

STAR BASTARDS

Thank you for your purchase of the Two-Fisted Fantasy adventure, Star Bastards. This is a quick reference guide which you can use while you're playing through the game. It includes some rules summaries, an easy-to-print adventure sheet and some other gubbins. While all this stuff is included in the book this might be more convenient than flicking between pages.

ABOUT TWO-FISTED FANTASY



Two-Fisted Fantasy was founded in 1983 by Herman S. Skull in response to the commercial success of the Fighting Fantasy series of books. While envious of the cash and fame flowing to the authors of that series, Mr. Skull never quite understood what made them work and the results of his attempts at plagiarism often worked out pretty strangely, not least due to his unfamiliarity with the source material, subject matter, book format, the concept of a game book, his advanced age and his general isolation from society. His books, made and distributed on the cheap, were never popular and today are largely forgotten despite almost a decade of uninterrupted production in a non-union Nicaraguan sweatshop.

With the recent resurgence of the game book format there has been a spike in interest in Herman Skull's works. Much of the back-catalogue was destroyed in the suspicious 1991 factory fire that wrecked the Two-Fisted Fantasy presses, and the few copies left in circulation have mostly fallen apart through years of neglect or bizarre accidents caused by the attraction that ants have towards the cheap glue used in the books' construction. Nonetheless a few books remain in circulation and Mr. Skull's loyal fans have recently begun the work of rebuilding, transcribing and, where necessary, re-writing the books for a new generation. You see before you the first fruits of this labour, Star Bastards. I hope you enjoy it and with any luck there will be more to come.

A stylized, handwritten signature in black ink, appearing to read 'Sam Jacob'.

Sam Jacob
Illustrator and Chairman Two-Fisted Fanatics

YOU

Stellar Date

Expertise

Energy

Fists

True Grit

The Right Stuff

A Real Pal

Injuries

Collars
(Leo Only)

YOUR CO-PILOT

Combat

Man.

Weapons

Shields

Fists

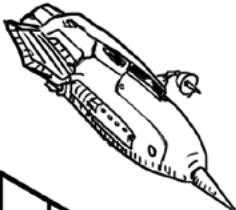
Injuries

Inventory

Evidence, clues, codes

STAR BASTARDS

YOUR SHIP



Shields

Hull

Power

Ship Upgrades and Damage

Notes

Extra notes, combat
resolutions, grudges
and so on

COMBAT QUICK REFERENCE GUIDE

CLOSE COMBAT AND RANGED COMBAT

At the start of each round:

1. Choose which enemy you are fighting if there is more than one. Decide who your co-pilot is fighting. These are the enemies you have a chance of hurting. If you are outnumbered additional enemies attack you or your co-pilot randomly, flip a coin or roll dice (1-3 attacking you, 4-6 attacking co-pilot).
2. Decide how much ENERGY you are allocating to this round, up to a maximum of your EXPERTISE.
3. Deduct this amount of ENERGY from your current ENERGY. If ENERGY reaches 0, you've lost. Otherwise continue.
4. Roll a number of dice equal to your FISTS score. Add the highest single roll to your the amount of ENERGY you've spent this round. That is your score.
5. Roll your opponent's FIST dice and add the single highest roll to their EXPERTISE. This is their score.
6. Compare your score to your opponent's.
In close combat: If your score is higher then you have won the round and they lose one HEALTH. If you lose or draw then there are no negative effects other than wasting the ENERGY (unless the text specifies otherwise).
In ranged combat: If your score is higher then you have won the round as above. If lower you have lost and receive an injury. If equal then both you and your opponent have wounded each other - you take an injury and he or she loses 1 HEALTH.
7. If you are outnumbered and under attack from multiple opponents, repeat step 5 and 6 for each opponent, comparing their score to yours. They cannot lose HEALTH even if your score is higher (or equal in ranged combat) because you are not aiming at them, but they can hurt you.
8. Now repeat from step 4 for your co-pilot. They will always fight using their full COMBAT EXPERTISE. Note that unlike you they will take an injury if they lose a round of close combat.
9. Wrap up : if all your opponents are reduced to 0 HEALTH you have won. If you've been reduced to 0 ENERGY or somehow been injured enough to be reduced to 0 EXPERTISE, you have lost. Otherwise go back to step 1.

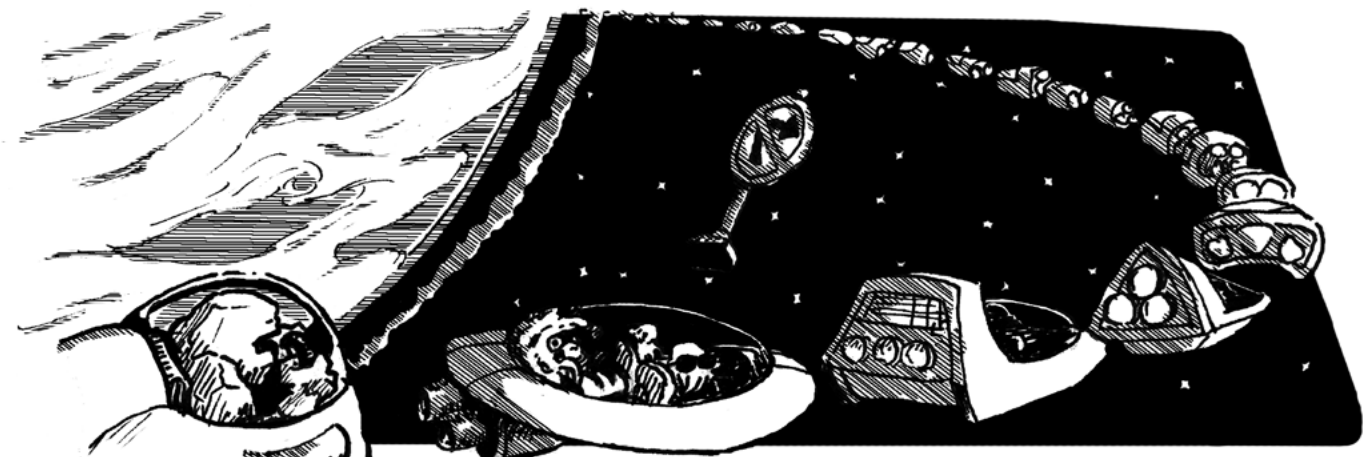


SPACE COMBAT

1. If you are outnumbered pick your opponent. This is the one you will be able to hurt, the other will not be affected by your weapons fire.
2. Decide how much POWER you are allocating among your ship's systems (MANOEUVRE, WEAPONS and SHIELDS) and where you are putting your FIST dice. The maximum amount of POWER you can use is based on your EXPERTISE and that of your co-pilot. Your co-pilot will be at one station and you can split your EXPERTISE among the other two. The co-pilot will always allocate his or her FIST(s) to his or her station.
3. Deduct this amount from your ship's POWER.
4. To find your MANOEUVRE score roll as many FISTS as you have allocated to MANOEUVRE. Add the highest of these dice rolls to the POWER you have allocated to MANOEUVRE. This is the MANOEUVRE score.
5. Repeat for WEAPONS.
6. Now repeat 4 and 5 for your opponent. Their skills and FISTS are given by the book, with the FISTS in brackets. For instance MANOEUVRE 5(1) is 5 MANOEUVRE and 1 FIST.
7. Compare your weapon's score to their manoeuvre score. For every point your weapons exceeds their manoeuvre you have scored a hit. You also score one hit for every 3 points of POWER you allocated to WEAPONS.
8. Compare your opponent's weapon score to your manoeuvre score. They score hits the same as you.
9. Your shields score is the amount of POWER you put into SHIELDS. For each hit roll 1d6 - if it's equal to or lower than your shields score then the shot has been absorbed. Lower your shield score by 1 and repeat for each hit. If you roll higher than the shields score then the shields have been breached and are reduced to zero. This shot and every subsequent shot will hit the HULL, causing 1 point of HULL damage. However for every FIST allocated to SHIELDS you may re-roll one failed SHIELDS check.
10. Repeat step 9 for your opponent.
11. For the first HULL damage you receive roll 1d6. On a 6 you have taken a HEAVY HIT and must consult the HEAVY HIT chart. If you have sustained 3 or more HULL damage you must roll an additional d6, and if this is a 6 then you have to roll on the HEAVY HIT table.
12. Repeat 11 for your opponent.
13. If at the end of the round you have reduced your enemy to 0 HULL while your HULL is still at least partially intact (i.e. above 0) you have won. If your HULL is reduced to 0 you have lost, even if you have taken your enemy with you.

Notes: if you are outnumbered, still compare your second opponent's weapons score to your manoeuvre score. You will be hit as per step 7. Your weapons score is irrelevant since you can't hit them. Deal with any hits on your shields and hull after those of your first opponent.

The Cop has two shield generators. If his shields are breached he has a second generator. If that is breached he will need to restore his shields before he can use them again. The Pole has only one generator, if that is breached it must be restored. To do this you must allocate power to SHIELDS at the start of the round but instead of warding off hits you roll a dice. If the score is lower than the amount of POWER allocated then the shields will function as usual in the next (not current) round. You may reroll a failed roll for each point of FISTS allocated to SHIELDS as usual. You're going to be vulnerable in this round so consider focusing on MANOEUVRE in that round.



HEAVY HITS TABLE

When you are hit in combat you may have sustained a HEAVY HIT. If you have taken a point of HULL damage in a round of space combat you must roll a dice. If you have taken three more points you must roll two dice. You may also have to roll on this table when the text specifies. For every 6 that comes up you must roll again on the table below and apply the effects.

| ROLL | EFFECT |
|------|--|
| 1 | A power conduit has been sliced, spraying plasma into space before it can be clamped. Lose 10 POWER. |
| 2 | An electrical fire breaks out in the cockpit, distracting you while you deal with the emergency. The fire counts as a hand-to-hand enemy with EXP 5, 1 HEALTH and 1 FIST. If you fight it you can do nothing else that round (you can send your co-pilot as well). Should you choose not to deal with it or you lose a round against it, you will incur another heavy hit at the end of the next combat phase automatically. |
| 3 | A console explodes violently. Roll 1d6 - on a 1-3 it strikes the protagonist, on 4-6 the co-pilot's console detonates (whether or not a co-pilot is present). The unlucky victim sustains an injury. |
| 4 | With a sickening crunch the shield modules are wrenched off of the hull. They will not function in this or any other battle and cannot be repaired. If this has already happened then sustain 1 additional HULL damage. |
| 5 | A structural support is sliced in two and the ship's hull groans menacingly. Lose 1 randomly selected ship upgrade and sustain a further 1d3 HULL damage. |
| 6 | A huge section of the ship's hull is torn away and the bulkheads scream as they twist and buckle. You can only pray the ship holds together. Delete all ship upgrades from your log book or police note book and take a further 1d6 HULL damage. |

Roll on behalf of your opponents when they receive HULL damage from you (check for HEAVY HITs at 1 and 3 HULL damage). If they must roll on the HEAVY HITS table a roll of 1-3 is treated as causing 1 extra HULL damage instead of the listed effect. These effects are not cumulative - do not roll again on this table for HULL damage taken from a critical effect.



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djwetmouse ([djwetmouse.tumblr.com](https://www.tumblr.com/djwetmouse)): Owle Swooper

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HERMAN S. SKULL

STAR

A PAIR OF TWO-FISTED ADVENTURES SET IN DEEP SPACE. YOU, A COUPLE OF DICE AND YOUR ROCK HARD FISTS WILL DECIDE HOW IT ALL SHAKES OUT. EVERYTHING YOU NEED TO PLAY IS RIGHT HERE - DON'T GO BUYING NOTHING ELSE.



BASTARDS