mentor can be determined by rolling 1d100 open-ended and adding the Mentor's level, then consulting the table below (from which actual age must be extrapolated due to differences in racial longevity):

Total	Mentor's Age Group
up to 5	Pre-adult/Prodigy
06-15	Young Adult
16-30	Mature Adult
31-65	Middle-aged
66-95	Old
96 or up	Venerable

6) The "level of culture" from which the Mentor comes and the Mentor's social standing within that culture will prove valuable not only in determining the nature of his or her personality, but will give a rough indication of the amount of "pull" the Mentor has [ie; access to technology of information, widespread reputation, "friends in high places;" and general clout]. To determine the Mentor's social standing and origin, roll 1d10 and apply any of the following modifiers which are appropriate: if the disciple is of lower class, or from a Minor clan, subtract one; if the disciple is of upper class, add one; if the disciple is of noble class, add three [these modifiers may be cumulative]. Finally, consult the table below:

Total	Mentor's Social Status
up to 1	Lower class, Minor Clan
2	Middle class, Minor Clan or Lower class, Independent
3-4	Middle class, Independent or Lower class, Provincial or Lower class, Terran
5-7	Upper class, Minor Clan or Upper class, Independent or Middle class, Provincial or Middle class, Terran
8-9	Upper class, Provincial
10 or up	Upper class, Terran



7) Lastly [to keep player characters from running to their Mentors at the first sign of any problem], it is necessary to determine just how easy [or difficult] it is to get an audience or appointment with him or her. After all, Mentors are people too, with their own lives, responsibilities, and interests, and may not always be available to come to their disciples' aid [this inability may be due to constant, pressing business, frequent travel, indulgence in personal interests, irritability, illness, or a past "falling out" with the disciple]. In any case [the actual circumstances must be determined by the Gamesmaster], this factor is measured in terms of a standard Difficulty Level rating. In order to get a meeting with his or her Mentor, the PC disciple must succeed in a static maneuver roll modified by this factor and the player character's Intuition modifier. Such maneuvers may be attempted once per standard [twenty-five hour] day, unless a result of 05 or lower is obtained (in which case the Mentor really cannot be bothered, and will send the disciple away for 1d100 [standard] days). To determine the level of difficulty the PC will have in approaching the Mentor, roll 1d100 and consult the table below:

Roll	difficulty level
01-05	routine [+30]
06-15	easy [+20]
16-30	light [+10]
31-45	moderate [+0]
46-60	hard [-10]
61-75	very hard [-20]
76-85	extremely hard [-30]
86-90	sheer folly [-50]
91-95	absurd [-70]
96-00	insane [-100]

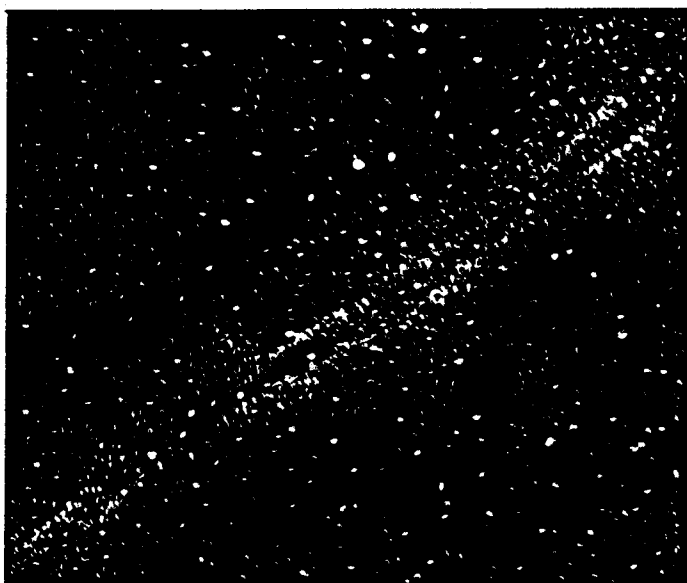
### Fleshing out the Mentor:

The non-player character chart (*Future Law*, section 11.0) should be used to determine the actual skills and skill totals which the Mentor possesses, although the Gamesmaster should feel free to substitute ranks from some skills with ranks in others in order to keep close to the design concept (provided, of course, that the costs in DP and number of ranks available for these skills are commensurate with the Mentor's level). Where the chart calls for a subjective decision to be made as to which skills are chosen, the Gamesmaster should select skills which the player character disciple possesses (or is studying) whenever possible (since the general assumption is that it was the Mentor who taught many of these skills to the PC to begin with). If there are still some choices to be made after these bases have been covered, it is a good idea to select skills which the PC disciple will have some need for in the future, so that the Mentor will be able to teach these skills to the disciple when the time comes.

**Example:** a level one pilot has learned *Orbital, Atmospheric, and N-Space Piloting* from her Mentor. The GM gives the Mentor these skills, and also selects *Combat and H-Space piloting*. If and when the PC desires to learn these important aspects of piloting, her Mentor will be prepared to teach them to her).

The Mentor is certainly one of the most important NPC contacts a player character may have, and as he or she will repeatedly be called into play at the bequest of his or her disciples, great care should be taken in fleshing out all aspects of the Mentor's personality. The factors which must be decided upon, just as for player characters, are Personality, Motivations, Alignment (Morals and Philosophy), General and Physical Appearance, and Demeanor. For more detailed explanations of these important character traits, refer to *Future Law*, sections 9.0 and 10.9.

Another possibility is a *group* Mentor, which would be very appropriate for a close-knit adventuring party. The Gamesmaster would need to extrapolate the above rules so the Mentor's abilities are applicable to the entire group.



## 25.0 GAMESMASTER SITUATION AIDS

### 25.1 POTENTIAL MISSIONS

Often within the course of a campaign, the Gamesmaster will wish to determine the motivations and objectives of a given NPC or partisan group which was created on the spur of the moment, in order to maintain an aura of complexity and realism. Occasionally, such a decision can turn into an entire adventure as the player characters are drawn deeper into the investigation of these arbitrarily determined activities. Indeed, it is quite possible for an originally unimportant NPC to become a major source of information and/or employment, and many pre-written or self-styled adventures may be led into by the use of such an approach. Table below was designed to aid the Gamesmaster in such situations, to serve as a "boost" for the imagination and as a timesaving device. Once the general type of NPC or group is known, percentile dice are rolled, and the appropriate column consulted to determine his or her motivation, or the nature of the mission offered. The Gamesmaster is, of course, not obligated to use any mission simply because it was rolled — common sense should be applied in choosing and in fleshing out all of these missions.

#### KEY

**Rebel:** Any partisan group which is sworn to oppose either the Imperium or the local ruling government, be it a Province, Minor Clan, Planetary Government, or Sub-Planetary government.

**Criminal:** Any criminal organization or faction thereof.

**Milit:** Any bona fide military service.

**Personal:** Any private person or group of people who do not fit into one of the other groups as defined.

**Corp:** Any corporate concern of great enough size to employ espionage and/or market manipulation techniques. note: [\*] Any corporate interest has a 10 to 100% chance [10 x Corporation's security rating or 2d10 x 5] of issuing a covert mission. If not, roll on corp column.

**Scout:** Any professional division, service, business, or guild which specializes in exploration and/or environmental science.

**Covert:** Any secret organization or division which employs paramilitary and/or espionage techniques.

MISSIONS AND MOTIVATIONS							
REBEL	CRMNL	MILIT	PRSNL	CORP	SCOUT	COVRT	MISSIONS/MOTIVATIONS
01-02 - 03 04 05	01 02-03 04-06 07 08	- 01 02-03 04	01 02 03 04-06 07	- - - 01-05 -	- - 01 02-06 -	01 - 02-03 04 05-07	Hijacking Racket/Profiteering Smuggling Research/Speculation Infiltration
06-07 08-09 10-12 13-14 15	09-11 12 13 14 15-16	05 06 - 07 08	08-10 11-12 13-14 15 16-17	- 06 - - -	07 08 - - -	08-09 10-11 12 13-15 16-17	Rob/Burglary/Recovery Kidnapping/Capture Larceny Assassination/Execution Threaten/Silencing
- 16 17 18-20 21	17-18 19-21 22-24 25 26	- - - 09 10	- 18 19 20 21	- - - - -	- - - - -	- - 18 19-21 22-23	Protection Racket Blackmail Extortion Arson/Bombing/Destruction Prison/Fortress Break-in
22-23 24-26 27-28 29 30	27 28-29 30-32 33 34	11-12 13 14 - 15	22-25 26-27 28 29-31 32-33	07-08 09-10 - - -	09 10 - 11 12-13	24-26 27-28 29-30 31 32-33	Find/Free/Rescue Person Piracy/Recover Vehicle Desensitize Security Tailing Surveillance/Monitoring
31-33 34-35 36-38 39-40 41	35 36-37 - 38-40 41	16-17 18 19 20-23 24-26	34-36 37-40 - 41-45 46-49	- - - 17-23 24-28	14-16 17-18 - 19-20 21-23	34-35 36-39 40 - 41-43	Deliver/Transport Message Investigation/Spying Terrorism/Hostage Taking Guard/Security/Thug Transport/Escort Person
42 43 44 45-47 48	42-43 44-46 47 48 49-50	27-28 - 29-31 32-36 37	- 50 - 51 52-53	29 - 30-32 - -	24 25 26-27 - -	- 44 - 45-49 50-51	Overseeing/Discipline Bribery/Corrupt/Seduction Representative/Diplomatic Raid/Attack/Claim Place Destruction of Evidence
49-50 51 52-54 55-56 -	51-53 - 54 55 -	38 39-42 43-46 47-48 49	54-55 56 57 - 58-60	- 33-38 39-41 42-44 45-50	- 28-56 - 57-61 62-66	52 53-55 56-58 59-61 62	Frame/Discredit/Slander Map/Explore/Recon/Scout Defend vs Enemy Attack Set up Base/Camp/Hideout Colonization/Pilgrimage
57 58-60 61-62 63-65 66	56 - 57-58 59-60 61	50 - 51 52 -	61 62-63 64 65-66 67-69	51 52 53 - 54-55	67 - - - 68-70	63 - 64-65 66-70 71-72	Test of Ability/Loyalty Crusade/Jihad/Revolt Diversion/Blackout Sabotage/Subversion Locate/Salvage
- - - - 67-68	62-63 64 - - 65-67	- 53 - - 54	70-72 73-74 75 76-78 79-81	- 56-57 58-59 60-61 62-68	- 71-72 73-75 - 76-78	73-74 - 75 76-77 78-80	Switch/Swindle/Scam Bet/Dare/Contest/Game Trailblazing Bounty-hunting Transport Goods/Media
69-71 72 73-75 - 76-77	68 69-70 71-73 - 74	55 56 57 58 59-60	- 82-85 86-88 89 -	- 69 70-72 73-74 75	- 79 - 80-83 84	81-83 - 84 85 86	Usury/Coup d'etat Duel/Challenge Rivalry/Feud Kill/Capture Creature Recruitment/Shanghai
78 79-80 81 82-83 84-85	75 76-77 78-79 80 81-83	61-62 63-67 68 69 70-72	90-91 - - - -	76-77 78-79 - - -	85-87 88-89 - - -	87 - 88-89 90 91-92	Attache/Liason/Advisor Patrol Border/Hot Zone Counter-Espionage Double Agent Intelligence Gathering
86 87-88 - - - - 89-00	- - - - - - 84-00	73-74 75-76 77-78 79-80 81-85 86-87 88-00	92-95 96-98 - - - 99 00	80-86 87-89 90-92 93-94 95-99 00 *	90-92 93-94 95-96 97 - 98 99-00	93-95 96-97 - 98 - 99-00 -	Research/Design/Construct Repair/Rebuild/Modify Disaster Support/Aid Test/Evaluate Development Support Staff Arrest/Detain/Contain Roll on COVERT Column



### MASTER BUSINESS TABLE

AREA TYPE	R	E	I	II	III	IV	V	VI	VII
WEALTHY	1-6	7	8-15	16-19	-	-	-	20	-
STANDARD	1-5	6-7	8-12	13-17	18	-	19	20	-
TOURIST	1-3	4	5-6	7-16	17	-	18-19	20	-
POOR	1-7	8-10	11	12-17	-	18-19	20	-	-
ISOLATED	1-7	8-10	-	-	-	11-17	18-19	20	-
MERCENARY/ILICIT	1-3	6-8	-	-	9	10	11-18	19	20
MAJOR TRADEPOINT	1-3	4	5-7	8-10	11-13	14	15	16-19	20
BUSINESS/INDUSTRIAL	1	2-3	-	-	4-5	-	6-7	8-20	-
PRIMITIVE/WARFARING	1-10	11	-	-	12-14	-	15-16	-	17-20

**Notes:** E= Empty. R = Residence. Roman numerals indicate sub-table used.



### GOODS MANUFACTURED/DISTRIBUTED/STORED/TRADED TABLE:

AREA TYPE	GOODS			SERVICES		MEDIA		ILLEGAL ITEMS
	COMMON	RARE	SUPER.	PERS.	TECH.	ENTERT.	INFO.	
WEALTHY	01-27	28-48	49-57	58-72	73-78	79-88	89-97	98-00
STANDARD	01-24	25-42	43-48	49-60	61-72	73-81	82-90	91-00
TOURIST	01-27	28-48	49-54	55-76	77-82	83-91	92-97	98-00
POOR	01-30	31-50	51-55	56-65	66-75	76-80	81-85	86-00
ISOLATED	01-20	21-35	36-45	46-50	51-65	66-75	76-90	91-00
MERCENARY/ILICIT	01-15	16-30	31-39	40-45	46-54	55-57	58-70	71-00
MAJOR TRADEPOINT	01-30	31-51	52-60	61-63	64-69	70-75	76-85	86-00
BUSINESS/INDUSTRIAL	01-25	26-45	46-60	61-65	66-70	71-75	76-85	86-00
PRIMITIVE/WARFARING	01-40	41-60	61-64	65-72	73-76	77-80	81-88	89-00

#### SUGGESTED ITEMS:

**Common Goods:** Clothing, Liquor, Food, Tools, Cosmetics, Textiles, Home Computer Software, Vehicles, Machinery, Electronics, Standardized Computer Hardware.

**Rare Goods:** Drugtabs, Metals, Specialized Electronics, Certain Computer Software, Weaponry, Computer Hardware, Animals, Plants, Plastics, jewelry, Furniture, Building Supplies, Art, Perfumes, Spices, Reactors.

**Superior Goods:** Crystals, Radioactives, Gems, Ships, AFV's, Cybernetics, Alien Creatures, Andrium, Robots, Androids, Replicants, Ardinium, Ordium II, "Bonus" Items, FTL Drive Equipment.

**Personal Services:** Health, Recreation, Loans, Council/Advice, Communications, Entertainment, Cleaning/Laundry, Psionics, Cosmetology, Psychology, Prosthetics, Games, Gambling.

**Tech Services:** Systems Tech, Electronics Tech, Arms Tech, Guide/navigation, Engineering, Training, Legal Council, Mercenary, Genetics/Eugenics, Gravitics, Mechanical Services.

**Entertainment Media:** Memory Discs, Holopics, Books, Aural Discs, Games.

**Media:** Memory Discs, Computer Software, Travel, Trade, Politics, Science, Law, Xenobiology, History, Current Events.

**Illegal items:** Drugs, Slaves, False Identification, Weaponry, Stolen Goods, Stolen Information, Vital Organs, Criminal Tech Services, Gambling, Labor Racketeering, Counterfeiting.

## 25.2 BUSINESS GENERATION

Well detailed cities are a major source of identity for any role-playing campaign. There, player characters will meet NPC contacts, find employment, hear rumors, spend monies, and in general become enculturated. In the *Space Master* universe, the most important cities will generally include (or grow up around) Spacefaring Ports, where (coincidentally) a lot of PC's spend a lot of their time. By presenting players with a thoroughly detailed city, the GM is able to communicate an incredible amount of information on the overall feel of his or her campaign. Obviously, so detailed a piece of work as designing every city in the campaign is not necessary, and only the key cities (a key city is richly indicative of its culture, and will be frequently visited by PC types) need be predetermined. This system is to be used in conjunction with any city map which indicates individual buildings, and will easily provide the GM with a solid cornerstone for improvising city campaigns with continuity.

To generate businesses for any city:

- 1) Design or obtain a city map upon which individual buildings may be numbered (if the map is extensive, divide it into districts or blocks, and use color or letter codes to signify specific areas.
- 2) Determine the city's (or area's) general type, as indicated on the Master Business Table.
- 3) For each building, cross-index the area type with a d20 roll to determine whether the building is a residence, empty, or a business or other facility. If a roll on a subtable is indicated (roman numerals), go to the table shown and roll 1d100 to determine the actual nature of the business.

### MASTER BUSINESS TABLE

SUBTABLE I:

01-05	Bar/Club
06-15	NPC
16-20	Elmonit Booth
21-30	Mall*
31-45	Restaurant/Cafe
46-70	Apartments/Estate
71-75	Medical Aid
76-85	Tridee/Theatre, etc.
86-95	Park/Gymnasium/Museum
96-00	Religious/Administration

SUBTABLE II:

01-07	Warehouse
08-12	Bar/Cantina
13-17	Vice Hall
18-21	NPC
22-27	Fuel/Transport
28-30	Bank/Elmonit Booth
31-36	Pawnshop/Trader
37-38	Outfitter
39-43	Plaza/Mall*

44-49	Restaurant
50-52	Media
53-54	Computery/Android Equip.
55-59	Admin/Civil/Military/Penal
60-64	Offices
65-68	Vehicle parking
69-78	Apartments/Townhouses/Hotel
79	Vehicle Sales
80-82	Pharmacy/Medical Aid
83-97	Entertainment/Recreation
98	Religious
99-00	Industrial/Manufacturing/Distribution*

SUBTABLE III

01-07	Warehouse*
08-14	Bar/Cantina
15-20	Vice Hall
21-23	NPC
24-28	Fuel/Transport
29-30	Bank/Elmonit Booth
31-37	Pawnshop/Trader*
38	Outfitter
39-40	Department Store/Mall*
41-45	Food/Restaurant
46-47	Media
48	Computery
49-51	Admin/Civil/Military/Penal
52-53	Hostel/Microtel
54-58	Offices
59-61	Vehicle parking
62-76	Apartments/Tenements
77	Vehicle Sales
78-79	Pharmacy/Medical Aid
80-89	Entertainment
90	Park/Recreation
91-92	Religious
93-00	Industrial/Manufacturing/Distribution*

SUBTABLE IV:

01-04	Warehouse*
05-17	Bar/Cantina/Vice Hall
18-24	NPC
25-27	Fuel/Transport
28	Bank/Elmonit Booth
29-33	Pawnshop/Trader*
34-36	Outfitter
37-41	Marketplace*
42-45	Food
46-50	Media
51	Computery
52-55	Admin/Civil/Military/Penal
56-58	Boardinghouse
59	Offices
60-67	Apartments/Homes
68-71	Pharmacy/Medical Aid
72-81	Entertainment
82-86	Park/Recreation
87-90	Religious
91-00	Industrial/Manufacturing/Distribution*

SUBTABLE V:

01-10	Warehouse*
11-15	Bar/Cantina
16-21	Boardinghouse
22-31	Vice Hall
32-36	NPC
37-38	Fuel/Transport
39	Bank/Elmonit Booth
40-49	Pawnshop/Trader*
50-54	Outfitter
55-61	Food
62-68	Media/Entertainment
69-73	Admin/Military/Penal
74-83	Apartments/Tenements
84-88	Pharmacy/Medical Aid
89-90	Religious
91-00	Industrial/Manufacturing/Distribution (typically illegal activities)*

SUBTABLE VI:

01-10	Warehouse*
11-20	Bar/Cantina/Vice Hall
21-25	Boardinghouse
26-30	NPC
31-35	Fuel/Transport
36-40	Elmonit Booth
41-45	Trader*
46-50	Food
51-55	Media
56-60	Offices
61-65	Admin/Military/Penal
66-70	Tenements
71-00	Industrial/Manufacturing/Distribution*

SUBTABLE VII:

01-05	Storage/Warehouse*
06-10	Bar/Cantina
11-15	Boardinghouse/Hostel/Foreigners' Quarters
16-20	Vice Hall
21-25	NPC
26-30	Pawnshop/Trader*
31-35	Weaponry/Armor
36-40	Outfitter
41-45	Marketplace/Plaza*
46-50	Food
51-60	Admin/Military/Penal
61-80	Communal Residence
81-85	Pharmacy/medical Aid
86-90	Park/Gymnasium/Monument
91-95	Religious
96-00	Manufacturing*

\* = see Goods Table

## 26.0 USING EQUIPMENT

Within this rather vaguely defined section a number of ill-defined role-playing activities will be (vaguely) covered. Such day-to-day activities as reading your multiscanner, looking for security systems — and how to handle them within game mechanics — will be discussed. Everything below should be (need we say it?) carefully considered by the Gamesmaster before integrating into his/her game.

### 26.1 GENERAL RULES ON SUCCESS AND FAILURE

Throughout the universe of *Space Master* (and *Rolemaster*) the magic number for all those vague maneuvers not covered in some table is (modified) 10. If you roll over a 100 after all the bonuses and penalties are through with you, you have succeeded in whatever maneuver you have attempted. In the following sections any reference to a "successful" roll implies a net roll of 10 or above.

Some alternatives which include "partial success" are discussed below.

Although in general all rolls can be open-ended (see *Future Law* section 18.1) most rolls using a piece of equipment for data-gathering, healing, etc., is a high open-ended roll *only*. A roll of 01-05 is read as-is, and has specific meaning with regard to use of the equipment.

### 26.2 MAKING SCANS

Multiscanners are immensely popular tools in some campaigns, greatly enhancing a group's ability to analyze and understand their environment. Carefully monitored, these machines can enhance a game. Allowed to run amuck, however, "multiscanner abusers" can ruin the excitement of a campaign.

First review just what scanners are and what they do. Three basic types are available throughout Imperial Space: the Multiscanner (*Tech Law*, pg. 6), the Medscanner (*Tech Law*, pg 10), and the Repair Scanner, Section 10 of this book.

### 26.3 SECURITY

For some reason it seems that many groups of players spend a lot of time breaking into other peoples' homes and places of employment. Since this vulgar practice shows no sign of abatement, perhaps some clarification of rules surrounding such activity is in order.

#### 26.31 ELECTRONIC DEVICES

The masters of electronic surveillance and security are the Crime Techs. Crime Technics skill is used to defeat all non-mechanical locks, alarms and other such "traps". Naturally anyone with *Crime Technics* skill falls into this category.

However, before the lock is picked it must be analyzed; one utilizes a Repair scanner for such a purpose. Multiscanners may be used, but their attempt will be Extremely Hard (-30) because of the scanner's inaccuracy. A successful scan of the electronic lock allows the lock-pick attempt to be made without any modifiers beyond the lock's base difficulty (and any environmental factors; see *Future Law* pg 43). The actual defeat of the electronic lock is then perpetrated using *Crime Technics* skill. It is assumed that the Crime Tech has some sort of electronics override kit for use with locks more complex than your basic keypad. Such instruments as a *Tonal Synthesizer* (for audio

locks), a *Spectral Sequencer* (for those annoying coherent light beam locks), and a variety of small, delicate tools and optical filaments and wiring for bypassing various other tricky devices. The cost for such kits is highly variable (100 — 5000 monits) and the GM should sit down with a fledgeling Crime Tech early in the campaign to go over the technology, what he/she might encounter and so what might be needed. Trying to pick an electronic lock without a scanner analysis is Absurd (-70). The penalty for trying to pick one without the proper tools highly variable.

Before the electric eye (or other "trap") is defeated it must be detected. The skill of *Perception* is used in this case. Note, however, that while *Perception* is a general skill, some modifiers are in order. Any character with **no Crime Tech** skill finds looking specifically for security traps an Extremely Hard (-30) endeavor. Crime Techs find it Medium (+0) — in general. Depending on the nature of the device, a successful Repair scanner roll might provide an additional bonus to overcoming the trap. Disarming (or avoiding) the trap involves *Crime Technics* skill, and might also require special equipment.

## ■ CRIME TECHNICS



### 26.32 MECHANICAL CONTRIVANCES

While crude mechanical locks and traps are rarely found in the milieu of *Space Master*, they do occasionally rear their ugly springs and tumblers. They are detected and analyzed in the same manner as electronic devices above — though using a scanner to analyze any mechanical lock or trap adds 30 to the pick/disarm roll. However, *Crime Technics* skill may only be used at **Half** value towards defeating these crude devices. It would behoove the Crime Tech who wishes to be well-rounded to develop skill in *Disarm trap* and *Pick Lock*.

## 26.4 BREAKAGE

*(so you dropped your multiscanner...what do you want me to do about it?)*

Refrain of the  
Nameless Electronics Tech  
to the Clumsy Planetologist

Although all field equipment in *Space Master* is designed to take a beating, sometimes field scientists manage to dish out more than your average piece of equipment can take. This can be assumed to have happened in three situations.

### 1. Character Makes a Very Bad Use Roll

Whenever a character uses a piece of field equipment (multiscanner, healing device, etc.), he/she must make a roll. An unmodified 01-02 indicates some sort instrument failure — roll 1D10 for charge depletion or malfunction: 1-7: energy charge depleted; 8-9: equipment malfunction; 10: equipment has been fumbled and dropped (see rules below for "Character Falls or is Hit").

### 2. Character Falls or Is Hit:

This is a fairly straightforward situation. Should the character fall down (from no appreciable height) all equipment not stored (e.g. held in the hand or on the belt rather than packed in the backpack) must make a resistance roll versus damage. Standard issue equipment has a + 50 modifier versus damage (a 100 indicating no damage). For every additional meter the item falls subtract 5 from the modifier.

If the item fails, a 1D10 severity roll is made, and a Damage Type Roll. The Repair/Malfunction table is consulted when someone who can repair the device is present, and his/her modifiers can be employed.

The GM might also want to have the damage severity roll modified for great heights (once it is established that the item is not miraculously undamaged) such as + 1 per 5 meters. Any result over 10 is considered Extremely Severe. A resulting table:

### MINIMUM DAMAGE FOR FALLS

DISTANCE FALLEN	SEVERITY RANGE
1-5m	Routine — Extremely Severe
6-10m	Light — Extremely Severe
11-15m	Moderate — Extremely Severe
16-20m	Severe — Extremely Severe
21-25m	Very Severe — Extremely Severe
26+	Extremely Severe Only

**EXAMPLE:** Alistair Aurora is standing on the edge of a 30 meter precipice with his multiscanner. He attempts to make a scan of the lands beyond, but rolls an 01. He rolls a 1D10 and, being a clumsy fool, he rolls a 10 (drop item). Alistair, leaning over the edge, watches his scanner tumble all 30 meters to the bottom. It has a base 50 modifier, but the 30 extra meters means  $(30 \times 5 = 150)$  it is at -100. Alistair would have to roll 200 (open-ended is allowed) or over for the poor machine to be intact. Alistair fails (of course). The Cruel GM uses the Minimum damage table, so Alistair's scanner is severely damaged by default.

3. Criticals

When the character suffers a critical which specifically indicates damage to a tool, weapon, or area of the body where such might be located, the GM must decide whether the item needs to make a RR. If so, it does so with a base modifier of 50. The severity of the critical modifies its bonus:

Critical	Modifier
A	-10
B	-20
C	-30
D	-40
E	-50

The table below should be rolled on to determine the type of damage, including the modifiers noted (not open-ended).

■ MULTISCANNER MISHAPS



EQUIPMENT MISHANDLING TABLE							
-30:	Your piece of equipment, in a last act of vengeance, gives you an "A" electricity critical hit, then disintegrates into a useless lump of semiconductors.						
-29 — -21:	Your device is a collection of shattered circuits and cracked plastic. There is nothing worth saving; don't even bother to make a repair roll.						
-20:	With a loud bang, a "poof" and a billow of smoke, every circuit in your item shorts out.						
-19 — 05:	The item is perfectly operational — except every time you use it, the equipment gives you a 1D10 hit electrical shock. Insulating gloves will help, but subtract 30 from any bonus.						
06 — 20:	The recalcitrant equipment is operational at -50.						
21 — 50:	If the device has more than one function (a multiscanner, for instance), it has one function still operational; otherwise it is useless until repaired.						
51 — 79:	You can try to use your device, but 50% of the time it doesn't work.						
80:	The device works fine — if you hold it upside-down (and only then). This subtracts 30 to 90 from your bonus, depending on it's exact purpose.						
81 — 89:	The device is functional but at -30						
90:	The equipment is functional, but it drains the energy cells at a highly accelerated rate. Any roll of an O3-20 during use indicates drained cells.						
91 — 99:	The equipment is functional but at -20.						
100:	The device seems to work fine; however, it is secretly burning itself out, and after 1D10 more uses the damage increases to <b>Extremely Severe</b> and it is useless until repaired.						
101 — 109:	Your device will function, but at 1/2 normal range until repaired.						
110:	Your equipment is fully operational, but the next time it must roll versus damage it is +0 (instead of the normal +50).						
111 — 119:	The device is fully functional but all operations are at -10.						
120:	A sharp slap and the item begins to function normally again. No damage but a couple of scratches.						
<table><tr><td>Extremely Severe — -30</td><td>Moderate — +0</td></tr><tr><td>Very Severe — -20</td><td>Light — +10</td></tr><tr><td>Severe — -10</td><td>Routine — +20</td></tr></table>		Extremely Severe — -30	Moderate — +0	Very Severe — -20	Light — +10	Severe — -10	Routine — +20
Extremely Severe — -30	Moderate — +0						
Very Severe — -20	Light — +10						
Severe — -10	Routine — +20						

## 27.0 STARSHIPS: OPTIONAL RULES

A few optional rules regarding starship maneuvering and combat are included here.

### 27.1 COMBAT RULES

A few optional rules relating to starship damage are mentioned below.

#### 27.11 PERCENTAGE OF MAX HITS

This rule allows for some interrim disadvantages for starships as they reach certain subjective thresholds of concussion damage before actually going over maximum hits.

**25% Damage:** One Moderate roll on the Random Malfunction Table; all maneuvers are at -25.

**50% Damage:** One Severe roll on the Random Malfunction Table; all maneuvers are at -50.

**75% Damage:** One Very Severe roll on the Random Malfunction Table; all maneuvers are at -75.

**Note:** For ships over 20,000 tons, one random malfunction per 20,000 tons would be more applicable.

### 27.12 THE RANDOM MALFUNCTION TABLE

When rolling on the Random Malfunction Table, a "not applicable" (N/A) result (the ship has no such system listed) do not roll again; there was no malfunction. This reflects the philosophy that a smaller, simpler ship has fewer things to go wrong.

### 27.13 WEAPONRY

**Paired Banks:** Paired banks of weapons are tied to a single fire-control system, they fire simultaneously at the same target. The result (if the target is hit) is doubled hits (including any hits in the critical, though only *one* critical roll is made). Paired banks of a Mk. number lower than 50 will still "max out" at the normal threshold for one weapon.

**High Mk. Numbers:** Heavy Energy Projectors and Missile Weapons with a Mk. number over fifty have the same OB as their Mk. number (as per the usual rules), and the extended range as reflected in their Mk. Number (**Tech Law** page 71). They "max out" at the end of the table, and no additional damage and/or criticals are given because of the additional Mk. number.

### 27.14 COMPUTER PROGRAMS

**Evade/Predict:** A starship **Evade** (or **Predict**) program and Combat Pilot bonus are *not* cumulative. Either evasive maneuvering is manual (Combat Pilot) or automatic (Evade); the same goes for Offensive bonus: either the ship maneuvers for best position or the Pilot does; attempting to employ both leads only to contradictions.

### EXTENDED N-SPACE ACCELERATION

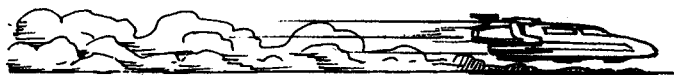
Cross-index N-SPACE ACCELERATION RATING with DISTANCE TO BE TRAVELLED (in AU) to determine time spent at full acceleration. Times shown may be added together for distances between those five, but as acceleration does not "even out" for 100 rounds (16.6 minutes), and this time is figured into those shown, subtract [16.6 minutes x acceleration rating] from total thus derived. All measurements are by Imperial Standard. "d" = days (25 hours), "y" = years (360 days).

AU	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
1	16.6d	8.3d	5.53d	4.15d	3.32d	2.77d	2.37d	2.08d	1.84	1.7d	1.5d	1.4d	1.3d	1.2d	1.1d	1d	.98d	.92d	.87d	.83d	.79d
2	33.3d	16.7d	11.1d	8.33d	6.66d	5.55d	4.76d	4.16d	3.7d	3.3d	3d	2.8d	2.6d	2.4d	2.2d	2.1d	2d	1.8d	1.7d	1.7d	1.6d
3	50d	25d	16.7d	12.5d	10d	8.33d	7.14d	6.25d	5.55d	5d	4.5d	4.2d	3.8d	3.6d	3.3d	3.1d	2.9d	2.8d	2.6d	2.5d	2.4d
4	66.2d	33.1d	22.1d	16.6d	13.2d	11d	9.48d	8.28d	7.36d	6.6d	6d	5.5d	5.1d	4.7d	4.4d	4.1d	3.9d	3.7d	3.5d	3.3d	3.2d
5	83.3d	41.7d	27.8d	20.8d	16.7d	13.9d	11.9d	10.4d	9.26d	8.3d	7.6d	6.9d	6.4d	5.9d	5.6d	5.2d	4.9d	4.6d	4.4d	4.2d	4d
6	100d	50d	33.3d	25d	20d	16.7d	14.3d	12.5d	11.1d	10d	9.1d	8.3d	7.7d	7.1d	6.7d	6.2d	5.9d	5.6d	5.3d	5d	4.8d
7	117d	58.4d	38.9d	29.2d	23.3d	19.5d	16.7d	14.6d	13d	12d	11d	9.7d	9d	8.4d	7.8d	7.3d	6.9d	6.5d	6.2d	5.8d	5.6d
8	133d	66.7d	44.4d	33.3d	26.7d	22.2d	19d	16.7d	14.8d	13d	12d	11d	10d	9.5d	8.9d	8.3d	7.8d	7.4d	7d	6.7d	6.3d
9	150d	75d	50d	37.5d	30d	25d	21.4d	18.8d	16.7d	15d	14d	13d	12d	11d	10d	9.4d	8.8d	8.3d	7.9d	7.5d	7.1d
10	167d	83.4d	55.6d	41.7d	33.3d	27.8d	23.8d	20.8d	18.5d	17d	15d	14d	13d	12d	11d	10d	9.8d	9.3d	8.8d	8.3d	8d
20	333d	167d	111d	83.3d	66.7d	55.6d	47.6d	41.7d	37d	33d	30d	28d	26d	24	22d	20d	19d	18d	17d	16d	16d
30	1.38y	248d	166d	124d	99.4d	82.8d	71d	62.1d	55.2d	50d	45d	41d	38d	35d	33d	31d	29d	28d	26d	25d	24d
40	1.85y	333d	222d	167d	133d	111d	95.1d	83.3d	74d	67d	60d	56d	52d	48d	44d	40d	38d	36d	34d	32d	32d
50	2.32y	1.16y	278d	209d	167d	139d	119d	104d	93.8d	84d	75d	69d	64d	59d	55d	51d	48d	46d	43d	41d	40d
60	2.78y	1.39y	334d	250d	200d	167d	143d	125d	111d	100d	90d	82d	76d	70d	66d	62d	58d	56d	52d	50d	48d
70	3.23y	1.62y	1.08y	291d	233d	194d	166d	145d	129d	116d	105d	97d	90d	83d	77d	71d	67d	64d	60d	57d	56d
80	3.7y	1.85y	1.23y	333d	266d	222d	190d	167d	148d	133d	120d	112d	104d	96d	88d	80d	76d	72d	68d	66d	63d
90	4.17y	2.09y	1.39y	1.04y	300d	250d	214d	188d	167d	150d	135d	125d	116d	107d	99d	91d	86d	82d	77d	73d	72d
100	4.63y	2.32y	1.54y	1.16y	333d	278d	238d	208d	185d	167d	150d	140d	130d	120d	110d	100d	98d	93d	88d	83d	80d
200	9.26y	4.64y	3.08y	2.32y	1.85y	1.54y	1.32y	1.15y	1.03y	334d	300d	280d	260d	240d	220d	200d	196d	186d	176d	166d	160d

## 27.2 EXTENDED N-SPACE TRAVEL

There are two basic philosophies of N-Space travel: one (the "get there fast" method) involves full acceleration until reaching the halfway-point of a journey, then turning around and decelerating the rest of the way. Ships on a longer journey or with powerful engines (and a RIF generator to annul the relativistic effects of high speeds) accelerate to a point just below lightspeed (300,000 kilometers per second) and coast until deceleration time.

The other method of travel, for those who have more time and/or less energy, is to cruise at a given velocity. The full-page chart cross-indexes velocities (given as N-Space Ratings from *Tech Law*, ten seconds of thrust) in and distances (in AU's: Astronomical Units, which equal the distance from Terra to Sol, or about 150 million kilometers). The small chart below translates Rating numbers into actual acceleration numbers.



## 28.0 MIRC COMBAT

Fast, fierce, and on a small, strategic scale, MIRC combat is handled much as small vehicle combat (see *Tech Law*, section 6.21). The exceptions and additions which pertain only to MIRCs are listed below.

When engaged in combat with a larger ship (starship-sized), MIRCs (like SMAC fighters) may move while the more massive vessel may not (this represents the smaller fighters' awesome maneuverability advantage). One other similarity between MIRCs and SMACs is the style of combat they both use - fast, up-close, and personal, relying heavily on agility and perception, and HUD's (Heads-Up-Displays).

Unlike SMACs, MIRCs are able to employ EVADE programs (which send the comboid into a series of randomly determined tucks, rolls, dives, etc., see below for details).

## 28.1 INSTALLED WEAPONRY

MIRCs can use any sort of weapon, personal or mounted. Due to size and cost prohibitions, weapons of above Mk. 20 are rarely installed, and Laser Cannons (as well as Blast Cannons) are very popular MIRC weapons.

Another popular MIRC weapon is the "Smash Pad;" a gauntlet-like device attached to the end of the comboid's "arm" which absorbs kinetic impact (allowing MIRCs to deliver absolutely devastating blows).

### SMASH PADS:

COST [Elmonits]:  $500 + [\text{Mk.}\# \times 20]$

Used in MIRC Strike attacks [see below], Smash Pads allow the MIRC computer to deliver a blow which will not do damage to the attacking MIRC's "arm." Striking attacks made without Smash Pads have no "MAXIMUM RESULT," but cause a roll to be made against the attacking MIRC [on the NON-EXPLOSIVE PROJECTILE attack chart], with a modifier one-quarter that of the original OB. Concussion Points taken by the attacker in this manner will not exceed the Concussion Points delivered to the defender, although the critical effects may differ.

## 28.2 CRITICALS VERSUS MIRCS

All critical effects suffered by MIRCs are rolled on the "AFV/Robot with Construct Armor Type" column of the CRITICALS FOR ROBOTS AND SMALL VEHICLES chart (*Tech Law*, section 6.42).

## 28.3 SYSTEMS IMPORTANT TO MIRC COMBAT

The following systems are all those utilized in the swift man-to-man like MIRC combat exchanges.

### SENSORS

Used solely for astrogation and tracking, as MIRC combat is too quick and complex to allow time for sensor readings.

### SHIELDS

Many MIRCs spare the effort of shielding altogether, relying on maneuverability and Evade programs. MIRC shields may not be doubled on one face, as other vehicles' can.

### COMPUTER PROGRAMS

See Part III, MIRC's, for a listing of popular MIRC programs. Note that, regardless of vehicle size, these programs are highly complex and therefore cost the same as starships' programs (if, indeed, they can be located at all!).

### EW/STEALTH

Stealth fields employed by starships are ineffective versus MIRCs (like SMAC fighters). Stealth or EW employed by small vehicles, however, does have an effect (as does MIRC EW versus starships). Stealth fields installed in MIRCs, like those in SMAC fighters, are simple. They afford the pilot only the Cloaking and Defense bonus options (see *TECH LAW*, section 6.13).

### THE MANEUVER INTERFACE SYSTEM

The Function Rating level (total picks) purchased for Maneuvering serves the MIRC in two ways:

- 1) It equals the N-Space Rating of the MIRC.
- 2) It indicates the MIRC's Maneuver Bonus (first ten picks = +5 each, second ten = +2, third = +1, all others = +1/2d). In combat, this bonus is averaged with the appropriate modifier (depending on the pilot's actions) to determine the accrual COMBOID BONUS used.

## 28.4 COMBAT CONVENTIONS

- 1) Combat takes place on a hexagonal grid, with each hex representing 100 meters (one-tenth of a kilometer), as small vehicle combat.
- 2) Acceleration numbers on the COMBAT STATUS CHART represent 100 m/round for the purposes of ship-to-ship maneuvering. All general rules of movement and acceleration apply (exception: ground combat - see below). N-Space capable MIRCs have RIF generators like starships.
- 3) Combat proceeds in Turns of one minute (like starship combat), for purposes of general power allocation and EW declaration only. All other functions (including initiative) are performed in rounds (ten seconds).
- 4) Weapons of Mk. 10 or higher ignore their own damage thresholds versus vehicles with masses of 500 tons or less. A MIRC's tonnage/hits (not counting additional hits purchased) equals the total Function Rating picks from Power, Motive Form, CAT, and Cargo/Crew.



## 28.5 COMBAT SEQUENCE

At the beginning of each round, initiative is determined for all vehicles involved, and MIRC pilots may switch shields on or off (a maneuver).

Initiative is determined by an open-ended percentage roll. MIRCs receive the following modifiers:

- a) N-Space acceleration rating  $\times 5$
- b) COMBOID BONUS: (MIRC's Maneuver bonus + MIRC Pilot skill)/2.
- c) EW generated by the MIRC (either Cloaking or Defensive).
- d) MIRC's Perception bonus.
- e) Advantageous position (up to +50, GM's discretion).
- f) MIRC initiative bonus: +100 (All MIRCs, like SMAC fighters, receive this bonus, which reflects their superior maneuverability over starships).

The combatant ship with the highest initiative fires first, and has the option of moving first or forcing the opponent(s) to do so.

*NOTE: Initiative for starships is determined only once per Turn, at the beginning of the first round of the Turn.*

Once the Initiative order has been determined, combat proceeds in the sequence phases listed below. Phases marked with an asterisk (\*) are applicable only for starship combat, and may be ignored if only small vehicles are involved. Phases marked with a dagger (†) are applicable only to MIRCs, and are explained below, along with MIRC procedures which vary from convention.

### COMBAT ROUND SEQUENCE:

- 1) Orientation Phase
- 2) Declaration of fire \*
- 3) Sensor Scan Resolution \*
- 4) Energy (and Projectile) Weapon Fire Resolution †
- 5) Movement (for ground movement, see 11.66)
- 6) Fire Phase (B)
- 7) Missile jamming Declaration and Resolution \*
- 8) Melee Phase †
- 9) Missile Strike Resolution

(Unless noted below, the details of these phases are explained in *Tech Law*, section 6.15).

### 28.51 DECLARATION OF FIRE

MIRCs, like SMAC fighters, may opt not to declare fire in this phase, but may hold fire on opportunity until after their move and before the next combatant's move (assuming they have Initiative and choose to move first).

### 28.52 ENERGY (AND PROJECTILE) WEAPON FIRE RESOLUTION:

MIRC weaponry is built on the same scale as SMAC weaponry, and the same notes and modifiers apply (including the range modifier of -20 per hex between attacker and target).

#### OFFENSIVE BONUSES:

- a) MIRC's Perception bonus. Applicable to only one attack per round.
- b) HUD bonus. applicable only to the appropriate gun.
- c) Weapon Size (Mk.#)/range.

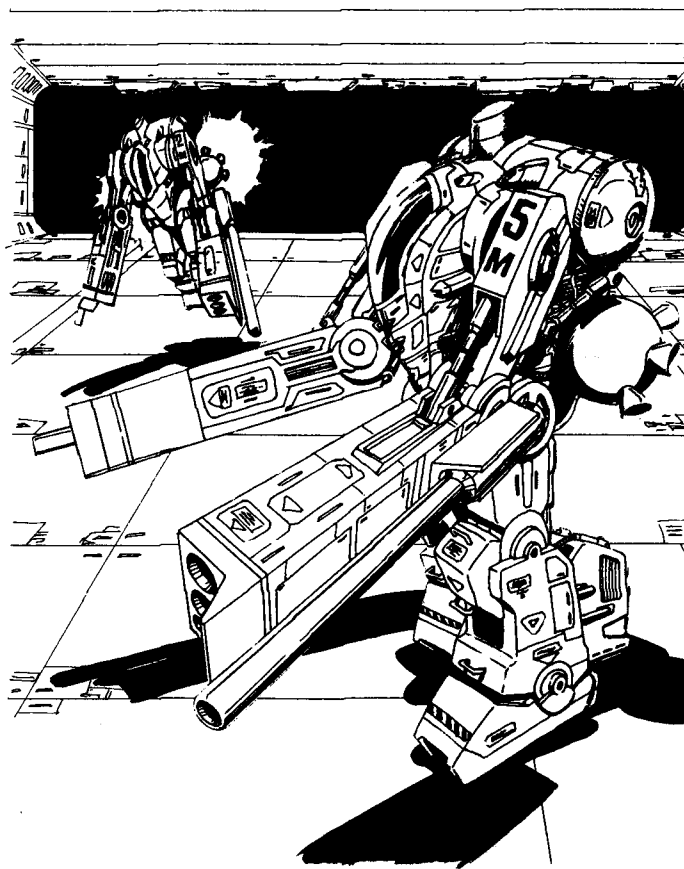
d) COMBOID BONUS. Average of the MIRC's Maneuver bonus and the pilot's applicable weapon skill (weapons mounted in MIRC arms use the 1H or 2H Energy or Projectile skill, while mounted weapons elsewhere on the MIRC use AFV Crew, Missile Artillery, or Heavy Energy Projectors skill). MIRCs may use their Maneuver bonuses both offensively and defensively in a round. In this case, the pilot's skill bonuses are halved before averaging.

e) Predict program bonus. Only usable versus starships, as small vehicles maneuver too unpredictably and close in.

#### DEFENSIVE BONUSES:

f) EW Rating. Usable versus starships or small vehicles, not by starships against small vehicles.

g) Shields. A set DB designed into the MIRC, based upon the number of Shield Function Rating picks. All barrier shields have a +20 vs Disruptor attacks.



### ■ MIRCS IN STARSHIP BAY

h) Evade program bonus. The MIRC Evade program sends the machine into a complicated and random series of maneuvers in an attempt to dodge incoming attacks.

*NOTE: Any attacks made by the MIRC while in Evade mode suffer a negative modifier equal to the Evade bonus.*

i) COMBOID BONUS. Average of the MIRC's Maneuver bonus and the pilot's MIRC Pilot skill bonus. If the pilot is attempting both offensive and defensive maneuvers in one round, his or her skill modifier is halved before averaging (as in "d" above).

## 28.53 FIRE PHASE (B):

MIRCs armed with weapons which fire twice per round may fire in this phase (as well as in phase 4) if:

- a) They have not moved this round, or
- b) They are using a "Move and Fire" option (see below).

Three types of Melee attack may be made by MIRCs, and each will be dealt with below.

## 28.54 STRIKING ATTACKS:

(See "Smash Pads" above for more information.) Rolled on the NON-EXPLOSIVE PROJECTILE attack chart, with critical results rolled on the BLAST criticals table (see *Tech Law*, sections 6.411 and 6.432).

### OFFENSIVE BONUSES:

- a) COMBOID BONUS. Average the MIRC's Maneuver bonus with the pilot's Martial Arts/Striking skill bonus.
- b) Mk./Size of Smash Pad.

- c) Advantageous Position (up to +50, GM's discretion). Note that Predict is not used.

### DEFENSIVE BONUSES:

- d) COMBOID BONUS. Average the MIRC's Maneuver bonus with the pilot's MIRC Pilot skill.

Note that Evade is not applicable to melee attacks.

## 28.55 THROWING ATTACKS:

A MIRC may attempt to pick up an opponent (or vehicle, etc.), and hurl it as an attack (requires at least one rank of Manipulation). To determine the Difficulty Level of the required moving maneuver roll, subtract the defender's mass (in tons) from the attacker's, and consult the table below:

### RESULT DIFFICULTY

45 or higher	ROUTINE
41 to 44	EASY
31 to 40	LIGHT
16 to 30	MEDIUM
1 to 15	HARD
-10 to 0	VERY HARD
-15 to -11	EXTREMELY HARD
-20 to -16	SHEER FOLLY
-21 or lower	ABSURD

### OFFENSIVE BONUSES:

(Added to attacker's maneuver roll)

- a) COMBOID BONUS. Average the MIRC's Maneuver bonus with the pilot's Martial Arts/Sweeps and Throws skill bonus.

- b) Braced bonus: +50 if attacker has not moved this round.

- c) Advantageous Position (up to +50, GM's discretion).

Predict program bonus is not used.

### DEFENSIVE BONUSES:

(Subtracted from attacker's maneuver roll.)

- d) COMBOID BONUS. Average the MIRC's Maneuver bonus with the Pilot's MIRC Pilot skill bonus.

Evade program bonus is not used.

The number found on the PERSONAL MANEUVER CHART indicates the number of meters the opponent has been thrown, and is also the OB for the damage roll then made on the NON-EXPLOSIVE PROJECTILE attack chart (no DB is allowable). The effective damage threshold for the roll is at Mk. 30.

## 28.56 HAND-HELD WEAPONRY ATTACKS:

MIRC may attempt to use terrain features (trees, grav cars, etc.) or massive hand-held weaponry (if the GM is so inclined). Attacks with such weapons are also rolled on the NON-EXPLOSIVE PROJECTILE attack chart.

### OFFENSIVE BONUSES:

- a) COMBOID BONUS. Average the MIRC's Maneuver bonus with the pilot's applicable melee weapon skill bonus; (1H/2H, Edged/Crushing, or Pole Arms).

- b) "Mk.#;" decided by the GM, appropriate for the weapon's size and damage causing potential.

### DEFENSIVE BONUSES:

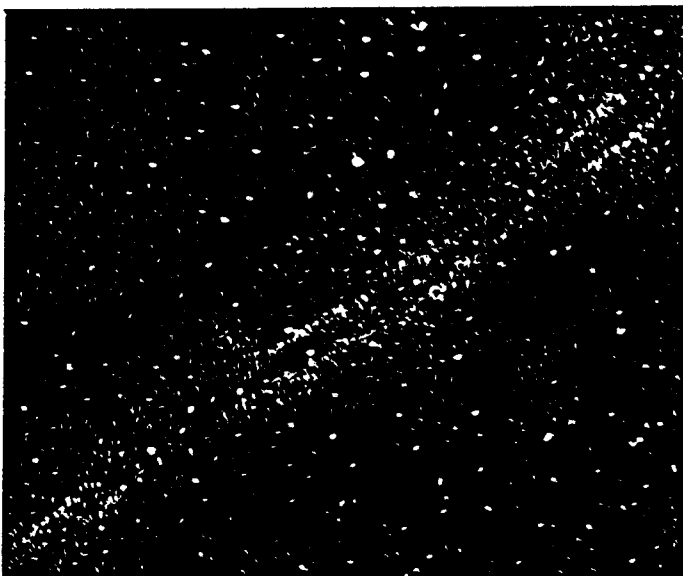
- c) COMBOID BONUS. Average the MIRC's Maneuver bonus with the pilot's MIRC pilot skill bonus.

## 28.6 IN ATMOSPHERE

Use the small vehicles and MIRC combat rules, applying the modifications listed in *Tech Law*, section 6.22. As per aircraft, atmospheric missiles fired by MIRCs cost only half as much as starship missiles.

## 28.7 ON GROUND OR WATER

The combat round sequence is still used, and Initiative is figured the same way (see *Tech Law*, section 6.530). In general, as regards the movement order (*Tech Law*, section 6.23), MIRCs on the ground move as Powered Troops, MIRCs in atmosphere move as Aircraft, and MIRCs in N-space move as SMAC fighters.



## 29.0 GRENADE, ROCKET AND MISSILE RULES

The use of grenades and short-range rockets in *Space Master* received some attention in *Tech Law* and additional rules in *Imperial Crisis*. None have been particularly thorough or satisfactory, however (at least to us, perfectionists that we are). Hopefully this problem has been corrected in the following pages.

Grenades can be thought of in two completely different ways: *tactically* and *strategically*. Tactical (thrown or fired like a hand arm against a specific, potentially mobile person) use of grenades is somewhat unwieldy and unusual — especially given the powerful hand arms whose specific purpose is tactical. However, they can be extremely deadly when propelled by a handheld grenade launcher. Very small explosions (Mk I or II, 5 meters or less) are also best thought of tactically. Grenades and "bombs" are more commonly used as strategic weapons: against a group of people, a physical obstruction, or a vehicle. If using a grenade or bomb strategically (planting it and detonating using a timer or remote) skip to **29.13: Explosive Effect**.

### 29.1 TACTICAL GRENADE AND ROCKET USE

Whether thrown or fired from a launcher, grenades can be treated in essentially the same manner. The process is slightly more involved than a regular weapons attack, but there are more variables as well. The grenade attack falls into two parts: grenade delivery and explosive effect.

#### 29.11 THROWN GRENADE DELIVERY

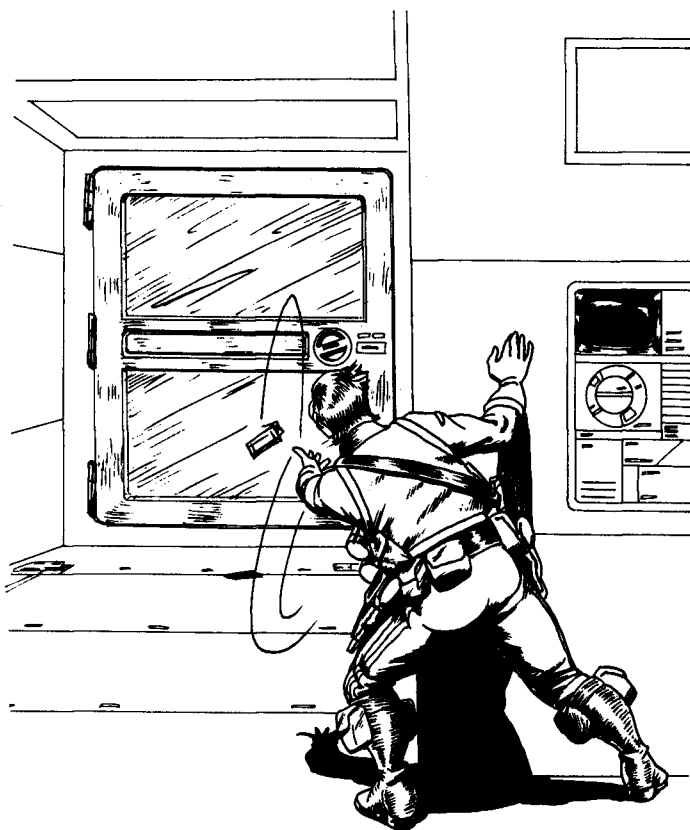
Grenade delivery occurs during Missile Phase in the combat round — simultaneous with all other Missile Fire. See the table below. This provides bonuses for range of attacker from target, whether thrown or fired. Attacker rolls and adds his *Thrown: Grenade* bonus, consulting the table below for range modifiers. Any result of 100 or over indicates delivery at the desired target: Ground Zero (GZ). In this case, proceed to **29.13**

#### GRENADE AND MISSILE RANGE MODIFIERS

	RANGE		
	THROWN	LAUNCHER	MODIFIER
Point-blank	1-3m	0-10m	+100
Short Range	4-10m	11-50m	+50
Med. Range	11-30m	51-100m	+30
Long Range	31-50m	101-1000m	+0

These ranges are given as generic numbers; some launcher ranges will vary. For ranges beyond **Long**, subtract 1 per meter.

**Note:** In cases where Ground Zero is actually a small opening (such as a window, firing slot, etc) the GM must assign an additional difficulty to inserting the grenade; otherwise it will ricochet outside.



#### GRENADES IN ACTION...

If the result is less than 100, the actual location of Ground Zero must be determined. Remember that all determinations are based on the **intended Ground Zero**, **NOT** the thrower himself.

First is determined range error. Using the original less-than-100 roll, we consult the following table:

#### THROWN GRENADE ERROR TABLE

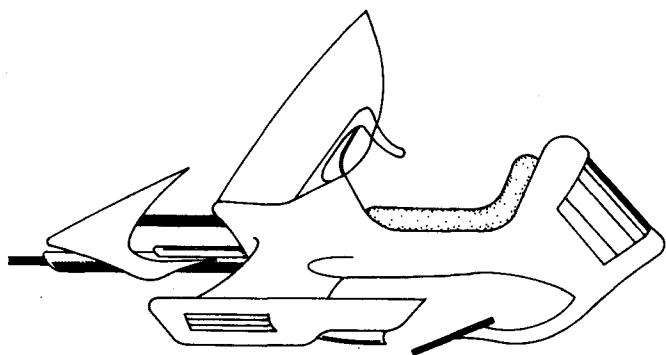
Net Roll	PB	Short	Med	Long
99	1	1	1	1
98	1	1	1	2
97	1	1	1	3
96	1	1	2	4
95	1	1	2	5
94	1	2	3	6
93	1	2	3	7
92	1	2	4	8
91	1	2	5	10
86-90	1	2	6	12
81-85	2	3	8	14
71-80	2	3	10	16
51-70	2	3	12	18
31-50	2	4	14	20
11-30	3	5	17	25
06-10	3	6	20	30
02-05	3	8	25	40
01 and below	4	10	30	50

All distances are in meters

Next determine direction of error: for game purposes we will assume six possible error vectors (especially handy when playing on a hex grid). An unmodified, closed 1D100 roll is made to determine direction based on range. Abbreviations are: L = Long; LR = Long and Right; LL = Long and Left; S = Short; SR = Short and Right; SL = Short and Left.

1D100 ROLL	RANGE			
	Point-Blank	Short	Medium	Long
90-100	L	L	L	L
80-89	L	L	L	LR
70-79	L	L	L	LL
60-69	L	L	LR	SR
50-59	L	L	LL	SR
40-49	L	LR	SR	S
30-39	L	LL	SL	S
20-29	LR	SR	S	S
10-19	LL	SL	S	S
05-09	SR	S	S	S
03-04	SL	S	S	S
01-02	S	S	S	S

Using this data establish new Ground Zero. Note all other potential targets in the new GZ range, based on the Grenade's blast radius. Proceed to **29.13**.



## 29.12 GRENADE LAUNCHER AND MISSILE DELIVERY

Grenade launcher users (such as the RPG — Rocket Propelled Grenade — Launcher) use the ranges in the Master Weapons Table and their *Support: Grenade launcher* bonus. Also added in is the bonus from the Range table (see above). Any result of 100 or over indicates delivery at the desired target: Ground Zero (GZ). In this case, proceed to **29.13**.

If the result is less than 100, the actual location of Ground Zero must be determined. Remember that all determinations are based on the **intended Ground Zero**, **NOT** the launcher himself.

First is determined range error. Using the original less-than-100 roll, we consult the following table:

MISSILE AND LAUNCHED GRENADE ERROR TABLE				
Net Roll	PB	Short	Med	Long
99	1	1	1	1
98	1	1	1	3
97	1	1	2	5
96	1	1	3	10
95	1	2	4	15
94	2	2	5	20
93	2	2	6	30
92	2	3	7	40
91	3	4	8	50
86-90	3	5	9	60
81-85	4	6	10	70
71-80	4	8	20	80
51-70	5	10	30	100
31-50	6	15	40	200
11-30	7	20	50	400
06-10	8	30	60	600
02-05	9	40	80	800
01 and below	10	50	100	1000

All distances are in meters

Next determine direction of error: for game purposes we will assume six possible error vectors (especially handy when playing on a hex grid). An unmodified, closed 1D100 roll is made to determine direction based on range. Consult the direction table in the **Thrown** section above to determine direction.

Using this data establish new Ground Zero. Note all other potential targets in the new GZ range, based on the Grenade's blast radius. Proceed to **29.13**.

## 29.13 EXPLOSIVE EFFECT

The grenade Ground Zero has been established; the actual detonation occurs after all Missile Fire is complete but before Movement Phase. Quickness bonuses only have effect in certain tactical situations, i.e., if target character(s) take action for cover, tumbling, etc. GM must determine whether this is feasible based on the situation. Energy shields and armor have full effect. Consulting the Grenade Attack Table, the attacker rolls, modifying *only* with the Mk # of the grenade x 10 (Mk V grenades have a 50 bonus, Mk VII have a 70 bonus, etc.). This is the effect for Ground Zero.

### SECONDARY TARGETS

After results have been determined for ground zero, effects for any person or thing in range may be established. Against attacks of Mk V or less, each meter away from ground zero subtract 10 from the final result; total blast radius is 1 meter x the Mk. #. For attacks of Mk VI or more, subtract 5 for each meter of distance, with the maximum radius being 2 meters x the Mk. #. The same initial roll from Ground Zero effect is used (including Mk. # bonus) and simply modified depending on the blast radii.

## COVER

For targets behind cover, first determine whether the cover was fully destroyed (partially destroyed cover still effectively shields the target). To determine blast effect to a target who had been behind destroyed cover, approximate the percent of hits given to the cover over what was required to destroy it. Subtract from 100. This is the subtraction from the grenade attack on the Target.

Complete Cover (enclosed from blast): no effect

Full Cover (complete shield from blast): -90

Partial cover (25-75% of body protected): -50

Note that the Attack Table has AT's for both personnel and Constructs. One attack roll will determine all effects in range. For AT's of constructs, consult the chart below:

CONSTRUCTS ARMOR AND HITS		
Material	CAT	Hits per unit of thickness
Wood	21	3 hits/cm
Glass	21	1 hit/.5cm
Stone	21	5 hits/cm (min 5 cm)
Concrete	21	5 hits/cm (min 5 cm)
Masonry	21	4 hits/cm (min 10 cm)
Glassteel	22	10 hits/.5 cm
Light Steel	22	10 hits/mm
Reinforced Steel	23	20 hits*
Aligned Crsy. Steel	24	25 hits
Alloyed ACS armor	25	25 hits*
Double Hull	26	30 hits*
Double Reinforced	27	40 hits*
Double heavy Steel	28	55 hits*
Ardinium	29	60 hits
Ordium II	30	70 hits

**Some typical construct materials/thicknesses:**

Standard starship hull: 5 mm [any material]  
 light aircraft/SMAC fighter: 2 mm [any material].  
 car, flitter, powered armor: 1 mm [any material].  
 Starship interior doors: double sheet 1mm light steel.  
 Starship exterior doors: CAT 23 (or whatever ship is made of), but 10 hits less than usual.  
 Starship bulkheads: CAT 23.  
 Usual light building door: [hollow] CAT 21, 10 hits.  
 Usual building exterior reinforced door: 22, 40 hits.  
 Usual building interior wall: CAT 21, 20 hits.

\* These specific armor types refer to ship constructions with predetermined structures and alloy thicknesses. When between half and full hits are delivered to a double hull, it may be assumed that the outer hull layer integrity is lost. The hull is reduced to the single hull equivalent for successive attacks in that area. [26 becomes 22, 27 becomes 23, 28 becomes 24].

## CRITICALS

When all results are determined and initial hits assigned, the Critical result (if any) can be determined. For Constructs, only Vehicles or Starships receive criticals. Structures take concussive damage and are destroyed either wholly or partially within the various ranges as a result. The GM should determine if any important structural damage has been done which might affect the rest of a building.

**EXAMPLE:** Isaac P. Knish is a famed guerilla fighter known for his shameless use of inappropriate grenades. Isaac fires his trusty grenade rifle, armed with a Mk VIII Grizzly Bear grenade at a pair of "Rebel Spies" standing next to a parked gravitic sports car. The targets are 40 meters away. ("Short Range") so Isaac has a +50 bonus. He rolls a 35 (pretty weak, Isaac) but plus his ("Total") bonus of 37 plus the 50 is 122; still more than the 100 needed to deliver the deadly package on target.

Isaac rolls the grenade's effectiveness, and gets a 73. Being an anti-construct grenade, against the car it gets a +80 (+10 x Mk. 8). Checking our chart in **Tech Law** we see that gravitic sports cars have a mass/hits of 2 (multiplying x 10 vs handheld weaponry as per the rules we get 20 hits) and are CAT 22. They have a DB of 60 but only when they're moving. Isaac's total against the car is (73 + 80 =) 153. Checking the Grenade attack table, we see that the poor car has suffered a 70E strike. Not only is it structurally "totaled", Isaac gets a "E" severity critical (**Tech Law** pg 85; the GM tells Isaac "we'll get to it later").

The two personnel targets, both at point-blank range, are also in trouble. Both are unarmored, AT 1. Isaac's roll of 73 stands (Grizzly grenades do not get their Mk. bonus vs people), and we see that each suffers a 48D. Criticals are all on the **Automatic/Shrapnel Table**, and are rolled separately for each target.



## 30.0 SUPPLEMENTAL TABLES AND RULES

### 30.1 MARTIAL ARTS RULES

These rules, which first appeared in Iron Crown Enterprises' *Claw Law*, are reproduced here because of their potential applications in *Space Master*.

#### 30.11 MARTIAL ARTS IN GENERAL

In *Space Master*, the martial arts rules have been designed to maximize playability while maintaining as many facets of real martial arts as possible. Combat capabilities are described in terms of 2 attack tables and 2 critical tables devoted to martial arts.

We suggest that any player-character wishing to run a martial artist be allowed to choose (or be assigned) one of the forms given, "striking" or "sweeps and throws."

Martial Arts skills in *Future Law* affect the Offensive Bonuses for unarmed combat. MA skills consists of 8 different skills in MA attacks. Each of these skills must be developed separately and is considered a separate area for development purposes:

MA Striking Rank 1  
MA Striking Rank 2  
MA Striking Rank 3  
MA Striking Rank 4

MA Striking Sweeps & Throws Rank 1  
MA Striking Sweeps & Throws Rank 2  
MA Striking Sweeps & Throws Rank 3  
MA Striking Sweeps & Throws Rank 4

These "Ranks" should not be confused with "Skill Ranks", MA Ranks represent the complexity and effectiveness of the different Martial Arts attacks. Rank 1 is the simplest (and the least effective), while rank 4 is the most complex (and the deadliest). The skills are further classified according to "type" as being "striking" (roughly comparable to Karate and boxing), or sweeps & throws" (similar to Judo or wrestling).

**Effect of Martial Arts Skill:** The skill rank bonus for a particular MA Rank is part of the Offensive Bonus used when a Martial Arts attack is made utilizing that MA rank. Normally, a character may choose which MA Rank he wishes to use in an attack.

**Effect of MA Type and Rank:** Only one MA Rank and type may be used to attack in a given round. The MA rank determines the maximum possible result that an attack can obtain, while the MA type (striking or sweeps & throws) determines which attack (and critical) table is used.

**Limitations and Skill Development:** Skill in a Martial Arts Rank can not be developed to a skill rank higher than the existing skill ranks of the lower MA Ranks of the same type (i.e., either striking or sweeps & throws). In other words, MA Striking Rank 4 can never have a higher skill rank than MA striking Rank 3, 2, or 1.

Use *St/St/Ag* for Striking Stat bonus; *Ag/Ag/St* for Sweeps and Throws stat bonus.

**Increased First Swing Points** — Only Martial Artists may use part of their offensive bonus to increase their first strike points (see Arms Law). For every 5 points that the Martial Artist decreases his offensive bonus, his first swing total is increased by 10 points. This reflects a Martial Artist's capacity to focus his attack upon a very fast lethal blow.

**Engaging Multiple Foes** — Martial Artists can engage multiple foes in the same round of combat, without using special abilities or aid from spells (e.g., "Speed," "Haste," etc.). If a Martial Artist has at least a 40 offensive bonus in the Martial Arts (MA) Rank which he is using, he can engage 2 or more foes within a 90 degree combat arc of one another. If his offensive bonus is at least 60 in the Rank being used, the foes engaged can be separated by any arc. The Martial Artist must be using martial arts (unarmed combat) and he must subtract 20 from his OB for each foe engaged. He must also allocate his remaining OB between attack and parry in the same manner against all foes engaged.

**EXAMPLE:** Irol has a +65 OB in Rank 1 and is fighting two foes. He can attack one with his full +65 OB or both with a +45 OB against each (65 - 20). Since he has better than a +60 OB he can attack within any arc (e.g., even against one frontal and one rear attacker).



**Multiple Attacks Against the Same Foe** — Certain Martial Artists may make two attacks against the same foe in one round (if "Speeded" or "Hasted" a Martial Artist can make 4 attacks). If a Martial Artist has at least an 80 offensive bonus in the Rank with which he will fight, he may make 2 attacks against the same foe in the same round with thirty subtracted from his OB. He must split his OB between attack and parry in the same manner for both attacks, and he must be using Martial Arts.

**EXAMPLE:** Irol has a +85 OB with MA Striking Rank 2 attacks and chooses to attack Rucley twice in one round. Because he is striking twice in the same round, he subtracts 30 from the OB applied to each attack (i.e. he makes two +55 MA Striking Rank 2 attacks). Of course, he may use part of his OB parry, and he still has the option of only attacking once at +85.

**Weapon Kata** — Only Martial Artists may use weapon kata. A weapon kata is the use of a weapon in combination with unarmed combat techniques.

With an OB of 50 or more in the MA Rank being used, a knife kata can be used with MA Striking or a stick kata with MA Sweeps & Throws.

### 30.12 EFFECT OF WEAPON KATA

Certain martial artists use weapons as part of their KATA (Kata are patterns of attack and defense that form the basis for the various forms of martial arts). Weapon kata may be used if a -20 modification is made to the OB of the particular rank being used. Most physical weapons are considered barbaric and useless in the **Space Master** universe, however some have effectively combined the use of the Power Sword with martial arts techniques.

A weapon kata attack is resolved in the following manner:

- 1) A normal attack is conducted on the appropriate martial arts attack table (striking or sweeps and throws). The OB modification of -20 is applied.
- 2) The weapon being used may be fumbled as specified. However, the fumble range is decreased by 1 for each increment of 10 that the OB is over 50 (round down and the range can never be reduced below 2).
- 3) The number of concussion hits indicated on the martial arts attack table is increased by: the difference between the maximum number of hits the weapon can give [to the armor type (AT) being attacked] and the maximum number of hits that can be given to the AT being attacked by the martial arts attack table being used. The result is the actual number of concussions hits inflicted by the weapon kata.
- 4) In addition to the normal (if any) critical strike indicated by the martial arts attack table, a weapon kata also inflicts a second critical of one severity level less [e.g. a result of C on the martial arts (m.a.) striking attack table would also inflict a B slash (or puncture or heat) if a Power Sword or Forceknife kata were used]. **IMPORTANT:** Only one die roll is made to resolve both criticals. The type of extra critical is always Unbalancing for sweeps and throws weapon kata; while, the extra critical type can be Slash, Puncture, or Krush (see **Tech Law**) for striking weapon kata. If more than one type of critical is appropriate for a given striking weapon kata, the attacker should choose which is to be applied—before the attack roll.

Alternatively, the Gamesmaster may wish to use the appropriate weapons critical(s) *instead* of the Martial Arts Critical. This might be especially appropriate when using a power sword weapons kata, when slash and burn crits are more applicable.

#### OFFENSIVE BONUS MODIFICATIONS (cumulative)

- 20 = For each foe over 1 engaged during a given round.
- 30 = For using two attacks versus one foe in a given round.
- 20 = For using a weapon kata.

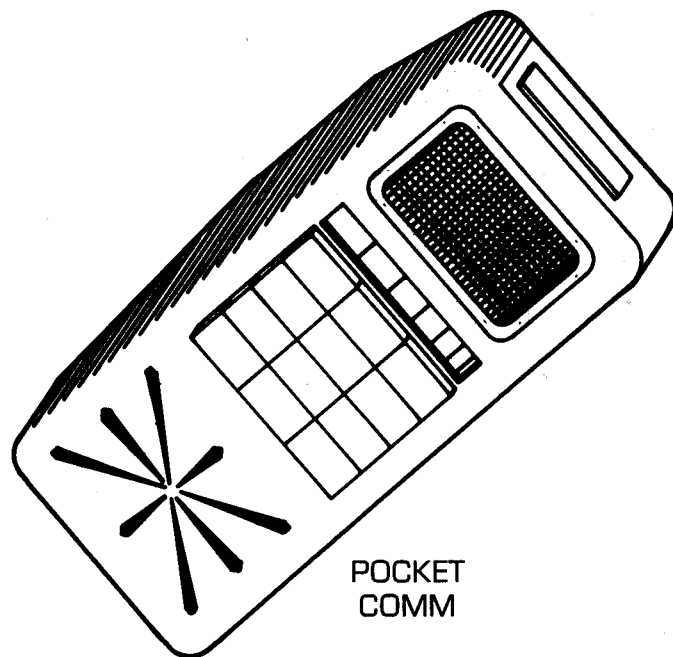
### 30.13 ADRENAL DEFENSE

Also noted as a skill in **Future Law** but not defined, Adrenal Defense is important to a martial artist's combat technique.

By using this skill, attacks with melee or missile weapons may be dodged or deflected (wholly or partially). The skill rank bonus of the Defender is added to his Defensive Bonus versus melee attacks. Against missile attacks the skill rank is halved before the bonus is calculated and added to the Defensive bonus. Against Energy and Projectile fire the skill rank is *quartered*. To use Adrenal Defense, you must be aware of the fact that you are under attack. In addition, the character must not be wearing any armor and cannot have a shield or other large object in his hands.

*No applicable stat bonus.*

**Note:** Members of certain religious orders and ultra-elite, highly trained military units are reputedly able to utilize their *full* Adrenal Defense bonus against missiles, projectiles and energy weapons while using a power sword weapons kata. This ability should be only very rarely (if ever) allowed to a player-character.



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## 30.2 MARTIAL ARTS TABLES

### 30.21 MARTIAL ARTS ATTACK TABLE: STRIKING

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02 03-30	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	F 0	01-02 03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	1	1	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	0	1	2	2	46-48
49-51	0	0	0	0	0	1	1	1	0	0	0	1	0	1	1A	2	1	1	2	3	49-51
52-54	0	0	0	1	1	1	1	2	0	0	1	1	1	1	2A	2	1	2	3	3	52-54
55-57	0	0	1	1	1	1	2	2	0	0	1	2	1	2	2A	3	2	2	4	4A	55-57
58-60	0	0	1	2	1	2	2	3	0	0	2	2	2	2	3A	4A	2	3	4A	5A	58-60
61-63	0	0	1	2	1	2	3	4	0	1	2	3	2	3	4A	4A	3	4	5A	5A	61-63
64-66	0	0	2	3	2	3	3	4	0	1	3	3	3	3A	4A	5A	3	4A	6A	6A	64-66
67-69	0	1	2	3	2	3	4	5	0	1	3	4	3A	4A	5A	6A	4	5A	6A	7A	67-69
70-72	0	1	3	4	3	4	5	5A	1	2	4	4	4A	4A	5A	6A	5A	5A	7A	7A	70-72
73-75	0	1	3	4	3	4	5	6A	1	2	4	5A	4A	5A	6A	7A	5A	6A	8A	8A	73-75
76-78	0	2	4	5	4	5	6A	7A	1	3	5	5A	5A	5A	6A	7A	6A	7A	8A	9A	76-78
79-81	1	2	4	5	4	5	6A	7A	2	3	5A	6A	5A	6A	7A	8A	6A	7A	9A	9A	79-81
82-84	1	3	5	6A	5A	6A	7A	8A	2	3	4	6A	6A	7A	8A	9A	7A	8A	9A	10A	82-84
85-87	1	3	5	6A	5A	6A	7A	8A	3	4	6A	7A	6A	7A	8A	9A	7A	8A	9A	10A	85-87
88-90	2	4	5A	6A	5A	6A	7A	8A	3	4	6A	7A	6A	7A	8A	9A	7A	8A	9A	10A	88-90
91-93	2	4	6A	7A	6A	7A	8A	9A	4	5A	7A	8A	7B	8B	9B	10B	9A	10B	11B	11A	91-93
94-96	2	5A	6A	7A	6A	7A	8A	9A	4	6A	8A	9A	8B	9B	10B	11B	9A	10B	12B	13B	94-96
97-99	3	5A	7A	8A	7A	8A	9A	10A	5A	6A	8A	9A	8B	9B	10B	11C	10A	11B	13B	13B	97-99
100-102	3	5A	7A	8A	8A	9A	10A	11A	5A	6A	8A	9A	9B	10B	11C	12C	10A	12B	13B	14B	100-102
103-105	4A	6A	8A	10B	8B	9B	11B	12B	6A	7A	9B	10B	9B	10B	12C	14B	11B	12B	14B	15B	103-105
MAXIMUM RESULTS FOR RANK 1 ATTACKS																					
106-108	4A	6A	8A	10B	9B	10B	11B	13B	6A	8A	10B	11B	10C	11C	13C	14C	11B	13C	15C	15C	106-108
109-111	4A	7A	9A	11B	9B	10B	12B	13B	7A	8A	10B	11B	10C	11C	13C	15C	12B	13C	15C	16C	109-111
112-114	5A	7A	9A	11B	10B	11B	13B	14B	7A	9A	11B	12B	11C	12C	14C	16C	13B	14C	16C	17C	112-114
115-117	5A	8B	10B	12C	10C	11C	13C	15C	7B	9B	11C	13C	11C	13C	15C	16C	13C	15C	16C	17C	115-117
118-120	6A	8B	10B	12C	11C	12C	14C	15C	8B	10B	12C	13C	12C	13C	15C	17C	14C	15C	17C	18C	118-120
MAXIMUM RESULTS FOR RANK 2 ATTACKS																					
121-123	6A	9B	10B	13C	11C	12C	14C	16C	8B	10B	12C	14C	12D	14D	16D	18C	14C	16D	18D	19D	121-123
124-126	6A	9C	11C	13C	12C	13C	15C	17C	9C	11C	13C	14C	13D	14D	17D	18D	15C	17D	18D	19D	124-126
127-129	7B	9C	11C	14D	12D	13D	15D	17D	9C	11C	13D	15D	13D	15D	17D	19D	15D	17D	19D	20D	127-129
130-132	7B	10C	12C	14D	13D	14D	16D	18D	10C	12C	14D	15D	14D	15D	18D	20D	16D	18D	20D	21D	130-132
133-135	8C	10D	12D	15D	13D	14D	17D	18D	10D	12D	14D	16D	14D	16D	18E	20D	17D	18D	20D	21D	133-135
MAXIMUM RESULTS FOR RANK 3 ATTACKS																					
136-138	8C	11D	13D	15D	14D	15D	17D	19D	11D	13D	15D	16D	15E	16E	19E	21E	17D	19E	21E	22E	136-138
139-141	8D	11D	13D	16E	14E	15E	18E	20E	11D	13D	15E	17E	15E	17E	20E	22E	18E	20E	22E	23E	139-141
142-144	9D	12E	14E	16E	15E	16E	18E	20E	12E	14E	16E	17E	16E	17E	20E	22E	18E	20E	22E	23E	142-144
145-147	9E	12E	14E	17E	15E	16E	19E	21E	12E	14E	16E	18E	16E	18E	21E	23E	19E	21E	23E	24E	145-147
148-150	10E	13E	15E	18E	16E	17E	20E	22E	13E	15E	17E	19E	17E	19E	22E	24E	20E	22E	24E	25E	148-150
MAXIMUM RESULTS FOR RANK 4 ATTACKS																					

NOTE: All critical results are rolled on the Martial Arts Striking Critical Table.  
NOTE: Bare hands attacks by non-martial artists are Rank 1 attacks.

# 30.22 MARTIAL ARTS ATTACK TABLE: SWEEPS & THROWS

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46-48
49-51	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	49-51
52-54	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	52-54
55-57	1A	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	55-57
58-60	1A	1A	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58-60
61-63	1A	1A	1A	1A	1A	1	0	0	1	0	0	0	1	0	0	0	0	0	0	0	61-63
64-66	1A	1A	1A	1A	1A	1A	1	0	1	1	0	0	1	0	0	0	0	0	0	0	64-66
67-69	1A	1A	1A	1A	1A	1A	1A	1	1A	1A	1	0	1A	1	0	0	0	0	0	0	67-69
70-72	1A	1A	1A	1A	2A	1A	1A	1	1A	1A	1	0	1A	1	0	0	0	0	0	0	70-72
73-75	1A	2A	2A	2A	2A	2A	1A	1A	1A	1A	1	1	2A	1A	1	0	0	0	0	0	73-75
76-78	1A	2A	2A	2A	2A	2A	2A	1A	1A	1A	1A	1	2A	2A	1	1	0	0	0	0	76-78
79-81	1A	2A	2A	2A	2A	2A	2A	1A	1A	1A	1A	1A	2A	2A	1A	1	0	0	0	0	79-81
82-84	2A	2A	2A	2A	3A	2A	2A	2A	1A	1A	2A	2A	3A	2A	2A	1A	0	0	0	0	82-84
85-87	2A	2A	2A	3A	3A	3A	3A	3A	2A	2A	2A	2A	3A	3A	2A	2A	0	0	0	0	85-87
88-90	2A	2A	3A	3A	3A	3A	3A	3A	2A	2A	3A	3A	3A	3A	3A	2A	1	0	1	0	88-90
91-93	2B	3B	3B	3B	3B	3B	3A	3A	2B	2A	3A	3A	4B	3A	3A	3A	1	1	1A	0	91-93
94-96	2B	3B	3B	4B	3B	3B	3A	4A	2B	3A	3A	3A	4B	4A	3A	3A	1A	1	2A	1	94-96
97-99	2B	3B	4B	4B	4B	4B	4A	4A	2B	3A	4A	4A	4B	4A	4A	4A	2A	1A	2A	1	97-99
100-102	2B	3B	4B	4B	4B	4B	4A	4A	2B	3A	4A	4A	5B	4A	4A	4A	2A	2A	3A	2A	100-102
103-105	2B	3B	4B	5B	4B	4B	4B	5B	2B	3B	4B	5B	5B	5B	5B	5B	3A	2A	3A	2A	103-105
MAXIMUM RESULTS FOR RANK 1 ATTACKS																					
106-108	2C	3C	4C	5C	4C	4C	5B	5B	3C	4B	5B	5B	5C	5B	5B	5B	3A	3A	4A	3A	106-108
109-111	2C	3C	4C	5C	5C	4C	5B	5B	3C	4B	5B	5B	5C	5B	5B	6B	3A	3A	4A	4A	109-111
112-114	2C	4C	5C	5C	5C	5C	5B	6B	3C	4B	5B	6B	6C	6B	6B	6B	4A	4A	5A	4A	112-114
115-117	3C	4C	5C	6C	5C	5C	5C	6C	3C	4C	6C	6C	6C	6C	6C	6C	4B	4B	5B	5B	115-117
118-120	3C	4C	5C	6C	5C	5C	6C	6C	3C	4C	6C	7C	6C	6C	6C	7C	5B	5B	6B	5B	118-120
MAXIMUM RESULTS FOR RANK 2 ATTACKS																					
121-123	3D	4D	5D	6D	5D	5D	6C	7C	3D	5C	6C	7C	7D	7C	7C	7C	5B	5B	7B	6B	121-123
124-126	3D	4D	6D	6D	6D	6D	6C	7C	3D	5C	7C	7C	7D	7C	7C	8C	5C	6C	7C	7C	124-126
127-129	3D	4D	6D	7D	6D	6D	7D	7D	4D	5D	7D	8D	7D	7D	8D	8D	6C	6C	8C	7C	127-129
130-132	3D	5D	6D	7D	6D	6D	7D	8D	4D	5D	7D	8D	8D	8D	8D	9D	6C	7C	8C	8C	130-132
133-135	3D	5D	6D	7D	6D	6D	7D	8D	4D	5D	8D	9D	8D	8D	9D	9D	7D	7D	9D	8D	133-135
MAXIMUM RESULTS FOR RANK 3 ATTACKS																					
136-138	3E	5E	7E	7E	7E	7E	7D	8D	4E	6D	8D	9D	8E	8D	9D	10D	7D	8D	9D	9D	136-138
139-141	3E	5E	7E	8E	7E	7E	8E	9E	4E	6E	8E	9E	9E	9E	9E	10E	7D	8D	10D	10D	139-141
142-144	3E	5E	7E	8E	7E	7E	8E	9E	4E	6E	9E	10E	9E	9E	10E	11E	8E	9E	10E	10E	142-144
145-147	3E	5E	7E	8E	7E	7E	8E	9E	4E	6E	9E	10E	9E	9E	10E	11E	8E	9E	11E	11E	145-147
148-150	4E	6E	8E	8E	8E	8E	9E	10E	5E	7E	10E	11E	10E	10E	11E	12E	9E	10E	12E	12E	148-150
MAXIMUM RESULTS FOR RANK 4 ATTACKS																					

NOTE: All critical results are rolled on the Martial Arts Sweeps and Throws Critical Table.

NOTE: Bare hands attacks by non-martial artists are Rank 1 attacks.

NOTE: Humanoid type creatures attempting to subdue (without major injury) other humanoid types may use this table or the Grapple Attack Table (both with a maximum result of 105).

### 30.23 MARTIAL ARTS CRITICAL TABLE: STRIKING

	A	B	C	D	E
01-05	Sorry.	Fine artistry, but no extra damage.	+1 hit	+2 hits	+3 hits
06-10	+1 hits	+2 hits	+3 hits	+4 hits	Glancing strike makes foe respect you a little more. +5 hits.
11-15	Weak strike, but you gain the initiative. +3 hits	Mild blow. You gain the initiative next round. +4 hits.	Mild strike. You have the initiative next round. +5 hits.	Kick to foe's side yields +6 hits. You have the initiative next round.	Moderate strike stuns foe for 1 round. +7 hits.
16-20	Kick to foe's side yields +4 hits and you have the initiative next round.	Side strike. Foe loses initiative next 2 rounds. +5 hits	Side strike forces foe to parry next round. +6 hits.	Side strike forces foe to parry at -10 next round. +8 hits.	Side strike cracks foe's ribs and stuns foe for 1 round. +5 hits. Foe is at -10.
21-35	Light but well-placed strike forces foe to parry 1 round. +5 hits.	Strong, but poorly aimed strike forces foe to parry next round. +6 hits.	Kick foe in ribs and stun him for 1 round. +6 hits.	Side strike. Foe is stunned next round and loses initiative for 3 rounds. +2 hits.	Fine side strike cracks 3 ribs. Foe is at -20. +6 hits.
36-45	Mild chest strike forces foe to parry next round at -10. +6 hits.	Chest strike. Foe must parry next round at -20. +7 hits.	Clever fake yields fine but light chest strike. Foe is stunned 1 round. +8 hits	Chest strike. Foe is stunned and unable to parry next round. +5 hits.	Back strike stuns foe 1 round. You have a clear shot to foe's rear next round.
46-50	Acrobatic move forces foe to parry next round at -25. +6 hits.	Glancing kick to foe's back. Foe is stunned 1 round. +5 hits.	Strike to foe's back. Foe is stunned and unable to parry for 1 round.	Chest strike. Foe is stunned for 2 rounds. Broken ribs. Foe is at -10. +3 hits.	Chest strike. Foe is stunned 2 rounds and unable to parry 1 round. +5 hits.
51-55	Strike to hip stuns foe for 1 round. +3 hits.	Strike to foe's chest. Stuns him for 1 round. +6 hits.	Side strike. Foe is stunned and unable to parry next round. Add +20 next attack.	Upper leg strike causes deep bruise. Foe operates at -25. +6 hits.	Hip strike spins foe. +5 hits. Foe stunned for 3 rounds.
56-60	Strike to foe's lower chest stuns foe for 1 round. +5 hits.	Back strike. Foe is stunned for 2 rounds. +3 hits.	Strong wheel kick sends foe 10 feet in any desired direction. Foe is stunned 2 rounds. +8 hits	Back strike. Foe is stunned for 3 rounds. +4 hits.	Chest strike. Foe is stunned 2 rounds, unable to parry next round and operates at -10.
61-65	Blow to top of foe's foot is slightly misplaced but quick. Foe operates at -20 +5 hits.	Strike to back of lower leg. Foe is stunned for 2 rounds. +7 hits.	Upper leg strike. Foe has deep bruise and operates at -25. +5 hits.	Blow to nerve in upper leg. Foe is stunned 2 rounds and operates at -25 for 6 rounds.	Forearm strike cleanly disarms foe. +3 hits.
66	Strike to Achilles tendon. Vicious bruise. Foe is at -50. +7 hits and foe stunned 2 rounds.	Kick to foe's head sprains neck and fractures jaw. Foe is stunned 9 rounds, operates at -50.	Knife hand strike breaks foe's weapon arm, leaving it useless. Follow-up punch to solar plexus knocks foe out.	Superb move. Break foe's weapon. Foe is stunned for 3 rounds. Add +20 next roll.	Simultaneous open palm strikes destroy foe's hearing and balance. Foe at -95. He is stunned 24 rounds
67-70	Weak spear hand stuns foe for 2 rounds. +2 hits.	Spear hand to foe's chest. Foe is stunned 3 rounds.	Strong knife hand to upper portion of foe's shield arm. Arm is broken and useless.	Strike to top of foe's foot. Foe is stunned and unable to parry for 2 rounds.	Combination elbow to solar plexus and back fist to face drops foe. Foe is stunned 3 rounds and unable to parry 2 rounds.
71-75	Knife hand, spear hand combination. Foe must roll on tumble table and is stunned 1 round.	Strike to foe's weapon arm. Deep bruise. Foe is at -20 +6 hits. Foe stunned 2 rounds.	Strike to back of lower leg. Foe is stunned and unable to parry for 2 rounds.	Knife hand strike breaks foe's collarbone. Foe is stunned and unable to parry 2 rounds, acts at -25.	Heel kick breaks bone in foe's foot. Foe is at -50. +5 hits. Foe stunned for 3 rounds.
76-80	Kick to foe's non-weapon arm. Arm is useless and foe takes +6 hits.	Blow to back of foe's knee damages tendons. Foe is stunned 2 rounds and operates at -25.	Kick disarms foe and stuns him for 1 round. Foe fights at -10 due to cartilage damage.	Strike to area behind foe's knee. Tendon and cartilage damage. Foe is at -75.	Front kick to midsection doubles foe over. You follow with knee strike which breaks foe's nose and knocks him out.
81-85	Kick to foe's weapon arm disarms him. +3 hits.	Kick foe's weapon 5 feet away and break 2 fingers. Foe stunned 2 rounds and fights at -20.	Heel kick breaks bone in foe's foot. Foe is at -50; he is also stunned and unable to parry for 2 rounds.	Kick breaks foe's leg. Foe is stunned and unable to parry 2 rounds and operates at -75. +5 hits.	Strike to knee shatters joint. Foe drops and is stunned and unable to parry 6 rounds. Foe is at -80. +6 hits.
86-90	Fluid move followed by a leaping kick to foe's back knocks foe down and stuns him 3 rounds.	Wheel kick knocks foe flat. Smash tendons and tear muscle. Foe is at -30. He is also stunned 9 rounds.	Strike to leg severs Achilles tendon and drops foe. +10 hits. Foe stunned 9 rounds, acts at -80.	Open-handed blow to foe's adam's apple (neck) crushes windpipe. Foe dies in 18 rounds - shock and asphyxiation.	Roundhouse kick hits kidney drops foe. Your follow-up knife hand snaps foe's neck. He is knocked out, dies in 9 rounds.
91-95	Strike to nerve in upper leg. +8 hits. Foe stunned and unable to parry for 2 rounds, and operates at -40 for 6 rounds.	Strike to foe's knee shatters joint. Foe drops, is at -85. He is stunned and unable to parry 4 rounds.	Flying kick to foe's back. You knock foe down, disarm him, and leave him stunned and unable to parry for 12 rounds.	Jab to foe's eyes blinds him. Crescent kick sends foe 10 feet to right or left. Sucker is at -100. He is stunned 10 rounds.	Strike to stomach destroys a variety of organs. Foe drops helplessly and dies in 12 rounds. Add +10 to your next round.
96-99	A chop deflects foe's attack, and a subsequent strike knocks him down. Foe stunned and unable to parry for 3 rounds.	Roundhouse kick knocks foe out and fractures collarbone. Foe has sprained neck and shoulder.	Kick to solar plexus drops foe and leaves him stunned and unable to parry 30 rounds. +30 hits.	Brutal head kick flips foe over onto his head. Skull fracture is minor but concussion severe. Foe dies of hemorrhage in 9 rounds.	Double palmstrike to foe's nose breaks cartilage and drives bone into brain. Foe drops helplessly and dies in 6 rounds.
100	Gooseneck strike. Foe's inner ear ruptured. (He hears at -50, operates at -75.) Foe is knocked out by follow-up strike.	Knife hand strike to foe's weapon arm breaks bone. Kick to lower back breaks backbone, leaving foe paralyzed from waist down.	Sweep lays foe out and heel strike to foe's sternum collapses the ribcage. Foe is helpless and dies in 4 rounds.	Awesome spear hand strike finds seam, penetrates solar plexus and ruptures the heart. Foe dies instantly.	Kick disarms foe. A follow-up chop snaps his neck and subsequent flip sends foe 5 feet in any desired direction. Foe dies.

### 30.24 MARTIAL ARTS CRITICAL TABLE: SWEEPS & THROWS

	A	B	C	D	E
01-05	Acrobatic, but no extra damage. +0 hits	Shoddy follow through. +0 hits	+1 hit	+2 hits	+3 hits
06-10	+1 hit	+1 hit	+2 hits	+3 hits	Unbalance foe. You have initiative next round. +4 hits.
11-15	You have initiative next round. +1 hit.	Foe takes 3 extra hits and you have the initiative next round.	You have the initiative next round. Add +20 to your next attack. Foe is confused.	Foe must parry next round. +4 hits.	Stun foe with your fine moves. Add +10 to next attack. Foe is stunned 1 round.
16-20	Foe must parry next round +2 hits	Dazzle foe. He must parry next round at -10.	Foe unbalanced and must parry next round at -20. +3 hits	Foe is stunned for 1 round. +4 hits.	Sweep staggers foe. +2 hits. Foe is stunned and unable to parry 1 round.
21-35	Sweep forces foe to parry next round at -10. +2 hits.	Sweep unbalances foe. +3 hits. Foe must parry next round at -20.	Sweep stuns foe for 1 round. +4 hits.	Sweep sends foe to his knees. Foe is stunned and unable to parry for 1 round. +4 hits.	Sweep downs foe. Foe is stunned for 2 rounds.
36-45	Sweep staggers foe. Foe must parry next round at -20. +3 hits.	Sweep bruises foe's leg. Foe operates at -25 for 3 rounds. +4 hits.	Sweep bruises foe's leg. Foe fights at -10. You have the initiative next round.	Sweep bruises foe's calf. Foe operates at -20. +5 hits	Sweep drops foe and bruises thigh. Foe is stunned 1 round. +5 hits. Foe is at -20.
46-50	Sweep forces foe to parry next round at -25. +4 hits	Sweep stuns foe for 1 round. +5 hits.	Sweep downs foe. +4 hits. Foe is stunned for 2 rounds while trying to rally.	Sweep drops foe. +5 hits. Foe is stunned and unable to parry for 1 round.	Foe slips to his knees. +7 hits. Foe is stunned for 2 rounds and is unable to parry next round.
51-55	Sweep drives foe back 3 feet. Foe must parry next round at -30. +5 hits	Throw knocks wind out of foe, and he is stunned for 1 round. +6 hits	Throw stuns foe for 2 rounds. +6 hits.	Throw breaks 3 of foe's ribs. Foe is stunned for 1 round and operates at -20. +6 hits	Throw drops foe. +8 hits. Foe is stunned for 3 rounds.
56-60	Throw stuns foe for 1 round. +6 hits	Throw stuns foe for 1 round and sprains a finger on his weapon hand. Foe is at -10.	Sweep knocks foe back 5 feet. Foe is stunned and unable to parry for 1 round.	Sweep nearly knocks foe down. Foe is stunned and unable to parry for 1 round. +7 hits	Surprising sweep sends foe reeling. Foe is stunned for 3 rounds. +9 hits
61-65	Throw downs foe, but there is a good recovery. Foe is stunned for 1 round. +7 hits.	Throw pulls muscle in foe's weapon arm. Foe is stunned for 1 round. +3 hits. Foe is at -20.	Throw disarms foe. +3 hits and foe is stunned for 1 round. If you want to run, the time is now.	Throw disarms foe and leaves him stunned for 2 rounds.	Fine throw. Foe lands on his weapon arm, is disarmed, and is stunned for 3 rounds.
66	Throw dislocates foe's non-weapon shoulder. Foe is stunned and unable to parry 3 rounds, and is -50	Nifty throw. You have foe pinned, on his face, and in an armlock. +9 hits. Foe is disarmed and immobilized.	Sweep shatters foe's knee. Foe is stunned and unable to parry 8 rounds, operates -80	Smooth throw. Foe lands on his head. If foe has helmet, he is knocked out. If not, he is paralyzed from the waist down.	Perfect toss sends foe flying over your shoulder and 10 feet. Foe dies on impact. Add +10 next roll.
67-70	Hard, but unsmooth throw stuns foe for 2 rounds. +7 hits.	Strong throw stuns foe for 2 rounds. You have the initiative for 6 rounds. +8 hits.	Foe is knocked back 5 feet and has a bruised chest muscle. Foe is stunned 2 rounds, is -10.	Throw drops foe on his non-weapon shoulder. Arm and collar bone +5 hits.	Foe lands on non-weapon arm. Foe's arm is shattered and useless, +20 hits
71-75	Fall bruises foe's thigh. Foe is stunned and unable to parry +2 hits. Foe is at -5	Fall tears ligament in upper leg. Foe is at -10. +5 hits. Foe is stunned and unable to parry for 1 round.	Fall pulls muscle in foe's leg. Foe is stunned 2 rounds and unable to parry next round. Foe operates at -25.	Foe falls and breaks leg. Minor fracture, but foe operates at -30. Foe is stunned for 3 rounds.	Foe falls and breaks his hip. Mild fracture. Foe is at -40. He is stunned and unable to parry 2 rounds.
76-80	Foe lands on his non-weapon arm. Foe's arm is sprained, he is at -10, and he is stunned for 2 rounds.	Foe breaks fall with his weapon hand and sprains 2 fingers. Foe is at -25 and is stunned for 2 rounds.	Foe falls and dislocates non-weapon shoulder. +6 hits. Foe is at -40 and must parry for 6 rounds.	Throw puts foe on back and breaks shoulder blade. Foe is at -20. +9 hits. Foe is stunned and unable to parry 2 rounds.	Throw sends foe down on his elbow. Joint shattered and arm is useless. Foe is stunned 4 rounds.
81-85	Sweep unbalances foe. +3 hits. Foe is stunned for 3 rounds. Add +25 to your next round.	Sweep knocks foe 10 feet to side. Foe is stunned and unable to parry 2 rounds. +9 hits.	Sweep staggers foe. +7 hits. Foe is stunned and unable to parry 2 rounds. Add +30 to next attack.	Break foe's wrist on weapon arm. Arm is useless. +10 hits. Fine hand throw.	Throw foe 10 feet. Foe is down on his face, disarmed and stunned and unable to parry 6 rounds.
86-90	Foe lands on his back. Muscle and cartilage damage. Foe quickly recovers, but is stunned and unable to parry for 2 rounds. Foe is at -20.	Foe lands on his back and is stunned and unable to parry for 2 rounds. Torn tendon and broken bone. Foe is at -25.	Throw drops foe on his back. Vertebrae cracked and foe is at -50. Foe is stunned and unable to parry 3 rounds.	Throw drops foe and you put him into an immobilizing arm lock. Foe is stunned and unable to parry for 6 rounds.	Throw sends foe flying into nearest enemy within 10 feet. All involved are stunned and unable to parry 3 rounds. Take +9 hits.
91-95	Throw downs foe and breaks his nose. Foe is at -25. +7 hits. Foe is stunned and unable to parry 2 rounds.	Fall breaks ribs, disarms foe, and sends him rolling 10 feet. Foe is at -30 and is stunned and unable to parry for 12 rounds.	Sweep downs foe and you put him in a leg-breaking hold. +9 hits. Foe is pinned and stunned and unable to parry 15 rounds.	Throw bashes foe against nearly hard surface. Foe is knocked out and you can use a killing kick if you so desire.	Sly rolling throw sends foe into air. Foe is left disarmed and unconscious. You spring to your feet 10 feet away.
96-99	Throw sends foe down on his head. If foe has helmet, he is stunned 9 rounds. If not, foe is knocked out.	Sweep stuns foe, kick disarms him, and another sweep knocks him flat on his back. Foe is unconscious +20 hits.	Throw cracks foe's skull. If foe has helmet, he is in a coma. If not, he dies of brain damage in 1 round.	Throw sends foe down. He is impaled by broken rib or his own weapon and dies in 6 rounds.	Fall snaps foe's neck, killing him instantly. Add +25 to your next attack.
100	Snazzy throw. Foe is stunned and unable to parry 6 rounds. Foe is prone and you can finish him (if you desire) with a knee to the solar plexus.	Fabulous throw sends foe flying. Foe's neck is broken on impact and he dies after rolling 15 feet.	Fall breaks foe's back. +12 hits. Foe paralyzed from the neck down. Add +20 next roll.	Sweeps sends foe twisting backwards 5 feet. Foe's spine is snapped and he is left a quadriplegic.	Using but half the round, you use a rolling throw to send foe against nearest hard surface. Foe dies, you are up; press on.

## 30.3 OTHER TABLES

### 30.31 FORCE KNIFE

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-06	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-0X
07-18	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	07-18
19-21	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	19-21
22-24	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	22-24
25-27	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	25-27
28-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	28-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	31-33
34-36	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	0	34-36
37-39	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	0	37-39
40-42	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	0	40-42
43-45	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	2	0	0	4A	3	43-45
46-48	1	1	0	0	0	0	0	0	0	0	0	0	0	2	2	3	0	0	4A	3	46-48
49-51	1	1	1	0	0	0	0	0	0	0	0	0	0	3	4	4	0	0	5A	4A	49-51
52-54	2	1	2	0	0	0	0	0	0	0	0	0	2	3	5	5A	0	0	5A	4A	52-54
55-57	2	2	2	2	0	0	0	0	0	0	0	0	3	4	5A	5A	0	0	6A	4A	55-57
58-60	2	2	3	2	1	0	0	0	0	0	0	0	3	4A	6A	6A	0	0	6B	5A	58-60
61-63	3	2	3	3	2	2	0	0	0	0	0	2	4A	5A	6A	6A	0	2	7B	5A	61-63
64-66	3	3	3	3	2	2	2	0	0	0	0	3	4A	5A	7A	7A	0	2	7B	6A	64-66
67-69	3	3	4	4	3	3	2	2	0	0	2	3	5A	6A	8A	8B	2	3A	8B	6B	67-69
70-72	4	3	4	4	3	3	3	2	0	2	2	4A	5A	6A	8B	8B	2	3A	9B	7B	70-72
73-75	4	4	4	5	4	4	3	3	2	2	3	4A	6A	7A	9B	9B	3	4A	10C	7B	73-75
76-78	4	4	5	5	4	4	4	3	2	3	3	5A	6A	7B	9B	9B	4A	5A	11C	8B	76-78
79-81	5	5	5	6	5	5	4	4	3	3	4A	6A	7A	8B	10B	10B	5A	6A	12C	8B	79-81
82-84	5	5	6	6	5	5	5	5A	3	4	5A	7B	7B	8B	10B	10C	5A	7A	13C	9C	82-84
85-87	6	6	6	7	6	6	6	6A	4	5	6A	8B	8B	9B	11C	11C	6A	8A	14C	9C	85-87
88-90	6	7	7	8	6	7	7	7A	4	5A	7A	9B	8B	9B	11C	12C	6A	8A	15D	10C	88-90
91-93	7	7	8	8	7	7	8A	7A	5A	6A	8A	10B	9B	10B	12C	10C	7A	9A	16D	10C	91-93
94-96	7	8	9	9A	8	8A	8A	8A	6A	7A	9A	11B	10B	10B	13C	11C	8A	9B	17D	11C	94-96
97-99	8	8	10	10A	9	8A	9A	9B	7A	8A	10A	12B	11B	11C	14C	12D	9A	10B	18D	12D	97-99
100-102	8	9	11A	11A	10A	9A	10A	11B	8A	9A	11B	13B	12B	13C	15C	14D	10B	11B	20D	13D	100-102
103-105	9	10A	12A	13A	12A	10A	11A	13B	9A	10B	12B	14B	13B	14C	16C	16D	11B	13B	21E	15D	103-105
106-108	9A	11A	13A	14A	13A	11A	12A	14B	10A	11B	13B	15C	14B	15C	17D	17D	12B	14B	23E	17D	106-108
109-111	10A	12A	14A	15A	14A	12B	14B	16B	11A	12B	14B	16C	15C	16C	18D	18D	13B	15C	24E	19D	109-111
112-114	10A	13A	15A	17B	18A	13B	16B	18B	12A	13B	16B	17C	16C	17D	19D	20E	14C	16C	26E	21E	112-114
115-117	11A	14A	16B	18B	19A	15B	18B	20C	13A	14B	18C	18C	17C	19D	20D	22E	15C	18C	27E	23E	115-117
118-120	11A	14B	17B	20B	21B	17B	20C	22C	14B	15C	20C	19C	19C	21D	21D	24E	16C	19C	29F	25E	118-120
121-123	12B	15B	18B	21B	22B	19C	22C	24C	15B	17C	22C	20C	21C	23D	22D	26E	17C	20D	30F	27E	121-123
124-126	12B	16B	19B	23C	24B	21C	24C	26C	16B	18C	24C	22C	23D	25D	24E	28E	18D	21D	32F	29E	124-126
127-129	13B	17B	20B	24C	25C	23C	26C	28D	18B	20C	26D	24D	25D	27D	26E	30E	19D	23D	34F	31F	127-129
130-132	13B	17B	21C	26C	27C	25C	28D	30D	19C	21D	28D	26D	27D	29E	28E	32E	20D	25E	36F	33F	130-132
133-135	14B	18C	22C	27C	28C	27D	30D	32D	20C	23D	30D	28D	29D	31E	30E	34F	21D	27E	38G	35F	133-135
136-138	14C	19C	23C	29D	30C	29D	32D	34E	22C	24D	32D	30D	31E	34E	33E	36F	23E	29E	40G	37F	136-138
139-141	15C	20C	24D	30D	31D	31D	34E	36E	23C	26D	34E	32E	33E	37E	36E	39F	25E	31E	42G	39F	139-141
142-144	15C	21D	25D	32D	33D	33E	36E	38E	25D	28E	37E	35E	36E	40E	39E	42F	27E	34F	44G	41G	142-144
145-147	16D	22D	26E	33E	34E	35E	38E	40F	27D	30E	40E	38E	39E	43E	42F	45F	29F	37F	46G	43G	145-147
148-150	17D	23D	27E	35E	36E	37E	40F	42F	29D	32E	43E	41E	42F	46F	46F	48F	32F	40G	48G	45G	148-150
	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	

Consult master weapons chart for actual failure of hand weapon. If a failure is rolled, roll 1 D10: UM 01-06 charge depleted; UM 07-09 weapon malfunction; UM 10 fumble weapon, roll on the Fumble Table (TECH LAW, 5.9).

Extended Criticals: F = E slash and A heat  
 G = E slash and B heat  
 H = E slash and C heat  
 I = E slash and D heat

# 30.32 POWER SWORD

All Criticals A-E are SLASH see below for combinations

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-09	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-09
10-12	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	10-12
13-15	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13-15
16-18	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	16-18
19-21	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3A	3A	0	0	3A	0	19-21
22-24	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3A	3B	0	0	4A	0	22-24
25-27	1	0	0	0	0	0	0	0	0	0	0	0	0	2	4A	4B	0	0	4A	2	25-27
28-30	1	1	0	0	0	0	0	0	0	0	0	0	0	3	4A	4B	0	0	5A	2	28-30
31-33	2	1	2	0	0	0	0	0	0	0	0	0	2	3A	5A	5B	0	0	5B	3A	31-33
34-36	2	2	2	2	0	0	0	0	0	0	0	0	3	4A	5A	5C	0	0	6B	4A	34-36
37-39	2	2	3	2	0	1	0	0	0	0	0	0	3A	4A	6A	6C	0	0	6B	4A	37-39
40-42	3	2	3	3	2	2	1	0	0	0	0	2	4A	5A	6B	6C	0	0	7B	5A	40-42
43-45	3	3	3	3	2	2	2	1	0	0	1	3	4A	5A	7B	7C	0	2	7C	5A	43-45
46-48	3	3	4	4	3	3	2	2	0	1	2	3A	5A	6A	8B	8D	0	3A	8C	6B	46-48
49-51	4	3	4	4	3	3	3	2	1	2	2	4A	5A	6A	8B	8D	2	3A	9C	6B	49-51
52-54	4	4	4	5	4	4	3	3	2	2	3	4A	6A	7A	9C	9D	3	4A	10C	7B	52-54
55-57	4	4	5	5	4	4	4	3	2	3	3	5A	6A	7B	9C	9D	4A	5A	11D	7B	55-57
58-60	5	5	5	6	5	5	4	4A	3	3	4	6A	7A	8B	10C	10D	5A	6A	12D	8C	58-60
61-63	5	5	6	6	5	5	5	5A	3	4	5	7A	7B	8B	10D	10E	5A	7A	13D	8C	61-63
64-66	6	6	6	7	6	6	6	6A	4	5	6	8A	8B	9B	11D	11E	6A	8A	14D	9C	64-66
67-69	6	7	7	8	6	7	7	7A	4	5	7A	9B	8B	9B	11D	12E	6A	8A	15E	9C	67-69
70-72	7	7	8	8	7	7	8A	8A	5	6	8A	10B	9B	10B	12D	10E	7A	9A	16E	10D	70-72
73-75	7	8	9	9A	8	8A	8A	9A	6	7A	9A	11B	10B	10B	13E	11E	8A	9B	17E	10D	73-75
76-78	8	8	10	10A	9	8A	9A	10A	7A	8A	10A	12B	11B	11C	14E	12F	9A	10B	18E	11D	76-78
79-81	8	9	11A	11A	10A	9A	10A	11B	8A	9A	11A	13B	12B	13C	15E	14F	10B	11B	19F	12D	79-81
82-84	9	10A	12A	13A	11A	10A	11A	12B	9A	10A	12A	14B	13B	14C	16E	16F	11B	13B	20F	13E	82-84
85-87	9A	11A	13A	14A	12A	11A	12A	13B	10A	11A	13B	15B	14B	15C	17E	17F	12B	14B	21F	15E	85-87
88-90	10A	12A	14A	15A	13A	12B	13B	14B	11A	12B	14B	16B	15C	16C	18E	18F	13B	15C	22F	17E	88-90
91-93	10A	13A	15A	17B	14A	13B	14B	15B	12A	13B	16B	17C	16C	17D	19F	20F	14B	16C	24G	19E	91-93
94-96	11A	14A	16B	18B	15A	14B	15B	16C	13A	14B	18B	18C	17C	19D	20F	22G	15C	18C	26G	21F	94-96
97-99	11A	14B	17B	19B	16B	15B	16C	17C	14B	15B	20C	19C	18C	21D	22F	24G	16C	19C	28G	23F	97-99
100-102	12B	15B	18B	20B	17B	16C	17C	18C	15B	16B	22C	20C	19C	23D	24F	26G	17C	20C	30G	25F	100-102
103-105	12B	16B	19B	21C	18B	17C	18C	19D	16B	17C	24C	22C	20D	25D	26F	28G	18C	21D	32G	27F	103-105
106-108	13B	17B	20B	22C	19C	18C	20C	21D	17B	18C	26C	24D	21D	27D	28F	30G	20C	23D	34H	29G	106-108
109-111	13B	17B	21C	23C	20C	19C	22D	23D	18C	19C	28D	26D	23D	29E	30G	32G	22D	25D	36H	32G	109-111
112-114	14B	18C	22C	24C	21C	20D	24D	25D	19C	20C	30D	28D	25D	31E	32G	34H	24D	27D	38H	35G	112-114
115-117	14C	19C	23C	25D	22C	21D	26D	27E	20C	21D	32D	30D	27E	33E	34G	36H	26D	29D	40H	38G	115-117
118-120	15C	20C	24D	26D	23D	23D	28E	29E	21C	22D	34E	32E	29E	35E	36G	38H	28D	31E	42H	41H	118-120
121-123	15C	21D	25D	27D	24D	25E	30E	31E	22D	23D	36E	34E	31E	37E	38G	40H	30D	33E	44I	44H	121-123
124-126	16D	22D	26E	28E	25E	27E	32E	33F	23D	25D	38E	36E	33E	39E	40H	42H	32E	35E	46I	47H	124-126
127-129	17D	23D	27E	29E	27E	29E	34F	35F	24D	27E	40E	38E	35F	41F	42H	46H	34E	37E	48I	50H	127-129
130-132	18D	24E	28E	30E	29E	31E	36F	37F	25E	29E	42F	40F	37F	43F	44H	48H	36E	39F	50I	53I	130-132
133-135	19D	25E	29E	32F	31F	33F	38F	39F	26E	31E	44F	42F	39F	45G	46H	50H	38E	41F	52I	56I	133-135
136-138	20E	26E	30F	34F	33F	35F	40F	41G	27E	33E	46F	44F	41F	47G	48I	52I	40F	44F	55J	59I	136-138
139-141	21E	27E	31F	36F	35F	37F	42F	43G	29E	35E	48F	46F	43F	49G	50I	54I	42F	47F	58J	62I	139-141
142-144	22E	28F	32F	38F	37F	39F	44G	45G	31E	37F	50F	48F	45G	51G	52I	56I	44F	50F	61J	65I	142-144
145-147	23E	29F	33F	40F	39F	41G	46G	47G	33F	39F	52F	50G	47G	53G	54I	58I	47F	53F	64J	68J	145-147
148-150	24F	30F	34G	42G	41G	43G	48G	50G	35F	41F	54G	52G	50G	55H	56J	60J	50G	56G	67J	71J	148-150

If a failure is rolled, roll 1D10: 01-06: charge depleted; 07-09: weapon malfunction; 10: fumble weapon (roll on hand weapon fumble chart).

Extended Criticals: F = E slash and A heat  
 G = E slash and B heat  
 H = E slash and C heat  
 I = E slash and D heat  
 J = E slash and E heat

## 30.33 GRENADES

		30	29	28	27	26	25	24	23	22	21			20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1																																												
01-02	01-02	F	F	F	F	F	F	F	F	F	F		F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02																																											
03-06	03-06	0	0	0	0	0	0	0	1	1	1		1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	2	3	4	6	5	03-06																																										
07-10	07-10	0	0	0	0	0	0	0	1	2	2		1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	3	4	5	8	7	07-10																																										
11-14	11-14	0	0	0	0	0	0	0	2	2	3		1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	4	5	7	10	9	11-14																																										
15-18	15-18	0	0	0	0	0	0	1	2	3	3		2	1	0	0	0	0	0	0	0	0	0	0	0	0	2	4	5	6	9	12	11A	15-18																																											
19-22	19-22	0	0	0	0	0	0	2	3	3	4		2	1	1	0	0	0	0	0	0	0	0	0	0	0	3	5	6	8	11	14A	13A	19-22																																											
23-26	23-26	0	0	0	0	0	0	2	3	4	4		2	2	1	0	0	0	0	0	0	0	0	0	0	2	4	6	8	10	13	16A	15A	23-26																																											
27-30	27-30	0	0	0	0	0	0	3	4	4	5		3	2	2	1	0	0	0	0	0	0	0	0	0	3	6	7	10A	12	15	18A	17A	27-30																																											
31-34	31-34	0	0	0	0	0	0	3	4	5	6		3	2	2	2	2	0	0	0	0	0	0	0	0	5	8	9A	12A	14	17A	20A	19A	31-34																																											
35-38	35-38	0	0	0	0	0	1	4	5	5	7		3	3	2	3	3	3	0	0	0	0	0	2	7	10A	11A	14A	16	19A	22A	21B	35-38																																												
39-42	39-42	0	0	0	0	0	1	4	5	6	8		4	3	3	3	4	4	4	3	0	0	0	2	4	9A	12A	13A	16B	18A	21A	24B	24B	39-42																																											
43-46	43-46	0	0	0	0	0	2	5	6	7	9		4	3	3	5	5	5	4	4	0	0	0	4	6A	11A	14A	15B	18B	20A	23A	26B	27B	43-46																																											
47-50	47-50	0	0	0	1	0	2	5	7	8	10A		4	4	4	6	6	6	5	5	0	2	6A	8A	13A	16A	17B	20B	22A	25A	29B	30B	47-50																																												
51-54	51-54	0	0	0	1	1	3	6	8	9	11A		5	4	4	7	7	7	6	6	1	3	8A	10A	15A	18A	19B	22B	24A	27A	32B	33C	51-54																																												
55-58	55-58	0	0	0	2	1	3	7	9	10A	12A		5	4	5	8	8	9	8	7A	1	4	10A	12A	17A	20B	21B	24C	26A	29B	35C	36C	55-58																																												
59-62	59-62	0	0	1	2	2	4	8	10	11A	13A		6	5	5	9	10	11	10	9A	2	5	12A	14A	19B	22B	23C	26C	28A	32B	38C	39C	59-62																																												
63-66	63-66	0	0	1	3	2	4	9	10A	12A	15A		6	5	6	10A	12	13	12A	11A	2	6A	14A	16B	21B	24B	25C	28C	31B	35B	41C	42D	63-66																																												
67-70	67-70	0	0	2	3	3	5	10A	11A	13A	16A		7	6	6	11A	14	15A	14A	13A	3A	7A	16A	18B	23B	26B	27C	31C	34	38B	44D	45D	67-70																																												
71-74	71-74	0	1	2	4	3	5	11A	12A	14A	17A		7	6	7A	12A	16A	17A	16A	15B	3A	8A	18B	20B	25B	28B	30C	34C	37B	41C	47D	48D	71-74																																												
75-78	75-78	0	1	3	4	4	6	12A	13A	15A	18A		8	7A	7A	13A	18A	19A	18A	17B	4A	9A	20B	22B	27B	31C	33C	37D	40C	44C	50D	51D	75-78																																												
79-82	79-82	0	1	3	5	4	7	13A	14A	16A	20B		8	7A	8A	14A	20A	21A	20B	19B	5A	10B	22B	25B	30C	34C	36D	40D	43C	47C	53D	54E	79-82																																												
83-86	83-86	1	2	4	5	5	8	14A	15A	18A	22B		9A	8A	9A	15A	22A	23B	22B	21B	6B	12B	25B	28C	33C	37C	39D	43D	47C	51C	56E	57E	83-86																																												
87-90	87-90	1	3	4	6	6	9	15A	16A	20B	24B		9A	8A	10A	16B	24A	25B	24B	23C	7B	14B	28C	31C	36C	40C	42D	47D	50C	55D	60E	61E	87-90																																												
																																	Maximum for Mk. V AND LOWER GRENADES AND ROCKETS																																												
91-94	91-94	2	3	5	7	7	10A	16A	17A	22B	28B		10A	9A	11A	17B	26B	27B	28B	27C	8B	16B	31C	34C	39C	43C	45D	50D	53C	59D	64E	65E	91-94																																												
95-98	95-98	2	4	5	8	7	11A	18A	18B	24B	30C		10A	10A	12B	18B	28B	29B	28B	25C	9B	18B	34C	37C	42C	46D	48D	53E	56D	63D	68E	69E	95-98																																												
99-102	99-102	3	4	6	9	8	12A	20B	19B	26B	33C		11A	11A	13B	20B	30B	31B	32C	30C	10B	20B	37C	40C	45D	49D	51E	56E	59D	68D	72E	73E	99-102																																												
103-106	103-106	3	5	7	10A	9	13A	22B	20B	28B	36C		11A	13B	15B	22B	32B	34C	35C	33D	12C	22C	40C	43C	48D	52D	54E	59E	62D	72D	76E	77E	103-106																																												
107-110	107-110	4	5	8	11A	10A	14A	24B	22B	30C	39C		12A	15B	17B	24C	34C	37C	38C	36D	14C	24C	43D	46C	51D	55D	57E	62E	65D	76E	80E	82E	107-110																																												
111-114	111-114	4	6	9	12A	11A	15A	26B	24C	33C	42D		13A	17B	19C	26C	36C	40C	41D	39D	16C	27D	46D	49D	54D	58D	60E	65E	68D	80E	85E	87E	111-114																																												
115-118	115-118	5	7	10A	13A	12A	16A	18B	26C	36C	45D		14B	19C	21C	28C	38C	43D	44D	42D	18C	30D	49D	52D	57D	61D	63E	68E	73D	84E	90E	92E	115-118																																												
119-122	119-122	5	8	11A	14A	13A	18A	30C	28C	39D	50D		15B	21C	23C	30C	41D	46D	47D	45E	20D	33D	52E	55D	60E	64E	66E	72E	78E	88E	95E	97E	119-122																																												
123-126	123-126	6	9	12A	15A	14A	20B	33C	31C	42D	55D		17B	23C	26C	33D	44D	49D	50E	48E	22C	36D	55E	58E	63E	67E	69E	76E	83E	92E	100E	102E	123-126																																												
127-130	127-130	7	10A	13A	16A	15A	22B	36C	35C	45D	60E		19B	25C	29D	36D	47D	52D	53E	51E	24D	39E	58E	62E	66E	70E	73E	80E	88E	96E	105E	107E	127-130																																												
131-134	131-134	8	11A	14A	18A	16A	24B	39D	40C	50D	65E		21C	27D	32D	39E	50D	55E	56E	55E	26D	42E	61E	66E	70E	74E	77E	84E	93E	100E	110E	112E	131-134																																												
135-138	135-138	9	12A	15A	20B	18A	26B	42D	45D	55E	70E		23C	30D	35E	42E	56E	58E	59E	59E	29D	45E	65E	70E	74E	78E	81E	88E	98E	105E	115E	117E	135-138																																												
139-142	139-142	10A	13A	16A	22B	20B	28B	45D	50D	60E	75E		25D	33E	38E	45E	59E	61E	62E	63E	32E	48E	69E	74E	78E	82E	85E	92E	103E	110E	120E	122E	139-142																																												
143-146	143-146	11A	14A	18A	24B	22B	30C	50D	55D	65E	80E		28D	36E	41E	48E	62E	64E	65E	67E	35E	51E	74E	78E	82E	86E	89E	96E	108E	115E	125E	127E	143-146																																												
147-150	147-150	12A	15A	20B	26B	24B	33C	55E	60D	70E	85E		31E	39E	44E	51E	65E	67E	68E	71E	38E	54E	78E	82E	86E	90E	93E	100E	113E	120E	130E	132E	147-150																																												
		30	29	28	27	26	25	24	23	22	21			20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1																																												

# 30.34 FALL/CRUSH TABLE

Add + 3 for every meter fallen. Use the IMPACT critical table in *Tech Law*.

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-02	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-02
03-30	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	03-30
31-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	31-33
34-36	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	2AK	34-36
37-39	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3AK	3AK	37-39
40-42	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	4AK	4AK	40-42
43-45	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	5AK	5AK	43-45
46-48	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	7AK	7AK	46-48
49-51	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	8AK	8AK	49-51
52-54	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	9AK	9AK	52-54
55-57	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	10AK	10AK	55-57
58-60	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	11AK	11AK	58-60
61-63	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	12AK	12AK	61-63
64-66	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13AK	13AK	64-66
67-69	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	14AK	14AK	67-69
70-72	1	4	7AK	8AK	8AK	8AK	8AK	8AK	8AK	8AK	8AK	8AK	8AK	8AK	8AK	8AK	8AK	8AK	15AK	15AK	70-72
73-75	1	5AK	8AK	10AK	10AK	10AK	10AK	10AK	10AK	10AK	10AK	10AK	10AK	10AK	10AK	10AK	10AK	10AK	16AK	16AK	73-75
76-78	2	5AK	9AK	11AK	11AK	11AK	11AK	11AK	11AK	11AK	11AK	11AK	11AK	11AK	11AK	11AK	11AK	11AK	17AK	17AK	76-78
79-81	3	6AK	10AK	12AK	12AK	12AK	12AK	12AK	12AK	12AK	12AK	12AK	12AK	12AK	12AK	12AK	12AK	12AK	18AK	18AK	79-81
82-84	3AK	7AK	11AK	13AK	13AK	13AK	13AK	13AK	13AK	13AK	13AK	13AK	13AK	13AK	13AK	13AK	13AK	13AK	19AK	19AK	82-84
85-87	4AK	8AK	12AK	14AK	14AK	14AK	14AK	14AK	14AK	14AK	14AK	14AK	14AK	14AK	14AK	14AK	14AK	14AK	20AK	20AK	85-87
88-90	5AK	9AK	13AK	15AK	15AK	15AK	15AK	15AK	15AK	15AK	15AK	15AK	15AK	15AK	15AK	15AK	15AK	15AK	21AK	21AK	88-90
91-93	6AK	10AK	14AK	16AK	16AK	16AK	16AK	16AK	16AK	16AK	16AK	16AK	16AK	16AK	16AK	16AK	16AK	16AK	22AK	22AK	91-93
94-96	6AK	10AK	14AK	16AK	16AK	16AK	16AK	16AK	16AK	16AK	16AK	16AK	16AK	16AK	16AK	16AK	16AK	16AK	23AK	23AK	94-96
97-99	7AK	11AK	15AK	17AK	17AK	17AK	17AK	17AK	17AK	17AK	17AK	17AK	17AK	17AK	17AK	17AK	17AK	17AK	24AK	24AK	97-99
100-102	8AK	12AK	16AK	18AK	18AK	18AK	18AK	18AK	18AK	18AK	18AK	18AK	18AK	18AK	18AK	18AK	18AK	18AK	25AK	25AK	100-102
103-105	9AK	13AK	17AK	20AK	20AK	20AK	20AK	20AK	20AK	20AK	20AK	20AK	20AK	20AK	20AK	20AK	20AK	20AK	26AK	26AK	103-105
106-108	9AK	13AK	18AK	21AK	21AK	21AK	21AK	21AK	21AK	21AK	21AK	21AK	21AK	21AK	21AK	21AK	21AK	21AK	27AK	27AK	106-108
109-111	10AK	14AK	18AK	22AK	22AK	22AK	22AK	22AK	22AK	22AK	22AK	22AK	22AK	22AK	22AK	22AK	22AK	22AK	28AK	28AK	109-111
112-114	11AK	15AK	19AK	23AK	23AK	23AK	23AK	23AK	23AK	23AK	23AK	23AK	23AK	23AK	23AK	23AK	23AK	23AK	29AK	29AK	112-114
115-117	11AK	15AK	19AK	23AK	23AK	23AK	23AK	23AK	23AK	23AK	23AK	23AK	23AK	23AK	23AK	23AK	23AK	23AK	30AK	30AK	115-117
118-120	12AK	16AK	20AK	24AK	24AK	24AK	24AK	24AK	24AK	24AK	24AK	24AK	24AK	24AK	24AK	24AK	24AK	24AK	31AK	31AK	118-120
121-123	13AK	17AK	22AK	26AK	26AK	26AK	26AK	26AK	26AK	26AK	26AK	26AK	26AK	26AK	26AK	26AK	26AK	26AK	32AK	32AK	121-123
124-126	14AK	18AK	23AK	27AK	27AK	27AK	27AK	27AK	27AK	27AK	27AK	27AK	27AK	27AK	27AK	27AK	27AK	27AK	33AK	33AK	124-126
127-129	14AK	18AK	23AK	27AK	27AK	27AK	27AK	27AK	27AK	27AK	27AK	27AK	27AK	27AK	27AK	27AK	27AK	27AK	34AK	34AK	127-129
130-132	15AK	20AK	24AK	28AK	28AK	28AK	28AK	28AK	28AK	28AK	28AK	28AK	28AK	28AK	28AK	28AK	28AK	28AK	35AK	35AK	130-132
133-135	16AK	21AK	25AK	30AK	30AK	30AK	30AK	30AK	30AK	30AK	30AK	30AK	30AK	30AK	30AK	30AK	30AK	30AK	36AK	36AK	133-135
136-138	17AK	22AK	26AK	31AK	31AK	31AK	31AK	31AK	31AK	31AK	31AK	31AK	31AK	31AK	31AK	31AK	31AK	31AK	37AK	37AK	136-138
139-141	17AK	22AK	26AK	31AK	31AK	31AK	31AK	31AK	31AK	31AK	31AK	31AK	31AK	31AK	31AK	31AK	31AK	31AK	38AK	38AK	139-141
142-144	18AK	23AK	28AK	33AK	33AK	33AK	33AK	33AK	33AK	33AK	33AK	33AK	33AK	33AK	33AK	33AK	33AK	33AK	39AK	39AK	142-144
145-147	19AK	24AK	29AK	34AK	34AK	34AK	34AK	34AK	34AK	34AK	34AK	34AK	34AK	34AK	34AK	34AK	34AK	34AK	40AK	40AK	145-147
148-150	20AK	25AK	30AK	35AK	35AK	35AK	35AK	35AK	35AK	35AK	35AK	35AK	35AK	35AK	35AK	35AK	35AK	35AK	41AK	41AK	148-150

NOTE: For falls, add 1 to the roll for each foot fallen (other factors may modify this).

NOTE: An F-severity critical result indicates an E-critical roll and a C-critical roll.

CRITICAL STRIKES: P = Puncture S = Slash K = Crush G = Grapple U = Unbalance T = Tiny



# 30.35 FLAME THROWER/TANGLE RIFLE ATTACK TABLE

This Table can be used for either a Flame Pistol, Flame Rifle or Tangle Rifle. Use Burn/Heat Criticals for all Flame weapons, and the Grapple Critical Table for Tangle Rifle. The Ranges are all as noted in **Tech Law**, except that the flamethrowers deliver hits as on the table (no damage multipliers). The Flame Rifle has an overall +10 bonus; the Tangle Rifle has a +10 vs AT 20-71, and a +5 vs AT 16-13.

	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
01-0X	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	F	01-0X
0X-33	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0X-33
34-36	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	34-36
37-39	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	37-39
40-42	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40-42
43-45	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	43-45
46-48	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	46-48
49-51	1	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	49-51
52-54	2	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	52-54
55-57	2	3	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	55-57
58-60	2	3	3	3	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	58-60
61-63	3	3	3	3	3	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	61-63
64-66	3	3	3	3	3	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	64-66
67-69	3	4	4	4	3	3	2	2	1	1	1	1	1	1	1	1	1	1	1	1	67-69
70-72	4	4	4	4	3	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	70-72
73-75	4	4	4	4	4	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	73-75
76-78	4	5	5	5	4	4	3	3	2	2	2	2	2	2	2	2	2	2	2	2	76-78
79-81	5	5	5	5	5	5	4	4	3	3	3	3	3	3	3	3	3	3	3	3	79-81
82-84	5	5A	6	6A	5	5	5	5A	3	3	3	3	3	3	3	3	3	3	3	3	82-84
85-87	5A	6A	6	7A	6	6	6	6A	4	4	4	4	4	4	4	4	4	4	4	4	85-87
88-90	6A	6A	7	8A	6	7	8A	7A	5A	5A	5A	5A	5A	5A	5A	5A	5A	5A	5A	5A	88-90
91-93	6A	6A	8	9A	7	8A	8A	8A	6A	6A	6A	6A	6A	6A	6A	6A	6A	6A	6A	6A	91-93
94-96	6A	7A	9	9A	8	8A	8A	8A	7A	7A	7A	7A	7A	7A	7A	7A	7A	7A	7A	7A	94-96
97-99	7A	7B	10	10A	8	8A	8A	8A	7A	7A	7A	7A	7A	7A	7A	7A	7A	7A	7A	7A	97-99
100-102	7A	7B	11A	11A	9A	9A	9A	9A	8A	8A	8A	8A	8A	8A	8A	8A	8A	8A	8A	8A	100-102
103-105	7A	8B	12A	13A	9A	10A	11B	13B	7A	7A	7A	7A	7A	7A	7A	7A	7A	7A	7A	7A	103-105
106-108	8A	8C	13A	14A	9A	10A	12B	14B	7A	7A	7A	7A	7A	7A	7A	7A	7A	7A	7A	7A	106-108
109-111	8B	8C	14A	15A	10A	10B	13B	15B	8A	8A	8A	8A	8A	8A	8A	8A	8A	8A	8A	8A	109-111
112-114	8B	9C	15A	17B	10A	12B	14B	16B	8A	8A	8A	8A	8A	8A	8A	8A	8A	8A	8A	8A	112-114
115-117	9B	9C	16B	18B	11A	12B	14B	17C	9A	9A	9A	9A	9A	9A	9A	9A	9A	9A	9A	9A	115-117
118-120	9B	9C	17B	20B	11B	12B	15C	18C	9B	9B	9B	9B	9B	9B	9B	9B	9B	9B	9B	9B	118-120
121-123	9C	10D	18B	21B	12B	13C	16C	19C	9B	9B	9B	9B	9B	9B	9B	9B	9B	9B	9B	9B	121-123
124-126	10C	10D	19B	23C	13C	13C	17C	20C	10B	10B	10B	10B	10B	10B	10B	10B	10B	10B	10B	10B	124-126
127-129	11D	11D	20B	24C	13C	13C	18C	21D	10B	10B	10B	10B	10B	10B	10B	10B	10B	10B	10B	10B	127-129
130-132	11D	11D	20C	26C	13C	14C	19D	22D	10C	10C	10C	10C	10C	10C	10C	10C	10C	10C	10C	10C	130-132
133-135	11C	12D	21C	27C	14C	14D	20D	23D	11C	11C	11C	11C	11C	11C	11C	11C	11C	11C	11C	11C	133-135
136-138	11C	12E	21C	29D	14C	15D	21D	24E	11C	11C	11C	11C	11C	11C	11C	11C	11C	11C	11C	11C	136-138
139-141	11C	13E	22D	30D	15D	15D	22E	25E	11C	11C	11C	11C	11C	11C	11C	11C	11C	11C	11C	11C	139-141
142-144	12D	13E	22D	32D	15D	16E	23E	26E	12D	12D	12D	12D	12D	12D	12D	12D	12D	12D	12D	12D	142-144
145-147	12D	14E	23E	33E	16E	16E	24E	27E	12D	12D	12D	12D	12D	12D	12D	12D	12D	12D	12D	12D	145-147
148-150	12D	14E	23E	36E	16E	16E	24E	27E	12D	12D	12D	12D	12D	12D	12D	12D	12D	12D	12D	12D	148-150
20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	

Consult master weapons chart for actual failure of hand weapon. If a failure is rolled, roll 1 D10: UM 01-06 charge depleted; UM 07-09 weapon malfunction; UM 10 fumble weapon, roll on the Fumble Table [TECH LAW, 5.9].

### 30.36 ENTANGLE CRITICAL TABLE

	A	B	C	D	E
01-05	Weak grip. No bonus.	Indecision and an opportunity lost.	+1 hit	+2 hits.	+3 hits
06-10	+1 hit	+2 hits.	+3 hits	+4 hits.	Glancing attack. You have the initiative next round. +5 hits
11-15	Glancing attack. No extra damage, but you have the initiative next rnd. Practice.	Passing strike. You have the initiative next round. +2 hits.	Grazing side strike. You receive the initiative next round. +4 hits.	Glancing blow. You receive the initiative next round. +6 hits.	Lame attack, but foe must parry next round. +6 hits.
16-20	Foe is free, but you have the initiative next round. +3 hits.	Foe fends off attack. But is forced to parry 1 rnd. +2 hits.	Foe recovers but is forced to parry next round. +4 hits.	Side strike unbalances foe. You have initiative for 2 rnds. +5 hits.	Strong, passing blow. Foe is stunned for 1 round. +3 hits
21-35	Grazing hip strike. You have the initiative next round. +5 hits.	Attack has punch, but nothing more. Foe must parry next round at -20.	Glancing attack. Foe is stunned for 1 round. +2 hits.	Hard but misplaced strike. Foe eludes grip but is stunned for 1 round. +3 hits.	Disjointed attack and a little luck allow foe to escape grasp. Foe is stunned for 1 round. You have initiative 2 rounds.
36-45	Blow to lower back. Foe must parry next round.	Unbalance foe. +4 hits. Foe must parry next round. You have initiative for 2 rounds.	Flailing attack. Foe is stunned for 1 round and must parry the following round.	Strike to foe's shield arm. If foe has shield, +3 hits. If not, arm is caught for 6 rounds (and immobile), and foe stunned 3 rnds.	Attack to upper leg. Foe is spun about and breaks loose, but is stunned and unable to parry 1 round.
46-50	Passing hip strike. Foe must parry next round at -20. +3 hits.	Blow to chest stuns foe for 1 round. +5 hits.	Your attack produces a weak grasp around foe's waist. Foe is at -25 for 3 rounds.	Attack yields weak hold around foe's chest. Foe is at -30 for 3 rounds. You have initiative 4 rnds.	Attack produces a hold around foe's leg. Foe slips away, but is stunned 2 rnds and is unable to parry next rnd.
51-55	Slightly unbalancing blow to chest. Foe must parry next round. You have initiative for 2 rounds.	Blow to back stuns foe for 1 round. +7 hits.	Attack yields slipping grasp around foe's leg. Foe is stunned and unable to parry for 1 round.	Attack results in slipping grip around foe's waist. Foe is at -50 for 3 rounds.	Foe breaks free of hold around arm. Foe is stunned for 2 rounds and unable to parry next round. +5 hits.
56-60	Glancing back blow. Foe must parry next round at -25. You have initiative 2 rounds.	Unbalancing strike. Foe spins free but is stunned for 1 rnd and must parry the following rnd.	Foe breaks free of hold around thigh, but is stunned and unable to parry 1 round. +3 hits.	Attack produces hold around leg. Grip is slipping but foe stunned 3 rounds. +6 hits.	Grasp around foe's leg. Foe is stunned and unable to parry 1 round and is at -25 the following 3 rounds.
61-65	Blow to shoulder. Foe is stunned 1 round. +3 hits.	Slipping grasp around foe's waist is weak. Foe is stunned for 2 rounds.	Grasp around foe's chest. Foe is at -50 for 3 rounds. +3 hits.	Grasp around foe's chest. Foe is stunned and unable to parry for 1 round and is at -20 for the following 2 rounds.	Attack to foe's non-weapon arm. Foe is stunned and unable to parry for 3 rounds, takes +7 hits.
66	Grasp around weapon arm disarms foe. +2 hits. Foe is stunned for 2 rounds.	Grasp around weapon arm disarms foe and sprains his wrist. Foe is stunned 2 rounds, and fights at -25.	Grasp around both of foe's legs. Foe slips away, but is knocked down and prone for 1 round. +5 hits.	Grasp around leg knocks foe down. Tight grip. Foe is prone and immobile 2 rounds. +6 hits.	Grasp foe around neck and knock him down. Foe has torn neck muscles, is at -20. Foe is prone and immobile for 3 rounds.
67-70	Passing chest strike. Foe eludes entanglement, but must parry next two rounds at -20.	Entangle foe's leg. +4 hits. Foe is stunned and unable to parry for 1 round.	Entangle shield arm. If foe has shield, he is at -50 until he drops it. If not, foe is at -50.	Entangle leg. Foe is stunned for 2 rounds and unable to parry next round. +7 hits.	Entangle weapon arm. Foe is stunned and unable to parry for 2 rounds, and at -75 round following.
71-75	Attack results in an uneasy hold on foe's midsection. Foe is at -50 for 2 rounds. +5 hits.	Attack yields a weak hold around foe's lower chest. Foe is at -50 for 3 rounds. +4 hits.	Attack results in loose grasp on foe's midsection. Foe is stunned for 2 rounds and is at -50 for the following 3 rounds.	Attack yields loose hold around foe's midsection. Foe is stunned and unable to parry 1 round and is at -70 the following 3 rounds.	Entangle foe's leg. Foe is knocked down, and stunned and unable to parry for 2 rounds. +9 hits.
76-80	Infirm hold on foe's midsection. For the next 3 rounds foe is at -50 and you have the initiative.	Entangle weapon arm. If foe has weapon, he is at -30 until he drops it. If not, foe is at -40.	Entangle weapon arm. Foe is stunned and unable to parry for 2 rounds, and is at -50 during the following round.	Entangle foe's weapon arm. Foe hangs onto weapon, but the arm is immobilized. +3 hits.	Grapple weapon arm. Foe is disarmed and is left stunned for 3 rounds. Torn ligaments and pulled muscle leave foe at -40.
81-85	Grasp foe's leg. Foe breaks free but is stunned for 2 rounds. +3 hits. You have initiative 6 rounds.	Unfirm grasp on foe's midsection. For the next 6 rounds foe is at -50 and you have the initiative.	Grasp around foe's chest breaks rib and leaves foe stunned and unable to parry for 3 rounds. Foe fights at -5.	Entangle foe's leg. Foe is knocked down, stunned and unable to parry 2 rounds, and is disarmed. Fall breaks shield arm.	Entangle both of foe's arms and pin them to his chest. Foe cannot move his arms and has mobility reduced by -75.
86-90	Attack to foe's non-weapon arm. Arm is immobilized and foe is at -50.	Entangle foe's leg. Foe is knocked down and is stunned and unable to parry for 2 rnds. Pulled muscle leaves foe at -10.	Entangle foe's foot. Foe stumbles, falls, and breaks shoulder. +8 hits. Foe is stunned 6 rounds and fights at -30.	Tie up both of foe's arms so they are immobile. Foe is stunned for 9 rounds and cannot fight. +6 hits.	Entangle foe's foot. Foe stumbles, falls, breaks weapon on impact, and is stunned 2 rounds. If no chest armor, roll "D" crush crit.
91-95	Entangle foe's leg. Foe is knocked down. Stunned and unable to parry for 2 rounds. +3 hits.	Both of foe's legs are tied up. Foe is at -25, downed, disarmed and stunned and unable to parry for 2 rounds. Ankle sprain.	Pin both of foe's arms to chest. Foe is stunned and unable to parry 44 rounds, then fights at -95.	Entangle and completely immobilize foe's legs. Foe falls and is left stunned and unable to parry for 30 rounds. +10 hits.	Wrap up both of foe's legs. Foe tumbles to ground and is knocked out. Foe is at -95 due to 2 broken arms and a broken ankle. +20 hits.
96-99	Tie foe up completely. Foe is entirely immobilized for 12 rounds, and is at -60 for the following 3 rounds. +7 hits.	Attack completely entangles and immobilizes foe. Broken leg leaves foe at -40. The pitiful creature is left prone but conscious.	Entangle and completely immobilize foe's legs. Foe falls, is disarmed, breaks weapon arm, and is knocked out. +20 hits.	Grapple foe's neck. If foe has neck armor, he is left disarmed, and stunned and unable to parry for 3 rounds. If not, he dies in 6 rounds.	Attack results in strangling hold. Foe is unable to break free and dies after 9 rounds of amazingly helpless struggling. Grim.
100	Both of foe's legs are entangled. Foe is downed and knocked out. +9 hits. Add +20 to your next roll.	Attack yields vicious hold around foe's neck. Foe is knocked out. Spained neck leaves foe at -90.	Grapple foe's neck. If he has neck armor, he is at -75 due to a neck sprain and stunned for 3 rnds. If not, he dies of broken neck.	Grapple foe's head. If foe has helm, he is stunned and unable to parry for 9 rounds. If not, foe falls into coma due to fracture.	Crush foe's windpipe. Foe dies instantly due to massive shock and savage asphyxiation. Add +25 to your next roll.

## 30.37 STATIC MANEUVER TABLE

	PICKING LOCKS AND DISARMING TRAPS:	USING HEALING EQUIPMENT:	PERCEPTION AND SENSOR/SCANNING:	INFLUENCE AND INTERACTION:	GENERAL (includes any static action not covered on another column):
-26 down	BLUNDER: If picking a lock, you have broken your lock-pick equipment (if mechanical lock, the pick is stuck in the lock, rendering it unusable until removed — this requires another roll to pick the lock by someone other than you). Any traps connected to it are set off. If disarming a trap/alarms, it is activated.	BLUNDER: You not only fail to heal your patient, you actually do damage: 75% chance you damage your equipment (make a roll of the equipment damage table) 25% you give your patient additional wounds such as you were trying to heal. If the latter, you are guilty of malpractice and cannot practice medicine for 1:100 days.	BLUNDER: You not only fail to get any valid information but you pick up invalid information due to a misconception or improperly sensed details. You may never try again on the same topic in the same area. If scanning, 10% chance you dropped the equipment or fanned the console.	BLUNDER: Your blatant attempt at coercion alienates your audience. They are influenced to do the opposite of what you were attempting to get them to do. Until a major change in circumstances occurs, any attempts by you to influence them will fail.	BLUNDER: You fail spectacularly. If possible, your static action has the opposite effect from what you intended.
-25 — 04	ABSOLUTE FAILURE: You have developed a mental block on this lock/trap and will automatically fail on any further attempts to pick/disarm it. If disarming a trap (or picking a lock with an attached trap), there is a 50% chance that the trap will be activated.	ABSOLUTE FAILURE: Confusion causes a mental lapse. The nature of the wound confounds you and you spend one minute (6 rounds) staring blankly before you can try again — and then you must do so at -30.	ABSOLUTE FAILURE: Confusion causes a mental lapse. This perception roll and any perception rolls made during the next 10 min (60 rounds) will result in failure (see 05—75 below).	ABSOLUTE FAILURE: Your audience rejects you, causing you to lose confidence and your air of authority. Any influence attempts during the next hour (60 rounds) will result in failure (see 05—75 below).	ABSOLUTE FAILURE: Utter incompetence causes a mental lapse. Any static actions attempted during the next 10 min (60 rounds) will result in failure (see 05—75 below).
05 — 75	FAILURE: Currently you have no further ideas on how to pick/disarm this lock/trap. After 24 hours you may make a perception roll and if it succeeds you may make another attempt to pick/disarm the lock/trap.	FAILURE: You (for whatever reason) decide that the wound you were going to heal is not the one to start on; heal someone else or another wound before trying this one again. If no others, see ABSOLUTE FAILURE.	FAILURE: You gain no information, but you think that you have learned everything available. You may not try again on the same topic in the same area for 1 day.	FAILURE: You have failed. Your audience will not be receptive to any of your attempts at influence at least 1 day.	FAILURE: You have failed. You may not try again the same static action in the same place for 1 day.
76 — 90	PARTIAL SUCCESS: You have figured out part of the lock/trap and have an intuitive feel for the rest. However, further effort at this time will be counterproductive. Do something else for 10 minutes and then you can try again.	PARTIAL SUCCESS: You manage to heal the wound, but it takes twice the time and there will be unattractive scarring (or if bone or cartilage, the set is not quite straight; there may be a limp or other malformation). Beware of malpractice suits.	PARTIAL SUCCESS: You gain some of the information on the topic that required the perception roll, but you are not aware that you missed something. You may not try again on the same topic in the same area for 1 hour.	PARTIAL SUCCESS: Your audience is still listening. You can continue to try to influence them.	PARTIAL SUCCESS: If partial success is possible, you accomplish 20% of your static action. You may not try the same static action in the same place for 1 hour.
91 — 110	NEAR SUCCESS: You almost had it. If you spend 2 rounds thinking about your attempt (no other activity), you may try again with an extra +5 bonus.	NEAR SUCCESS: You heal the wound and in the regular amount of time, but there is some light scarring, and full recovery will take 50% longer than usual. Oh, well.	NEAR SUCCESS: You gain some of the information on the topic that required the perception roll, and you are aware that you missed something. You may try again after 3 rounds of contemplation.	NEAR SUCCESS: Keep talking, your audience is becoming more friendly. Modify your next roll by +20.	NEAR SUCCESS: If partial success is possible, you accomplish half of your static action. You may try again after 3 rounds of contemplation.
111 — 175	SUCCESS: The lock/trap is picked/disarmed; +50 on any future attempts to pick/disarm this lock/trap.	SUCCESS: You perform your duty with unsurpassed efficiency; all goes as it should and the wound is scarlessly repaired.	SUCCESS: You gain all of the information on the topic that required the perception roll.	SUCCESS: You have influenced your audience.	SUCCESS: Your static action is successful.
176 up	ABSOLUTE SUCCESS: In the future you may automatically pick/disarm (takes one round) this lock/trap or any identical lock/trap. +10 to attempts on similar locks/traps in the future.	ABSOLUTE SUCCESS: You are a medical marvel (at least this time). The wound is beautifully repaired in but half the normally required time. You get a +20 on all healing rolls for 10 minutes (60 rounds).	ABSOLUTE SUCCESS: You are aware of everything in the area that you are examining. This includes information on topics other than the one requiring the perception roll. You get a +20 on all perception rolls for 10 minutes (60 rounds).	ABSOLUTE SUCCESS: Not only did you influence your audience, but you receive a +50 bonus on influencing them until you do something to cause them to lose confidence in you.	ABSOLUTE SUCCESS: Your static action is successful and you get a +20 bonus to further static actions for the next 10 minutes (60 rounds).
	MODIFICATIONS: Difficulty — +30—Routine +0—Medium 30—Extremely Hard +20—Easy 10—Hard 50—Sheer Folly +10—Light 20—Very Hard 70—Absurd	MODIFICATIONS: +20 if using infirmity equipment (with associated backup facilities) -30 if no Medical Scanner Diagnosis first. -30 if in a combat situation.  Routine (-30) Easy (-20), Light (-10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (-30), Sheer Folly (-50), Absurd (-70).	NOTE: The information available through a Perception/Scanner/Sensor roll is limited by the area that you examine and your senses (or your scanning equipment if using such). The topic requiring a roll can be determined by the character actively seeking information (e.g. he states, "I am looking for traps") or by other circumstances (e.g. does the character notice the attacker sneaking up on him?).  MODIFICATIONS: Difficulty — +30—Routine +0—Medium 30—Extremely Hard +20—Easy 10—Hard 50—Sheer Folly +10—Light 20—Very Hard 70—Absurd	MODIFICATIONS: Difficulty — +30—Routine +0—Medium 30—Extremely Hard +20—Easy 10—Hard 50—Sheer Folly +10—Light 20—Very Hard 70—Absurd	MODIFICATIONS: Difficulty — +30—Routine +0—Medium 30—Extremely Hard +20—Easy 10—Hard 50—Sheer Folly +10—Light 20—Very Hard 70—Absurd

NOTE: Difficulty and other modifications are based upon the basic attitude of the audience towards the character and upon what the character is trying to get them to do.

+ 50 if Tactical Scanner.  
+ Skill bonus for Perception OR Scanner OR Sensors.

## 30.4 STAR MAP

This expanded version of the Star Map includes some (but by no means all) stars in the "nearby" **Frontier Zone** regions. Those stars are listed below with their exact coordinates.

### STAR SYMBOL NOTATION

location	z-coordinate
type code	$\lambda$ • <b>Ceril (+ 80Z)</b>
	name

### COLOR CODE

$\alpha$ Type O Star	$\lambda$ Type G star
$\varepsilon$ Type B star	$\pi$ Type K star
$\phi$ Type A star	$\tau$ Type M star
$\eta$ Type F star	$\theta$ Outstation

### OUTWARD AND ANTISPINWARD

Athys [21,165,41]  
 Enos [52,138,3]  
 Flerias [24,127,52]  
 Jodien [42.5,106.5,-5]  
 Sta'az [58,81,-97]  
 Gamma Arietis [71,59,113]  
 Epsilon Arietis [12.5,148,164]  
 Iota Arietis [71,183,82]  
 Tau Arietis [111,95,126]  
 Omega Arietis [88.5,25,93]  
 Beta Lupi [48,91.5,-211]  
 Delta Lupi [38,87,-188]  
 Theta Lupi [4,135,-233]  
 33 Lupi [115.25,16.5,-181]  
 Pi Lupi [74.5,116,-203]  
 Pitarh [82,178,22]  
 Isbarb [14,141.5,124]  
 Egano [61,64,-206]  
 Willow [8,179,-145]  
 Heaven 7 [63,121.5,13]  
 Ottessa Outstation [57,129,20]  
 Nihle Outstation [61.5,84,-56]

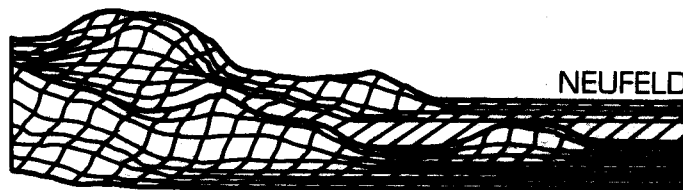
### COREWARD AND ANTISPINWARD

Cera [-52,54,201]  
 Extar 2 [-114.5,45,205]  
 Moen [-39,73,193]  
 Kailis [-80.5,50,-91]  
 Teria [-61,62,-111]  
 Alpha Delphini [-48,184.5,250]  
 Beta Delphini [-4.5,172,281]  
 Zeta Delphini [-15,179,175]  
 6606 Delphini [-105.5,62,188]  
 Dauphine Delphini [-18,163,251]  
 Beta Apus [-8.5,126.5,-40]  
 Mu Apus [-34.5,114,-66]  
 Omicron Apus [-58.5,79,-79]  
 Rho Apus [-31,86.5,-39]  
 Psi Apus [-112,70,-85]  
 Alpha Scuti [-65,178,153]  
 Beta Scuti [-108,112,89]

Gamma Scuti [-112,99,149]  
 Zeta Scuti [-15,179,97]  
 Promo Scuti [-26,119,131]  
 Angeli Outstation [-48,168,203]  
 De Villa Outstation [-45,69,-122]

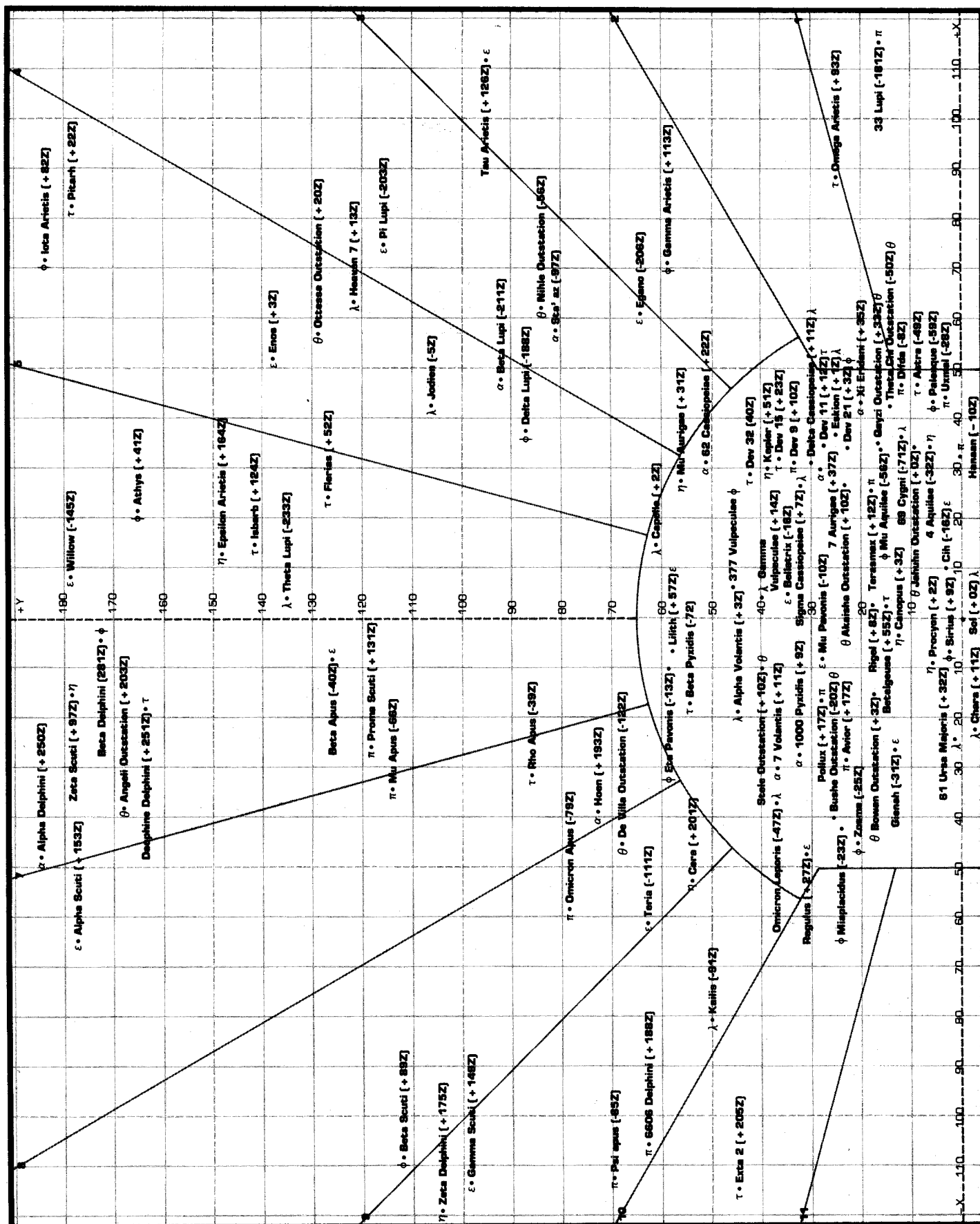
### COREWARD AND SPINWARD

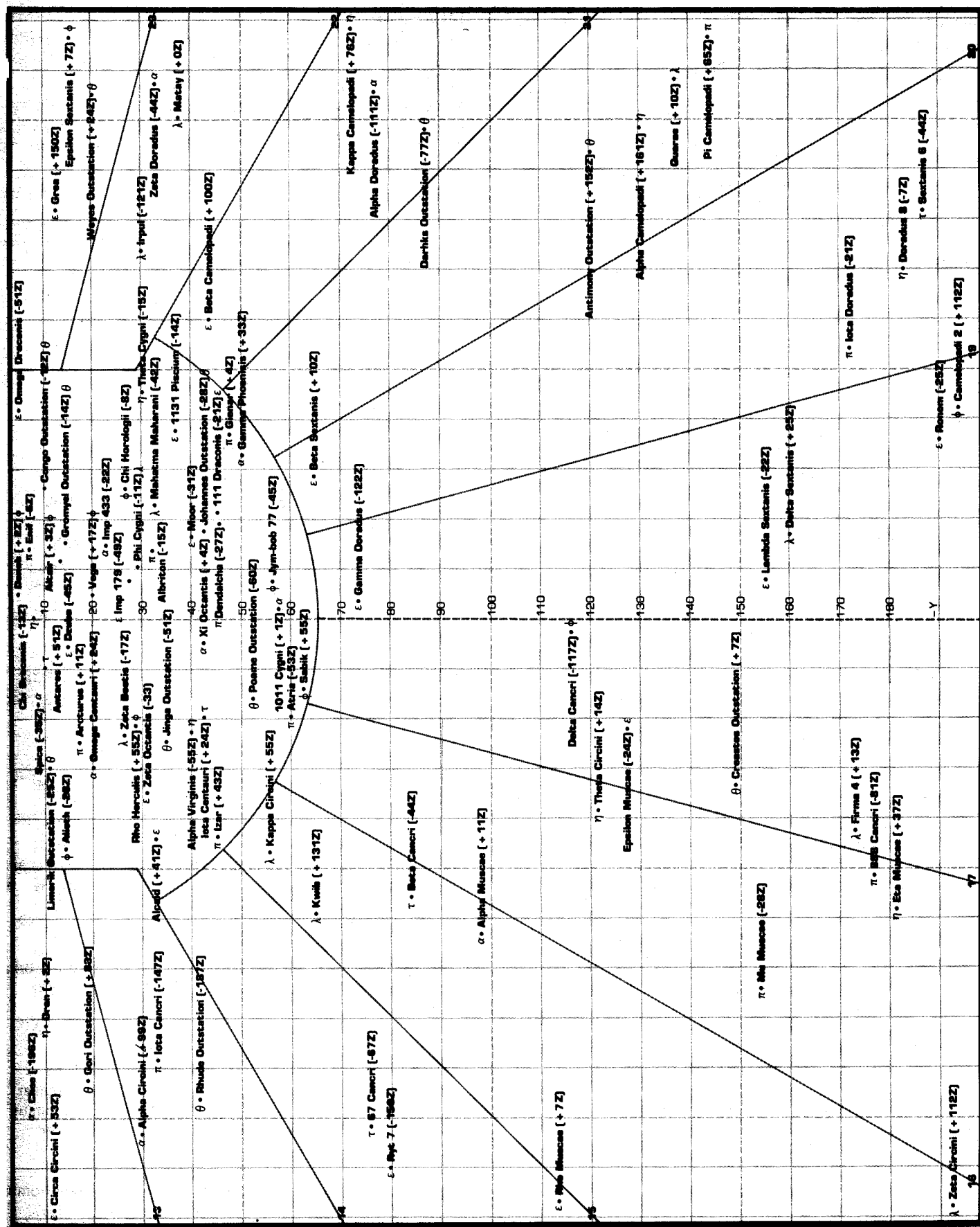
Chee [-98.5,-7,-196]  
 Firma 4 [-42,-172,13]  
 Kwib [-59.5,-55.5,131]  
 Oran [-81.5,-10,2]  
 Ryt 7 [-110,-80,-150]  
 Alpha Circini [-103,-30,99]  
 Zeta Circini [-118.5,-192,112]  
 Theta Circini [-39,-121,14]  
 Kappa Circini [-47,-56,55]  
 Circa Circini [-119,-11.5,53]  
 Beta Cancri [-56,-83,-44]  
 Delta Cancri [-2,-116,-117]  
 Iota Cancri [-88.5,-33,-147]  
 67 Cancri [-101.5,-76,-67]  
 888 Lancr [-51,-177,-81]  
 Alpha Muscae [-62,-98,112]  
 Epsilon Muscae [-21.5,-128,-24]  
 Eta Muscae [-58.5,-181,37]  
 Mu Muscae [-74,-153,-28]  
 Rho Muscae [-117,-112,7]  
 Creastos Outstation [-32.5,-149,7]  
 Rhude Outstation [-96.5,-41.5,-187]  
 Gori Outstation [-92,-19,83]



### OUTWARD AND SPINWARD

Grea [81,-12,150]  
 Irpul [73,-30,121]  
 Matay [100,-38,0]  
 Quarae [108,-137,10]  
 Ronom [36,-190,-25]  
 Alpha Camelopadi [99,-130,161]  
 Beta Camelopadi [59.75,-43,100]  
 Kappa Camelopadi [118,71.5,76]  
 Pi Camelopadi [116.5,-143,65]  
 Camelopadi 2 [42,-194,112]  
 Alpha Doradus [105.5,-77,-111]  
 Gamma Doradus [3,-73,-122]  
 Zeta Doradus [107,-32,-44]  
 Iota doradus [54,-171.5,-21]  
 Doradus 8 [70,-186,-7]  
 Beta Sextanis [28.5,-64,10]  
 Delta Sextanis [18,-160,25]  
 Epsilon Sextanis [114.5,-15,7]  
 Lambda Sextanis [8.5,-155,-22]  
 Sextanis 6 [81.5,-187,-44]  
 Antimony Outstation [93,-120,152]  
 Darhks Outstation [98,-87,-77]  
 Weyes Outstation [104.5,-20,24]





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