Far Future Action

INTRODUCTION

This document is my attempt to replace the weakest portions of classic *Traveller*, which are (in my opinion) the disjointed and random character generation, ambiguous skill resolution process and aging combat system. However, the background and flavor of the game – its best characteristics – should not be changed.

To accomplish these goals, a different dice system has been grafted onto classic *Traveller* and referred to when used as an "action test". Beyond the new dice system, existing OGL content from the RPG by Gold Rush Games called *Action!* was used as a source of much of the new rules.

This document also assumes those who are going to play this are familiar role-playing and with the *Traveller* universe. Terms like NPC, anagathics, jump drive, Zhodani and such are used without explanation.

To use this document, you will need many classic *Traveller* products. Classic *Traveller* items can be ordered through www.farfuture.net and *Action!* products can be obtained through goldrushgames.com and these publishers should be supported.

DIE ROLL CONVENTIONS

Far Future Action, like most other versions of *Traveller* uses plain old 6-sided dice. There are three different ways to throw and read dice *Far Future Action*. Each are listed below.

Examples of Dice Rolls:

D½	⚁		=	2
2D	⚂ ⚁		=	5
2DL	⚂ ⚁		=	2
2DL	⚀ ⚃		=	1 (fumble)
2DH	⚀ ⚀		=	1 (fumble)
2DH	⚀ ⚅		=	6
3DH	⚂ ⚅ ⚅		=	7

It should be noted that 1D, 1DH and 1DL are all read the same.

Dice (D)

This is the standard way of throwing dice in classic *Traveller*. 2D is the basic dice mechanic of classic *Traveller*.

Half Dice (D½)

D½ generates 1-3. To roll a D½, roll one die, divide by 2 then round up.

Dice Highest (DH)

In this edition of *Traveller*, most skill, attribute and combat rolls use a method by which you throw a number of dice equal to your skill level, or in the case of an attribute throw, you always use two dice (2DH). For example, if you have a level three in a skill, and the referee instructs you to throw that skill, you would throw three six-sided dice, and select the highest result. In the case where more then one six appears on the die results, the result is 6, plus one for each additional six rolled. In the case where a one is the highest of all of the die results, the result is one, or a fumble. When making these kinds of rolls, you are performing an "action test", to determine if the action taken by the character is successful.

Dice Lowest (DL)

In *Far Future Action*, if you do not have a skill that is required for the situation, and the referee allows you to make an "unskilled throw", you throw two six-sided dice, and take the lowest as the result. In the case where a one appears as either one of the die results, the result is 1, it is a fumble. When making these kinds of rolls, you are performing an "action test", to determine if the action taken by the character is successful.

BASIC CONCEPTS

Action Test

A roll that determines the success or failure of a character at a given task governed by an attribute or skill is an action test. A die throw is made, and the result compared to a target number (TN). If the number is reached or exceeded by the die roll (after any DM is applied), the character is successful. Action tests are always resolved using DH or DL dice throws.

Die Modifier (DM)

A number to be applied to a die throw of any kind, such as an action test. A sign that indicates whether the number is to be added to or subtracted from the die throw precedes die modifiers. Thus +4 would be added to the die throw while -2 would be subtracted. In general, all DMs are cumulative. So a +3 DM and a -2 DM (if both applicable) mean a cumulative +1 DM.

Target Number (TN)

The target number is the number that the player must meet or beat when making an action test in order for the task to be successful. A target number of 8 would be shown as "(TN 8)." A higher target number represents a more difficult task that will be resolved with an action test.

Effect Number (EN)

When the result of an action test meets or exceeds the required target number, the difference between the target number and the final roll is the effect number (EN). If the target number was 4, and the roll after DMs is 6, the effect number would be 2. An effect number of 0 means little or no progress was made or a very poor result, but not a failure.

Fumble and Exceptional Success

If the result (before any DMs) of an action test is 1, then a fumble occurs. The results of this are left to the imagination of the referee. If the EN is 6 or higher, an exceptional success occurs. It means the task was performed flawlessly with better than expected results. The description of the results should emphasize the spectacular success of the attempt and the referee may grant some benefit outside the normal result.

CREATING CHARACTERS

In *Far Future Action*, characters will be very similar to their classic *Traveller* versions. The main difference is that the character generation in this document is point-based, so will tend to be slightly more effective, as they are designed rather then random. Below is an explanation of character points, and a summary of the steps involved with creating a character. All the specific steps in character generation are presented in detail later.

CHARACTER POINTS

Each player gets 100 character points to purchase attributes, traits and skills. NPCs may have more or less points. Attributes cost character points based on the attribute table. An average citizen of the Imperium is made with about 25 points. An experienced mercenary might be about 50 points.

Buying Attributes

Characters have numerical levels that define their basic capabilities, called attributes. Average attributes cost 0 points. Above average attributes cost points, below average attributes give points back.

See the *Attributes* section later in this document.

Buying Skills

You can use up to EDU + EXP worth of your character points to divide up among the character's skills. A character can never exceed this number in skill levels in total. The maximum skill level in any skill is the highest of either EDU DV or EXP DV.

See the *Skills* section later in this document.

Buying Traits

Characteristics of a character not directly covered by attribute levels, or skills are covered by traits. These include traits from the character's background, his psychology and other areas that differentiate the character from the average human in the Imperium. A character's rank in a service is a trait.

See the *Traits* section later in this document.

MUSTERING OUT

Before a character begins play, the classic *Traveller* method of determining starting cash should be used. Since ships and Travellers' can be acquired via points, each character gets three rolls (or their number of served terms, whichever is less) on only the cash tables based on their service. Weapons acquired in the mustering out process should be purchased using credits prior to the character starting play. Those items represent things acquired in the service.

See the mustering out cash benefits tables in book 1 *Characters and Combat*, supplement 4 *Citizens of the Imperium* or one of the *Alien Modules*.

RECORDING THE CHARACTER

A *Far Future Action* character sheet similar to the classic *Traveller* TAS form 2 is available for download that makes keeping track of your character easy.

Attributes

As in classic *Traveller*, *Far Future Action* attribute values are referred to in hex code rather then traditional numbering. In hex code, numbers 0-9 are shown normally, where 10 and above are represented by letters. Typically, this runs from a (10) to F (15). In some cases higher letters are used. The letters I and O are not used to remove the potential confusion with the numerals 1 and 0.

Hexadecimal Values Table

Number	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Hex	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F	G

Skills

Skills are listed on the character sheet only if the character has levels in them. These are written on the character sheet as "skill-#," where "#" is the level of skill.

Specialties: Specialties are listed on the character sheet only if the character has a level in them. These are written on the character sheet as "skill-# (specialty)," where "#" is the level of the skill. Otherwise, only the base skill is listed.

Cascades: Cascades are listed in parenthesis following the skill name, as "skill (cascade)-#," where "#" is the level of the skill.

Traits

Traits are often recorded in the text of a character description. In this way, elements in the character's background have a tangible impact on the game in the form or advantages, disadvantages and associated points bonus or penalty. They are written in initials, starting with the type of trait, the level of the trait and it frequency as initials separated by hyphens. This is followed by the point cost or bonus. This code is generally placed in brackets to separate it from the surrounding text. If the perk includes adjustments to attributes or other information or special rules, then that is given, and is also followed by the point cost.

For example: Gushaarka has exceptional hearing *[PP-C-S 2]* and sight *[PP-C-S 2]*.

Stat Block

With the introduction of such things as attribute DM and DV and derived attributes, a slightly more verbose way of defining a character is needed that goes into more detail then the classic *Traveller* UPP and character entry. This is typically for NPC write-ups.

The first line is the character name or description, the number of terms and service. The second line has the character's age, and attributes. Attributes are in hex, in groups of three (body, mind and background attribute groups). After attributes are the character's credits, and derived attributes. The next section has a listing and levels of the character's skills. After skills are the character's belongings, either purchased or acquired as a mustering out benefit. The final section is a description of the character, along with the definition of any traits the character has.

ATTRIBUTES

Attributes are levels that reflect the character's basic abilities. There are nine attributes, which are arranged in three groups: body, mind and background.

ATTRIBUTE VALUES

Each attribute has a numerical level. This level tells you how strong or proficient the character is in that area. Most characters will have levels from 1 to F (15), which represents the normal Human range of ability. The average attribute score is 7.

Body and mind attributes can only go above 15 for non-Humans or through enhancements including drugs or cybernetics. High social standings (up to H) are possible for NPCs.

Each attribute level has a dice modifier (DM) that is applied to action tests that involve that attribute, and a derived value (DV) that is used in various formulas.

A level of 0 means the character has absolutely no capability in that area. Generally, if a character's attribute drops to 0 for any reason, the character is in trouble.

Listed below are the various factors used for each attribute level.

Attribute Values Table

Level	DM	DV
1	-3	1
2	-3	1
3	-2	1
4	-2	2
5	-1	2
6	-1	3
7	0	3
8	0	4
9	+1	4
A (10)	+1	5
B (11)	+2	5
C (12)	+2	6
D (13)	+3	6
E (14)	+3	7
F (15)	+4	7
G+ (16+)	+1 on odd	+1 on even

BODY GROUP

The three attributes that define a character's "body" or physical being are endurance, strength, and dexterity.

Strength (STR)

Strength represents raw physical prowess, including the ability to lift, push and otherwise exert force.

The total weight that a character can carry (lift and move) is his STR squared (STR x STR) in kilograms. A character can lift (to waist level without moving) items weighing equal to twice his carrying capacity. A character can drag or pull twice his lift capacity. A DEX of 0 represents total lack of ability to exert physical force.

Damage done by the character in melee using brawling is equal to the STR derived value as shown on the attribute values table.

Encumbrance: Characters are restricted in the total weight that they may carry, and may suffer negative effects if they carry enough weight to become encumbered.

Any character may carry a load equal to double his or her strength characteristic in kilograms. Weapons and other materials are given weights in grams and kilograms. Each multiple of STR in kilograms the character is carrying beyond this, reduce the level DEF, INI and MOV by one each. DEF and INI cannot be reduced below 1 by encumbrance.

Different Gravity: Worlds vary in size and density, and their gravity varies in proportion. Divide the strength of the character by the gravity of the world they are on to calculate encumbrance and carrying capacity. In cases the surface gravity is unknown, divide the size of the world on which the adventurers are by 8. The maximum increase is 400%.

For example, on a world identified as size 4 (4/8 = .5) a character can carry a double normal load without being encumbered. While mass is reduced in lower gravity, inertia is not. For game purposes, gravity cannot increase someone's capacity to carry beyond 400% of normal.

Dexterity (DEX)

Dexterity covers the character's agility, coordination, reaction, and overall speed. The higher a character's DEX, the more dexterous and agile he is, and the better his sense of balance is. A DEX of 0 represents total lack of control over one's muscles and movement.

Endurance (END)

Endurance reflects the character's overall constitution, general endurance, resistance to disease, and overall fitness. The higher a character's endurance, the more resistant he is to illness and physiological degradation and injury. An END of 0 represents an absence of life.

MIND GROUP

The three attributes that define the character's "mind" or mental and emotional being are intelligence, presence, and will.

Intelligence (INT)

Intelligence represents the sharpness of the character's mind, clarity of thought and overall problem-solving. The higher a character's INT, the brighter he is. An INT of 0 represents a complete lack of intelligence and thought.

Presence (PRE)

Presence represents the character's general personality, charm, charisma, and innate persuasiveness. The higher a character's PRE, the more influential he can be. A PRE of 0 represents a total lack of personality, charisma, and emotion.

Awareness (AWA)

Awareness reflects the character's alertness, watchfulness, ability to notice subtle things and attentiveness. The higher a character's awareness, the greater his ability to notice objects or situations quickly. An AWA of 0 represents no awareness of the surroundings whatsoever.

BACKGROUND GROUP

The three attributes that define the character's "past" or training are social standing, education and experience.

Education (EDU)

Education represents the training and formal schooling (and in some cases, self-training or the school of hard-knocks), understanding of things academic and overall acquired knowledge. The higher a character's EDU, the more learned he is he is. An EDU of 2 or less indicates illiteracy. An EDU of 0 represents a complete lack of education, lacking any ability to even speak a language.

Skills: The highest of EXP DV or EDU DV represents the maximum skill level for that character. Also, EXP plus EDU represents the maximum total skill levels the character can ever have.

Social Standing (SOC)

Social standing represents the character's established standing in the Imperium, and perhaps, the standing of the character's family. The higher a character's SOC, the more status he has in the Imperium. A SOC of 0 represents a total lack of status in the Imperium.

Nobility: A SOC of B (11) or more is considered imperial nobility.

Social Standing Table

SOC	Noble Title	Fief (Typical)
B (11)	Knight	Estate
C (12)	Baron	City or continent
D (13)	Marquis	Planet
E (14)	Count	Subsector
F (15)	Duke	Sector
G (16)	Archduke	Domain
H (17)	Emperor	Imperium

Experience (EXP)

Experience reflects the character's past endeavors, common sense and the accumulated understanding of the way the real world works. The higher a character's experience, the older the character is, and the more exposure the character has had to the outside world and the more interactions with various people and organizations he has had.

The highest of EXP DV and EDU DV represents the maximum skill level for that character. Also, EXP plus EDU represents the maximum total skill levels the character can have.

An EXP of 0 represents little knowledge of the real world.

Age: A character's age is at least equal to (4 x EXP DV) +18 in years, unless the character is a minor and has an EXP of 0. A character can be much older then his EXP DV as 4-year terms, but those extra years are not considered year which the character developed and learned significantly. Most terms as a simple civilian do not count as terms that would increase the character's EXP. This is fairly abstract, but simply aging and living does not add *experience* in a tangible way that helps the characters during typical adventures. While non-Human races may measure age differently, the effects are the same for game purposes.

Terms of service: The character's EXP DV is representative of the 4-year terms of service, which is so central to classic *Traveller* characters. The player should decide which service the character was in for each term. It is rare to have more then one service.

See the list of typical services in book 1 *Characters and Combat*, supplement 4 *Citizens of the Imperium* or one of the *Alien Modules.*

Former rank: In classic *Traveller*, many characters held some sort of rank prior to adventuring. Your former rank is a mark of achievement and competence, provides bonuses to some action tests, and is closely tied to your EXP attribute. Former rank can be valuable when dealing with NPCs from the same, or related, service. See the traits section on purchasing former rank levels.

You must have a number of terms of service of at least equal to your former rank.

ATTRIBUTE COST

All characters start with an average attribute level (7) in every attribute at no cost. A player can lower an attribute and gain character points to spend elsewhere. For each level below 7 that an attribute is lowered, 5 character points are gained for the player to spend later in character generation. Conversely, a player can raise an attribute with character points. For each attribute level above 7, 5 character points must be spent. For example, an attribute of 9 would cost 10 character points, and an attribute of 6 would give the player 5 character points to spend elsewhere. The maximum starting level for an attribute is 15, and the minimum is 1.

DERIVED ATTRIBUTES

There are also a few special attributes. They are not assigned points during character creation like the core attributes, except as a trait. Instead, the following attributes are derived from attributes in the body or mind group. Derived attributes are not scaled the same as a character's attributes, such as STR, INT or DEX. They are also not referred to in hex, but in normal numbers.

Derived attributes are calculated using the DV (except life) for the appropriate attribute level as shown in the attribute table.

Defensive Target Number (DEF)

A character's defensive target number represents how difficult it is to successfully hit the character in combat. DEF becomes the base target number (TN) needed for any action tests made to hit the character in combat, for hand-to-hand, melee and ranged attacks. A character's DEF level may be modified up or down for variables such as taking certain actions. A character's DEF can never be lowered below 1. An average human has a DEF of 3.

DEF equals DEX DV

Initiative (INI)

Initiative represents how quickly a character can act in a turn. An average human has an INI of 3.

At the beginning of combat (or any other time the referee calls for the players to determine initiative), a die is rolled and added to the character's INI, the character with the total acts first in a turn. In cases of a tie, both sides roll a die, the higher result goes first (if tied, keep rolling until one side beats the roll of the other).

For more information about how initiative works, see the section on combat.

INI equals (DEX DV + AWA DV) ÷ 2 (rounding down)

Move (MOV)

Move represents the distance a character can move. A character may move a numbers of 1.5-meter squares each turn equal to the character's MOV as a normal move action. An average human has a MOV of 6.

MOV equals DEX DV + (STR DV + END DV) ÷ 2 (rounding down)

Toughness (TGH)

Toughness represents a character's resistance to blunt force damage, such as from a punch, a cudgel, or auto collision. An average human has a TGH of 3.

When a character suffers damage from a pummeling, bashing, or blunt attack, subtract the character's TGH level from the damage, and then subtract the remaining damage (if any) from the character's life points. If a character suffers an amount of damage that does not exceed his TGH level, he suffers no loss of LIF; he has completely shrugged off the attack.

Toughness may also be used to decrease the damage suffered from some forms of special damage at the referee's discretion.

TGH equals (STR DV + END DV) ÷ 2 (rounding down)

Life (LIF)

Life points are used to keep track of damage a character suffers during an adventure. Any time a character suffers damage, he temporarily loses a number of life points equal to the points of damage inflicted. An average human has a LIF of 21.

LIF points equal (STR + END + DEX)

Wound Threshold (WND)

Wound points are used to determine the impact of a wound (after armor and TGH are applied). When a character takes LIF damage, the damage is compare to the WND to determine

the severity. For example, if a character receives WND x 2 in a single attack (but less then WND x 3), a light wound is sustained. An average human has a WND of 6.

WND points equal (STR DV + END DV)

SKILLS

Each character has skills, which represent the character's general ability or aptitude in various tasks. Skills reflect how good your character is at what he knows.

SKILL LEVELS

The level reflects the level of competence or knowledge a character possesses for that skill. The definitions below are not absolute, but meant as a guideline for players and referees.

Skill Levels Table

Level	Description
None	*Clueless (non-existent):* characters with a rating of none in a skill have absolutely no idea about that skill or how it works. They may have never even had heard of it before, much less know where to begin trying to accomplish an action with that skill.
0	*Novice:* the character is familiar with the field, having done moderate reading on the subject or watched the skill being performed by others, but has no actual hands-on experience of any significance. The character is new to the particular field or activity, essentially an apprentice or beginner.
1	*Trained:* this level of knowledge indicates the character has a general, working understanding of that field, having received instruction from someone with more experience. The character has obtained hands-on experience and practiced under the tutelage of his mentor.
2	*Competent:* this level of knowledge indicates the character possesses a good grasp on the details and theories of his chosen field or is capable of performing the action on his own without supervision.
3	*Experienced:* this level of knowledge indicates the character is well qualified and informed in his chosen field, having used his knowledge or completed the action on many occasions in varied situations.
4	*Expert:* this level of knowledge indicates the character has become an authority in his chosen field or skill, having honed his skills to perfection after continuous practice and use.
5+	*Master:* this level of knowledge indicates the character has excelled in his field, surpassing others of lesser dedication to become superior in quality, skill or achievement. There is very little the character does not know about this skill.

Cascade Skills

Some skill names are followed by "(cascade)." these skills cover several sub-categories that may or may not be inter-related.

Specialties

Some skill names are followed by "(spec)." these skills include a number of related specialties within the skill. A +1 DM is applied to the result of the action tests involving the specialty.

Maximum Skill Level

No skill level (other than the default level of automatic skills) can ever be more then the highest of either EDU DV or EXP DV. Players may purchase up to the maximum level for any skill. This limit does not include any bonuses for applicable perks that might provide a DM to the associated skill throw in certain circumstances as defined by the perk.

Maximum Skill Total

A character can never exceed EDU + EXP in skill levels in total. Specializations, automatic skills and 0-level skills do not count against this total, however, for skills that require a cascade selection, each cascade counts as a separate skill.

Automatic Skills

Some skills are automatically possessed by the character at levels listed below. These do not count against the limit of total skill levels, and do not cost any skill points. The default skill level of automatic skills still cannot exceed the maximum skill level of that character. For example, if the character's INT DV is higher than the character's EDU DV or EXP DV, then the character's area knowledge (homeworld) would be the higher of EDU DV or EXP DV. Some non-Human races may have additional automatic skills, and some races may not possess the automatic skills listed below:

Area knowledge (homeworld)-[INT derived]
Language (native)-[EDU derived]
Knowledge (Imperial society, or other native sub-culture)-[INT derived]

0-Level Skills

The character also gets 0-level skills equal to their EXP derived value. The player may keep some 0-level skills unassigned, assigning them (with referee permission) during the game when the group really needs some knowledge in a particular area. If the player has specified a homeworld, some of these 0-level skills can represent knowledge acquired there. For example, a character coming from a world with a size or atmosphere 0 would probably have vacc-suit-0.

SKILL COST

Skills (including skills requiring a specific "cascade") cost 1 point per level. A specialty costs 1 point, but a skill level 2 must be purchased in the basic skill before the specialty can be acquired.

Players must select a specific "cascade" or category when purchasing the skill. The character's level for that skill applies only to action tests involving that specific category or cascade (i.e., each "cascade" represents a separate skill).

SKILL LISTING

Administration: The skill of dealing with bureaucracies and "cutting through red tape." characters with this skill know what to expect from bureaucracies, how long things will take to get done and why. In addition (and more beneficially), they also know how to get things done more quickly than normal, how to get in to see the "right people," and so on. Conversely, characters with this skill also know how to and how to slow projects down and impede requests to see people

Aircraft (spec): Characters with this skill have practical experience piloting aircraft, including performing maneuvers in difficult conditions, dog fighting, performing routine maintenance and pre-flight checks, and operating all common equipment normally associated with them (such as climate control, radio, sensors, and so on).
Specialties: fixed wing aircraft, helicopters.

Animal Handling: Characters with this skill are proficient at working with animals, including care, feeding and grooming, as well as training and controlling them. Characters with this skill are also able to ride domesticated beasts, manage tack and bridle, and perform simple care and grooming of their animals.

Area Knowledge (cascade) (automatic: homeworld): Characters with this skill are familiar with the geography and popular culture of a specific geographic area or city, planet, cluster or subsector. With a successful skill throw, characters with area knowledge know the lay of the area, and can locate major and minor landmarks, major businesses or organizations, utilities, starports, and even know notable people in the area, such as local celebrities and other popular folk.

The level of detail sought by the character determines the TN. Minor detail (e.g., local law level variations) would be average (TN 4), whereas any great detail would be demanding (TN 8). Each step away from the area knowledge subject incurs a -1 DM. For example, someone with area knowledge of a subsector would be at a -3 for any information specific to a city (-1 for cluster, -1 for planet and -1 for geographic area or city).

Area knowledge can be used as a complementary skill to any appropriate action tests. A character with area knowledge of a city could use it as complementary to grav vehicle action tests during an air/raft chase through the city.

Cascades: specific geographic area or city, planet, cluster or subsector.

Artillery (spec): Characters with this skill are adept at the use and maintenance of land-based, crew-served, artillery weapons. This skill covers both towed and self-propelled artillery.

Specialties: anti-aircraft artillery (AAA), cannon, mass drivers, mortar, howitzer.

Battle Dress: Characters with this skill are adept at the use of battle dress and the weapon systems normally associated with them, as well of their maintenance. A number of highly sophisticated weapon systems are designed for use specifically and exclusively with battle dress, and only battle dress expertise allows use of the weapon systems without danger of damage to the system. The specific weapon systems used are the PGMP-13 and the FGMP-14.

Each time that an individual with no battle dress expertise fires a PGMP-13 or FGMP-14, a challenging (TN 6) vacc suit skill throw is required.

If the throw is missed, the recoil has knocked down the individual. The individual has suffered injuries (10 B/S times the number by which the skill throw was missed) to his right or left (based on handedness) shoulder rendering it useless until proper medical treatment is received.

Battle dress skill also covers combat armor, just as vacc suit does.

Blade Combat (cascade): Characters with this skill are adept at the use and care of the specific group of melee weapons.

Cascades: axe (hand axe and battle axe), bayonets, blade (blade and dagger), clubs (staff/cudgel), polearms (spear, pike and halberd), swords (cutlass, foil, sword and broadsword)

Bow (cascade): Characters with this skill are adept at the use and maintenance of archaic missile weapons. This skill is used when making attacks with such weapons, or to string a bow or to cock a crossbow in a hurry.

Cascades: bows, crossbows, sling weapons, spears.

Brawling: Brawling is a general skill for hand-to-hand combat. It includes the use of hands, clubs, and bottles as weapons.

Bribery: The individual has experience in bribing petty and not-so-petty officials in order to circumvent regulations or ignore cumbersome laws. Bribery skill does not guarantee success, but does minimize bad effects if the offer is rebuffed

Petty officials can generally be bribed to ignore regulations or poor documentation, with the TN equal to law level of the world in question, to do as asked. If the first offer is refused, a second throw may be made with the cash offer doubled.

Broker: Characters with this skill are experienced in commercial purchase, and the resale of, goods. This skill represents the ability to buy as low as possible, and sell for more. Broker skill permits a character to act as a broker buying and selling cargos effectively at any starport in which he is licensed. A good broker is very dependant on a network of purchasers and sellers and his reputation. This skill allows a character to know how to weed out the wrong people and find the people with the goods or money that they seek.

Carousing: Characters with this skill are adept at obtaining information from someone through conversation, without raising suspicion or, perhaps, without the subject even knowing he has been manipulated. The individual is a gregarious and sociable individual, well adapted to meeting and mingling with strangers in unfamiliar surroundings. Carousing can also be used to make "small talk," to gain someone's trust or build a rapport with him. The difficulty of the skill throw depends on the reluctance or inability of the individual to provide the information and the circumstances under which the conversation takes place.

Combat Engineer: Characters with this skill know how to construct buildings, make fortified defenses, dig foxholes, lay (and remove) anti-personnel and anti-vehicle mines, create roads and airstrips, breach barriers, construct bridges, etc., in a military environment or operation.

Communications: Characters with this skill can operate electronic communication, including both military and civilian versions, including those aboard vessels, portable and stationary devices. Characters can also maintain and make minor, emergency repairs to such devices, though any complex repairs will require the electronics skill

Attempts to jam communication equipment require a contested action test, with both sides using the communications skill. If one side has more advanced or powerful technology, the referee may allow a DM of the difference in TL to that side's skill throw. The side with the higher EN wins the contest.

Computer (spec): The knowledge and use of computer language code to create or alter software programs. Characters with this skill can create programs, hack computer networks, and so on

Characters from a TL 7+ society, or who have traveled in the Imperium extensively, and are literate (EDU 2+), can use computers without specific skill levels.

Specialties: hacking, programming, use.

Demolitions: The skill of assembling explosive devices, placing them for best effect, and also disassembling and defusing them. Characters with this skill can also identify types of explosive compounds, triggers and other related devices on inspection.

Disguise: This is the skill of assuming another identity. It is usually accomplished by changing one's clothes, putting on a wig, applying makeup, and so on. The referee should make the skill throw for the player in secret, noting the total of the throw and using it as the TN for action tests for anyone who scrutinizes the disguise.

Electronics: Electronics is the skill of building, repairing and, maintaining electronic devices and equipment. Characters with this skill understand the principles of electronics and are able to diagnose problems in electronic devices and fix them.

Engineering (spec): The individual is skilled in the operation and maintenance of starship maneuver drives, jump drives, and power plants. Engineering experience enables an individual to operate the vital drives of starships (and interplanetary craft) and to maintain the machinery against failure. The engineer is essential for the proper operation of any starships. Expertise qualifies the individual for such jobs, and can be used to get working passage on a ship in need of help. Greater levels of expertise enable the individual to handle problems of greater complexity and jobs with higher levels of responsibility. Engineering is the skill of designing, building, maintaining, and repairing systems. Characters with this skill are able to affect repairs on, maintain, and even rebuild items

Specialties: jump drive, maneuver drive, power plant.

Forgery: Characters with this skill are able to create remarkable forgeries of documents, seals and the like. The total of the character's forgery throw is used as the target number for action tests made by anyone scrutinizing the forgery to detect its true nature

The original being copied must be available to the character for an accurate copy to be made. If the original is not available, the character uses INT with the skill (because he is working from memory) and suffers a -3 DM to the skill throw.

Forward Observer: The individual has been trained (in military service) to call on and adjust artillery (projectile, missile, and laser) fire from distant batteries and ships in orbit.

Gambling: Characters with this skill know how to play common games of skill, such as cards, dice, and other randomizers. In addition, characters can use this skill to cheat at games of chance, or discover others cheating.

Grav Vehicle (spec): Characters with this skill have practical experience piloting grav vehicles, including performing maneuvers in difficult conditions, dog fighting, aerial acrobatics, performing routing maintenance and pre-flight checks, and operating all common equipment normally associated with them (such as climate control, radio, radar, and so on).

Specialties: air/raft, speeder, grav belt.

Gravitics: Gravitics is the skill of building, repairing and, maintaining anti-grav devices and equipment such as floor grav-plates and grav-pods from air/rafts. Characters with this skill understand the principles of gravitics and are able to diagnose problems occurring in gravitic devices and fix them.

Ground Vehicle (spec): Characters with this skill have practical experience operating ground vehicles, including performing maneuvers in difficult conditions, avoiding obstacles, performing routing maintenance and operating all common equipment normally associated with them (such as climate control, radio, checking gauges, and filling the gas tank).

Specialties: ground cars, motorcycles, ATV, hovercraft.

Gunnery (spec): Characters with this skill are adept at the use or and maintenance of starship or small craft weapon systems. Characters using very simple weapons that have no guidance or "aiming" systems other than the ship itself, such as fixed lasers on a fighter, can use the pilot skill instead.

Specialties: ship's lasers (turret mounted laser weaponry), ship's energy weapons (turret mounted plasma or fusion weaponry), ship's particle accelerators (all charged particle and neutral particle accelerators, turret or rigid mounted), ship's missiles (turret or rigid mounted missile launch racks), meson weapons (rigid or turret mounted meson guns), screens (all protective screen equipment, including nuclear dampers, meson screens, and black globe generators).

Handgun (spec): Characters with this skill are adept at the use and maintenance of modern handguns, regardless of the type of action of the weapon (i.e., revolver, semi-automatic).

Specialties: snub pistol, auto pistol, gauss pistol, body pistol, revolver.

High-Energy Weapon: Characters with this skill are adept at the use and maintenance of high-energy weapons, including plasma, fusion, some with gravitic field generators. Specific weapons include the PGMP-12, PGMP-14, and FGMP-15. Weapons that require battle dress, are different enough to be considered not covered by this skill, but by the battle dress skill.

Instruction: Characters with this skill are able to teach others, imparting wisdom and knowledge to their charges. Characters may instruct others in those areas which the teacher himself is trained. The maximum skill level a student may obtain from study is equal to the average of the teacher's instruction skill and the skill being taught.

Interrogation: The individual will be able to extract more information from a subject than would normally be possible. Generally, this does not involve a direct psychological or physical assault on the individual, but instead results from the ability of the interrogator to derive informational pieces of a puzzle by attitude, word usage, body language, and seemingly meaningless pieces of information. The interrogator has a high ability to detect lying and to piece together hints from a large number of interrogations.

When one subject has a particularly vital piece of information, the interrogator will be better able to tell what approach will yield the best results (up to and including psychological or physical assault) the higher his or her expertise.

Knowledge (cascade) (automatic: Imperial society, or other native culture): Characters with this skill are knowledgeable about some specific subject. The player chooses the subject when the skill is purchased. The subject can be minor or important in its scope. Knowledge skills represent areas of focus beyond the character's EDU score.

Special: Unlike other skills, this skill is used as a DM on other actions tests involving the EDU attribute that specifically pertain to the character's area of knowledge. The EDU attribute must be the attribute associated with the action test, either as a strait EDU attribute action test or a skill action test using the EDU attribute DM. A knowledge in a particular area is applied through the use of another skill. For example, to decode an encrypted message would be a computer action test modified by knowledge (cryptography). The knowledge skill level is added to the character's EDU DM and used as a DM on the action test (beyond any other action test DMs the referee applies).

Knowledge skill DMs should not apply to all the rolls of a given skill. For example, knowledge (jumpspace theory) will only apply to Engineering (jump drive) when some experimental equipment is being tested or implemented, or in solving very specific problems related to jumpspace theory. Note that this means someone with a lot of education and a lot of study in a subject can do much better then someone who does not have that benefit in an action test directly related to his or her area of knowledge. Someone who spends decades in school (EDU F) then studying cryptography for many years (knowledge skill of 5) would get a +9 DM on computer skill action tests to decode something. This is by design.

Suggested cascades: cryptography, cuisine, history, intelligence analysis, jumpspace theory, mythology, or any other specific topic that the referee approves.

Language (cascade) (automatic: native): Characters with this skill understand and can speak a foreign language. If a written language exists and if the character has an EDU of at least 2 when the language is learned they will learn both the spoken and written versions. Level 1 represents simple words and phrases only; thick, noticeable accent (non-native speakers only), level 3 is conversational fluency with minor accent (non-native speakers only) or regional dialect and level 5 speaks perfectly, better than most natives.

This skill must be purchased separately for each language.

All characters start with a level of EDU DV in their native language. In the Imperium, the most widely used language by far is galactic anglic, or galanglic.

Laser: Characters with this skill are adept at the use and maintenance of modern laser weapons, regardless of the type of the weapon (i.e., pistol, carbine, rifle).

Leadership: This is the skill of effectively communicating ideas and inspiring or moving an audience's emotions with the spoken word. Characters with the leadership skill know how to issue commands, present information (such as news), give speeches, tell tales and otherwise inform or motivate.

Leadership can be a complementary skill to tactics (for leading troops in battle).

Liaison: Characters with this skill are trained in the art of dealing with others; this skill is usable in relations with members of military units, citizens in a community, and with alien or foreign cultures. This individual is trained to subordinate his or her own views and prejudices where they may conflict with those held by the individuals being dealt with. As a result, greater cooperation may be achieved, and progress in mutual projects made.

Mechanical: Mechanics is the skill of repairing and maintaining mechanical devices, as well as diagnosing problems. Characters with this skill can repair axles, motors, brakes, and so on.

Medical: The character knows how to reduce pain, stabilize broken limbs, and when not to move someone to avoid risk of paralysis and the arts of healing the body, from scrapes and cuts to beyond for members of the character's own race. Successful use of this skill allows the character to diagnose symptoms, treat minor and major wounds, perform common procedures, as well as identify and prescribe drugs and remedies.

To perform surgeries, the character should buy the surgery skill. Characters likely to encounter other races should buy xeno medicine.

Military Vehicle (spec): Characters with this skill have practical experience piloting military ground vehicles, including performing maneuvers in difficult conditions, combat procedures, performing routing maintenance and operating all common equipment normally associated with them (such as radio, radar, and so on).

Specialties: AFV, grav tank.

Missile Launcher (spec): Characters with this skill are adept at the use and maintenance of large crew-served guided missiles and missile launching systems
Note: laser target designation activities are also covered by this skill.

Specialties: multiple launch rocket (MLR), anti-aircraft, orbital platforms.

Naval Architect (spec): The individual has been trained in the design of starships and small craft. Knowledge of the requirements for accurate, usable ship design plans and of the details of ship design are part of this skill. The character is capable of acting as a naval architect, subject to the level of skill attained. Naval architect-1 is sufficient to occasionally design ships, especially for personal or group use, but generally requiring three or four times the time called for by a professional (about 16 weeks). Naval architect-2 allows design of a ship in 10-12 weeks. Naval architect-3 indicates a level of skill approaching professional. Naval architect-4 or more allows the individual to function as a professional naval architect.

Specialties: civilian, military

Navigation: Characters with this skill are able to determine their approximate position in space, plot a course between two known points and navigate between and within star systems. Navigation may be used as a complementary to the pilot skill and others with referee's permission

This skill is common among professional starship crews.

Performance (cascade): Characters with this skill are adept at performing with instruments or their own voice. They also understand the finer points of performing and can appreciate performances more than the average person.

Successful use of this skill means the character performs in a manner that moves or entertains the audience, or appraises the quality of performances by others. The higher the EN, the better the performance, and the better the audience's reaction.

Cascades: acting, dancing, specific instrument, juggling, singing.

Pilot (spec): Characters with this skill have practical experience piloting interplanetary and interstellar craft, including performing maneuvers in difficult conditions, dog fighting, performing routine maintenance and pre-flight checks, and operating all common equipment associated with them (such as radio, sensors, and so on).

Specialties: small craft (under 100 tons), starships and spaceships (100 tons or more), fighters.

Portable Launcher (spec): Characters with this skill are adept at the use and maintenance of portable grenade, anti-tank weapons, and grenade launchers (including RAM grenade launchers integrated with a gauss rifles or ACR).

Specialties: grenade launcher (GL), antitank rocket launcher (ATRL), rocket-assisted multi-purpose grenade launcher (RAM GL).

Prospecting: Characters with this skill are experienced in searching out mineral deposits on world surfaces and in deep space. This skill allows an individual greater likelihood of discovering mineral deposits. This skill alone is not sufficient for the discovery of vast mineral wealth, but it does provide greater probability of discovering what is there.

Rifleman (spec): Characters with this skill are adept at the use and maintenance of modern rifles, regardless of the type of action of the weapon (i.e., lever-action, semi-automatic, bolt action).

Specialties: rifle, carbine, ACR, assault rifle, automatic rifle, gauss rifle.

Robotics: Characters with this skill are trained in designing, building, and repairing robots. At higher tech levels, robots play critical roles in the function of society. Individuals with good robotics skill levels will find that their skill is just as important.

Security: Characters with this skill are familiar with various systems and procedures commonly used by individuals, corporations and governments to provide security for locations, people and things. Characters are proficient with picking locks and bypassing other security measures. This skill requires a set of lock-picking tools to be effective for mechanical locks, and electronics toolkit for electronic locks; -2 if only improvised tools are available. Electronics or computer skill can be used as a complimentary skill to bypass more complex systems.

Sensor: Characters with this skill can operate both passive and active electronic sensor equipment, including military and civilian versions, those aboard vessels, portable, stationary devices, and so on. Characters can also maintain and make minor emergency repairs to such devices, though any complex repairs requires the electronics skill

A successful skill throw also allows the user to detect objects using sensor equipment, such as sonar and radar. Sensors can also be used to try to jam sensors as with jamming communications.

Shotgun: Characters with this skill are adept at the use and maintenance of modern smoothbore shotguns, regardless of the type of action of the weapon (i.e., breech-loaded, pump-action, semi-automatic).

Sleight of Hand: Characters with this skill can lift items from others, misdirect viewers' eyes, and conceal items or cutpurses and the like. When a character uses sleight of hand against another, use a simple contested skill throw of the character's sleight of hand versus the subject's skill or attribute. If the subject's action test beats the sleight of hand action test, the other person has caught him in the act, knows which shell the ball is under, or otherwise wins the contest.

SMG: Characters with this skill are adept at the use and maintenance of modern submachine-guns.

Stealth: This skill is used to hide oneself in shadows and move silently. The total of the stealth throw is used as the difficulty number for action tests made by anyone who may spot the character (whether actively searching or otherwise, as the situation dictates). This skill can also be used to camouflage and hide items up to and including large animals, such as horses. The referee makes a single throw. The result of the throw is used as the difficulty number for attribute or skill checks made by anyone searching for it.

Steward: Characters with this skill are experienced and capable in the care and feeding of passengers, which are duties of the ship's steward. Although anyone can be hired as a ship's steward, this skill represents training in the various duties necessary, and serves as a perk when attempting to gut such a job

Steward skill represents a general awareness of cooking, personal care and attention, and other areas of experience, which will make passengers and crew happy and content with their conditions of passage.

Strategy (cascade): Characters with this skill are skilled at managing multiple units in large, battle-sized engagements (usually of more than 100 soldiers/ships per side). They can assess a battle, locate advantageous routes of advance (or retreat), determine the best place to establish a defense, and so on. Successful use of this skill by the leader of an army gives his side an initiative a +1 DM for every two points of EN. The DM lasts for the duration of the battle. Referees may also wish to use this skill as a contested skill throw between commanders.

Types: space, ground

Streetwise: The individual is acquainted with the ways of local subcultures (which tend to be the same everywhere in Human society), and thus is capable of dealing with strangers without alienating them. Close-knit subcultures (in this case some portions of the lower classes, trade groups such as workers, and the underworld) generally reject contact with strangers or unknown elements. Streetwise expertise allows contact for the purposes of obtaining information, hiring persons, purchasing or selling contraband or stolen goods, and other shady or borderline activities.

Support Weapon (spec): Characters with this skill are adept at the use and maintenance of machine-guns and other automatic weapons.

Specialties: light assault gun (LAG), light machine gun (LMG).

Surgery: Characters with this skill are able to perform surgical procedures. Successful use of this skill allows the character to perform minor to complex surgeries. You must have medical skill at a level equal to surgery skill. This skill is common among surgeons and paramedics.

Use of this skill on other races is affected as medical skill.

Survey: The individual is skilled in the art and science of mapping and charting star systems. Survey is a skill conferring expertise in the various areas used to produce accurate maps and directories of imperial territory and the frontiers. Survey allows an individual to accurately determine the characteristics of an unknown or unclassified world, and to compile its UPP. It allows an individual to correctly produce maps and information about star systems as well

Survey as a skill is learned in the scouts to enable accurate mapping and studies of worlds and systems. It is useful when an individual is confronted with unknown worlds.

Survival: Characters with this skill are familiar with both the theory and practice of living off the land, or staying alive in situations where most individuals would have trouble finding

food, water, or shelter. Players with survival expertise are adept at locating food and water, constructing or finding natural weapons and shelter, and finding their way in a wilderness without getting lost.

Tactics (cascade): Characters with this skill are skilled tacticians and are able to lead small units with 100 soldiers/ships or fewer. The character can assess an engagement, locate advantageous positions, determine the best place to establish a defense or execute an ambush, and so on. Referees may also wish to use this skill as an opposed test between commanders.

Cascades: space, ground

Tracking: Characters with this skill are able to track both man and beast. Tracking is used to follow prints, either fresh or old. Successful use of the skill means the character is able to identify the maker of the tracks and to follow them for one day or to a point at which the conditions have changed (e.g., tracks leading through a forest and to a river). If at this point the subject has not been found, then a new tracking throw must be made to continue.

Trader: The knowledge and skill of running a business, from a lemonade stand, to a merchant who owns a free trader plying the Spinward Main, to a CEO of a megacorporation. Trader focuses on the day-to-day running of the business, including inventory, customer service, public relations and sales, but also covers broader topics, such as supply and demand, marketing, taxes, and business laws. Trader can also be used for action tests involving customer service and public relations.

Vacc Suit: Characters with this skill are accustomed to operating in a zero gravity environment as well as with equipment related to operating in the vacuum of space. They can perform simple tasks without incurring a DM for the lack of gravity, such as performing EVAs, maneuvering at slow speeds, performing stationary repairs, and so on. Complex tasks may be performed at no DM with a successful vacc suit skill throw, or at a simple -2 DM with a failed throw

Weapons designed for weightless environments (snub pistols, accelerator rifles) give a +2 DM to the vacc suit skill throw to maintain control in combat.

Vacc suit skill also covers combat armor, just as battle dress does.

Vehicle Weapon (spec): Characters with this skill are adept at the use and maintenance of modern, heavy, vehicle-mounted weapons. Characters using very simple weapons that have no guidance or "aiming" systems other than the aircraft itself, such as machine guns on a bi-plane, can use the vehicle skill instead.

Specialties: auto grenade launcher (AGL), auto-cannon (AC), heavy machine gun (HMG), very rapid fire (VRF) gauss gun, fusion (XYZ) and plasma (ABC) weapons including rapid pulse (RP) versions.

Watercraft (spec): Characters with this skill have practical experience piloting powered, sea-going vessels, including performing maneuvers in difficult conditions, maneuvering and formations, performing inspections for fitness and sea-worthiness, and operating all common equipment normally associated with them (such as climate control, radio, radar or sonar, signaling with flags, and so on). Characters with this skill also know the basic workings of powered sea-going vessels and can perform as a crewman on one.

Specialties: small steamship, motor boat, submersible.

Xeno Medicine: Characters with this skill know the basics of treating injuries for members of races other then his own. Widely taught alien physiology is typically specific to the major races, although a wide variety of techniques usable with most minor races is taught as well.

This skill always combines with medical, psychology and surgery to offset penalties (but never to provide a positive DM) for using the skill with members of other races. Whenever medical skill is used on a member of a different race, a DM of -5 applies, which is offset by this skill. The exceptions are that Vargr, the minor Human races and Human (Solomani and Vilani) physiology is close enough to warrant only a base -2 for purposes of this skill.

TRAITS

A trait is a characteristic of a character, be it physical, psychological, social, material or historical, which provides some benefit or hindrance that an average Human in the Imperium would not have. Traits quantify characters so that they are created with a depth that is rewarded with in-game benefits. Traits are used for conditions not covered by a particular level of attribute or skill.

Any time a situation occurs in a game that is covered by a character's trait, it automatically comes into play and will affect the character, influencing his behavior or actions, or otherwise limiting or expanding that character's choice of actions.

There are two basic types of traits: perks and flaws. Note that characters can take both perks and flaws, as long as the condition is not the same.

Number of Traits

Characters must have at least one trait for each term of service. This represents events in the character's past that will impact him occasionally in the game. This rule is intended to encourage players to create characters with a history and depth, and to have events in the character's past have a tangible in-game effect. For referees who want a more streamlined game, this rule can be ignored.

PERKS

Perks provide some benefit to the character in the game and thus cost points to "purchase" when the character is created. Perks can be personal (PP), material (MP) or historical (HP).

Many perks have a mixture of positive and negative effects on the character, and this should be reflected in game play. For example, a character that is famous and well connected can enjoy those benefits easily enough, but he is likely to attract bandits and thieves, who might want to kidnap him for ransom. It is up to the referee to weigh the pros and cons of each flaw and introduce them to the game.

The point cost of a perk is determined by its usefulness or level of benefit to the character in the game and the frequency in which it applies. A convenience (C) is a perk impacting or benefiting the character slightly or providing a +1 DM to action tests. An edge (E) is a perk having a moderate to strong impact on a character or providing a +2 DM to action tests. A gift (G) is a perk that has a significant positive impact on the character or provides a +3 DM to action tests.

Frequency: The frequency of how often a perk will apply in the game also determines point cost. A perk with occurs rarely (R) is one that comes up once every third or fourth game session. A perk with occurs seldom (S) is one that comes up once every other session. A perk with occurs often (O) is one that comes up almost every session.

Personal Perk (PP)

The character has some physical or psychological condition or enhancement, or social talent that enhances his life or otherwise provides a benefit to his ability to function. The condition or enhancement may be minor, moderate, or extreme. The player defines the condition or benefit when the trait is bought. Characters may take this trait multiple times, each time for a different condition or benefit.

The effects of the trait may be countered or lessened with the application of medicine or some other means, at the referee's discretion.

Material Perk (MP)

The character has some item or possession that enhances his life or otherwise provides a benefit to his ability to function. The item may be of minor, moderate, or extreme importance or value. The player defines the item or possession when the trait is bought. Characters may take this trait multiple times, each time for a different item or possession.

The effects of the trait may be eliminated if the character does not have access to the item or possession, at the referee's discretion.

Historical Perk (HP)

The character (or perhaps his family, whole race or someone who in some way represents him) has, in his past, performed some act, duty or task that has on-going benefits to the character. The history may be of minor, moderate, or extreme importance or value. The player defines this aspect of his history when the trait is bought. Characters may take this trait multiple times, each time for a different aspect of the character's history.

The effects of the trait may be eliminated if the character is far away from anyone who would know (or care) about the character's history, at the referee's discretion.

FLAWS

Flaws are situations or conditions that present obstacles to the character. Flaws can be personal (PF), material (MF) or historical (HF).

Like perks, many flaws have a mixture of positive and negative effects on the character, and this should be reflected in game play. It is up to the referee to weigh the pros and cons of each flaw and introduce them to the game.

Because flaws provide obstacles or hindrances to the character during play, they provide points rather than costing points. Severity or impact on the character in the game determines the number of points gained for a flaw as well as the frequency in which it applies. An inconvenience (I) is a flaw impacting or hindering the character slightly or providing a -1 DM to action tests. A hardship (H) is a flaw having a moderate to strong impact on a character or providing a -2 DM to action tests. A peril (P) is a flaw that has a significant or severe impact on the character or provides a -3 DM to action tests.

Frequency: The frequency of how often a perk will apply in the game also determines point cost. A perk with occurs rarely (R) is one that comes up once every third or fourth game session. A perk that occurs seldom (S) is one that comes up once every other game. A perk that occurs often (O) is one that comes up once every session.

Control rolls (CS): Some flaws have a level associated with them. This is the control score (CS) for the trait. This is the target number that the player must match for the character to overcome the trait if/when it comes up during play. If a player wants his character to do something that contradicts the limits described for the trait, the player must make a control throw for the trait. The higher the control number, the more difficult it is for the character to control or overcome the trait.

To make a control throw, the player makes an unmodified 2DH roll. The throw must be equal to or greater than the control score for the trait. The referee may impose any DMs at his discretion.

The control score for inconveniences is 3. The control score for hardships is 4. The control score of a peril is 5.

Personal Flaw (PF)

The character has some physical or psychological illness or impairment, or social fault that impacts his life or otherwise limits his ability to function. The condition may be mild, moderate or severe. The player defines the ailment when the trait is taken. Characters may take this trait multiple times, each time for a different ailment.

The negative effects of the trait may be curtailed or lessened with the application of medicine, reflecting an addiction or need for regular medication. No control throw is allowed for physical flaws.

Material Flaw (MF)

The character has some plagued by some item or possession, or a lack of some item or possession that impacts his life or otherwise limits his ability to function. The possession, or lack of the possession, may be mild, moderate or severe. The player defines the item or possession when the trait is bought. Characters may take this trait multiple times, each time for a different item or possession.

The effects of the trait may be eliminated if the character does not have access to the item or possession, or has access to the possession that the character lacks, at the referee's discretion.

Historical Flaw (HF)

The character (or perhaps his family, whole race or someone who in some way represents him) is plagued by some past performed some act, duty or task that causes on-going problems the character. The history may be of minor, moderate, or extreme importance or value. It may not even be true. The player defines this aspect of his history when the trait is bought. Characters may take this trait multiple times, each time for a different aspect of the character's history.

The effects of the trait may be eliminated if the character is far away from anyone who would know (or care) about the character's history, at the referee's discretion.

TRAIT COSTS

The cost (for perks) or the value (points gained for flaws) is found based on the level of the trait, and the frequency it will impact the game. Perks give benefits to the character, and flaws provide obstacles to the characters in exchange for points to be used on additional attribute levels, perks and skills.

Please note that this is *very* subjective. One player may consider something an edge, while another might see it as a gift. It is impossible to list out every possibility, and some traits are more valuable in some campaigns than others. The referee has final say on how a trait is to be defines and assigned the various aspects such as type, level and frequency as well as control rolls (if any). If during play, a trait is discovered to have more or less of an impact than foreseen, the referee is encouraged to change its definition and adjust the costs, allowing the player to reassign those points immediately to something else, or from another area if the cost increases.

Perk Cost Table

Level	Rare (R)	Seldom (S)	Often (O)	Effect
Convenience (C)	1	2	5	slight; +1 DM on action tests
Edge (E)	2	5	10	moderate; +2 DM on action tests
Gift (G)	5	10	20	significant; +3 DM on action tests

Flaw Value Table

Level	Rare (R)	Seldom (S)	Often (O)	Effect
Inconvenience (I)	1	2	5	slight; CS 3; -1 DM on action tests
Hardship (H)	2	5	10	moderate; CS 4; -2 DM on action tests
Peril (P)	5	10	20	significant; CS 5; -3 DM on action tests

Derived attribute perks and flaws: Some perks and flaws are quantified by modifications to the derived attributes. In this case, the point cost or value is based on which derived attribute the park applies to. These types of traits should generally be limited to traits quantifying non-human capabilities, things like cybernetic enhancements, or disabilities. Here are the cost and point values for each derived attribute:

Derived Attribute	Cost/Value
Defensive Target Number (DEF)	5
Initiative (INI)	5
Life (LIF)	2
Toughness (TGH)	5
Wound Threshold (WND)	3
Move (MOV)	5

Former rank: Former rank is a special case trait. It is rated 0 to 6 with 6 being the highest attainable rank within the group. When a character buys former rank in a group or organiza-

tion, he pays 5 points for each rank above 0 within that group. Remember that EXP DV must be at least equal to the rank purchased. Use the rank tables in book 1 *Characters and Combat*, supplement 4 *Citizens of the Imperium* or one of the *Alien Modules*.

EXAMPLE TRAITS

Below are some common perks and flaws useful in defining a character.

General Traits

Combat experience (10 points): The character has been in combat on a battlefield, in a ship, or any dangerous area. He is more likely to avoid being surprised in combat and is less likely to run when his side begins to take casualties. *[PP-E-O 10]*

Jack-of-all-trades (20 points): The individual is proven capable of handling a wide variety of situations, and is resourceful in finding solutions and remedies. The well-rounded individual (the renaissance man, so to speak) is uncommon in all societies; but is naturally proficient when he occurs.

This trait is a general ability, which may be applied to nearly any endeavor at the discretion of the referee. The jack-of-all-trades can attempt activity that is not normally possible due to the absence of skills or expertise. Unskilled people have no idea how to even start many projects; jack of all trades can apply this skill instead of an actual skill. Jack of all trades can be considered to confer skill level-0 in every skill the character does not possess. *[PP-G-O 20]*

Mustering Out Benefits

A mustering out benefits are not rolled for, they must be paid for in character points. Money is not paid for in points, unless the character is very wealthy.

Ship (20 points): *[MP-G-O 20]* Characters with the required terms and rank (based on the classic *Traveller* service) may acquire a ship upon mustering out if it is available on the service's mustering out material benefits table.

TAS membership (5 points): *[MP-E-S 5]* Travellers' Aid Society membership may be acquired upon mustering out if it is available on the service's mustering out material benefits table.

Alien Packages

Attribute adjustments and traits for races are considered a package, and apply to almost everyone of that race which has traveled into the Imperium from the Extents.

Vargr (0 points): On the average, Vargr reactions are slightly faster than those of the typical Human *[+2 DEX, 10]*, but individuals vary widely. The Vargr senses of smell and sight are superior to those of Humans. *[PP-E-O 10]*. Vargr are physically weaker than Humans *[-2 STR -2 END, -20]*.

The construction of their legs puts them at a mechanical disadvantage in combat; they have difficulty in punching or kicking *[PF-H-S -5]*. However, Vargr have small non-retractable claws on each finger, and have teeth usable in combat as well. Vargr brawling techniques allows the use of teeth *[attacks with teeth (optimal distance 0 squares) PP-E-R 2]* or claws *[attacks with claws (optimal distance 1 square); PP-E-R 2]* at short range.

Vargr have fur over most of their bodies that helps in cold environments. *[PP-C-R 1]*

Vargr have little respect for formal authority. This respect decreases as the authority becomes more remote. Vargr generally have more respect for more informal authority figures and are more likely to obey superiors with whom they are closely acquainted than strangers. *[PF-H-R CS4 -2]*

Vargr have an intensive racial pride, and are easily insulted. They are prone to enter into fights without regard for possible consequences. *[PF-H-R CS4 -2]*

Vargr are sometimes considered untrustworthy, or assumed to be corsairs. *[HF-H-R -2]*

Vargr who spend a great deal of time in the Imperium generally know Imperial customs *[Knowledge (Imperial society)-3, 3]*, and Anglic *[Language (Anglic)-3, 3]*, as well as most Imperial citizens do.

ACTION TESTS

TAKING ACTIONS

Throughout the game each player declares to the referee the actions his or her character is performing each turn. Characters may perform one action per turn.

A turn varies in length. There is no set amount of time for a turn; a turn can be a month, a day, an hour or a few seconds. The referee during play determines the length of a turn, except during combat. In combat a turn is 6 seconds.

Dice rolls are used to determine if a character is successful at some attempted action or task. Most rolls will be actions defined as action tests or action tests, called action tests. Tasks that fall under a skill use skill-based action tests, tasks based on raw ability use attribute-based action tests. The most important thing to remember is that no rolls are needed for characters to accomplish everyday tasks. Rolls are required only for tasks that are out of the ordinary for characters.

Obviously, if everyone had to make a vehicle skill throw just to drive to work, no one would survive the commute! Also, excess rolls only slow down the game. Save the rolls in-

volving great risks and daring acts. The referee decides whether or not an action requires a throw.

Difficulty Levels and Target Numbers

As a rule, only tasks of "average" difficulty or higher (i.e., more difficult) require a skill or attribute throw. The referee assigns a difficulty level based on how difficult he believes the task would be for an average person. Use the difficulty levels & target numbers table, below, to help you decide what kind of difficulty level to assign the task, if any. The target number (TN) is the difficulty target of a task that must be matched or exceeded by an action test.

Difficulty Levels & Target Numbers Table

Description	TN
Simple	2-
Easy	3
Average	4
Tricky	5
Challenging	6
Difficult	7
Demanding	8
Extreme	9
Near-impossible	10+

When an action test is required or suggested, it is written as "a [difficulty] (TN #) [skill name] [attribute abbreviation] action test." for skill-based action tests. For example: "driving off the road into the woods requires a challenging (TN 6) ground vehicle DEX action test." For attribute-based action tests, it is written as "a [difficulty] (TN #) [attribute abbreviation] action test." For example: "forcing open the rusted hatch requires a challenging (TN 6) STR action test."

Automatic successes: If the target number for any task is lower than the character's combined attribute DM + other DMs, no action testis required — it's an automatic success for the character.

Impossible tasks: If the target number (TN) is greater than the character's highest possible throw, the character cannot succeed.

Action Tests

A skill-based action test is performed by throwing a number of dice equal to the skill level. For example, a skill level-2 throw would use two dice. Once the dice are rolled, then an attribute DM is added to the highest number rolled on any single die. If the total meets or exceeds the TN, the character is successful.

A 0-level skill means the character has enough experience in that skill to not botch a task as much as someone with no experience whatsoever. A skill throw made against a 0-level skill is made as though the character was unskilled (2DL), but if the lowest dice result is a 1, the character may re-throw and must take the second result.

No levels in a skill means the character has no experience in that skill whatsoever. A skill-based action test made unskilled is (2DL).

Attribute-based action tests are made much the same as action tests, with the referee determining a difficulty level and assigning a TN. The difference is that instead of throwing a number of dice equal to his skill level, the player always rolls 2 dice, and then adds the attribute DM to the highest number rolled. If the total meets or exceeds the TN, the character has successfully used the skill.

Which Attribute to Use?

Which attribute is used for an action test (called the "governing attribute") depends on what the character is trying to achieve and how the skill is being used. The most appropriate attribute used depends upon what the player says he wants to do.

Effect Numbers (EN)

The effect number (EN) of a throw is simply the number of points by which a throw exceeds the target number. If the dice throw is exactly the target number, the effect number is 0. If the TN is 6 and the skill throw total is 8, the effect number is 2.

Effect numbers can be used in several helpful ways in the game. They are used to determine the outcome of contested rolls, to determine the winner of a contest (whose arrow is closest to the bull's-eye?), and so on. The damage of an attack is determined by multiplying the effect number by the damage rating of a weapon.

An effect number of 0 means a very poor result, but not quite a failure.

Cumulative effect numbers: Sometimes, effort spanning multiple action tests is called for. The referee may call for a total of the effect numbers of several rolls. Each turn that the character is successful, the EN is counted against the total needed. Then the total is reached, the task is complete.

Fumble and Exceptional Success

If the result (before any DMs) of an action test is 1, then a fumble occurs. The results of this are left to the imagination of the referee. If the EN is 6 or higher, an exceptional success oc-

curs. It means the task was performed flawlessly with better than expected results. The description of the results should emphasize the spectacular success of the attempt and the referee may grant some benefit outside the normal result.

Assisting

When more then one character works on a task, at the referee's discretion, a roll is made for each character, and the higher effect number is used. In the event one critically fails, the helper is more of a hindrance, and the TN of the task is raised by two categories.

Contested Rolls

When two characters are attempting to outdo each other using action tests, it's called a contested throw. In a contested throw, both characters make their action tests, using any difficulty DMs assigned by the referee. The character whose player achieves the higher adjusted total is the "winner." examples of contested action tests include trying to sneak past a guard unseen, an arm wrestling contest, and so on.

In situations in which each character must achieve a minimum level of effect in order to be partially successful (e.g., an archery contest to see who can hit the target closest to the center), the referee may assign a TN to each player's throw. The player who achieves the higher EN succeeds. If both opponents EN is 0 (i.e., if the rolls are tied) there is no winner, because both characters failed at their respective attempts.

Complementary Skills

Sometimes a character's experience with a particular subject can help with an action test for another skill. For instance, any character with the appraisal skill can appraise an antique vase. But a character with specific knowledge of antique vases, knowledge of the culture from which the vase originated, of glazing techniques, or of the family that owned the vase may have particular insights into the history of the vase, thus allowing the character to more accurately determine its value. Another character with a complementary skill can assist the character using the primary skill in the same manner.

When one skill can be used to help with a task that uses a different skill, it is called a complementary skill. When a skill of level-2 or better is complementary to another skill, the player receives a +1 skill level to the effective level of skill being rolled (not a DM, an additional die). If the character does not have the skill needed for a task, but does have a skill clearly complementary, the character may act as if they had a level 0 in the needed skill (2DL).

Off-Handed

Characters are either right-hand or left-hand dominant (player's choice) by default. The character's non-dominant hand is his "off hand." using your off hand incurs a -2 DM to any action tests requiring manual dexterity, such as shooting a gun, throwing, writing, and so on.

Time Use

Every task requires a certain potential range of time to complete, as determined by the referee, from the list below (if applicable, not every tasks will be assigned time like this, but most will). If a character wants to take more or less time than usual to perform a task, he receives a DM to the target number. Once the referee assigns one of the ranges of time listed below, and the character begins the task, the referee should roll to determine the actual amount of time the task will take.

Characters can take more time than normal to perform a task in order to improve their chance of success. By taking more time than normal, the task becomes easier. For each lower level down the time chart (i.e., for each larger period of time taken), the skill throw receives a +2 DM.

Characters can attempt to perform a task more quickly than normal. By taking less time than the "base time" for a task, the task becomes more difficult. If the character wishes to less the usual time, for each higher level up the time chart (i.e., for each smaller period of time taken), a -2 DM is applied.

When determining the DM or DM for more or less time taken on a task, refer to the time chart, below. Simply find the level on the time chart that is closest to the amount of time the task normally takes. The referee should determine the average length of time normally required to perform a task, and then consult the time chart. If the time required to perform a task is longer than the closest level on the time chart, then use the next greater time increment as the default level.

1 turn (6 seconds)
3-8 turns (1D+2 x 1 turn)
1-6 minutes (1D x 1 minute)
10-60 minutes (1D x 10 minutes)
3-8 hours (1D+2 x 1 hour)
10-60 hours (1D x 10 hours)
1-3 weeks (D½ x 1 week)
1-6 months (1D x 1 month)
1-3 years (D½ x 1 year)
1 term (4 years)

Repeated Attempts

A character that attempts a task again after failing it once may make a new skill or attribute throw is allowed by the referee, but is at -1 for each successive attempt. This does not apply to tasks requiring a cumulative EN, at the referee's option. This DM is cumulative in addition to any other DMs for taking extra time or rushing.

Tools & Equipment

Some skills do not require equipment for their use. The use of specialized equipment with these skills may provide a +2 DM to the skill throw, at the referee's discretion. Other skills normally require tools of some kind but might be used with improvised tools. If a skill can be used with improvised tools, at referee's discretion, the character may attempt the task but suffers a -2 DM.

REACTIONS & SOCIAL TASKS

When non-player characters are encountered, their reactions will dictate their activity in terms of business deals, violence, assistance, charity, cooperation, and a number of other actions. When an encounter occurs, an average (TN 4) PER action test is made and the EN compared to the reaction table. DMs may be called for by the referee, including a -1 DM is the population digit is 9+. The equivalent classic *Traveller* encounter roll is included for scenarios and situations that need it.

Reaction rolls are made upon initial encounter, and one throw determines the reaction of an entire group. Reactions are used as a guide to the probable actions of individuals. Some NPCs may have a reaction value pre-specified.

Reactions govern the reliability and quality of hirelings and employees. Generally, they would re-throw reactions in the face of bad treatment or dangerous tasks.

Reaction Table

EN	Reaction	Negotiation Difficulty	CT Roll
-3	Violent	impossible	2
-2	Hostile	near-impossible (TN 10)	3-4
-1	Unreceptive	extreme (TN 9)	5-6
0	Non-committal	demanding (TN 8)	7
1	Interested	difficult (TN 7)	8
2	Intrigued	challenging (TN 6)	9
3	Responsive	tricky (TN 5)	10
4	Enthusiastic	average (TN 4)	11
5	Genuinely friendly	easy (TN 3)	12

Negotiation

Most action tests involve the character accomplishing a particular task, with clearly defined results, such as climb the wall or shoot the enemy. However, when one character tries to influence an NPC through subtle negotiation, there are a wide variety of outcomes, both if you succeed, and if you fail.

Most character interactions either happen in the background, or are role-played out. Sometimes actions taken by characters involving talking to NPCs are resolved by using rolls. Negotiations may last from several minutes to several months, depending on their nature and other factors, including the method of communication, and so on. A negotiation action test can represent the entirety of the negotiations, a single round of negotiations or each individual "point" of a negotiation.

When engaged in negotiations, the character states his goal (or demand) and makes an action test (usually administration, liaison, streetwise, trader or broker skills are used based on the situation) against a TN set by the referee. The difficulty number is based on the other's party's general reaction to the character's stated goal, and is represented by the negotiation difficulty in the reaction table. The target number represents the difficulty for the negotiator to achieve his stated goal while also making concessions to the other party.

Players who make especially good tries at role-playing and characterization should receive DMs (added to the dice throw).

If the EN of the negotiation action test is 0, the negotiator must make three concessions. If it is 1 or 2, two concessions must be made. 4 or 5, then the negotiator need make only one concession. If the EN of the negotiation throw is 6 or higher, the negotiator achieves his goal without making any concessions.

It is up to the negotiator (or perhaps his superior) to decide if the final offer is acceptable. If so, the agreement is made and the deal struck. If not, then the negotiations are called off, at least for this round.

This resolution system is intentionally abstract. A "concession" represents any reasonable demand or condition made by the other party that the negotiator could meet. If it is important to know the exact nature of the concessions, the referee should consider forgoing the skill throw altogether and simply role-play the negotiations.

Bribery: If a character is unsatisfied with the results of the negotiation, he can make another attempt using a bribery action test, however this is not always a good idea. See the bribery skill for more information.

Haggling

In the case of "haggling" over a price, either the buyer or seller can initiate a negotiation. When negotiating a price, the buyer and the seller make a contested trader or broker (based on the situation) action test. The seller gains 5% to the base (list) price for each point of difference between the seller and winner's EN based. A negative number represents when the seller looses the contested roll, and sells for 5% less per point the roll was lost by. This represents the "best, final offer." it is up to the either side to decide if this "final offer" is acceptable.

PERSONAL COMBAT

Combat is handled in more detail than most other situations. When any character enters a combat situation — by either attacking another character or non-player character or being attacked — game time "slows down." Each turn lasts for 6 seconds of "game time". These rules cover personal combat. Combat between ships is handled using the method in book 2 *Starships* or book 5 *High Guard*.

Maps and Counters

Maps are made with 1.5-meter squares. Therefore, most personal horizontal movement in the game is measured in units of 1.5-meter squares. Vertical, and other movement generally not mapped out in a typical game, is in meters. 15mm scale is about ½" per 1.5-meter square. 25mm scale is about 1" per 1.5-meter square. 1.5-meter squares are referred to in the rules simply as "squares"

Personal Combat Procedure

1. Determine the initial range that separates the parties.
2. Determine if either party has the element of surprise.
3. Determine if escape or avoidance for either party is possible or warranted.
4. Use INI + 1D to determine order of characters.
5. Resolve actual combat as each character indicates his or her movement and defensive or offensive action, or other action taken.
6. Repeat step 5 until combat is over.

ENCOUNTER RANGE

Encounters initially occur at any one of five ranges: close, short, medium, long, very long, distant or very distant. The specific initial range of an encounter is dependent on the referee's specific statement, or on a roll using the encounter range table. Throws on the range table are subject to DMs from the terrain DM table and the range DM table. In essence, the DMs take into account the altered probabilities of specific encounter ranges in differing terrain types and specific situations. An encounter at close range is much less likely on a prairie than in a city, for example. The referee should apply any other DM that is appropriate.

Determine the DM from the terrain DM table and any applicable DM from the range DM table and apply it to a contested AWE action test. The highest result (not the EN) is used to determine range. The EN of the winner of the contested action test is used to determine surprise (see surprise below). If one or both group is aware of the other, or otherwise has a reasonable expectation of encountering a hostile force in the area, the aware side(s) may substitute survival (AWE) or tactics (AWE) for their side of the contested action test. The highest action test result indicates the range at which the two parties encounter.

Encounter Range DMs Table

Terrain	DM
Forest, Woods, River, Stream, Creek	+1
Arctic, Broken, Highlands, Maritime Surface, Rough, Hills, Foothills	+2
Clear, Road, Open, Mountain, Alpine, Prairie, Plain, Steppes	+3
Desert, Dunes, Sand Sea	+4
Jungle, Rainforest	0
Maritime Subsurface	-1
City, Swamp, Bog, Marsh	-4
Building Interior, Cave	-5
Condition	*DM*
Wearing battledress	+3
Wearing combat armor	+2
Chameleon surface	+2
Combat experience (trait)	+2
4 or more members in group	-1
8 or more animals	-1
In a grav vehicle (Air/raft)	-1
In a non-grav vehicle (ATV)	-2

Encounter Range Table

Highest Action Test Result	Range
2 or less	Short
3-4	Medium
5-6	Long
7-8	Very Long
9-10	Distant
11+	Very Distant

SURPRISE

If one party has an EN 3 or more (three higher is all that matters in this case, negative numbers are OK), the higher rolling party has achieved surprise. A party with the element of surprise may elect to avoid contact with the other party; see escape and avoidance.

A party with the element of surprise may act until surprise is lost. Surprise is lost when a member of the other party gives the alarm in some manner. All unsilenced shots will alert the enemy to an attack; silenced pistols, laser weapons, and all guns in vacuum do not make any noise when fired. Any character that is hit but not rendered unconscious will make sufficient noise (probably a scream) to raise the alarm. If the alarm is not raised in this manner, there is a chance that an unattacked comrade in the defending party will see the person fall and give the alarm. Surprise continues until it is lost, and may thus continue indefinitely. Once surprise is lost, normal combat begins.

A surprised target has a base DEF of 1.

ESCAPE AND AVOIDANCE

Encountering parties may attempt to avoid contact with, or escape from, an encounter before combat begins. A party which has achieved surprise may avoid an encounter by avoiding detection. Make a contested stealth (DEX at short or medium, INT at longer ranges) action test versus an AWE action test to escape. Other DMs may be allowed, such as dark clothing at night.

Escape and Avoidance DMs Table

Range	DM
Close	-2
Short	-1
Medium	0
Long	+1
Very Long	+2
Very Distant	+3
Distant	+4
Very Distant	+5

INITIATIVE

During combat, characters act in order of initiative (INI) plus the result of a 1D roll. To determine initiative, character with the highest initiative total acts first that turn; the character with the next highest initiative level acts second, and so on. This is rolled once for each combat and the results are used until combat is over.

In the case of ties, roll 1D for each tied character until the tie is resolved.

Ready weapons: Characters who do not have their weapons in hand can still attack with it in the first turn, but receive a -1 DM to their attack action for each 600mm weapon's length (rounding up), and no ACC DM applies. A character can also ready a weapon while stepping, walking or running. In that case that character can attack the next turn with the weapon normally.

FACING

Characters on the combat grid have a facing. Movement and actions into front squares are handled normally. Turning up to 90° costs 1 MOV (if standing normally), except the first, which is free. For larger creatures/vehicles, select a center square and extrapolate.

Front	Front	Side
Front	↖	Rear
Side	Rear	Rear

Front	Front	Front
Side	↑	Side
Rear	Rear	Rear

Movement to side squares cost double MOV, and actions such as attack action tests targeted into side squares are at a -2 DM. Moving into rear squares costs 3 times the normal MOV and actions such as attack action tests targeted into rear squares are at a -4 DM. A character being attacked from a rear square receives a -2 penalty to DEF (DEF cannot be reduced to below 1).

ACTIONS

In general, each character should be allowed one movement, and one offensive or defensive action in combat. In some circumstances, a character may need to take more then one offensive action per turn. For example, a character can conceivably fire a revolver several times at a target in a single 6-second round. In this case, apply a -2 DM to all the actions during that round for each action performed. Note that this applies to the first action as well. So taking three actions in a turn imposes a -6 DM to all the actions performed.

Movement actions

A character's MOV determines how far they can move. In general, a character can move a number of squared equal to his MOV and still perform another action. When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on.

Difficult terrain hampers movement. Each square of difficult terrain doubles the MOV cost of that square. (Each diagonal move into a difficult terrain square costs triple MOV.) You can't run or charge across difficult terrain. If a character occupies squares with different kinds of terrain, they can move only as fast as the most difficult terrain they occupy.

Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it each obstructed square or obstacle between squares counts 2 MOV. This MOV is only for crossing the obstacle, the MOV cost to enter the square past the obstacle is separate. Some obstacles may also require an action test to cross. On the other hand, some obstacles block movement entirely.

Crawl: With this action, the character may crawl along the ground. Each MOV spent crawling costs double. For example, moving forward one square costs 1 MOV on normal ground, but would cost 2 if crawling. Difficult obstacles may require an action test to successfully pass over, at the referee's discretion.

Characters receive a bonus of +1 to their DEF until their next action.

Climb: With this action, the character may climb a distance of one meter (not squares) each 4 MOV spent on normal ground. Some surfaces may require the character to make a climbing throw, at the referee's discretion. Characters have a -2 to DEF (minimum of 1) while climbing.

Dive: With this action, the character can attempt to leap out of harm's way, avoiding the effects of an explosion, a hail of gunfire, or dive across some distance, such as an open pit. The player declares the spot (square) where he wants to land and makes a STR action test. The base TN for the throw is equal to 4, plus 2 for every square of distance.

If the throw is successful, the character clears the distance and lands safely. If diving to avoid an area attack, a successful throw means the character avoids the attack altogether. A failed throw means the character was caught in the area of effect in mid leap, suffering normal damage or effect of the attack.

A character may dive a distance of up to one-half his MOV (rounding up). Characters receive a bonus of +2 to their DEF while diving. This DM lasts until their next action.

A character may abort a held action to dive, or lose his next action to dive before his turn.

Run: With this action, the character can jog or run across the ground. A character may move two squares in a strait line, (free of major obstacles) for 1 MOV on normal ground.

Sprint: With this action, the character can sprint across the ground. A character may sprint up to 4 squares in a strait line (free of major obstacles) for 1 MOV on normal ground. A character can sprint a maximum number of times equal to his END before resting.

Step: With this action, the character can take a step across the ground at a cost of 1 MOV on normal ground.

Defensive actions

Defensive actions are those designed to protect a character from injury and harm. Characters may "abort" to a defensive action at any time during a turn, even if it means acting before their INI would indicate. If a character is attacked (or if a player otherwise feels her character is in danger), the player may declare that their character is aborting their normal

action that turn in order to perform a defensive action. This is particularly useful if a character is ambushed or attacked unexpectedly.

Block: Block can be used to thwart a melee attack. The character must have something sufficiently durable with which to deflect the incoming the attack. A plastic fork, for example, cannot block a sword blow. Edged weapons may not be blocked with bare hands. Just about any object that is durable enough can be used to block with brawling skill.

When a melee attack is being blocked, it becomes a contested action test. If the defender wins the action test, the attack has been blocked.

Evade: A combatant, at any range, may state evade as a status. The person may not make any attack during the turn and may not use his weapon to parry or block. The character may also use up to one-half his MOV for movement. He receives his AWA DV as a DEF bonus.

Roll with the blow: With this action, a character that has been struck by a melee attack can roll with the blow to avoid some of the damage. The character must have an action available to use in the same turn he was attacked. A character that attempts to roll with the blow makes a DEX action test as a contested action test against the attack. If the defender wins the contested action test, the character suffers only half of the damage rolled, before subtracting his TGH.

Offensive actions

Aim: When taking a shot (such as a bow, crossbow, firearm, and so on) at more than short range, the skill throw becomes more difficult. By taking time to aim, characters can offset some or all of these range penalties. For each full turn spent aiming a weapon (and nothing else), the character receives a DM of +1 and a bonus equal to the accuracy (ACC) of the weapon being used (if any) to his skill throw. The maximum DM is the character's skill level with the weapon, in addition to the ACC of the weapon. The minimum DM when aiming is +1. This bonus only offsets any range penalties and cannot provide a positive DM by itself.

While aiming, the character must remain focused and his DEF becomes 1. Any attempt to react to an attack (i.e., to gain his DEF) or to perform any other action ruins his aim and any DM gained for it. The character must spend another turn aiming for any benefit, essentially starting from scratch.

Attack: This is the basic action of fighting against your opponent with either a missile weapon or a melee weapon. With this action, the character attacks an opponent or object with a readied weapon. The character makes a combat skill action test (either a shot with a ranged weapon, swinging a melee weapon of blow with natural weapons such as your hand) using his DEX attribute DM + any other DMs versus the defender's DEF (rather then a static TN). If successful, the attack inflicts damage as per the weapon listing, multiplied by the EN of the successful attack.

Disarm: With this action, the character can disarm an opponent, causing him to drop a weapon, such as a sword or gun. With a successful melee attack contested against the opponent's DEX action test, the opponent drops the weapon and is disarmed.

Grab: With this action, the character uses one or both hands to grab hold of the opponent. A brawling (DEX) action test is made with a -2 if grabbing with one. In addition, the grabbing character suffers a -2 DEF (minimum 1).

If the blow is successful, the opponent is grabbed, and action tests for all actions attempted by the grabbed character are at -4. A grabbed character can automatically grab the character who has them grabbed, if desired.

To break free from a grab, the defender must overcome the grabber's strength with his own by making a contested brawling (STR) roll. If the grabber's total is higher than the defender, then the defender remains grabbed.

Once a character has an opponent grabbed, he may perform one of the following maneuvers: drag, drop, restrain or throw, as listed below:

Drag: A character that has successfully grabbed an opponent may drag or pull him. The maximum distance in squares that a resisting opponent can be dragged each turn is equal to the dragging character's STR + 1 minus the opponent's STR, up to a maximum distance equal to the dragger's MOV in squares. If the character being dragged drops to the ground, movement is cut by half.

Drop: A character that has successfully grabbed or restrained an opponent may drop with him to the ground. Both character and opponent will fall to the ground in a pile. The opponent remains grabbed or restrained.

Restrain: A character that has successfully grabbed an opponent may restrain him by expanding his grab to restrain two limbs (either both arms or both legs). To successfully restrain an opponent, the character must succeed at a contested brawling (STR) action test against the defender (who receives a -2 DM). If the offensive character's total is higher than the defender's, the opponent is fully restrained. Once a character has an opponent restrained, he may only perform a drag, drop, or throw, or he may release the opponent.

To break free from being restrained, the defender (who receives a -2 DM) must overcome the restraining character's strength with his own by making a contested brawling (STR) roll. If the restraining character's total is higher or equal to than the defender's, then the defender remains restrained.

Throw: A character that has successfully grabbed or restrained an opponent may throw him to the ground by making a contested brawling (STR) roll against the defender (who receives a -2 DM). The opponent falls to the ground, suffering B/S damage equal to the thrower's STR DV.

Special Actions

Load weapon: The character is spending the turn reloading a weapon. Reloading a weapon may take multiple turns to accomplish. As a rule of thumb, sling weapons and bows require 1 turn to reload, crossbows require 2 turns, and black powder weapons require 10 turns. Modern firearms may be reloaded at a rate of DEX DV loose rounds or one magazine (or clip or cylinder/speed-loader) per turn.

Delay: A character can wait until a given set of circumstances occur to act. In which case the character's order in the initiative changes to either just before or after the action they delayed for. In the case of an action they anticipate and can see starting, they assume an order in initiative just before the initiate of the character taking the action they want to interrupt. A character can also delay to go after any other character. In this case, they wait to see what someone else is doing, then act based on the results of the actions of the character thy were waiting for. The delaying character then takes the order in initiative right after the character they delayed for.

Characters that are waiting are still alert and able to defend themselves, and receive any other applicable DEF modifiers (referee's discretion).

COMBAT DMs

Movement

The MOV score and movement action measure movement by characters. Vehicles are generally measured in kph. Kilometers per hour can be roughly translated into squares moved per combat turn on a one-for-one basis. Therefore, an air/raft moving at 90 kph will cross 90 squares in a single round. Target moving faster are harder to hit. Apply a -1 DM to any swing, blow or shot for each 10 kph or 10 squares per turn of movement (round down).

Range

Range Table

Range	Squares	Meters	DM	Notes
Contact	0	touching	0	at/near physical contact
Close	1	1.5 m	-1	sword
Short	2	3 m	-2	polearm point
Medium-Long	30	45 m	-3	pistol range
Long	200	300 m	-4	short rifle range
Very long	400	600 m	-5	long rifle range
Distant	1000	1500 m	-6	extreme rifle range
Very distant	2000	3 km	-7	heavy weapons range
Subregional		50 km	-8	indirect fire range
Regional		500 km	-9	extreme indirect fire range
Continental		5,000 km	-10	ortillery range

Maximum range: Weapons cannot be effective past their maximum range (MAX), regardless of modifiers. While weapons reach beyond the listed maximum effective range, they are considered so inaccurate or ineffective that for purposes of these rules they do not count past this range.

Range modifier (Rmod): Some ranged weapons have a range modifier. The range modifier is a DM usable only to offset or cancel negative DMs due to range if the attacker is stationary the turn they are attacking. For example, an Rmod of +2 means that a character using the weapon treats a -4 DM for distance as only a -2 DM. A weapon's range modifier may never provide a positive DM.

Optimal distance: The optimal distance is contact (both combatants in the same square) for small (S) weapons (such as knives, short swords, and natural weapons except for kick), close for medium (M) weapons (such as swords, clubs and kicks), and short for long (L) weapons (such as most pole-arms). An attacker gets a -2 DM to a melee weapon attack if they are not at less then optimal distance from the target. If the target is beyond the optimal range, the target is out of reach. The range DMs in the range table apply to ranged weapons only.

Autofire: A weapon with autofire "puts a lot of lead downrange," as they say. The shooter makes an action test against the target at with any DMs for size, distance, and so on, and for every 4 rounds (or fraction) in the attack, an additional +1 is received. No bonus for aiming can be combined with this attack.

To attack more then one target, the attacker makes a skill throw for each target, with a maximum of one target per 4 rounds (or fraction) in the attack and a -1 DM for each opponent targeted and a -1 DM for each square separating the targets, plus any other DMs.

Zero Gravity: Individuals in zero gravity may lose control; weapons with recoil have recoil that may disorient an individual. Anyone acting in a zero-g environment must make a challenging (TN 6) vacc suit (DEX) action test to maintain control, with a DM -4 if firing a weapon (-2 if using a specially-designed zero-g weapon), +5 if using a handhold, and -6 if performing a melee attack. Using a handhold reduces DEF by 4 (minimum 1).

If the character fails his vacc suit action test, he is spinning wildly, and will need to make another action test to regain control. Action test as above, but handholds and weapons may not be used.

Other DMs

In combat, the target numbers do not take into account the attackers abilities and the situation in which combat happens. Listed below are various DMs that may apply to the attacker's action test. Some examples and suggested DMs are listed below. All listed DMs are applied to the action test for the attack.

Size DMs Table

Target Size	DM
Gargantuan, 20m or more (ship, bridge)	+4
Huge, 10m or more (ship's boat)	+3
Very large, 5m or more (ATV, grav tank)	+2
Large, 3m or more (air/raft, tree)	+1
Small, 1m or less (barrel)	-1
Very small, ½m or less (grav belt)	-2
Tiny, 1/4m or less (communicator, bull's-eye)	-3

Lighting DMs Table

Complete darkness (cave or windowless enclosed room)	-5
Dark (starlight or moonlight)	-4
Very dim lighting	-3
Dim lighting	-2
In shadows	-1

Visibility DMs Table

Target Visibility	DM
Almost completely obscured (heavy smoke)	-4
Mostly obscured (heavy fog)	-3
Somewhat obscured (medium fog)	-2
Partly obscured (light fog)	-1
Target silhouetted	+1

Cover DMs Table

Target Cover	DM
Excellent cover	-4
Good cover	-3
Some cover	-2
Poor cover	-1

Position DMs Table

Position	DM
Attacker braced or prone (when aiming, shots only)	+1
Target prone (at medium or longer range and vs. shots only)	-3
Target higher than attacker (uphill, mounted)	-1

MORALE

A group of attackers, which sustains casualties in an encounter, will ultimately break or rout if it does not achieve victory. At the point in time when 20% of a group is unconscious or killed, the group must make an average (TN 4) EXP action test to stand, or not break and run, is needed. DMs are allowed: +2 combat experience (trait), +1 if a leader (leader skill) is present; +1 if the leader has any tactical skill; -2 if the leader is killed (until a new leader takes control); -2 if casualties exceed 50%.

ARMOR AND WEAPONS

Armor Attributes

Armor has several attributes that describe its performance within the rules.

Armor Value (AV): The armor value indicates the amount of points of protection that the armor affords. Each point of AV reduces damage inflicted upon the character by 1 point. For example, an AV of 10 would reduce a 16-point attack to a 6-point attack. The armor's AV protects from all forms of damage unless otherwise noted in the description (e.g., mesh is flexible and does not protect as well against blunt and piercing attacks as it does cutting attacks).

STR Minimum (STRmin): The minimum STR DV required to move about and fight unencumbered by the armor. Armor that is rigid, heavy and restricting will have a higher STR than armor that is less cumbersome or doesn't restrict the wearer's range of motion.

If a character has a STR DV lower than the listed STR minimum for the armor, for every point below the STR minimum, reduce the level of all body group attributes by 2, and DEF, INI and MOV by one each. DEF and INI cannot be reduced below 1. This is cumulative with encumbrance.

Weight: The weight of the armor, listed in kilograms.

Tech Level (TL): The first tech level where the item would be widely available.

Notes: Notes contain additional information about the armor.

Base Cost (Cr): The standard price ("Cr") of each accessory in imperial credits.

Weapon Attributes

Each weapon has several attributes that describe its performance within the rules.

Damage Multiplier (DMG): The damage multiplier for the weapon indicates the number which is multiplied by the EN of a hit to determine the damage the weapon inflicts. For melee and natural weapons, the damage multiplier for the weapon indicates the number added to the character's STR DV.

Type: This describes the type of damage that the weapon inflicts. The letter before the slash represents the type of damage, the letter after represents the form of damage.

Size: Each weapon size has an "optimal distance." this is the distance that the user must be from his opponent in order to effectively and properly wield the weapon.

Accuracy (ACC): Accuracy reflects the inherent accuracy of the weapon. The accuracy DM ("ACC") is added to the character's action test when using the weapon if the character firing is stationary or stepping.

Range Modifier (Rmod): The range modifier ("Rmod") reflects the inherent accuracy of the weapon at longer ranges. The range modifier is a DM usable only to offset or cancel negative DMs due to range if the attacker is stationary and aiming for the turn they are attacking. A weapon's Rmod may never provide a positive DM.

STR Minimum (STRmin): Most weapons have a minimum STR DV ("STRmin"). This is the minimum STR DV required to wield the weapon effectively. Large, bulky or unbalanced weapons will have a higher STR DV minimum than small, balanced one.

If a character has a STR DV lower than the listed STRmin for the weapon he is using, the character will incur a penalty to any action tests made for using the weapon. For every point below the STR minimum, the character suffers a -1 to all action tests involving that weapon.

Maximum Effective Range (MAX): Maximum effective range ("MAX") is the maximum range in meters at which a ranged weapon, such as a bow or firearm, can reasonably hit a target at which it is aimed.

Rate of Fire (RoF): A weapon's rate of fire ("RoF") indicates how often a ranged weapon may be fired and how many rounds are expended each turn. A whole number indicates the maximum number of rounds that may be fired per turn. A fraction indicates the number of turns required to reload the weapon between shots (e.g., "1/3" means the weapon can be fired once every three turns). More than one number separated by a colon indicates the weapon is capable of multiple rates of fire. In such cases the player selects which rate of fire to use at the beginning of his character's action.

Tech Level (TL): The first tech level ("TL") where the item would be widely available.

Base Weight (Weight): Weight ("weight") of the weapon, in grams, when empty. Fusion and plasma gun weights and ammo weights after the slash indicate reduction due to gravitic field generator.

Ammunition Weight (AMMwt): Weight in grams of a fully loaded magazine ("AMMwt"), or set of ammunition in the case of revolvers. In the case of missile weapons, the weight is for each round (arrow or bolt).

Ammunition (AMM): Ammunition capacity ("AMM") indicates how many rounds of ammunition are contained in a ranged weapon or in an attached supply, such as a battery or magazine. Simple missile weapons, such as crossbows and slings, have an AMM rating of 1 because they can't "hold ammo" (they can only fire a single arrow or stone that is loaded and readied for use). Some weapons carry a great deal of energy, and in most combat situations they can be fired indefinitely. The AMM rating is listed as an infinity symbol (∞).

Length (LEN): Length ("LEN") of weapon in millimeters.

Base Cost (Cr): The standard price ("Cr") of each weapon in imperial credits.

Ammunition Cost (AMM Cr): The standard price of a fully loaded magazine ("AMM Cr"), or set of ammunition in the case of revolvers in imperial credits. In the case of missile weapons, the cost is for each round (arrow or bolt). Laser and high energy weapon ammo price indicates cost of the power pack; the figure after the slash indicates commercial recharging cost.

Notes: Additional information about a weapon, such as special effects, and special uses or exceptions to the basic rules.

AF: *autofire (the weapon may be fired using the rules for autofire)*

AP: *armor piercing (on a successful attack using this weapon, the AV of the target is halved before subtracting it from the damage caused by the attack)*

BD: *battle dress required*

CC: *corner cover (weapon can be folded to fire around cover using electronic sites for aiming, completely protecting the firer if appropriate cover is available and they remain stationary)*

DS: *discarding sabot ammunition (+1 Rmod)*

EX: *explosion (attacks using this weapon are made using the rules for explosions)*

GS: *gas ammunition (Sp/Sp; challenging END (TN 6) action test to avoid unconsciousness for 10 minutes - END DV, cloud lasts 1D rounds or based on air movement)*

HE: *high energy weapons (explosion rules apply)*

HEAP: *high-explosive armor piercing ammunition (the AV of the target is halved before subtracting it from the damage caused by the attack and attacks are made using the rules for explosions)*

IS: *integrated electronic scope (eliminates lighting penalty when aiming)*

LZ: *laser (on a successful attack using this weapon, the AV of the target is halved before subtracting it from the damage caused by the attack)*

PA: *pump action*
RD: *revolver, double-action*
SA: *semi-automatic*
SH: *shotgun (quadruple damage that penetrates armor)*
TR: *tranquilizer ammunition (Sp/Sp challenging END (TN 6) action test to avoid unconsciousness)*

XR: *x-ray laser (on a successful attack using this weapon, the AV of the target is quartered before subtracting it from the damage caused by the attack)*
ZG: *zero-G weapons designed for weightless environments (+2 DM to the vacc suit skill throw to maintain control during combat in weightless environments)*

Armor Table

Item	AV	STRmin	Weight	Cr	TL	Notes
Clothing	1	1	1 kg	varies	0	typical garb
Cold weather clothing	2	1	4 kg	200	1	protects against frigid weather
Jack	3	2	1 kg	50	1	½ AV vs. blunt damage
Helmet	30	2	1 kg	50	5	military/police helmet; can have any <1kg communicator
Flak jacket	9	3	1 kg	100	6	½ AV vs. blunt damage
Cloth (ballistic cloth)	15	3	3 kg	250	7	½ AV vs. blunt damage
Mesh	12	3	2 kg	150	7	½ AV vs. blunt damage
Alblat	27	2	2 kg	75	9	½ AV vs. non-LZ or XR; full AV vs. LZ and XR
Combat environmental suit	30	3	4 kg	1000	10	can be sealed.
Reflec	30	1	1 kg	1500	10	1 AV vs. non-LZ or XR; full AV vs. LZ and XR; can be worn under other armors, use best AV
Combat armor	*33*	*4*	*6 kg*	*20,000*	*11*	*full AV vs. HE, LZ and XR; 24 hrs life support; +2 to stealth action tests; can have any <1kg communicator*
Combat armor	36	4	6 kg	20,000	12	as TL 11 except: 30 hrs life support
Combat armor	42	4	6 kg	20,000	14	as TL 11 except: 36 hrs life support
Battle dress	*39*	*2*	*20 kg*	*200,000*	*13*	*as TL 11 combat armor except: 36 hrs life support; provides STR 15; +3 to stealth action tests*
Battle dress	42	2	20 kg	200,000	14	as TL 13 version
Vacc suit	6	3	10 kg	10,000	8	6 hrs life support; can have any <1kg communicator
Vacc suit	9	3	8 kg	10,000	9	12 hrs life support; can have any <1kg communicator
Vacc suit	12	3	6 kg	10,000	10	18 hrs life support; can have any <1kg communicator
Vacc suit	15	3	4 kg	10,000	11	24 hrs life support; can have any <1kg communicator
Vacc suit	18	3	2 kg	10,000	12	30 hrs life support; can have any <1kg communicator
Vacc suit	21	2	1 kg	10,000	13+	36 hrs life support; can have any <1kg communicator
Vacc suit	15	1	1 kg	14,000	14	3 hrs life support; ½ AV vs. blunt damage
Chameleon surface	—	—	—	(+) 1000	12	+4 stealth (+6 versus IR); vacc suit, combat environmental suit, combat armor and battle dress only
Psionic shielding	—	—	—	(+) 4000	12	blocks psionic energy; vacc suit, combat armor and battle dress only

Melee Weapons Table

Name	DMG	Type	ACC	STRmin	Size	TL	Weight	LEN	Base Cr	Notes
Hands	+0	B/S	0	1	S					armored (combat armor or battle dress), brass knuckles or club change type to B/L
Feet	+1	B/S	0	1	M					armored (combat armor or battle dress) change type to B/L
Claws	+1	P/L	0	1	var					
Teeth	+2	P/L	0	1	var					
Horns	+3	P/L	-2	1	var					
Hooves	+2	B/L	-1	1	var					
Stinger	+0	P/L	0	1	var					may inject poisons (effect varies)
Thrasher	+6	P/L	0	1	var					
Hand axe	+4	P/L	0	3	M	0	500	600	10	
Spear	+1	P/L	0	3	L	0	2000	3000	10	
Staff/cudgel	+1	B/S	0	2	M	0	1000	1500	0	
Battleaxe	+6	P/L	-1	5	M	1	3000	1000	50	
Dagger	+0	P/L	0	2	S	1	250	200	10	
Pike	+1	P/L	-1	3	L	1	2500	4000	40	
Sword	+2	P/L	0	3	M	1	1000	800	150	
Broadsword	+6	P/L	-1	4	M	2	2500	1200	300	
Halberd	+3	P/L	-1	4	L	2	2500	2500	75	
Bayonet	+1	P/L	0	3	S/M	3	250	(+) 200	10	adds to rifle weight and length
Blade	+1	P/L	0	2	S	3	350	300	50	
Cutlass	+1	P/L	0	3	M	3	1250	800	100	
Foil	+1	P/L	0	3	M	3	500	800	100	

Name	DMG	Type	ACC	Rmod	STRmin	MAX	RoF	TL	Weight	AMMwt	AMM	LEN	Base Cr	AMM Cr	Notes
Short bow	6	P/L	0	+2	3	300	1/2	0	500	100	1	800	50	2	
Sling	5	B/L	-1	+1	3	150	1/3	0	—	100	1	1000	1	5	
Spear (thrown)	7	P/L	0	0	3	STR x 5	—	0	2000	—	1	3000	10	10	
Longbow	7	P/L	0	+2	4	400	1/2	1	1000	100	1	1500	75	2	
Military crossbow	7	P/L	-1	+1	4	400	1/4	2	6000	100	1	900	250	2	
Repeating crossbow	7	P/L	-1	+1	4	300	1/2	2	4000	100	1	800	200	2	
Sporting crossbow	7	P/L	0	+2	3	300	1/3	2	3000	100	1	800	150	2	
Carbine	7	P/L	+1	+2	2	300	1	5	3000	125	10	750	210	10	SA
Revolver	8	P/L	0	+1	3	100	1	5	900	100	6	200	150	5	RD
Rifle	8	P/L	+2	+3	4	900	1	5	4000	500	20	1000	220	20	SA
Shotgun	6	P/L	+1	+1	3	100	1	5	3750	750	10	1000	150	10	PA; SH
Automatic pistol	6	P/L	0	+1	3	90	1	6	750	250	15	175	200	10	SA
Automatic rifle	8	P/L	+1	+3	4	900	1:4	6	5000	500	20	1000	1000	20	SA/AF
SMG	7	P/L	+1	+2	4	100	1:4	6	2500	500	30	450	500	20	SA/AF
Assault rifle	8	P/L	+2	+3	4	750	1:4	7	3000	330	30	850	300	20	SA/AF
Body pistol	6	P/L	0	+1	2	25	1	7	250	50	6	100	500	20	SA
Military snub pistol	6	P/L	0	+0	2	25	1	8	250	30	20	100	450	40	SA; TR/GS/EX/HEAP; ZG
Snub pistol	6	P/L	0	+0	2	25	1	8	250	30	6	100	150	10	RD; TR/GS/EX/HEAP; ZG
Accelerator rifle	6	P/L	+1	+1	2	80	1:3	9	2500	500	15	800	900	25	SA/AF; ZG; CC; IS
ACR	8	P/L	+3	+4	4	900	1:4	10	3500	500	20	750	1000	15	SA/AF; DS/EX; CC; IS
Gauss pistol	9	P/L	0	+1	3	60	1:4	13	650	200	15	125	600	20	SA; AP
Gauss rifle	12	P/L	+4	+4	4	1200	1:4:10	12	3500	400	40	750	1500	30	SA/AF; AP; CC; IS
Laser carbine	12	P/L	+3	+3	3	1500	1	8	5000	3000	50	800	2500	1000/200	LZ; IS
Laser pistol	9	P/L	+2	+2	3	900	1	9	3000	1000	50	150	2000	400/50	LZ
Laser rifle	14	P/L	+4	+4	2	1800	1	9	6000	4000	100	1000	3500	1500/300	LZ: CC; IS
PGMP-12	30	P/L	+2	+3	5	750	1/2	12	6000	3000	40	800	10,000	2500/50	HE; IS
Laser carbine	17	P/L	+3	+3	3	2000	1	13	4400	2000	200	800	4000	1400/200	XR; CC; IS
Laser pistol	11	P/L	+2	+2	3	1000	1	13	2200	1000	200	150	3000	700/50	XR
Laser rifle	25	P/L	+4	+4	2	4000	1	13	8800	4000	200	1000	8000	2800/300	XR; CC; IS
PGMP-13	30	P/L	+4	+4	n/a	1500	1	13	900	7000	∞	900	65,000	50,000/20	HE; BD
FGMP-14	39	P/L	+3	+4	n/a	1500	1	14	1000	9000	∞	900	100,000	65,000/50	HE; BD
PGMP-14	30	P/L	+4	+4	1	1500	1	14	9000/50	1600/90	∞	800	300,000	250,000/50	HE; IS
FGMP-15	39	P/L	+3	+4	1	1500	1	15	1000/50	2000/110	∞	800	400,000	300,000/70	HE; IS

Firearm Accessories Table

Item	TL	Weight	LEN	Cr	Notes
Shoulder stock	5	(+) 1000	(+) 350	75	+1 Rmod
Folding stock	6	(+) 500	(-) 300	100	when folded -1 ACC
Silencer	6	(+) 600	(+) 200	200	-2 ACC, ½ MAX, -4 to action tests to hear; auto pistol and body pistol only
Telescopic sights	6	(+) 800	—	200	only for weapons without integrated electronic sites or scopes; +2 Rmod
Electronic sights	8	(+) 1500	—	2000	as telescopic sights; eliminates darkness penalties when aiming

Inanimate objects

Eventually there will come a time when the referee or one of the players will want to know whether an attack can penetrate some material, whether a door, or even the side of a tank.

While living creatures have LIF points, non-living things have hits (HIT). HIT work just like LIF points do, except that an object that has its hits reduced to 0 doesn't "die" (the object isn't alive in the first place). Instead, when an object's HIT are reduced to 0, the object is presumed destroyed. "Destroyed" can mean several things, depending on the nature of the object and the referee's judgment. A "destroyed" vehicle becomes inoperable, a window is broken, a door is broken down, etc.

Destroyed items: When an object has sustained damage equal to twice its HIT, it is demolished, and is beyond repair. A "demolished" vehicle is crushed flat, a window is shattered, a brick is pulverized, a wooden door is splintered, and so on.

Getting through something: Making a 1-meter hole someone can climb through takes inflicting 5 times the base AV as HIT.

Armor Values

The tables below lists the hits required to penetrate or break for some common materials and items that may be encountered. Referees wanting to apply an AV to an item (e.g., in order to keep track of cumulative damage) should split the number evenly between AV and hits. In the course of *Traveller* adventuring, eventually characters, or their enemies, will want to get through portions of a starship the hard way. Starship AV values of common areas of a ship that might need to be breached are listed in their own table.

AV of Common Materials Table

Material	Thickness					TL
	10mm	20mm	50mm	150mm	1m	
Soil	0	1	2	7	50	0
Stone	2	4	10	30	200	0
Wood	1	2	5	15	100	0
Bronze	10	20	50	150	1000	1
Glass	1	2	5	15	100	1
Cement	2	4	10	30	200	3
Steel, soft	18	36	90	270	1800	5
Steel, hard	26	52	130	390	2600	6
Aluminum alloy	14	28	70	210	1400	6
Plexiglas, standard	2	4	10	30	200	6
Plexiglas, anti-ballistic	12	24	60	180	1200	7
Composite laminates	48	96	240	720	4800	7
Crystaliron	72	144	360	1080	7200	10
Superdense	108	216	540	1620	10800	12
Bonded superdense	162	324	810	2430	16200	14

AV of Starship Items Table

Item	AV	1-Meter Hole
Internal bulkhead	180	900
External bulkhead	210 + 100 x armor factor	1050 + 500 x armor factor
Iris valve	160	800
Hatch	120	600
Interior partition	30	150
Interior sliding door	10	50

Explosives

Explosive attacks cause damage to any targets in the area of effect of the explosion. The type and form of damage depends on the type of explosive attack.

Explosion Table

Type/Form	Example
Blunt/stunning	rubber pellet grenade
Blunt/lethal	he grenade or artillery round
Penetrating/stunning	flash grenade, stun energy grenade, sound/kinetic wave
Penetrating/lethal	anti-personnel mine, HE or HEAP round

Targeting: Explosive attacks may be targeted at a person or object (such as a vehicle). Use a specific square as the target.

Treat a square area as having a DEF of 1, and add any other applicable DMs to the skill throw, such as for range, obscured visibility, and so on. If the action test is successful, the attack lands in the intended spot.

If the action test fails, the attack misses the target. To see where the attack hits, throw 2D and refer to the charts below to determine the direction from the target.

7	8	9
6	↖	4, 12
5	2, 11	3, 10

6	7	8
5	↑	9
2, 10	3, 11	4, 12

The distance an attack misses the target by is equal to the number of points the action test missed by for thrown in squares for simple missile weapon and small arms attacks. Multiply this number times 2 or more for heavy weapons.

The maximum distance the attack can miss the target by is one half the total distance from the attacker to the intended target.

Damage and range: The farther a target from the center of the explosion, the less damage is done to it. An explosive attack does the listed amount of damage in a 1.5-meter radius. For every additional square of distance from the center, the damage is reduced by 5. The maximum distance at which 1 point of damage is caused indicates the maximum effect radius of the blast. Shaped charges reduce by one fourth, but have no effect outside the direction they are pointed. TDX explosives are much more effective, although only in a horizontal plane. TDX is reduced 1 each squares away from the burst (instead of by 1), but has no effect above or below the explosive when it is detonated.

INJURY AND HEALING

DAMAGE AND INJURY

Any time a character suffers damage, he temporarily loses a number of life points equal to the points of damage inflicted. A character may also be stunned or knocked unconscious by one mighty blow. Any time characters suffer an amount of damage from a single event or attack that exceeds half their current LIF level (round up), after subtracting TGH (if applicable), they are stunned. A stunned character has a DEF of 1 and cannot take actions for as long as the character is stunned. In addition, stunned characters lose their next action, which is spent "recovering from being stunned." on the subsequent turn, the character has recovered and may act normally.

At the referee's discretion, a stunned character may go completely limp, fall down, or otherwise lose the ability to maintain his current action (for example, hold a weapon).

Damage is categorized by its method of delivery (i.e., the "form") and its effect (i.e., the "type"). There are three types and three forms of damage. All damage effects use one descriptor from each category. For example, damage from a knife wound is considered penetrating lethal damage (as "P/L"). Each is explained below.

Types of Damage

The three basic types of damage are blunt (B), penetrating (p), and special (Sp).

Blunt (B): Blunt damage represents damage caused by blunt force (known as "blunt trauma" in the medical world). Examples of blunt damage include damage caused by punches and kicks, falling, collisions, clubs, and the like.

When a character suffers blunt damage, subtract the value of any armor the character is wearing and the character's TGH level from the damage, and then subtract any remaining damage points from the character's LIF.

Penetrating (P): Penetrating damage represents damage from an injury that penetrates the body, such as damage cause by bladed and pointed weapons, arrows, fast-moving projectiles, lasers, and the like.

When a character suffers penetrating damage, subtract the value of any armor the character is wearing, and then subtract any remaining damage points from the character's LIF.

Special (Sp): Special damage represents damage or other effects from unusual attacks, such as gas, drugs, radiation and the like. Generally speaking, any effect that does not reduce a character's LIF points is considered a special attack.

Forms of Damage

The three basic forms of damage are stunning (S), lethal (L), and special (Sp).

Stunning (S): Stunning damage is damage that temporarily weakens or incapacitates the character. Stunning damage can render a character unconscious but cannot kill him. It reflects the non-lethal and temporary effects of special substances and substances, such as sleep gas, flash-bang grenades, depressants (such as alcohol), the dazing effects of a punch or mild concussion, sedation, general weakening from fatigue, and so on.

When a character's LIF is reduced to 0 because of stunning damage, the character immediately falls unconscious. An unconscious character will not regain consciousness until his LIF is raised to a level of 1 or higher, whether through healing, natural recovery, or medical aid.

Stunning damage is healed more quickly than lethal damage.

Lethal (L): Lethal damage is that damage that can kill a character. Lethal damage can render a character unconscious as well as kill him. Lethal damage can reflect the effects of a trauma or injury caused by weapon, a collision such as from an auto accident or a fall from a great height, the effects of high doses of radiation, extreme weakening from illness, and so on.

When a character suffers a number of points of lethal damage that exceeds his LIF, the character is dying. A dying character will lose 1 additional LIF point each turn until he reaches -LIF. Medical intervention is necessary to prevent the character from dying. If a character's LIF level reaches -LIF, the character is dead.

Lethal damage is healed more slowly than stunning damage.

Special (Sp): Special damage is damage to some aspect of the character other than the character's LIF. Examples include the reduction of an attribute, the suppression of a psionic power, medical symptoms (such as hallucinations or nausea) and so on.

This category is a catchall, for any effects that can't be clearly defined as stunning or lethal.

Amount of Damage

The damage multiplier for the weapon indicates the number that is multiplied by the EN of a successful action test of an attack, to determine the damage the weapon inflicts. For melee and natural weapons, the character's STR DV is added to damage multiplier for the weapon.

Maximum damage: The maximum multiplier for DMG is 6, regardless of the EN.

Wounds and Effects of Damage

Wounds come in progressive levels of severity, from superficial to fatal. The description for each level of wound severity and its effects are explained below.

Superficial: Any wound from which a character suffers up to 1 x WND in damage points (after subtracting any armor or TGH from damage) is a superficial wound. Superficial wounds include minor cuts, scrapes and bumps.

Superficial wounds do not restrict or reduce the character's movement, attributes or skills, although they may be painful.

In medical terms, characters suffering from superficial wounds are conscious and comfortable (at least as far as the injury goes), their vital signs are stable and within normal limits, and indicators point toward an excellent recovery. Medical patients suffering from superficial wounds are generally considered in "good condition."

Light: Any wound that causes up to 2 x WND (and more than 1 x WND) in damage points (after subtracting any damage for armor or TGH) is a light wound.

Not exactly superficial damage, but there is little if any chance a character will die from light wounds. The character will lose 1 additional LIF point each day for 1D days until stabilized.

All body attributes reduced by 2 until the wound is treated. This basically reduces the character's DM and DV by one each, and also effectively reduces the character's INI and DEF by 1 (minimum DEF of 1), and MOV by 2. LIF (it was already reduced by the wound), TGH and WND are unaffected by temporary reductions in attributes.

In medical terms, characters suffering from superficial wounds are conscious but generally uncomfortable, though their vital signs are stable and within normal limits. Indicators point toward a favorable recovery. Medical patients suffering from light wounds are generally considered in "fair condition."

Serious: Any wound that causes up to 3 x WND (and more than 2 x WND) in damage points (after subtracting any armor or TGH from damage) is a serious wound.

Serious wounds are just that. The character is wounded in such a way that seriously impedes his ability to do anything. Serious wounds include some gunshots, broken limbs, and major burns.

Left untreated, serious wounds can pose a serious endurance risk from infection, bleeding, and other serious complications. The character will lose 1 additional LIF point each hour until stabilized.

All body attributes reduced by 4 until the wound is stabilized and then 2 until treated. This basically reduces the character's DM and DV by 2 each, and also effectively reduces the character's INI and DEF by 2 (minimum DEF of 1), and MOV by 4. LIF (it was already reduced by the wound), TGH and WND are unaffected by temporary reductions in attributes. Any mind attribute group action tests are at -2 until treated.

In medical terms, characters suffering from serious wounds are acutely ill. They may not be conscious, their vital signs are unstable and not within normal limits. Indicators are questionable. Medical patients suffering from serious wounds are generally considered in "serious condition."

Critical: Any single wound causing up to 4 x WND (and more than 3 x WND) in damage points (after subtracting any armor or TGH from damage) is a critical wound. Critical wounds do not close and will not just stop bleeding. Critical wounds include torn limbs, deep punctures, and lacerations, severe head trauma, and so on.

Critical wounds can be fatal without immediate stabilization and fairly quick medical treatment. A character with a critical wound will lose one additional point of LIF per minute until he is stabilized.

All body attributes are at -6 until stabilized and -4 until treated. Any mind attribute group action tests are at -4 until treated.

All body attributes reduced by 6 until the wound is stabilized and then 4 until treated. This basically reduces the character's DM and DV by 3 each, and also effectively reduces the character's INI and DEF by 3 (minimum DEF of 1), and MOV by 6. LIF (it was already reduced by the wound), TGH and WND are unaffected by temporary reductions in attributes. Any mind attribute group action tests are at -4 DM until treated.

In medical terms, characters suffering from critical wounds may not be conscious, their vital signs are unstable and not within normal limits, and indicators are unfavorable. Medical patients suffering from a critical wound are generally considered in "critical condition."

Fatal: Any wound from which a character suffers more than 4 x the victim's WND in damage points (after subtracting any armor or TGH from damage) is a fatal wound. The character will die without immediate aid. Characters suffering from a fatal wound will lose 1 additional LIF point each turn unless stabilized. Otherwise, treat this as a critical wound.

Recording Damage

Damage that a character suffers should be marked on the character sheet in the boxes provided. Stunning damage is marked as a slash ("/") and lethal damage is marked as an "x."

If a character has suffered a total amount of combined stunning and lethal damage to bring his LIF to 0, any subsequent lethal damage should be recorded over (i.e., "replacing") any stunning damage on the character sheet. Any subsequent stunning damage is treated as lethal damage.

HEALING

There are three basic parts to healing damage sustained by your character. Stabilization prevents the wound from becoming worse; treatment repairs the damage sustained; recovery heals the body.

For all medical action tests, the following situational DMs apply:

Healing DM Table

Condition	DM
Adequate medical supplies (medical kit)	+2
No medical supplies	-2
Ample medical supplies (sick bay, ambulance, hospital)	+1 per TL above 5
Very dirty or unsanitary conditions (in the field)	-2

Stabilizing

Stabilizing a patient is the immediate treatment of an injury to prevent worsening of the injury or condition, and allows them to be moved. This could be setting a compression bandage, immobilizing an extremity (such as a splint), or using a tourniquet.

A successful medical action test will stabilize the wound, preventing the loss of any additional LIF, for a period of time. The difficulty of the skill throw is based on the severity of the wound. At the end of this time a new skill throw is required. A failed throw means that the character suffers the additional damage, as per the severity of the injury. A critical failure means the character's wound becomes one category worse. The time it takes to stabilize a character varies, but can be generalized at about 10 minutes.

Stabilization Table

Wound	Difficulty	Throw Required
Light	average (TN 4)	every week
Serious	tricky (TN 5)	every day
Critical	challenging (TN 6)	every hour
Fatal	difficult (TN 7)	every 10 minutes

Treatment

Treatment is the active part of medicine. The doctor or medic will suture, medicate and repair some of the damage caused by an accident or violent event. What is actually done in the treatment is very different in a low TL environment, versus a high TL. Once the initial treatment is done, it lays the foundation of recovery. The rate of recovery will vary based on TL, while the effect of the initial treatment does not.

Treatment usually occurs within 24 hours; although some types of treatment may take longer, these will not always have a doctor as an active participant.

Successful treatment can remove or "heal" the damage caused by a wound. The time required to properly treat the patient is shown on the treatment table below, based on the severity of the wound. At the end of the time period indicated, the treating character makes a medical or surgery action test, using the TN indicated. Success indicates the patient has been completely stabilized and will not lose any more LIF due to the wound. In addition, the patient regains that number of LIF lost from the wound equal to the EN for the medical skill action test.

A critical failure causes the wound to become unstabilized, and the character suffers the additional damage, as per the severity of the injury immediately (plus more damage at the end of the period of time determined by the severity of the wound).

Treatment Table

Wound	Difficulty	Time Required
Light	average (TN 4)	1D x 10 minutes
Serious	tricky (TN 5)	1D hours
Critical	challenging (TN 6)	1D x 2 hours
Fatal	difficult (TN 7)	1D x 2 hours

Recovery

Recovery is the type of healing that the body does on its own, or with the aid of technology. Characters heal a number of LIF points each period equal to their END DV.

Recovery Rate Table

			Damage Type	
TL	Stunning	Lethal	Special	Notes
0-8	hour	week	month	natural healing
9-12	minute	day	week	slow drug and artificial replacements
13+	minute	hour	day	cloning and reanimation

OTHER RULES

IMPROVEMENT POINTS

As characters finish each adventure and (presumably) accomplish the goal set forth for them, whether it is to rescue a falsely imprisoned person, capturing or eliminating an enemy unit, saving someone's life or safeguarding a secret message to the duke, the characters should earn improvement points (IP).

Awarding Improvement Points

Character improvement is the primary method for the referee to express his opinion on how the players are doing. There are many ways to quantify success; goals achieved, excellent role and character playing, even contributions to the background of the world. The number of improvement points to award to characters will vary from adventure to adventure. Some referees will also award improvement for mapping or other record-keeping duties, character sketches, or other contributions to the game as a whole. In most cases, one point should be awarded per game session, with a bonus at the end of the adventure based on how successful they were.

Spending Improvement Points

Some players will want to scrimp and save for a big character improvement. Others will spend a point here and there just to spend them and improve some small bit. Either of these extremes is probably the wrong approach. In the best games, players should mix long-term and short-term goals, putting points into less expensive abilities while saving others for larger steps.

Characters can increase existing skills, attributes, and under certain conditions develop completely new skills and traits (with referee's permission).

When the player decides to spend IP, the rule of thumb is that 1 IP can be spent per day when the character can focus on it to the exclusion of just about anything else. Some exam-

ples of situations such as this are time spent as an apprentice, in school as student, or in jump space.

Character Attribute Improvement Costs Table

Attribute	Cost
Mind	3 x new attribute level
Body	2 x character age in years
EDU or SOC	6 x new attribute level
EXP	Free (1 per 2 years game time)

Character Skill Improvement Costs Table

Skills	IP cost
Skill levels	new level x 5 in IP
Specialties (each)	5 IP

Character Trait Improvement Costs Table

Traits	IP cost
Buy new perk	cost of perk (and referee's permission)
Increase level of perk	difference in cost of current and new level
Buy off existing flaw	value of flaw (and referee's permission)
Take new flaw	referee's permission for point benefit

ATTRIBUTES AND AGING

A character's starting age will be at least (4 x EXP DV) +18 unless the character has an EXP of 0. EXP can be raised with improvement points, but is also limited by age (physical aging counts, time in low-berths does not).

Aging is handled through the process in classic *Traveller*, except that no attribute loss occurs before the character starts play. Then, if any attribute loss does occur, the point value of the character is reduced and the referee may allow the player to use the points for improving the character in some way not involving attribute raises.

The constant use of anti-aging (anagathic) drugs eliminates attribute loss and the increase in improvement point requirements for attribute improvement. A cost of .5 IP should be spent per month to represent the perk that anagathics provide (6 IP per year), assuming the character has access to the drugs.

LOW PASSAGE

To survive a trip in a low berth, make an easy (TN 3) END action test, with a +1 per level of medical skill possessed by the tech waking the passenger. A character that fails this roll is treated as receiving a single fatal wound. A character that fails his roll will immediately die if placed back in the low berth.

THE ENVIRONMENT

Falling

The amount of damage suffered from a fall depends on the falling object's velocity when it hits the ground. Damage from a fall is 1 B/L for every meter of velocity.

Falling objects gain 10 meters of velocity per second in a 1g. The maximum velocity of a falling object in a standard atmosphere is 60 meters per second. This is referred to as "terminal velocity." use 90 meters per second in thin atmospheres, 120 in very thin atmospheres and 40 in dense atmospheres.

Asphyxiation and Drowning

Conscious characters can hold their breath for END turns before suffering any negative effects. This number is halved for characters performing even moderately strenuous activity, such as swimming, fighting or otherwise exerting strength. Double the time if the character hyperventilates ahead of time. After this time has elapsed, however, the character suffers stunning damage each turn.

The amount of stunning damage sustained depends on the character's level of activity. A passive or calm character suffers 1 point of stunning damage per turn. A character exerting himself suffers 2 points of stunning damage per turn. TGH is not subtracted from this damage.

If a character's LIF is reduced to 0 due to stunning damage, he is unconscious. If an unconscious character continues being deprived of breathable air, he suffers 1D Sp/L damage per turn. Characters that lose all their LIF to lethal damage due to the lack of breathable air have suffocated or drowned. Treat as one single serious wound, with a successful treatment restoring the character's LIF to one-half its previous level.

The Elements

Exposure to the elements can inflict damage on an unprotected character, and prolonged exposure can kill a character.

To determine how much damage an element inflicts, determine its severity, and then consult the table below.

Element Damage Table

Severity	Damage	Examples
Mild	1D per day	stranded in desert (B/S)
Moderate	1D per hour	sandstorm (B/S), blizzard (B/S)
Strong	1D per minute	extreme cold (B/S), slow decompression (B/S)
Severe	1D per turn	fire (Sp/L), mild radiation (Sp/L), medium decompression (Sp/S)
Extreme	1D per second	strong radiation (Sp/L), explosive decompression (Sp/S)

PSIONICS

Use the rules in classic *Traveller* except as noted below.

Psionic Strength (PSI)

The maximum psionic strength of a character is 12 - EXP DV (at the time of initial training). The maximum possible rating is 15.

It costs 25 character points to be psionically trained. Each point of strength costs 10 points.

It is suggested that if a character permanently looses PSI (through use of PSI drugs), that the player be given those points back to spend elsewhere, for non-psionic traits, just for fairness

Psionic Talents

It costs 10 character points plus 5 points for each level to have abilities in a particular talent. This is in addition to the cost for training listed above. For example, to be able to teleport clothed but without any personal load or weapons (a level 7 talent) would require a total of 140 points (25 for training, 70 points for a 7 PSI, 10 for the teleportation talent and 35 for level 7 in the teleportation talent)

Telepathy assault: Damage for psionic assault is Sp/L The assault can occur as a normal attack on the attacker's INI.

CONVERSION NOTES

While this section cannot cover every detail as to applying *Far Future Action* rules to situation previously covered by classic *Traveller* rules, use these as guidelines.

DICE ROLLS

First, keep in mind some charts showing the result of a dice throw cannot be easily converted, and some are carefully designed to limit the outcomes based on a DM. DMs tend to be less. For example, in classic *Traveller* a task might list a DM of +1 for a dexterity of 9+. In *Far Future Action* that could be a DM of +3 for a DEX of C. However, general rolls such as "9+" can be converted by subtracting 3 from the number required in classic *Traveller*, with the resulting number as the target number (TN) in *Far Future Action*.

Saving throws: In classic *Traveller*, some events are resolved by rolling under the character's attribute level on 2D. These are sometimes called "saving throws". In *Far Future Action* these are resolved with an average (TN 4) action test.

Target numbers in combat: While classic *Traveller* used 8+ to determine a hit in melee or ranged combat, use the target's DEF as the base TN. In addition, the referee can then add any other DMs, as appropriate.

WEAPONS AND ARMOR

When a specific damage is listed, the point value can be used as-is. In other words, the scale of damage is fine. In *Far Future Action* the damage is the *Striker* penetration at short range plus 5, and armor is the protection number in *Striker* times 3. However, classic *Traveller* does not differentiate between lethal and other kinds of damage. It will therefore be up to the referee to convert that on the fly. Most of the time it will be fairly obvious.

ANIMALS ENCOUNTERS

Use the rules in classic *Traveller* except as noted below.

Combat-related Attributes

Use the guidelines below to determine the creature's various attributes needed for combat. For the INI and DEX DM, add the speed (S#) number assigned to the creature to determine the final INI and DEX DM. These are guidelines, and should be changed for specific creature the referee designs.

Animal Type	INI and DEF	DEX DM	AWE DM	Skill Throw
Grazers	1	-2	+1	1D
Intermittents	1	-1	+2	2DH
Filters	1	-3	-3	2DL
Gatherers	1	0	+2	2DH
Hunters	2	+1	+3	3DH
Eaters	1	-1	+1	1DH
Pouncer, Chasers	2	+3	+3	4DH
Trappers, Siren	1	-1	+2	2DH
Killers	4	+2	+4	5DH
Intimidator, Hijackers	2	+1	+3	3DH
Carrion-Eaters	1	0	+2	2DH
Reducers	1	-4	-3	2DL

Size and STR DV

Use the animal size to determine STR DV and size DM to hit it.

kg	Size DM	STR DV	Optimal distance for melee attacks
1-6	-3	1	0 squares (at/near physical contact)
7-12	-2	2	0 squares (at/near physical contact)
13-25	-1	3	1 square (sword length)
26-199	0	4	1 square (sword length)
200-399	+1	5	1 square (sword length)
400-799	+1	6	2 squares (polearm point)
800-1199	+2	7	2 squares (polearm point)
1200-2399	+2	8	2 squares (polearm point)
2400-3199	+2	9	3 squares (pistol range)
3,200-6,000	+3	10	3 squares (pistol range)
6,001+	+4	11	3 squares (pistol range)

MOV

Classic *Traveller* uses an S#, where # is a number for the creature's movement. In *Far Future Action*, take a base move of 6 and multiply it by the S# of the creature.

Weaponry

As for weaponry, the damage listed for the animal is multiplied by the EN of a successful attack to determine final damage (before subtracting armor or TGH as appropriate).

Armor

When an animal is specified as having a particular armor, use that AV. In the case where *Far Future Action* has more then one version (such as battle dress), use the version italicized. If any modifier is given (like +1 or -1) multiply that modifier by 3 and apply it to the AV.

TRAVELLER MATERIAL

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