

SPACE PATROL!

PATROLMAN'S GUIDE

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DRAFT 1

WELCOME TO THE 25th CENTURY!

The Pan Galactic Union has been dead for a century, killed by a genocidal A.I., created on a member world, and a computer virus created to fight it. The regions of Union space have been plunged into a deep darkness since all digital records were destroyed by the virus. The humans of Earth, however, recovered quite quickly due to the fortuitous preservation of much pre-digital hard copy records.

Now humanity is returning to the stars with purpose and energy. Their goal is to recontact the multitude of human colonies from before the disaster. The hope that the new government, the New Earth League, will unite all human worlds and keep humanity safe and free of the dependence on aliens that so manifestly failed.

The N.E.L. has created the Space Patrol to travel the deep space regions beyond the core worlds near Earth. Their mission is to find and contact human worlds, help and protect them in any way practical, and hopefully get them to join the common effort.

Players in Space Patrol! Will take on the roles of the crew of a Space Patrol Exploration Frigate assigned to a 20 Light Year by 20 Light Year space sector to explore and do good by means of courage and daring-do.

A wise and prudent referee, known as the Space Judge, will set up the adventures, manage your foes and other folk, and reward your characters for their victories. Working together, the players and Space Judge will create stories of great deeds and valor.

You'll find aliens, apocalyptic wastelands, gleaming cities and all manner of wonders on deep space patrol. Some things about the 25th century will be expected, like marvelous medical advances. Others will seem passing strange, like the fact that robots and artificial intelligence are completely banned. In fact, computers are limited to calculations, warnings and storage. Every action associated with a computer has a mandated human input or cut-out. No two computers may communicate or be networked in any way.

Development Index

Economies in the 25th century are rated by a 0-10 Scale called the Development Index:

DI-1 Primitive: people live in hunter-gatherer bands using stone tools.

DI-2 Pre-Industrial: people live in farming communities and cities. They use metal tools, but do not have mass production. Equivalent to Earth from 4000 BC to 1800 AD.

DI-3 Basic Industrial: population is more urbanized with mass production, railroads, telegraphy. Equivalent to Earth 19th century.

DI-4 Developed Industrial: massive urbanization, aircraft, automobiles, rocketry. Equivalent to Earth 20th century.

DI-5 Advanced Industrial: sophisticated computers, advanced, reusable rocketry, in-system space travel. Equivalent to Earth 21st century.

DI-6 Early Warp Space Drive 1, Anti-matter power. 22nd century equivalent.

DI-7 NEL Standard: Space Drive 2, 25th century, developed core worlds.

DI-8 NEL Advanced: Space Drive 3, 25th century, advanced programs

DI-9 Ultra-Tech: Space Drive 4+, cutting edge of Earth research and some alien worlds

DI-10 Ancient Relic: super weird stuff, found in ancient ruins of immense antiquity.

Members of the Space Patrol should expect full access to items from DI-0 to DI-7, but DI-8 are more difficult to get one's hands on. DI-9 and especially DI-10 items are excessively rare.

SECTION 1: CHARACTER CREATION

All members of the Space Patrol are humans with exceptional qualifications. They cycle through from 1 to 5 4-year enlistment terms before starting the campaign, gaining Assets through training and experience.

1.1 TERM 1: The Patrol Academy (Age 18-21)

Basic Training

In the first 2 years, each cadet learns basic tasks needed for all Patrolmen.

A--The following Assets are set at level 1:

Energy Weapons, Vigor, Will, Athletics, Leadership, EVA.

B--The following Assets are set at level 0:

Air Pilot, Astrogation, Space Pilot, Space Drives, Scanners, Communications, Life Support, Flying Belt.

Branch Training

The second 2 years are spent in specialist schools in one of the branches of the Patrol.

Choose one of the branches, but since your crew will need a member of each branch, each player must choose a different branch. Gain the automatic Asset for the branch and then roll 3 Assets from the Branch Asset Table for that branch.

The Branches:

Flight: automatic: Space Pilot

Engineering: automatic: Space Drives

Gunnery: automatic: Space Gunnery

Intelligence: automatic: Scanners

Astrogation: automatic: Astrogation

Medicine: automatic: Medicine

Honors:

Roll 1d20, if you roll 12-15, you are an honors graduate and gain 1 extra Asset rolled from the Personal Development, Combat or Exploration Tables or your Branch Table. If you roll 16-19, you graduate with High Honors and roll 2 extra assets. If you roll a 20, you gain Highest Honors and 3 extra assets and also skip from Cadet (rank 0) directly to Rank 2 in your branch instead of all other graduates, who start at rank 1.

1.2 SUBSEQUENT TERMS (#2 22-25; #3 26-29; #4 30-33; #5 34-37)

Receive 4 Asset Rolls for working the term.

Roll for Promotion 1d20, adding your level in the Leadership Asset.

1-11: no promotion, no Asset Roll

12-15: promoted 1 rank, 1 Asset Roll

16-19: promoted 1 rank, 2 Asset Rolls

20-23: promoted 1 rank, 3 Asset Rolls

24+: promoted 2 ranks, 4 Asset Rolls

Roll for Special Mission: 1d20 adding your level in the Tactics Asset

1-11: no special mission, no Asset Roll

12-15: Special Mission: 1 Asset Roll

16-19: Special Mission with Patrol Flare medal: 2 Asset Rolls

20-23: Special Mission with Patrol Comet Medal; 3 Asset Rolls

24+: Special Mission with Patrol Star Medal: 4 Asset Roll

Continuation Roll: roll 1d20 plus your highest level Asset found on your Branch Service Table:

- 1-7: You cannot serve another term, begin play with no bonus
- 8-11: You may continue another term, but no bonus
- 12-15: You may continue another term and get 1 bonus Asset Roll
- 16-19: You may continue another term and get 2 bonus Asset Rolls
- 20-23: You may continue another term and get 3 bonus Asset Rolls
- 24+: You **MUST** continue another term and get 4 bonus Asset Rolls

If you have completed Term 5 (34-37), you normally must begin play, but if you are compelled by the roll, you cycle through a 6th term.

Asset Roll Procedure: total up all the Asset Rolls you received for the term. You must choose one of the following charts before rolling each Asset: Personal Development, Combat, Exploration, Your Branch, Infiltration, and if you began the term with a Branch Asset at 3+, Advanced Training, if you began the term at Rank 3 or higher, Command Training. If any entry on the chart is in bold type, then it is a category, not an Asset and you must immediately choose 1 of the several Assets listed for the category. The first time you roll an Asset that is currently either level X (no familiarity) or level 0 (basic training) the Asset becomes level 1. Each additional acquisition of that same Asset increases the level by 1 to a maximum of 10.

Die Roll (d8)	Personal Development	Combat	Exploration
1	Athletics	Fighting	Recon
2	Athletics	Fighting	Survival
3	Leadership	Shooting	Tracking
4	Vigor	Shooting	Vehicles
5	Fast Talking	Tactics	Beast Rider
6	Will	Recon	Stealth
7	Knowledge	Stealth	EVA
8	Vehicles	Explosives	Knowledge

Die Roll (d8)	Flight Branch	Engineering Branch	Gunnery Branch
1	Space Pilot	Ship Drives	Space Gunnery
2	Space Pilot	Ship Drives	Space Gunnery
3	Air Pilot	Mechanics	Tactics
4	Air Pilot	Life Support	Scanners
5	Astrogation	Computers	Shooting
6	Scanners	EVA	Mechanics
7	Space Gunnery	Electronics	Fire Direction
8	Tactics	Knowledge	Vehicles

Die Roll (d8)	Intelligence Branch	Astrogation Branch	Medical Branch
1	Computers	Astrogation	Medicine
2	Communications	Astrogation	Medicine
3	Scanners	Communications	Life Support
4	Scanners	Electronics	Life Support
5	Forensics	Space Gunnery	Scanners
6	Interrogation	Scanners	Research
7	PSI	Scanners	Knowledge
8	PSI	Computers	Knowledge

Die Roll (d8)	Infiltration (term 2 or after)	Advanced Training (3+ on branch asset)	Command Training (rank 3+)
1	Stealth	Leadership	Leadership
2	Disguise	Tactics	Leadership
3	Forgery	Forgery	Tactics
4	Recon	Research	Tactics
5	Intrusion	Interrogation	Will
6	Explosives	Knowledge	Research
7	Fast Talk	Cross-Training	Knowledge
8	Fire Direction	Cross-Training	Knowledge

Category Asset Choices

Cross-Training: pick any branch other than your own and immediately roll on that branch chart.

Fighting: choose from Blades, Brawling, Martial Arts or Space-Fu

Knowledge: choose from Aliens, Archaeology, Astronomy, Biology, Chemistry, Commerce, Geology, History, Law, Linguistics, Medicine, Physics,

PSI: choose from Psi-Probe, Psi-Shock, Psi-Suggestion, Psi-Telepathy, Psi-Viewing

Shooting: choose from Archery, Artillery, Energy Weapons, Firearms, Heavy Weapons, Missiles, Rocket Guns, Space Gunnery

Vehicles: choose from Air Pilot, Driver, EVA, Flying Belt, Sailor, Space Pilot

1.3: END OF GENERATION

Once generation is at an end, each character gets a number of Space Hero Points and a number of Level-0 Assets of his choice, based on the number of terms completed:

Terms Completed	Space Hero Points	Bonus level-0 Assets
1 (Academy)	5	9
2	4	7
3	3	5
4	2	3
5	2	1
6+	1	0

The bonus assets can be chosen from any asset that the character does not already have.

1.4: RANK TITLES BY BRANCH

Rank	Flight	Engineering	Gunnery	Intelligence	Astrogation	Medicine
Rank 0	Cadet	Cadet	Cadet	Cadet	Cadet	Cadet
Rank 1	Deck Hand	Drive Hand	Gunner's Mate	Junior Analyst	Chart Clerk	Orderly
Rank 2	Able Flyer	Able Mechanic	Able Armsman	Analyst	Assistant Astrogator	Paramedic
Rank 3	Pilot	Engineer	Gunner	Operative	Astrogator	Medic
Rank 4	Senior Pilot	Senior Engineer	Senior Gunner	Senior Operative	Senior Astrogator	Senior Medic
Rank 5	Master Pilot	Master Engineer	Master Gunner	Master Operative	Master Astrogator	Master Medic
Rank 6	Chief Pilot	Chief Engineer	Chief Gunner	Chief Operative	Chief Astrogator	Chief Medic

1.5: Chain of Command

The Space Patrol does not separate Patrolmen into “commissioned” and “non-commissioned” ranks, like the N.E.L. Space Fleet does. Instead there are 7 levels of seniority or ranks, beginning with Space Cadet (rank 0). The 6 branches or specialties of the Patrol each has its own titles for each rank and no branch a superiority to another. Command positions are assigned based on rank, not branch.

Space Patrol frigates typically have 1 member of each branch on board. Whichever patrolman has the highest rank number is the Patrol Leader (commanding officer) of the vessel and is addressed as Captain while on a mission. If two or more patrolmen have the same rank, then the one with the highest Leadership asset will be appointed captain by the Senior Patrol Leader at the patrol base. If there is still a tie, dice randomly for the SPL's decision. The second highest rank crewman is the Assistant Patrol Leader and is addresses as Number 2.

The patrol base, centered on a patrol area of 4-8 sectors, has a squadron of 1 cruiser per sector and 2 extra cruisers as a reaction force. The base and the squadron are commanded by a Senior Patrol Leader, who is rank 6 in his Branch. He will have a deputy, the Assistant Senior Patrol Leader who is rank 5 or 6.

SECTION 2: CHARACTER ASSETS

Characters' skills, talents and abilities used to complete tasks are called *Character Assets* or simply Assets. Each Asset is rated from X to 0 to 10. An X rating means that the character has no familiarity, training or skill in the Asset and will automatically attempt tasks at 1 higher Difficulty Target. For example, a character with an Astrogation Asset of X would treat an Easy DT as if it were an Average, needing to roll a 12+ instead of an 8+ to succeed.

2.1—Alphabetical Asset List

A-E

Air Pilot
Aliens
Archaeology
Archery
Artillery
Astronomy
Athletics
Astrogation
Beast Rider
Biology
Blades
Brawling
Chemistry
Commerce
Communications
Computers
Disguise
Driver
Electronics
Energy Weapons
EVA
Explosives

F-M

Fast Talking
Firearms
Fire Direction
Flying Belt
Forensics
Forgery
Geology
Heavy Weapons
History
Interrogation
Intrusion
Law
Leadership
Life Support
Linguistics
Martial Arts
Mechanics
Medicine
Missiles

P-W

Physics
Psi-Probe
Psi-Shock
Psi-Suggestion
Psi-Telepathy
Psi-Viewing
Recon
Research
Rocket Guns
Sailor
Scanners
Ship Drives
Space Gunnery
Space Pilot
Space-Fu
Stealth
Survival
Tactics
Tracking
Vigor
Will

2.2—ASSET DESCRIPTIONS

Air Pilot: used for all tasks involving flying an aircraft or spaceship in planetary gravity.

Aliens: allows checks for knowledge about alien species, difficulty will vary widely.

Archaeology: used make conclusions about ruins and wreckage.

Archery: used to shoot bows, slings and crossbows.

Artillery: used to shoot major vehicle weapons and field pieces; Inventory codes MV, A

Astronomy: used to analyze celestial bodies and weird space effects.

Athletics: used for tasks such as running, leaping, climbing and swimming, as well as for throwing rocks, spears, knives, hatchets and hand grenades. Each level of Athletics adds 1 inch to a character's movement rate.

Astrogration: used to plot courses safely for all space flights.

Beast Rider: used for riding horses and alien animals.

Biology: used for analyzing living creatures.

Blades: used to make attacks with knives, swords, spears and similar weapons.

Brawling: used to punch with fists and attack with maces, clubs, beer bottles and other blunt or improvised weapons.

Chemistry: used to analyze and synthesize chemical substances.

Commerce: used to analyze, predict and engage in buying and selling.

Communications: used to operate long-distance electronic communication devices beyond the basic calls.

Computers: used to operate and repair malfunctions of computerized devices.

Disguise: used to pass oneself off as another person.

Driver: used when attempting tasks while driving any wheeled or tracked ground vehicle, even mole-machines.

Electronics: used to repair and maintain any electronic hardware.

Energy Weapons: used when shooting lasers, masers, sonic, plasma, emper or shock weapons with an inventory code of S or M.

EVA: used for tasks involved in wearing a Space Suit in vacuum, free-fall and/or zero-g.

Explosives: used for setting, identifying and defusing bombs and demolition charges.

Fast Talking: used to quickly defuse a potential crisis with patter and razzle.

Firearms: used to shoot any chemically powered ranged weapon from muskets to assault rifles, with inventory codes S or M.

Fire Direction: used by an observer with a communicator to direct attacks from orbit onto the surface or from artillery pieces onto targets outside direct visual range or to drop unguided bombs from an aircraft.

Flying Belt: used to control a null-g module/rocket thruster device to allow wearer to fly.

Forensics: used to find and analyze evidence left behind at a crime scene.

Forgery: used to create and detect false documents.

Geology: used to analyze land forms and minerals.

Heavy Weapons: used to shoot some heavy man-portable weapons (code H) and lighter vehicle mounted weapons (code LV).

History: used to analyze backgrounds of people, places and things.

Interrogation: used to elicit information from prisoners or hostile interlocutors.

Intrusion: used to enter locked doors, safes, etc.

Law: used to handle encounters with the legal system.

Leadership: used to get NPC's to get with the program and to boost their morale. Also, it gives a bonus to the chance for promotion during character creation and can help the roll for regular combat initiative.

Life Support: used to repair, modify and maintain life support equipment on ships, vehicles, stasis chambers and space suits

Linguistics: used to analyze text and engaged in spoken conversation in any human languages descended from Terran Anglic (the Earth Language from the Pan Galactic Union days).

Martial Arts: used to make unarmed attacks and throws

Mechanics: used to maintain and repair the non-electronic parts of personal equipment, space ships and vehicles, except for ship drives and life support.

Medicine: used to diagnose and treat injuries and illnesses to living beings.

Missiles: used to aim and fire guided missiles of various types.

Physics: used to analyze and predict movements, forces and the like of the physical universe.

Psi-Probe: see 2.3, below,

Psi-Shock: see 2.3 below

Psi-Suggestion: see 2.3 below

Psi-Telepathy: see 2.3 below

Psi-Viewing: see 2.3 below

Recon: used to detect hidden enemies and prevent surprise attacks.

Research: used to find information from printed or computerized sources.

Rocket Guns: used to shoot rocket-propelled personal weaponry.

Sailor: used to navigate water-born vehicles.

Scanners: used to operate personal, vehicular or spaceship detection equipment.

Ship Drives: used to operate, maintain, modify and repair the S-Drive and A-Drive on spaceships.

Space Gunnery: used to fire the various guns, beam weapons and space torps rated for space ship combat.

Space Pilot: used to fly spaceships outside planetary gravity.

Space-Fu: used for combat tasks while in an EVA suit or in free-fall or zero-g.

Stealth: used to move about unnoticed, including making surprise attacks.

Survival: used to complete tasks such as finding food and water, building shelter, making a fire while in a planetary wilderness.

Tactics: used to make useful judgments in combat situations, It is used to create a team's Tactics Pool and helps determine regular initiative, and helps with success on Special Missions during character creation.

Tracking: used on planetary surfaces to follow where a target is or has been moving across country when it is gone beyond sight.

Vigor: used to resist physical stress from injuries to poisons and radiation.

Will: used to resist psychological stress from mental probes, fear and wounds.

2.3—PSI ASSETS

PSI Assets represent extra-ordinary abilities using bio-electrical energy or extra-sensory perception. Unlike most other Assets, characters with an X-level in a PSI Asset cannot even attempt tasks using it. Someone with level-0 or greater in a PSI Asset is known as a psi-operator.

Psi-Probe: by physically contacting a living target, a psi-operator can share thoughts with another. The Psi-probe creates a sort of “melding” of the bio-electric fields of the psi-operator and his target. It takes 5 minutes (20 combat turns or 1 space turn) to establish the probe and the target must generally either be willing, stunned, or restrained for the probe to occur. The operator rolls *DT12; Psi-Probe, Psi-Amp*, with a disadvantage if the target is unwilling and not stunned. The operator, however, also reveals a similar amount of information to the target as the target reveals to him. The operator can focus the exchange or make it general. All power about info revealed is in the hands of the Space Judge.

Psi-Shock: a psi-operator can stun a living target by sending his own bodily electrical impulses through physical contact. In many ways, this is a PSI-powered Martial Arts attack, but the operator does not need the Martial Arts Asset. Apply all rules for melee combat to making a PSI-Shock attack, *DT 12; Psi-shock; Psi-Amp*. The attack and damage is treated as an unarmed strike (often involving pinching a nerve cluster at the base of the neck), but additionally it inflicts a Stun Marker on the target and knocks the target prone. PSI-Shock has no effect on vehicles, robots and anyone wearing a Hard Suit or EVA suit.

Psi-Suggestion: through close conversation a psi-operator can plant an idea or simple action on a target. The psi-operator must be within 3” of his targets, the maximum number of which is equal to the operator’s level in Psi-Suggestion. Roll *DT 8; Psi-Suggestion, Psi-Amp*, but with a disadvantage for each level the target’s Will Asset exceeds the operator’s Psi-Suggestion. If the task succeeds, then the operator may make a short, plausible, verbal suggestion, like “those aren’t the robots you were hoping to find” and the targets will accept the suggestion without resistance. The targets may realize that the suggestion was “mind tricks” at a later time, if they are closely questioned or berated by friends or superiors.

Psi-Telepathy: used by a psi-operator to send a message by manipulating bio-electricity over a distance. A psi-operator with this Asset can mentally communicate with a person he knows or can see without speaking words. The target can send replies as well, but there is no unwilling reading of thoughts. Roll *DT 8; Psi-Telepathy; Psi-Amp*, with a disadvantage for each 50 meters (33 inches) that target is distant,

Psi-Viewing: used by a psi-operator to remotely view a person or place at a distance. The viewing session lasts a half hour, roll *DT 20; Psi-Viewing, Psi-Amp*. A successful check means the operator can see a specific place or person anywhere in the universe. The person targeted must be either known to the operator or an image or clear location/description provided. The viewing is from a fixed point chosen by the Space Judge.

SECTION 3: TASK SYSTEM

The Assets the characters received during the creation process are used to complete Tasks. Every character action that is risky or in doubt requires a Task Roll. A Task Roll is always 1d20 plus Asset Level plus Equipment Bonus. The total must equal or exceed a Difficulty Target to succeed. Each 4 points above the target number that is rolled marks a Special Success (most commonly an additional shot hits for each Special Success, up to number of Ammo used)

3.1—The Standard Difficulty Targets:

Easy: 8+

Average: 12+

Difficult 16+

Extreme: 20+

Desperate: 24+

Insane: 28+

Impossible: 32+

3.2—Situational Advantage and Disadvantage:

Each advantage or disadvantage in circumstance either increases or decreases the Difficulty Target. So, if a character is trying to defuse a bomb and it begins as an Average DT, but the chamber is filling with water, it increases to Difficult. If an electric charge is added to the water, it increases to Extreme. Having a Level of X in an Asset always counts as a disadvantage. Advantages and disadvantages cancel one another out: so a task roll with 3 disadvantages and 2 advantages would add up to 1 disadvantage total.

3.3—Equipment Bonus:

Equipment bonuses are given in the *Technical Manual*. Most common examples are for weapons: for each range there is a Range Number, Penetration (in parentheses) and sometimes a “+” number. That plus number, which usually comes from auto-fire volume, although lasers have some inherit input, is the Equipment Bonus for the weapon. So, a laser pistol at Effective Range is 30(5)+2, i.e., 30” effective range, 5 penetration at that range and +2 equipment bonus at that range.

Spacecraft Components each have a Drive Code or Rating Code, this Code is also the Equipment Bonus for the item. So, if a ship has an S-Drive with Drive Code 2, it has a +2 equipment bonus for any S-Drive related task.

3.4—Standard Task Format:

DT 16; Ship's Drive; S-Drive. This means roll a 16+ on a d20, modified by level in the character's Ship's Drive Asset and an equipment bonus equal to the S-Drive number for the ship.

3.5—Weapon Tasks

Effective Range: *DT 12; Shooting; Weapon.* This means at Effective Range roll 12+ on 1d20, modified by the Shooting Asset that applies (Firearms for a rifle, Energy Weapons for a Laser Pistol etc) and the weapons attack bonus at Effective Range.

Long Range: *DT 16; Shooting; Weapon.* This means at Long Range roll 16+ on 1d20, modified by the Shooting Asset that applies (Archery for a crossbow, Heavy Weapons for a Heavy Machine gun etc) and the weapons attack bonus at Long Range.

Extreme: *DT 20; Shooting; Weapon.* This means at Extreme Range roll 20+ on 1d20, modified by the Shooting Asset that applies (Rocket Guns for a Rocket Pistol, Artillery for a heavy cannon etc) and the weapons attack bonus at Extreme Range.

Melee: *DT 12; Fighting; Weapon.* This means roll 12+ on 1d20, modified by the Fighting Asset that applies (Brawling, Blades, Martial Arts, Psi-Shock) and the attack bonus of the weapon.

SECTION 4: ASSET IMPROVEMENT AND SPACE HERO POINTS

4.1—Asset Improvement

After each session the Space Judge will award the player characters from 1 to 5 Advancement Points. The points may be saved or spent on Asset improvement on this schedule:

Asset Advancement	Point Cost
From X to 0	4
From 0 to 1	1
From 1 to 2	2
From 2 to 3	3
From 3 to 4	4
From 4 to 5	5
From 5 to 6	6
From 6 to 7	7
From 7 to 8	8
From 8 to 9	9
From 9 to 10	10

4.2—SPACE HERO POINTS

Characters are assigned a number of Space Hero points based on how many terms they spent in the service before play (the fewer terms the more points). These points are renewed each session. Each point can be used in one of the following ways:

Go Sick-house: a point can be spent so that a character can take 2 Moves and 2 Actions in a single turn. Furthermore, the Moves and Actions can be taken in any order, unlike a normal turn when the Move must come first.

Miraculous Escape: something that seemed should have killed the character somehow just didn't!

Not so fast!: a character can re-roll a failed Asset check, this time with an additional advantage.

'Tis But a Scratch: a character can instantly clear all Wound, Mortal Wound and Morale Markers and clear Unconsciousness and leap to his feet, if prone. He risks being called a faker, of course.

SECTION 5: INVENTORY AND MOVEMENT

5.1—Basic Inventory:

Each combatant can carry the following during combats:

- 1 suit of personal armor
- 1 main weapon, including ammunition ---inventory code M
- 1 sidearm, including ammunition—inventory code S
- 4 devices—inventory code D

5.2—Modifications:

A character may carry 2 sidearms if he does not carry a main weapon.

If he carries a Heavy Weapon and ammo—inventory code H, this replaces his main weapon and 1 of his 4 devices.

Flight Suits, EVA suits and Hard Suits include life support, suit patches and communicators built in the suit, so they do not count as devices. Space Patrol and NEL military versions of those same armors also include Thanatic Acid auto-injectors that also do not count as devices for inventory.

5.3—Character Movement

Humans have a basic movement allowance of 8 inches per turn. Add 1 inch per turn for each level of the Athletics Asset. Subtract any penalties for the type of armor worn, as found on the personal armor table. Alien races, animals and hideous space monsters might have different movement allowances as the Space Judge determines. There is no movement penalty to living beings for changing direction. A character can move twice in a turn if he spends his combat action on movement rather than any other action.

SECTION 6: REGULAR COMBAT RULES

Rules for combat among individuals, ground vehicles, aircraft and watercraft

6.1—SCALE :

Statistics for movement, range and area of effect on various lists are all expressed in inches or squares. 1 inch on the table or 1 square on a battle map will equal 1.5 meters. Each combat turn is 15 seconds (4 turns per minute). For some outdoor battles, especially those involving mostly vehicles, it is wise to increase ground scale to 1 inch equaling 15m or 150m.

6.2—INITIATIVE

Surprise: When two hostile groups are about to begin combat, Initiative (or turn order) must be determined. If one group is hidden by *Stealth DT 12; Stealth; None*; (use the lowest Stealth Asset of those trying to sneak or hide) and the other group fails its Recon roll *DT 12; Recon; Vision Aid*, (use the best Recon Asset of those on watch) then the hidden group has achieved Surprise, thus winning Initiative for the combat and gaining an Advantage for attacks during their first turn. The default Task DT is Average for the Stealth and Recon rolls, but the Space Judge can give advantages and disadvantages for the size of the groups, the plans involved, the terrain etc., as he sees fit.

Regular Initiative: if no surprise takes place, then each side rolls 1d12 and adds the Tactics Asset level and the Leadership Asset level for the characters with the highest level on his side. The highest total wins initiative and will act first on every turn in the combat. In case of a tie, the good guys win. Initiative is only rolled once per combat and each side takes its turn in sequence thereafter.

6.3—TACTICS POOL

All characters on each side total their Tactics Asset levels. This total equals their Tactics Pool. Points in the pool can be spent during the combat to add +1 to +3 or -1 to -3 to any roll after it is rolled. The modifier can be applied to any roll by either side, but no more than 3 points can be spent per side per roll. If players disagree on whether the points should be spent, the character with the highest Leadership decides.

6.4—TURN ACTIONS

During one side's portion of a combat turn all combatants on that side can make a Move and take an Action. The Move, which includes driving or piloting a vehicle, must take place before the Action. However, combatants may interlace their Moves and Actions with their teammates. Example: Alex moves, then Bill moves and shoots, then Alex shoots. The Actions are as follows:

Shoot: a combatant may make a standard attack or series of attacks with any projectile weapon—see Fire Combat below.

Melee: a combatant may make a standard attack or series of attacks with any hand-to-hand weapon—see Melee Combat below.

Reload: a combatant may replenish his weapon's magazine from his ready supply. Most weapons require a single action to reload an entire magazine. Muskets, blunderbusses, black powder pistols, rifled muskets and all crossbows (and any other weapon marked ss on weapon table) require a full turn (move and action) to reload.

Hunker: a combatant who is behind cover may use his action to hunker. Hunkering gives no benefit against melee attacks, but imposes a disadvantage to any shooting attacks against the hunkered target. Vehicles cannot hunker.

Suppress: a shooter can fire a larger number of shots at enemies, aiming at their general area, in order to get them to keep their heads down and stay put (see below).

Steady Aim: a combatant who steadies his aim will get an advantage on his next turn's shooting attack, provided that he does not move or change weapons.

Over-watch: a shooter can hold his fire until an enemy takes a move on its next turn (see below for details).

Use Device: a combatant can use his action to employ a device such as a grenade, scanner, detonator, communicator etc.

Asset Check: a combatant may attempt an appropriate Asset Check, e.g., Psi-Shock, Fire Direction, Recon, Medicine, Stealth etc.

Second Move: instead of taking an action, a combatant may make a second move. Vehicles may not make a second move.

6.5-- COMBAT MOVEMENT:

Humans have a basic movement allowance of 8 inches per turn. Add 1 inch per turn for each level of the Athletics Asset. Subtract any penalties for the type of armor worn found on the personal armor table. Alien races, animals and hideous space monsters might have different movement allowances as the Space Judge determines. There is no movement penalty to living beings for changing direction.

Movement takes place before Action in each combatant's turn. If a combatant takes no action, he can move twice. Moving imposes a disadvantage to shooting, but also on someone shooting at the mover on the shooter's next turn. A combatant cannot shoot a heavy weapon (Inventory Code H) and move in the same turn.

If a combatant has been knocked down for any reason, it takes his whole normal movement allowance to stand back up (he may use his Action for a Second Move, however). Common knock down reasons include: martial arts throw, HE explosion knockdown, has been awakened from unconsciousness or is prone

6.6-- FIRE COMBAT:

Difficulty Target Number:

Effective Range: *DT12, Shooting, Weapon.*

Long Range *DT 16, Shooting, Weapon.*

Extreme Range: *DT 20, Shooting, Weapon,*

Task Check:

Use the version of the Shooting Category Assets that applies to the weapon used, e.g., a Shotgun uses "Firearms" asset; A laser pistol uses "Energy Weapons". Look at the weapon tables for the weapon and the range that applies any "+" number is the equipment bonus for the shot.

Advantages:

Shooter does not move and took Steady Aim last turn.

Target did not move last turn AND is not under cover

Target is moving while being suppressed by the shooter

Target is a vehicle or large creature

Shooter is undetected by Target (Stealth, Surprise etc.)

Target is prone/knocked down or has a Stun Marker

Disadvantages

Shooter is being suppressed (1 disadvantage per "target" allocated)

Target is in Low Cover

Target is in High Cover (2 disadvantages)

Target is protected by smoke

Target is Hunkered

Shooter has moved this turn.

Target is a creature that made 2 moves last turn

Target is flying

Target is a moving vehicle with a higher drive code than the shooter (combatants on foot are rated at Drive Code -1).

Target is a moving vehicle with a drive code 3+ higher than the shooter.
 Each Wound Marker and/or Mortal Wound marker the attacker has
 Shooter is using 2 sidearms (Code S) at once, 1 disadvantage to each
 Shooter is using a Main or Heavy weapon in melee contact (Codes M or H)

Targets: the shooter can make an attack roll against a number of targets equal to the targets listed in the weapon statistics. Pick a primary target, and all secondary targets must be within 3 inches of the primary. The shooter may make the primary target a secondary target as well. If desired, a shooter can use several of the targets his weapon is allowed to attack the same being or vehicle, but no other target can be allocated more shots than the primary.

Number of Hits: if the modified “to hit” roll equals or exceeds the Difficulty Task Number, then the attack hits. For each 4 points that the attack exceeds the base target number, an additional hit is scored (not to exceed total number of Ammo Used, except shotguns which can inflict multiple hits from a single shell).

Ammunition Use:

# of Targets	Examples	Ammo per Turn	Notes
1	Rifled Musket	1	Only holds 1 round, only 1 hit
1	Carbine, laser rifle	3	May reduce bullets fired, but this will reduce possible number of hits on target
1	Shotgun	1	Multiple hits with 1 shot allowed
2	Assault Rifle, SMG	10	
4	Heavy MG	30	
8	Medium MG	100	
16	Gatling	300	

So, no matter what, someone using a Rifled Musket may only shoot at 1 target and only inflict 1 hit. A shotgun guy also may only shoot at 1 target, but if he rolled, say, 8 higher than his target number, he would inflict 3 hits, while only using 1 shell. A helicopter with a gatling gun could shoot at a primary target 4 times and 4 other targets 3 times each, and possibly inflict multiple hits on any of them (or possibly shoot 16 different targets if all close enough together), the gun would use 300 bullets.

Over-Watch: a combatant who goes on Over-watch will not fire on his turn, but will shoot at the first enemy who moves during the next enemy turn. A combatant can specify that he wishes to shoot at only a particular target if it moves, or will shoot at the first target who shoots instead of moves, but either of these requires a Task Check *DT 12, Will, None*. Gunners on military vehicles of DI-5+ with an automatic weapon can use their Over-Watch for point defense (see below).

Suppression: any shooting weapon with an Ammo use of 3 or better can be used to suppress one or more targets. Each of the available “targets” allocated to an enemy causes that enemy 1 disadvantage during its next turn, and if the suppressed enemy tries to move, the suppressing shooter gets an attack on the target as if it were not in cover. Suppressing expends twice the normal amount of ammunition. Suppression does not affect vehicles.

HE Knockdown: any weapon or ammunition type listed in the weapon charts that is listed as HE or High-Explosive causes anyone who takes a contact hit or who is caught in the burst area to be knocked prone by the blast, requiring a Move to stand back up. This does not apply to vehicles.

6.7—Special Rules for Vehicles:

Vehicle Weaponry: vehicle mounted weaponry are divided into Light (LV) and Major (MV). These weapons must be mounted on vehicle or in a fixed position (Heavy and Medium machine guns can also be moved around by a group of 2-3 men). Usually a gunner shoots while the driver or pilot controls the vehicle, however the driver or pilot may fire any weaponry that is fixed to fire only in the direction of movement,

Movement and Cover: a vehicle may not make a second move action. Ground vehicles can take low cover, but if they take high cover they cannot shoot. Aircraft and Watercraft cannot use cover. You cannot suppress vehicles.

Turning the Vehicle: It takes the driver/pilot's Move to keep the vehicle moving roughly forward with minor dodges and swerves (speed is listed in the vehicle description). It takes both his Move and Action to make the vehicle turn. Tracked vehicles and watercraft take half their move to turn up to 90 degrees. Wheeled vehicles take a quarter of movement to turn up to 90 degrees. Flying vehicles take a quarter movement to turn up to 180 degrees. The Space Judge can require a task check as appropriate to terrain and circumstance.

Dog Fighting: if 2 flying vehicles engage in combat, the combatant whose turn it is must make a dog fighting check in order to get a shot (missiles excluded). The attacker rolls a Task *DT 12 Air Pilot, A-Drive*; with 1 disadvantage for each A-Drive code that his vehicle is lower than his target vehicle, or 1 advantage for each A-Drive code that his vehicle is higher than his target. Likewise, if the attacker has a higher Air Pilot Asset than the target he gets an advantage, and if he has a lower Air Pilot Asset than his target, he gets a disadvantage. If the combatant succeeds at the task roll, he may make a shot, but if he fails, he may not.

Point Defense: a weapon designated as having a Point-Defense Module in the vehicle description can shoot down incoming grenades, rockets, missiles, and artillery shells. The vehicle must be DI 5+ and the weapon must have at least 4 targets. The gunner must use Over-Watch Action during his turn and on the next enemy turn the weapon can shoot at a number of incoming attacks equal to its normal number of targets. It rolls *DT 12, No Asset, Weapon*. If it hits the incoming ammunition, that attack is defeated. If it fires on point defense, consider the weapon to have used twice its normal ammunition expenditure.

6.8-- MELEE:

When there is no space between two combatants on the table or battle-mat, an attacker may make an attack by unarmed strike or with a hand-to-hand weapon, using the melee action. A weapon of Reach 4-5 can strike when there is an inch between attacker and target. A weapon with Reach 6 can strike from 2" away,

The attack roll is *DT 12, Fighting, Weapon*, using one of the Fighting Assets (Martial Arts, Brawling, Blades, or also PSI-Shock). Apply the following Advantages and Disadvantages to the Task Difficulty.

Advantages:

Attacker is using a weapon with a greater Reach code.

Attacker has a higher number in the applicable Fighting Skill than his target.

2-3 attackers are attacking the same target in the same turn

4 or more attackers are attacking the same target in the same turn (2 advantages)

Attacker is attacking with Surprise

Disadvantages:

Attacker is using a weapon with a lower Reach code.

Attacker has a lower number in the applicable Fighting Skill than his target

Each Wound Marker and/or Mortal Wound marker the attacker has

Martial Arts:

While Brawling allows skilled attacks with unarmed strikes and blunt weapons, and Blades allow the use with a variety of sharp weapons, Martial Arts only permits skilled attacks with unarmed strikes. However, there are some advantages to martial arts:

- Martial Artists add their Asset Number to the Penetration of unarmed strikes.
- Martial Artists count their unarmed strikes as Reach 2, due to kicks.
- Martial Artists may attempt to throw or knock down an enemy, *DT16; Martial Arts, None*, with all normal melee advantages and disadvantages. If successful, the target is knocked down or thrown 1d4 inches. The target must also roll *DT 8, Vigor; None*, or get a Stun Marker.

6.9--MORALE:

Morale is handled by the issuing of Morale Markers. Morale Markers can be received from certain Wounds (see below), but also under the following circumstances:

- Friendly is killed within 6", *DT 12; Will; None*; or Morale Marker
- Friendly vehicle explodes within 12". *DT 16; Will; None*; or Morale Marker
- Leader is killed or unconscious within 12" *DT 20; Will; None*, or Morale Marker

If half or more of a group of NPC's have a Morale Marker after their attempt to clear them at the beginning of their turn, the group has broken and will attempt to escape.

If an NPC (except designated leaders or heroes) has a Morale Marker and an enemy comes into melee contact or else he has guns leveled at him at 5" or less, the one with the marker will surrender if given the chance.

6.10-- ZERO-G AND VACUUM COMBAT:

When a spacecraft's artificial gravity fails, typically by the S-Drive breaking, or when a character exits a ship in orbit or deep space, the character is said to be in Free Fall (orbit) or Zero-G (deep space). In either case, gravity is not affecting the character as normal. While a check *DT 12; EVA; None*; is required to conduct regular tasks in Zero-G and Free Fall, combat tasks in those environments require *DT 12; Space Fu; None*, in order to make a Shooting, Melee, Throwing or Suppression action. When using a Firearm, the attempt is made with a disadvantage. When using an energy weapon, the roll is made with advantage. If he fails, the attack automatically misses. If he succeeds, he rolls the attack as normal. Note that wearing an EVA suit under normal gravity imposes a disadvantage to all tasks unless *DT 12; EVA; None*, is rolled each round.

When in a ship that has been Hulled (see Space Combat) or any other vacuum condition, unless a character spends a Space Hero point, he will swiftly die if not wearing an EVA suit, Hard Suit, or Flight Suit. EVA suits carry 2 hours of oxygen, but Hard Suits and Flight Suits only carry a 5-minute emergency supply, unless the wearer uses one of his 4 Device Inventory slots to carry a 1-hour ox-bottle. Only EVA suits are rated for use outside the shelter of a ship's hull, so anyone in Hard Suit or Flight Suit must roll *DT 12; Vigor; None*; every 5 minutes or fraction thereof. If the roll fails the character receives 1 combat wound roll, without PEN or Armor modifiers from cosmic rays.

If a character in a EVA/Hard/Flight suit in vacuum receives a Light Wound or higher from any source, this means his suit has also been breached and is leaking oxygen. Each combat turn with a leaking suit means his air supply is diminished by 10 minutes. He can use the Use Device action to attempt to patch the suit with its helpfully included suit patches *DT 12; EVA; None*. Patching the suit stops the leak, but doesn't restore lost air.

6.11--INDIRECT FIRE:

During his turn, a combatant with the Fire Direction Asset of 0 or better may call distant artillery, missile launchers or orbital guns that are available to attack targets in his field of vision. He must be in communication contact with the gunners involved. The distance between the gun and the target determines how long it takes for the attack to reach the target (assuming the gunners are ready to fire):

CLOSE: within 5km: next turn

NEARBY: within 50km: rounds land 2 turns later

FAR: beyond 50km, including orbit: rounds land 2+1d6 turns.

Once a round arrives, roll *DT 24; Fire Direction; FD Aids*; for most weapons. But, for missiles or space torps *DT 12, Fire Direction, FD Aids*.

Each turn of correction by the observer grants an advantage to the shooting.

Dropping Bombs:

When aircraft drop unguided bombs, roll a *DT16 Fire Direction; FD aids*; by the bombardier or a *DT20 Air Pilot; none*; task by the pilot of the aircraft to hit.

Deviation:

If indirect fire or unguided bombs miss the target, roll 1d12 for direction of deviation (treat as a clock with 12 equaling: straight ahead far, 12 o'clock, 6 being straight and short). Roll 2d6x10 inches for the distance of deviation. For grenades, reduce the distance to 2d4 inches.

6.12—ARMOR AND PENETRATION

On the weapon tables in the Technical Manual, each weapon will have a Penetration value either in each range band description, in parentheses, or listed separately by ammo type. The applicable penetration value is added to the damage roll on the individual, vehicle or spacecraft damage tables. Likewise, each vehicle and spacecraft has an armor value listed which is subtracted from the damage roll on the vehicle or spacecraft damage tables.

However, each type of personal body armor has three separate armor ratings: Hand, Bullets, and Energy. The Hand rating applies to attacks by hand-to-hand weapons, including unarmed strikes and claws, teeth, tentacles, stingers and similar natural attacks by animals and space monsters. The Bullets rating applies to attacks by all firearms, archery weapons, AP and fragmentation attacks. The Energy rating applies to attacks by energy weapons, HE, concussion, fire and radiation attacks.

6.13—DAMAGE AND WOUNDS (Individual):

When a hit is scored in fire combat or melee, roll 3d6, adding the Penetration of the weapon and subtracting the armor value of the defender's armor worn and consult the table below

Die roll	Wound	Effect
0 or less	None	No effect
1-3	Graze	Will DT8 or MM; Vigor DT8 or SM
4-6	Light Wound	SM, Vigor DT 16 or WM; Will DT12 or MM
7-9	Moderate Wound	WM; Will DT16 or MM
10-13	Serious Wound	WM; MM; Vigor DT 12 or Unconscious
14-15	Mortal Wound	MWM; MM; Vigor DT 16 or Unconscious
16-27	Dead	Dead
28+	Destroyed	Super Dead

- Add 1 to the dice roll for each Wound or Mortal Wound Marker the target already has.
- Hits caused by an unarmed strikes reduce wound level by one after die roll with PEN/ARMOR modifiers are made.

Graze: the target has been grazed by the attack, roll DT8; Will; None; or get a Morale Marker and *DT8 Vigor; None.* or take a Stun Marker.

Light Wound: take a Stun Marker; *DT 16, Vigor, None* or 1 wound marker and *DT 12; Will; None;* or get a Morale Marker.

Moderate Wound: Take a Wound Marker and *DT 16; Will; None,* or get a Morale Marker

Serious Wound: Take a Wound Marker and a Morale Marker and *DT 12; Vigor; None,* or become Unconscious.

Mortal Wound: Take a Mortal Wound Marker and a Morale Marker and *DT 16 Vigor; None;* or become Unconscious.

Dead: combatant is dead and thus unable to act from then on. It is possible to revive him using advanced medical treatment under some circumstances.

Destroyed: combatant is dead and combatant's body is blown to pieces or head completely pulped, it is impossible to revive him under any circumstances.

Effect Markers and Conditions

Wound Marker (WM): a combatant with a Wound Marker has a disadvantage to every single Asset Task attempt he rolls and -1" to movement for each Wound Marker he has.

A *DT 16; Medicine; Med Kit;* check on the battlefield will remove 1 Wound Marker. Each wound marker a target has adds 1 to the damage roll on subsequent hits.

Mortal Wound Marker (MWM): a Mortal Wound Marker has all the effects of a Wound Marker and stacks with Wound Markers. Additionally, each turn the mortally wounded combatant must roll *DT 8; Vigor; None;* (but with disadvantages for each Wound) or immediately die. A single attempt to remove a Mortal Wound Marker may be made on the battlefield *DT 16; Medicine; Med kit.*

Morale Marker (MM): a combatant with a Morale Marker rolls *DT 12; Will; None,* at the beginning of each of his turns. If he succeeds, the Morale Marker is removed and he may act normally. If he fails, the Morale Marker remains and if he is in cover, he must hunker, and if he is not in cover, he must move to the nearest cover (and hunker if possible).

Stun Marker (SM): victims of PSI-Shock, Flash Bang grenades, Hand Stunners and Shock Batons. In addition to some wound results, gain a Stun Marker. At the beginning of each of his turns, a combatant with a Stun Marker rolls *DT20; Vigor; None,* with 1 advantage per each previous failed roll. If he succeeds, he clears the marker and may act normally. If he fails, he may make no move and no action. A Stun Marker can also be cleared by a *DT8; Medicine; Med Kit.*

Unconscious: victims of a Shock Carbine and certain wound effects are rendered unconscious. An unconscious combatant may not move, take actions, sense things or communicate. Unconsciousness lasts 10 minutes or *DT 16; Medicine; Med Kit*.

Dead: a dead character can do nothing and cannot be helped on the battlefield. It is possible, especially if the body was treated with Thanatic Acid, to restore a dead body in a medical facility.

6.14—DAMAGE TO VEHICLES

When a hit is scored in fire combat against a vehicle, roll 3d10, adding the Penetration of the weapon and subtracting the armor value of the target's armor and consult the table below:

Die roll	Wound	Effect
1 or less	None	No effect
2-5	Alarming Scrape	Drive DT8 or CM
6-9	Surface Hit	Drive DT16 or CM
10-14	Control Hit	Take CM, Drive DT12 or DM, Will DT12 or MM
15-19	Penetration	Take DM and MM
20-26	Major Penetration	Take CFM and MM
27-39	Wrecked	Vehicle is wrecked
40+	Explosion	Vehicle explodes

- Add 2 to the dice roll for each Damage or Failure Cascade Marker the target already has.

Alarming Scrape: operator *DT8; Vehicle; None*; or take a Control Marker

Surface Hit: operator *DT 16; Vehicle; None*; or take a CM

Control Hit: the vehicle takes a Control Marker, operator *DT 12; Vehicle; None*, or the vehicles also takes a Damage Marker, operator or commander *DC12; Will; None*, or the crew takes a Morale Marker.

Penetration: vehicle takes a Damage Marker and a Morale Marker

Major Penetration: vehicle takes a Failure Cascade Marker and Morale Marker.

Wrecked: vehicle is broken and can perform no functions during the battle, but might be repairable later. Ground vehicles stop moving, watercraft sink and aircraft plummet.

Explosion: vehicle explodes and is irreparably destroyed, all crew are killed unless they spend a Space Hero point to miraculously escape.

Effect Markers and Conditions

Damage Marker (DM): a damage marker means that the vehicle has taken a rupture to its main structure and all functions are at a disadvantage until out of battle repair for each such marker. Additionally, its speed is decreased by 20% for each such marker. When a vehicle has taken 5 DM (including FCMs) it is wrecked. It takes 1 hour and *DT12; Mechanics; Mechanics Tools*, to remove a Damage Marker.

Failure Cascade Marker (FCM): a failure cascade marker has all the effects of a Damage Marker and stacks with them, but also, each turn an onboard crewman must make a *DT12 Mechanics, Tool Kit*; check to keep the vehicle from immediately becoming wrecked. If a vehicle with a FCM survives the battle and shuts down, it takes 4 hours and *DT 20; Mechanics; Mechanics Tools*; to remove the marker.

Morale Marker (MM): the commander or Driver/Pilot of a crew with a Morale Marker rolls *DT 12; Will; None*; at the beginning of each of his turns. If he succeeds, the Morale Marker is removed and he may act normally. If he fails, the Morale Marker remains and he must drive the vehicle away from danger. The rest of the crew will not operate weapons (apart from Point Defense) but may attempt to clear damage markers. If the crew are player characters, Space Judge may allow them each to roll to clear their own Morale Markers.

Control Marker (CM): some vehicle damage indicates a temporary problem with the controls. At the start of each turn an onboard crewman rolls *DT 16; Electronics, Tool Kit* to attempt to clear the marker. Until cleared, the vehicle will have a disadvantage to Drive/Pilot checks, Scanner checks and Main Weapons for each such marker.

Wrecked: all systems of a wrecked vehicle immediately and permanently stop working and the vehicle either stops moving or plummets to the ground.

Plummet: if an aircraft is wrecked, it plummets to the ground, players have 1 turn to escape if they have parachutes or flying belts. If they do not, they will die in the crash, unless they can spend a Space Hero point.

6.15—SPACECRAFT IN REGULAR COMBAT

Spacecraft with A-Drives can enter the planetary gravity well and conduct combat at the “regular” level. The armor values of spacecraft and the penetration values of space weapons are completely compatible with regular combat and no adjustments need to be made. Damage rolled against spacecraft use the Spacecraft Damage table from section 7. Usually, missiles, major vehicle weapons or artillery are needed to damage most spacecraft. Spacecraft use their A-Drive for determining movement in regular combat. All attacks by space weapons in regular combat are made at Effective range.

SECTION 7: SPACE COMBAT RULES

Rules for combat outside the gravity well of a planet among space ships, space boats and stations

7.1—SCALE:

Statistics for movement, range and area of effect on various lists are all expressed in hexes. The hex per turn speed of a spacecraft is based on its S-Drive and is found on the craft description. Each hex represents 10,000km and each space combat turn represents 5 minutes. There are 20 regular combat turns per space combat turn. A rocky, earth-like, planet takes up about 1 hex. A gas giant planet takes up about a 10-15 hex diameter circle. The sun would take up a circle of about 140 hexes across.

7.2—INITIATIVE AND TURN SEQUENCE

Surprise: When two hostile ships or squadrons are about to begin combat, Initiative (or turn order) must be determined. The ship on each side with the highest Scanner Array number rolls a *DC12; Scanners; Scanner Array*. If both sides succeed, move to regular initiative. If both sides fail, then the two sides pass each other undetected. If one side passes and the other fails, the passing side achieves surprise, winning the combat initiative and making all tasks with an advantage for the first turn.

Regular Initiative: if no surprise takes place, each side rolls 1d12 and adds the Tactics Asset of the captain or squadron commander. The higher number wins the initiative and goes first in the first and subsequent turns. If the number is tied, good guys go first.

Turn Sequence: when a side's turn begins, the side's commander decides which order each ship will take its actions. When a ship acts, it begins with any Maneuvers, then Scanner tasks, then Firing, then Repairs, then any other actions.

7.3—TACTICS POOL

All captains on each side total their Tactics Asset levels. This total equals the squadron Tactics Pool. Points in the pool can be spent during the combat to add +1 to +3 or -1 to -3 to any roll after it is rolled. The modifier can be applied to any roll by either side, but no more than 3 points can be spent per side per roll. If players disagree on whether the points should be spent, the character with the highest Leadership decides.

7.4—CREW STATIONS AND ACTIONS

Each ship in a space combat has 6 crew stations, corresponding to the 6 branches of the Space Patrol: Flight, Astrogation, Engineering, Gunnery, Intelligence, and Medical. Each station is allowed to perform a limited number of actions in a combat turn.

FLIGHT:

Standard Move: can move the ship up to its movement allowance in hexes

Evasive Maneuvers: see Maneuvers section.

Dangerous Maneuvers: see Maneuvers section

Launch Space Torps: can fire any Space Torps in place of Gunner

ASTROGATION:

Prepare for Warp: see Warp Section

Target Lock: see Target Lock in the Scanners section.

Launch Space Torps: can fire any Space Torps in place of Gunner

Repair Array: the Astrogator may repair the Comm or Scanner Array

ENGINEERING:

Repair System: see repair section

Go Dark: see maneuvers section.

Boost Engine: see Maneuvers section

Boost Beam: see Maneuvers section

GUNNERY:

Fire Weapons: see Fire Weapons section below.

Reload: the gunner may reload either a Space Torp pod or a Rail Turret.

Repair Weapon: the gunner may repair any weapon

INTELLIGENCE:

Identify Target: see scanners section.

Analyze Target: see scanners section

Electronic Jam: see scanners section

Repair Computer System: the I.O. may repair any computer system

Point Defense: the I.O. may use the Rail Turrets to shoot down incoming Star Torps, see Point Defense in Fire Combat.

Reload: the I.O. may reload either a Space Torp pod or a Rail Turret.

MEDICAL:

Heal Crewman: may use Medicine skill to patch up injured crew (See Medical Chapter).

Repair Life Support: see repair section

Scan For Life Signs: See scanners section.

Reload: the medic may reload either a Space Torp pod or a Rail Turret.

7.5-- MANEUVERS:

Maneuvers are a series of options used by the pilot or engineer in order to affect the position or performance of the ship. Maneuvers must be attempted before any other actions in the turn.

Standard Move: the pilot steers the ship a number of hexes, based on its S-Drive Rating, across the board. No roll is needed.

Evasive Maneuvers: The pilot can use various turns, course changes, feints etc., to throw off the targeting of enemy attackers. Roll a *DT12 Space Pilot; Flight Computer*; with an advantage if he has a higher Space Pilot Asset, but a disadvantage if he has a lower one than the other pilot. If the check succeeds any attacks made against the evading ship on the next enemy turn are made at a disadvantage. However, whether the evading pilot succeeds or fails, any weapons, except Space Torps, fired from his own ship will be at a disadvantage.

Dangerous 1: Come to Grips: If the ship can reach the same hex as an enemy ship it can try to Come to Grips. The pilot rolls *DT8 Space Pilot; Flight Computer*, with an advantage if he has a higher Space Pilot Asset, but a disadvantage if he has a lower one than the other pilot. If the check succeeds, the maneuvering ship gets an advantage to all shots this turn, but the target ship will also get an advantage to shoot it on its own next turn.

Dangerous 2: Ride the Wake: If the ship can reach the same hex as an enemy ship it can try to Ride the Wake. The pilot flies immediately behind an enemy ship, hoping to prevent Target Lock by hiding in the energy wake. He rolls *DC16 Space Pilot; Flight Computer* with an advantage if he has a higher Space Pilot Asset, but a disadvantage if he has a lower one than the other pilot. If the roll succeeds, the maneuvering ship cannot be target locked on the next enemy turn, but neither can it use its scanners this turn. If the roll fails, the maneuvering ship can still not use its scanners, but can indeed be target locked.

Dangerous 3: Asteroid Shimsham: if the ship is near enough to an asteroid, large space station or a planet of 1 hex size, it can attempt to use the body to a combat advantage. The pilot flies behind the body, momentarily disappearing from view, but then radically changes direction and appears from an unexpected and advantageous direction. He rolls a *DC16; Space Pilot; Flight Computer*, with an advantage if he has a higher *Tactics* Asset, but a disadvantage if he has a lower one than the other pilot. If the roll succeeds, then the maneuvering ship gains an advantage to all firing and scanner tasks for the turn and the enemy has a disadvantage against it for the same tasks on its next turn. If the roll fails, the pilot must make a *DC12 Space Pilot; Flight Computer*, roll or crash into the body.

Go Dark: The Engineer can power down all obvious energy systems on board to attempt to avoid detection. The Engineer must roll a *DT12; Ship Drives; S-Drive*, or else it noticeably fails. A Dark Ship moves 1/3 its normal movement, cannot shoot or attempt any Maneuvers but any enemy scanner

attempts are at a disadvantage their next turn. Going Dark immediately makes a ship unidentified, requiring reacquiring Identification before it can be locked.

Boost Engines: The Engineer can pour in excess power to the S-Drive to gain extra speed. He rolls *DT 16; Ships Drives; S-Drive*. If successful, the ship gains 1d4+2 extra hexes of movement this turn, if it fails, the S-Drive becomes damaged.

Boost Beam: The Engineer can pour extra power into a ship's laser to increase penetration. He rolls *DT 16; Ship Drives; S-Drive*, if successful, 1 laser weapon will increase its PEN by 10 at Effective and Long range, 5 at Extreme for the turn. If it fails, the weapon becomes damaged.

Additional Maneuvers: players may suggest/attempt new maneuvers, it is up to the space judge to allow or deny them and to set the required rolls. Remember, none should allow a benefit without a risk or a cost.

7.6—SCANNERS

Every spacecraft has a series of devices used to detect and analyze objects around the ship. These are linked together as their scanner array and are used by various crewmen for various tasks. The scanner array Rating Code is the equipment bonus number for scanner tasks.

Identify Target: to fire a weapon in space combat, a target must first be identified. The Intelligence Operative rolls *DT12; Scanners; Scanner Array*, to identify a target. The check has an advantage if the target has a lower Scanner Array than scanning ship and/or if the target has fired its weapons on its last turn. The check has a disadvantage if the target has a higher Scanner Array number or if it is currently Dark. Once identified, the target remains identified unless it successfully Goes Dark or makes Evasive Maneuvers on a turn it does not fire its own weapons. If a ship is identified by 1 ship in a squadron, it will be automatically identified by all ships in the squadron.

Target Lock: once a number of targets are identified, the Astrogator must make a Target Lock (*DT12; Scanners; Scanner Array*) on each of the ones that is to be shot at. The check has an advantage if the target has a lower Scanner Array than scanning ship and/or if the target has fired its weapons on its last turn. The check has a disadvantage if the target has a higher Scanner Array number or if it is currently Dark. Any target for which the Target Lock failed, may not be fired upon this turn. The Astrogator can attempt to lock on to as many targets in a single turn as he has points in Scanners Asset.

Analyze Target: The Intelligence Operative can use the scanner array to discover details about another ship. He rolls *DT8; Scanners; Scanner Array*, to discover 1 fact (e.g., number of guns or speed) with a disadvantage for each additional fact wished to be discovered this turn. If the scanning ship has a higher Scan Array number, it gets an advantage, lower, disadvantage.

Electronic Jam: if a target is within 10 hexes, the Intelligence Operative can use the scanner array to jam the scanners of that target. He must roll *DC16; Scanners; Scanner Array*; each Scanner Array number his ship has that exceeds the target's gives an advantage, each lower a disadvantage. If the task succeeds, the target can not communicate nor use scanners on its next turn.

Scan for Life Signs: The Medic can use the scanner array to discover whether there are life forms and approximately how many are on another ship. He rolls *DT8; Scanners; Scanner Array*; to determine. If the scanning ship has a higher Scanner Array number, it gets an advantage, lower, disadvantage.

7.7—WARP

Space-Drive can be energized to a point where the drive bubble move the ship much faster than the speed of light by warping space-time itself. Once a ship is at warp speed, it is undetectable and cannot interact with objects outside the warp bubble. A ship in warp moves a number of light years equal to its S-Drive number in a single day.

Preparing for Warp: it is the Astrogator's main function to prepare the ship, set its course and engage the warp energization. This takes 2 turns, the first he sets the course and enters the coordinates. The second, he energizes the drive field to the correct settings. To enter warp the S-Drive and the Astrogation Computer both must be not destroyed and the ship must be 10 or more

diameters away from the surface of a planet or star. The ship itself must not engage in any of the Maneuvers except Standard Move during either turn. At the end of the second turn, the Astrogator rolls *DT8; Astrogation; Astrogation Computer*. There is 1 disadvantage for each level of damage to either the S-Drive or Astrogation Computer. If the roll is successful, the ship will enter warp at the end of the next enemy turn. If the roll fails, it will be at least 6 turns until the ship may try again.

7.8—FIRE WEAPONS:

Any target with a Target Lock may be fired upon by the Gunner of a vessel. The Pilot or Astrogator can launch any space torps, instead of the gunner, if they are not taking another action (apart from standard move). The shooter makes a Ship Gunnery Check, based on the range to target of the weapon (see weapon tables or ship description). The equipment bonus for the task is the higher of the Fire Control Computer Rating Code or the bonus found of the Weapon Table. The Gunner can attack as many different enemy target-locked vessels as he has points in Ship Gunnery Assets. The gunner may use all the weapons on the ship as long as the Firing Computer is still functional. If the FC computer is not functional, the Gunner may only fire 1 weapon.

Difficulty Target Number:

Effective Range: *DT12, Ship's Gunnery; FC computer or Weapon*

Long Range *DT 16, Ship's Gunnery; FC computer or Weapon*

Extreme Range: *DT 20; Ship's Gunnery; FC computer or Weapon*

Advantages:

Ship has completed Come to Grips this turn

Target completed Come to Grips on its last turn

Ship has completed Asteroid Shimsham this turn

Disadvantages

Target is a ship that completed Evasive Maneuvers on its last turn

Shooter is a ship that is attempting Evasive Maneuvers this turn, except Space Torp fire

Target has completed Asteroid Shimsham on its last turn

Targets: a weapon can fire as many times as it has "targets" listed on the weapon table. It may shoot at its primary target for all of its shots or may have some of them target secondary targets within 6 hexes of the primary. For example, a pulse laser turret has 4 targets listed, it could shoot its primary target all 4 times, or twice and a single secondary target twice, or 4 separate targets once each, or the primary target three times and a secondary target once.

Number of Hits: a successful firing roll inflicts one damage roll on its target. However, for each 4 points higher than the DT that is rolled inflicts an additional hit. So, if a target is at Effective Range, the DT is 12. If the roll, modified by the Space Gunnery Asset and the Weapon attack bonus, is a 12-13-14-15, then 1 hit is scored. If the roll is 16-17-18-19, then 2 hits are scored, if the roll is 20-21-22-23, then 3 hits are scored and so on.

However, there is a maximum number of possible hits. No more hits can be scored than the number in the Ammo Use column for the weapon in question. So, the Beam Laser has an Ammo Use of 3, so in a single turn it could only do 3 hits at the most. A Pulse Laser turret has an Ammo Use of 30, so in a single turn it could hit no more than 30 times, which is unlikely, but since it has 4 targets and each might be hit several times, 8 to 12 hits might indeed be possible.

Special Note about Space Torp Pods: a space torp pod can launch up to 3 torps per turn (hence ammo use 3), but it has 3 targets, this means each torp is rolled to hit separately, but because of its explosive nature, each torp can indeed make up to 3 hits.

Point Defense: The Intelligence Operative may be given control of a Rail Gun Turret or Pulse Laser Turret to use it against incoming Space Torps (or missiles in planetary gravity wells). A Rail Gun turret may shoot 16 times at any approaching Torps and uses 200 rounds of ammunition. A pulse laser turret shoots 8 times at any incoming torps using 60 shots. Either type rolls *DT12; None; +4; The*

Point Defense action is similar to the Over Watch action in Regular Combat in that the I.O. choses the action in his turn, but the defensive fire happens in the opponent's next turn.

7.9—MORALE:

Morale is handled by the issuing of Morale Markers. Morale Markers can be given to the whole crew (CMM) due to damage to the ship or to individuals (MM) due to wounds they personally receive. If the whole crew has a Morale Marker 3 turns in a row, the ship will flee from the battle-space. See Regular Combat for individual Morale Markers (MM) and see below for Crew Morale Markers (CMM).

7.10—BOARDING ACTION:

If attackers wish to board an enemy ship, the defenders must either allow it, or the S-Drive of the defending ship must be broken. When the S-Drive is broken, it also disables the artificial gravity on a ship and so the boarding action must take place under Zero-G combat conditions. The boarding action should be fought using the Regular Combat rules with there being 20 regular combat turns in each space combat turn. If all the combatants are NPC's, then the boarding action can be handled with a simple dice off. The smaller crew rolls 1 d6. The larger crew rolls 1d6 per multiple of the smaller crew. Whichever side is defending adds 1 bonus die. Each point of DI the one side's equipment is higher than the other gets a bonus die. If one side haw a quality advantage of one sort or another (marines vs smugglers for example) it gets a bonus die. Each side rolls all its dice, the higher total wins.

7.11—DAMAGE TO SPACECRAFT

When a hit is scored in fire combat against a spacecraft, roll 3d10, adding the Penetration of the weapon and subtracting the armor value of the defender's hull armor and consult the table below:

Die roll	Wound	Effect
1 or less	None	No effect
2-5	Antenna Scrape	DT8 Space Pilot or 1 Elect. System Damaged
6-9	Surface Hit	1 turret or pod damaged
10-14	Control Hit	1 Electronic System Damaged
15-19	Penetration	Hulled, 1 major damaged, 1 crew PEN 8 Leadership DT12 or CMM
20-26	Major Penetration	Hulled, 1 major broken, 1d4 crew PEN 10, Leadership DT16 or CMM
27-39	Wrecked	Hulled, All systems broken, All crew PEN 12, Leadership DT20 or CMM
40+	Explosion	All dead, all destroyed

Antenna Scrape: Pilot rolls *DT8; Space Pilot; Flight Computer.* or 1 electronic system damaged

Surface Hit: 1 turret weapon or pod is damaged

Control Hit: 1 electronic system is damaged.

Penetration: Ship is hulled. 1 major system is damaged, 1 crewman attacked at PEN 8 Captain rolls *DT12; Leadership; None*, or ship gets Crew Morale Marker.

Major Penetration: Ship is hulled, 1 major system is broken. 1D4 crewmen attacked at PEN 10. Captain rolls *DT16; Leadership; None*, or Crew Morale Marker.

Wrecked: Ship is hulled. Ship is wrecked. All crewmen attacked at PEN 12. Captain Rolls *DT20; Leadership; None*, or Crew Morale Marker.

Explosion: vehicle explodes and is irreparably destroyed, all crew are killed unless for those who spend a Space Hero point to miraculously escape.

System Hit Determination

Die Roll	Electronic System	Major System
1	Scanner Array	Electronic System (roll other chart)
2	FC Computer	Best gun
3	Flight Computer	S-Drive
4	Astrogation Computer	Vehicle
5	Comm Array	A-Drive
6	Library Data Base	Life Support

Effect Markers and Conditions

System Damaged: an indicated system that is damaged can still function but is at a disadvantage for each damage it takes. The maximum number of damage a system can take before it is broken is equal to its Rating Code. Example: an S-Drive-3 will become broken when it is damaged for the 4th time. Turret/Pod Weapons can be damaged 1 time and the second breaks them. A Main Laser Battery can be damaged 4 times and breaks on the 5th. If a system is rated at 1 or less (0.1, 0.33, etc) then the first hit will damage it and the second break it.

System Broken: an indicated system is completely broken and will not function at all. .

Crew Morale Marker (MM): the Captain of a crew with a Crew Morale Marker rolls a *DT 12*;

Leadership; None, check at the beginning of each of his turns. If he succeeds, the CMM is removed and he may act normally. If he fails, the CMM remains and he must order the ship away from danger. The rest of the crew will not operate weapons (apart from Point Defense) but may attempt to repair damage. If the crew are player characters, Space Judge may allow them each to roll to clear their own Morale Markers.

Hulled: the ships hull has been completely opened to the vacuum outside. Crew in EVA suits are fine. Crew in Hard Suits or Flight suits without an ox-tank must get one in the next turn (losing their crew action) or die. Crew in none of those suits are dead, unless they spend a Space Hero point.

Crew Attacked: roll a Regular Combat Wound result at the indicated Penetration against the indicated number of crew.

Wrecked: all systems of a wrecked spacecraft immediately are broken and the spacecraft continues on present course forever.

Vehicle: one random carried vehicle, space boat, is damaged (vehicle damage marker; or roll a spacecraft hit) or broken as the damage severity indicates.

Gravity Loss: any ship whose S-Drive is broken, loses its artificial gravity as well, making all actions on the ship count as Zero-G.

7.12—REPAIR

Spacecraft are equipped with abundant spare parts, many of which are multi-functional. Likewise, they are equipped with a series of remotely operated repair drones with an equipment bonus equal to the S-Drive level of the craft. When damage occurs to a spacecraft, crewmen at specific stations can use their actions to work the repair-drone systems to attempt to fix the damage. To fix a damaged system by 1 level takes 1 turn rolls *DT16; Asset as listed below; None*. To attempt return a broken system to level 0 functionality takes 1 turn and *DT24; Asset listed below; None*. The table below indicates which Asset applies and from which station the repair may be attempted.

System	Asset	Station
Scanner Array	Electronics	Astrogator, Engineer
Comm Array	Electronics	Astrogator, Engineer
Flight Computer	Computer	Intelligence, Engineer
Astrogation Computer	Computer	Intelligence, Engineer
Fire Control Computer	Computer	Intelligence, Engineer
Life Support	Life Support	Intelligence, Engineer
Weapon	Mechanics	Medic, Engineer
S-Drive	Ship Drives	Engineer
A-Drive	Ship Drives	Engineer
Vehicle	Mechanics	Engineer
Hull Breach	Mechanics	Engineer

7.13—Crew Action Circumstances

Covering 2 Stations: When a crew station is unmanned for some reason, another crewman can try to cover the duties of the missing man, even to the point of taking 2 actions in one turn. So, if the astrogator is wounded and unconscious, the pilot could try to get a Target Lock and do Evasive Maneuvers. However, both actions get a Disadvantage. Two is the maximum number of actions that can be taken. A pilot or astrogator can launch Space Torps and one of their other actions without disadvantage.

Small Crewed Vessels: smaller vessels, such as fighters, life boats and shuttles do not necessarily have a full crew of 6 with all 6 stations. A non-warp equipped ship will not have an astrogator, instead it has Scanner Operator who can do the actions of either the I.O. and the astrogator (except prepare warp). If he tries to Identify and Target Lock on the same turn, he has a disadvantage to both tasks. A ship that is not armed will not have a gunner. A small shuttle meant for short trips might only have a pilot. Medics are often eliminated on smaller, short-range vessels. A space fighter will typically have a pilot and a scanner operator, either of whom can shoot the single weapon, if the weapon is a Space Torp Pod, then there is no multi-action disadvantages, but otherwise there are. Fighters often rely on other ships to identify the target and the scanner operator achieves the lock.

NPC Crews: while a ship crewed by player characters will have the PC's taking a station each, and helpful npc individuals take up the other stations, there's no need for the whole crew of opponent ships to do so. Pick a level from 1-4 for the enemy ship and that is the Asset level for all checks made by that ship.

SECTION 8: MEDICINE AND HEALING

8.1—Battlefield Medicine

Battlefield medicine is carried out in the field by a character using his Medicine Asset and a Med kit.

Wound Marker: As discussed in the Regular Combat Section, a wound marker can be removed by *DT 16; Medicine; Med Kit* either during combat or within 1 hour. If a combatant has multiple wound markers, only 1 can be removed after any one fight, although many attempts may be made.

Mortal Wound Marker: a single attempt can be made to remove a Mortal Wound marker in a battle or outside a med bay. Roll: *DT 16; Medicine; Med Kit*.

Stun Marker: A *Stun Marker* can be cleared by a *DT8; Medicine; Med Kit*.

Unconsciousness: a combatant can be awakened by *DT 16; Medicine; Med Kit*.

8.2—Natural Healing

If a character is wounded and has no access to modern medicine, a wound marker will heal in 10 days, but only 1 at a time. Therefore, someone with 3 wound markers will completely heal in 30 days. A character who survives a battle, but still has a Mortal Wound Marker, will die in 1d6 days. If the patient is healing naturally because of a failed Major Intervention, but is under DI 4+ medical care, the time is halved.

8.3—Major Intervention

When battlefield medicine leaves a character with Wound Markers or Mortal Wound Markers, it requires major intervention to clear them. This must take place in a Med Bay. Only 1 attempt per marker may be made at *DT12; Medicine; Med Bay*. Failure means that the patient must use natural healing (or die if it is a mortal wound). The attempt takes 1d6 hours.

8.4—Thanatic Acid and Reviving the Dead

A major advance in medical treatment is the use of Thanatic Acid. When a patient dies, he can be injected with this substance within 10 minutes of death, along with an artificial circulatory stimulant to spread it through the system. Space Patrol uniforms and armor have an auto-injector built in to them. The acid will preserve the tissues without degradation so repair and revival can be attempted. The corpse should be placed into a stasis tube within 48 hours to keep it preserved safely. Revival attempts can be made in a Med Bay of Code-1 or better requiring *DT12, Medicine, Med Bay*. Success means the character is revived and will be ready for duty after 1d4 days. Failure means he was not revived, but if he is placed into a stasis tube and taken to a Med Bay code 4 or better, a second revival attempt may be made. No revival attempt can be ever made if the body was "destroyed" on the damage table or was in an exploded vehicle or spacecraft.

8.5—NBC

Exposure to Nuclear, Biological and Chemical attacks (a.k.a. Radiation, Disease, Poison) are rolled as a standard damage result with a Penetration set by the Space Judge. However, armor values do not apply. If the target is wearing a Hazard Suit, Flight Suit, Hard Suit or EVA, then he is protected completely from the NBC attack, if not, his armor does not apply. Only EVA suits protect against open space radiation (see Zero-G and Vacuum Combat). Wounds from NBC attacks are treated with a disadvantage in battlefield medicine. Nuclear and Chemical attacks do not heal naturally, but must be treated in a Med Bay *DT 16; Medicine; Med Bay*, with one attempt permitted per 5 days.

8.6—Bodily Reconstruction

Disfiguring damage to a person can be quickly reconstructed by medical facilities at DI 6 or higher. Everything from extensive burns, to amputations or blindness can be repaired at *DT 16; Medicine; Med Bay*. Each attempt takes 10 days,

SECTION 9: SAMPLE EQUIPMENT

While a complete selection of equipment for various levels on the Development Index and for various purposes are available in the Technical Manual Booklet, a few of the more common items that a Space Patrolman might use are presented here.

9.1—Armor

Space Patrol Flight Suit: DI-7

Armor Value: vs Hand Weapons-3; Bullets-6, Energy-6

Movement Penalty: 0

Built-in Equipment: communicator, thanatic acid auto-injector, 5-minute emergency air supply, suit patches.

Space Patrol EVA Suit: DI-7

Armor Value: vs Hand Weapons-9, Bullets-9, Energy-9

Movement Penalty: -1

Built-In Equipment: communicator, thanatic acid auto-injector, 2 hours of oxygen, suit patches. See Zero-G and Vacuum Combat for suit effects on tasks.

9.2—Side Arms: all code S for inventory

Weapon	Targets	EFF	Long	Extr	Magazine	Ammo/Turn
Laser Pistol	1	30(5)+2	60(4)+2	90(2)+1	60	3
Rocket Pistol	1	24	48	96	12	1
Maser Pistol	1	10(8)	20(8)	30(8)	30	3
Hvy Pistol	1	15(2)	30(1)	60(0)	9	1

Rocket Pistol Ammo: AP shell: Pen 12; HE shell: Contact Pen 7, Burst 2x2, Burst Pen 2

9.3—Main Weapons: all code M for Inventory

Weapon	Targets	EFF	Long	Extr	Magazine	Ammo/Turn
Laser Rifle	1	50(10)+2	100(8)+2	150(4)+1	90	3
Rocket Rifle	1	40	80	120	12	1
Pulse Carbine	2	40(7)+4	80(6)+4	120(3)+2	100	10
Shock Carbine	4	30(X)+3	60(X)+2	90(X)+1	90	30

Rocket Rifle Ammo: AP shell: Pen 18; HE shell: Contact Pen 10, Burst 2x2, Burst Pen 3

Shock Carbine: each hit *DT12*; *Vigor*; *None* or unconscious 10 minutes

9.4—Devices: all code D for Inventory

Tool Kit +2 (either Mechanics, Electronics, Life Support or Computer)

Medical Kit +2

Psi-Amp +1

HE grenade: range 5/10/20, Contact Pen 7, burst 2x2 pen 7

Night Vision Goggles

1-hour Ox tank

Flying Belt: jump up to 60 inches or bail-out in atmosphere

Nav Helmet: with Flying Belt, allows flying up to 60 inches or 150kph, or in-air hovering

9.5 –Space Patrol Exploration Frigate

Hull: 10,000 m3 **Armor:** 55 (armored)

S-Drive: 3, **Combat Move:** 9 hexes **Warp:** 3 LY/Day

A-Drive: 6, **Combat Move:** 600 inches **Max Speed:** 3000kph

Life Support: 3

Computers: Flight-3; Fire Control-3; Astrogation-3; Library-3

Scanner Array-3: 40 hex range

Comm Array-3: 40 hexes

Med bay-3: 4 beds; 2 stasis tubes

Cargo: 200m3

Space Torp Magazine: 150 torps)

Cabins: 10; **Cells:** 5

Crew: Pilot x1, Astrogator x1, Gunner x1, Medic x1, Engineer x1, I.O. x1

Maximum Emergency Carriage: 135

Carried Craft:

Exploration Jitney (wheeled, 100m3)

Life Boat (space, 300m3)

Lander (space, 500m3)

Air Skimmer x2 (air, 5m3 each)

Weaponry:

Main Laser Battery x1

Targets 2; Eff 8 (80)+5, Long 16(40)+5, Extreme 24(20)+5, Ammo/Turn 10

Pulse Laser Turret x2

Targets 4; Effective 5(60)+4; Long (30)+2; Extreme (15)+1, Ammo/Turn 30

Space Torp Pods x3

Targets 3; Eff 10(55); Long 20(55); Extreme 30(55); Ammo/Turn 3

9.6—Space Patrol Exploratory Jitney DI-8

Hull: Size: 100m3 **Armor:** 40 (Armored)

Movement: G-Drive 5 (wheeled), 35 inches per turn, 175 kph

Scanners: Code 2, 480km **Comm:** Code 2, 480km

Crew: x3: driver, gunner, tech **Passengers:** 15

Life Support: Code 2, NBC sealed

Med Bay: Code 0, 1 bed, 1 stasis tube

Cargo: 3 cubic meters

Weaponry:

Laser Machine Gun: Targets 8; 50(8)+6, 100(7)+4, 150(4)+2, PP, 100/turn; Point-Defense

Adv. Anti-tank Missile x2, 5km, 10km, 15km, PEN 60

Adv. Anti-Aircraft Missile x2: 60km, 120km, 249km, Pen 40, +12