

SPACE PATROL!

PATROLMAN'S GUIDE



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June, 2025

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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 1-10 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-1 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)	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

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

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 medal point total (A Patrol Flare counts as 1 point, A Patrol Comet counts as 2 points and a Patrol Star counts as 3 points) 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.

Astrogation: 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. Repair requires and Elect Kit.

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. Requires an Elect Kit.

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. Requires Intrusion devices.

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. Repair requires LS kit.

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. Requires a Mech kit.

Medicine: used to diagnose and treat injuries and illnesses to living beings. Requires a Med kit.

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. Requires a Mech Kit-6 or better.

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. Among aliens there may be more and different Psi Assets, but these are the ones that have been identified and developed among 25th century humans.

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). There is no in-game significance to rolling a “Natural” 20 or 1.

3.1—The Standard Difficulty Targets:

Easy: 8+

Average: 12+

Difficult 16+

Extreme: 20+

Desperate: 24+

Insane: 28+

Imponderable: 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 the schedule below. The same Asset cannot be improved more than once per session.

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. Villains may have equivalent “Plot Armor Points”. 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.

Ralph, I thought you were dead; Nope: 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, Stun and Morale Markers and clear Unconsciousness and leap to his feet, if prone. He risks being called a faker, of course.

Reverse the Polarity!: any character can spend a point to reduce an Explosion or Wrecked Result on a spacecraft or vehicle he is on the inside of to be reduced to a Heavy Penetration.

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 and even spacecraft that enter the gravity well of a planet.

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, and so divide move rates, ranges and burst areas by 10 or 100 respectively.

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; Stealth Devices*; (use the lowest Stealth Asset of those trying to sneak or hide) and the other group fails its Recon roll *DT 12; Recon; Recon Aids* (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 12 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 combat-related d20 Asset Task check 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. So, Shooting, Melee, Recon, Stealth, using a Scanner, throwing a grenade could use Tactics, but damage rolls, Initiative, making a comm call, identifying a plant could not.

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, Krangor injector, etc.

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

Darkness (1 to 3 disadvantages based on level of darkness)

Shooter and/or Target in Smoke (2 disadvantages if both are)

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 Special Success, 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*. If a combatant is on Over Watch cannot take an Over Watch shot while suppressed. Gunners on military vehicles of DI-5+ with an automatic weapon with a Point Defense Module 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.
- All targets to be suppressed must be within 3”x3” box, unless the weapon has 8 or more potential targets, then it rises to a 6”x6” box.
- If the suppressed enemy tries to move, the suppressing shooter gets an attack on the target as if it were not in cover. However, if a suppressed combatant in cover moves directly to a space that is out of line of sight of the suppressor, there is no shot.
- If the suppressing shooter takes any sort of marker in the enemy turn while he is suppressing, then the suppression stops.
- Suppressing expends twice the normal amount of ammunition.
- Suppression does not affect vehicles.
- Suppressed targets may not throw offensive grenades.

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.

Cover: High cover is any barrier that extends higher up than a standing combatant, such as a tree, building, giant space mushroom. High Cover blocks line of sight and cannot be moved across, but might be flown over, depending on height. A combatant must be at a corner/edge to shoot from high cover, otherwise he cannot see or be seen to shoot or be shot at. Low cover is anything from knee high to about chest high, where the shooter can shoot over top of it. Combatants may move over Low Cover at double cost. Destructible cover is a piece of cover that the Space Judge deems might be destroyed by explosive ordinance during a fight. Incendiary grenades will burn down flammable destructive cover in burst area in 2d4 turns. Thermal grenades will destroy flammable destructible cover in burst area immediately. HE grenades, rockets or shells have a 50% chance of destroying any destructible cover on contact hit (not on a burst area hit). Major Vehicle Weapons automatically destroy destructible cover on a contact hit.

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. Each hand weapon in the Technical Manual, has a Maximum Number of hits listed. Each Special Success with a melee attack scores another hit, up to the weapon's maximum.

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

Darkness (1 to 3)

Each fighter that is in smoke

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.
- Or, 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.

A combatant with Leadership of 1+ may attempt to remove Morale Markers of friendlies within 6" with whom he can communicate by checking *DT 8, Leadership, none*. A success removes a Morale Marker from a friendly and each Special Success from an additional one.

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 a Hull Marker (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 AND DEVIATION:

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.

ROF: field artillery firing HE shells makes a single attack roll but increases its burst radius by 0.5 inches per ROF over 1.

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, rocket guns, thrown weapons 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 bombs and distant artillery. For grenades, thrown weapons and rocket guns, reduce the distance to 2d4 inches.

6.12—HAND GRENADES

Hand Grenades have an Effective Range of 5 (*DT 12; Athletics, None*), Long of 10 (*DT 16; Athletics, None*) and Extreme of 20 (*DT 20; Athletics, None*). Any miss requires a Deviation (see above) of 2d4 inches. Grenades can be thrown over low cover without disadvantage, but 2 disadvantages still apply with high cover. If cover stands between a target in the burst area and the grenade, the cover will stop the damage. Each grenade type, except smoke and flash bang, has Contact penetration, a burst area and burst penetration. The contact penetration is used against a target hit directly by the grenade and the burst penetration for others in the burst area. HE, Thermal, and Incendiary Grenades can possibly destroy cover that the Space Judge deems destructible.

6.13—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. There is a maximum of +20 may be added to the roll, no matter by how much the penetration exceeds the armor.

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.

6.14—DAMAGE AND WOUNDS (Individual):

When a hit is scored in fire combat or melee, roll 3d10, adding the Penetration of the weapon and subtracting the armor value of the defender's armor worn and consult the table below, with a Maximum of +20 to the die roll. Attacks made with unarmed strikes use the same table, but roll 3d8 instead of 3d10.

Die roll	Wound	Effect
1 or less	None	No effect
2-7	Graze	MM
8-10	Slammed	Knocked Prone
11-12	Rattled	SM
13-15	Light Wound--Limbs	WM and MM
16-18	Medium Wound—Body	WM and SM
19-20	Heavy Wound--Head	WM and Unconscious
21-22	Mortal Wound-Chest	MWM and MM
23-24	Mortal Wound-Guts	MWM and SM
25-26	Mortal Wound-Face	MWM and Unconscious
27-39	Dead	Dead
40+	Destroyed	Super Dead

Graze: the target has been grazed by the attack, take a Morale Marker

Slammed: target has been knocked prone.

Rattled: target has had his clock rung by the attack and gets a Stun Marker

Light Wound--Limbs: target takes a Wound Marker and Morale Marker.

Medium Wound--Body: target takes a Wound Marker and a Stun Marker

Heavy Wound--Head: target takes a Wound Marker and is knocked Unconscious.

Mortal Wound-Chest target takes a Mortal Wound Marker and a Morale Marker

Mortal Wound-Guts: target takes a Mortal Wound Marker and a Stun Marker

Mortal Wound-Face: target takes a Mortal Wound Marker and is knocked 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 (Except spending Space Hero Point, now).

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.

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. An attempt to remove a Mortal Wound Marker may be made on the battlefield *DT 16; Medicine; Med kit*. If it fails, additional attempts can be made, but with a cumulative disadvantage for each one.

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). Only 1 MM per person at a time.

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 *DT16; Vigor; None*. 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*. Only 1 SM per person at a time.

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 1d6 hours 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.

Destroyed: nothing can be done but get out a dustpan (Space Hero points excepted).

6.15—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 with a Maximum of +20 to the die roll

Die roll	Wound	Effect
1 or less	None	No effect
2-7	Violent Shaking	MM
8-10	Surface Hit	CM
11-12	Control Hit	CM and MM
13-15	Light Penetration	DM
16-18	Medium Penetration	DM and MM
19-20	Heavy Penetration	DM and CD
21-22	Major Penetration-Engines	FCM
23-24	Major Penetration-Crew Cabin	FCM and MM
25-26	Major Penetration-Cockpit	FCM and CD
27-39	Wrecked	Wrecked
40+	Explosion	Explodes

Violent Shaking: vehicle takes a Morale Marker

Surface Hit: vehicle takes a Control Marker

Control Hit: the vehicle takes a Control Marker and a Morale Marker

Light Penetration: vehicle takes a Damage Marker

Medium Penetration: vehicle takes a Damage Marker and a Morale Marker

Heavy Penetration: vehicle takes a Damage Marker and a Control Marker

Major Penetration-Engines: vehicle takes a Failure Cascade Marker

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

Major Penetration-Cockpit: vehicle takes a Failure Cascade Marker and Control 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 10% for each such marker. It takes 1 hour and *DT12; Mechanics; Mech Kit*, 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, Mech 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; Mech Kit*; 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. Only 1 MM per vehicle at a time.

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, Elect 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.

Crew Damage: one crewman is attacked at PEN 8.

Wrecked: all systems of a wrecked vehicle immediately cease functioning 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 the can spend a Space Hero point.

6.16—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 *DT12; 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 succeeds and the other fails, the successful 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 combat-related d20 Asset Task 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. Firing weapons, attempting maneuvers, target locks could all use Tactics, but determining PBF effect, damage rolls, or repair attempts could not.

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 one action in a combat turn from a limited list listed below. Those marked "free action" can be done in addition to one other action.

FLIGHT:

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

Evasive Maneuvers: see Maneuvers section.

Dangerous Maneuvers: see Maneuvers section

Launch Space Torps: can fire any Space Torps in place of Gunner, free action

Repair FM: may attempt to remove a Flight Marker

ASTROGATION:

Prepare for Warp: see Warp Section

Target Lock: see Target Lock in the Scanners section.

Boost Field: see Maneuvers section.

Launch Space Torps: can fire any Space Torps in place of Gunner, free action

Repair AM: may attempt to remove an Astrogation Marker.

ENGINEERING:

Repair System: may attempt to remove any damage marker

Go Dark: see Maneuvers section.

Boost Engine: see Maneuvers section

Boost Beam: see Maneuvers section

Boost Field: 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: may attempt to remove a Gunnery Marker

INTELLIGENCE:

Identify Target: see scanners section.

Analyze Target: see scanners section

Electronic Jam: see scanners section

Repair Electronics: may attempt to remove an Electronics Marker

Point Defense: the I.O. may use the Rail Turrets or Pulse Turrets to shoot down incoming Star Torps, see Point Defense in Fire Combat. Free action, but must declare in order to reserve turrets.

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.

Repair LS/Hull: may attempt to remove a Hull Marker

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, astrogator or engineer in order to affect the position or performance of the ship. Maneuvers must be attempted before any other actions in the turn. 1 disadvantage applies to any Space Pilot task per Flight Marker on the ship. 1 disadvantage applies to any Ship's Drives task per Drive Marker on the ship. Boost Field receives 1 disadvantage for each Astrogation Marker and each Drive Marker on the ship.

Standard Move: the pilot steers the ship a number of hexes, based on its S-Drive Rating, across the board. No roll is needed. This can be combined with any other pilot maneuver without disadvantage.

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*; 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 *DT 12 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 *DT16; 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 *DT12 Space Pilot; Flight Computer*, roll or crash into the body, taking rolls on the spacecraft damage table, without armor or penetration modification.

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 1 disadvantage for each Special Success. 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 12; Ships Drives; S-Drive*. If successful, the ship gains 1d4 extra hexes of movement this turn plus 1 hex per 4 points rolled above task target, if it fails, the ship receives a Drive Marker.

Boost Beam: The Engineer can pour extra power into a ship's laser to increase penetration. He rolls *DT 12 Ship Drives; S-Drive*, if successful, 1 laser weapon will increase its PEN by 10 at Effective and Long range, 5 and Extreme for the turn, plus additional 5 pen per 4 points rolled about task target at any range. If it fails, the ship receives a Gunnery Marker.

Boost Field: the Engineer or the Astrogator can boost the effect of the Protonic Burst Field by *DT: 16 Electronics or Astrogation; Astrogation Computer*. Success means the chance to block an attack increases by 1 for the next enemy turn. Failure means the ship receives an Astrogation Marker.

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 in space 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. For all these tasks, apply 1 disadvantage for each Electronics Marker applied to the ship from battle damage.

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 fired its weapons on its last turn. The check has a disadvantage if target 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 with functional comms.

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 fired its weapons on its last turn. The check has a disadvantage if target 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 (but always at least 1).

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 cannot 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.

7.7—WARP

Space-Drive can be energized to a point where the drive bubble moves 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. The ship may not have more than 2 Drive Markers and not more than 2 Astrogation Markers 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 Drive Marker and Astrogation Marker. 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.

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:

Shooter has completed Come to Grips this turn

Target completed Come to Grips on its last turn

Shooter 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

Each Gunnery Marker on the shooting ship.

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, each Special Success 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 Rail Gun Turret or Pulse Laser Turrets to use them against incoming Space Torps (or missiles in planetary gravity wells). A Rail Gun turret may shoot 8 times at approaching Torps and uses 600 rounds of ammunition. A pulse laser turret shoots 4 times at incoming torps using 60 shots. Either type rolls *DT12; None; +4;* apply a disadvantage for each Gunnery Marker on the ship; any success intercepts and destroys 1 torp. When turrets for Point Defense are activated, first determine how many Torps will attack the ship, then roll all of the Point Defense shots, then roll to hit for all the torps that weren't intercepted. The Point Defense action is similar to the Over Watch action in Regular Combat in that the I.O. chooses the action in his turn, but the defensive fire happens in the opponent's next turn. The I.O. can combine the activation of the Point Defense system with another action without penalty, but any turret assigned to point defense cannot fire offensively the turn it was activated.

7.9—PROTONIC BURST FIELD

Spacecraft with an S-Drive of 1 or greater and an Astrogation computer of 1+ can energize its warp grid with regular protonic bursts. The resulting field can disrupt attacker's energy weapon attacks (laser or plasma). For each energy weapon that hits the ship, the Astrogator rolls 1d6, and if the result is equal to or less than the Astrogation Computer's current code level (including damage effects), then it has been blocked by the field. The PBF offers no protection against Space Torps, Rail Guns, or planetary weaponry that are not laser or plasma based.

7.10—MORALE:

Morale is handled by the issuing of Morale Markers as a result of certain types of battle damage (see below 7.12). When a spacecraft receives a Morale Marker, it has the chance at the beginning of each of its turns to clear the marker. The spacecraft's captain, or a charismatic subordinate, if the captain would permit such a thing, rolls *DT 12; Leadership; None*. If he succeeds, the Morale Marker is removed and the vessel may act normally. If he fails, the Morale Marker remains and the ship will fly away from danger at maximum speed. 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.

7.11—BOARDING ACTION:

If attackers wish to board an enemy ship, the defenders must either allow it, or the S-Drive of the defending ship's speed must have been reduced to 0" by Drive Markers. 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 1d6. 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 has 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.

7.12—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 target's armor and consult the table below with a Maximum of +20 to the die roll

Die roll	Wound	Effect
1 or less	None	No effect
2-7	Antenna Hit	EM
8-10	Surface Hit	GM
11-12	Control Hit	FM
13-15	Light Penetration	EM, AM
16-18	Medium Penetration	GM, DrM and MM
19-20	Heavy Penetration	FM, DrM and CD
21-22	Major Penetration-Drive Room	HM, FCM
23-24	Major Penetration-Living Quarters	HM, FCM and MM
25-26	Major Penetration-Bridge	HM, FCM and CD
27-39	Wrecked	Wrecked
40+	Explodes	Explodes

Antenna Hit: spacecraft takes an Electronics Marker

Surface Hit: spacecraft takes a Gunnery Marker

Control Hit: the spacecraft takes a Flight Marker

Light Penetration: spacecraft takes an Electronics and Astrogation Marker.

Medium Penetration: spacecraft takes a Gunnery, Drive and a Morale Marker

Heavy Penetration: spacecraft takes a Flight and Drive Marker and Crew Damage.

Major Penetration-Drive Room: spacecraft takes a Failure Cascade Marker and a Hull Marker

Major Penetration-Living Quarters: spacecraft takes a Failure Cascade, Hull and Morale Marker.

Major Penetration-Bridge: spacecraft takes a Failure Cascade and Hull Marker and Crew Damage

Wrecked: spacecraft is broken and can perform no functions during the battle, but might be repairable later. Space Hero points can reduce the effect.

Explosion: spacecraft explodes and is irreparably destroyed, all crew are killed unless they spend a Space Hero point to miraculously escape or reduce the effect.

Effect Markers and Conditions

Gunnery Marker (GM): the fire control systems of the ship and/or weapons themselves are damaged, each use of the weapons to fire at enemies or for point defense is at a disadvantage for each such marker.

Electronics Marker (EM): the control scanners and communications systems are damaged. All scanner or comm tasks are at a disadvantage for each such marker.

Hull Marker (HM): the ship has been hulled and life support will not be functional until marker removed. There are holes in the hull, air has vented to space and LS equipment damaged.

Drive Marker (DrM): The drives are damaged. Each marker reduces space speed by 1 hex and reduces air speed by 1 drive code (when it falls below code 0, the craft cannot operate in planetary gravity wells.

Astrogation Marker (AM): The warp grid is damaged, each such marker reduces the effectiveness of the Astrogation Computer by 1 code and also the effect number of the PBF by 1. If the astrogation code falls below 0, the ship cannot warp or operate the PBF.

Flight Marker (FM): the flight control and maneuver systems are damaged. For each such marker, reduce space speed by 1 hex and apply a disadvantage to all pilot maneuver checks.

Morale Marker:

Crew Damage (CD): 1d4 crew members are out of action. At the end of the battle, or when the medic tends to them, roll an unmodified 3d10 individual damage roll to see their status.

Failure Cascade Marker (FCM): each turn an onboard crewman must make a *DT12 Ships Drives, Mech Kit*; check to keep the spacecraft from immediately becoming wrecked. If a spacecraft with a FCM survives the battle and shuts down, it takes 4 hours and *DT 20; Space Drive; Mech Kit*; to remove the marker.

Morale Marker (MM): the spacecraft's captain, or a plucky subordinate, if the captain would permit such a thing, of a crew with a Morale Marker rolls *DT 12; Leadership; None*; at the beginning of each of his turns. If he succeeds, the Morale Marker is removed and the vessel may act normally. If he fails, the Morale Marker remains and the ship will fly away from danger at maximum speed. 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. Only 1 MM per ship at a time.

Gravity Loss: any ship whose speed has been reduced to 0" by DrM, loses its artificial gravity as well, making all actions on the ship count as Zero-G.

7.13—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 remove various markers. If the first attempt to repair a system fails, there is a 25% chance that further repair attempts for that system will require EVA action. The ship may not move during EVA repair attempts.

To remove a marker listed below, roll *DT16; Asset as listed below; S-Drive* or Tool Kit, The table below indicates which Asset applies to which marker, what tool kit is used, and from which station the repair may be attempted. If the repair attempt is by drone, use S-Drive as equipment bonus. If repair attempt is EVA, use the Tool Kit for equipment bonus. Medic attempts to fix an injured crewman must be done in person, not by drone, of course. Other crew with Medicine asset can attempt to heal a nearby shipmate, unless there is a Hull Marker on the ship, only Medics can attempt to heal under vacuum conditions.

Marker or Effect	Asset	Tool Kit	Station
Gunnery Marker	Mechanical	Mech Kit	Gunner, Engineer
Electronics Marker	Electronics	Elect Kit	Intelligence, Engineer
Astrogation Marker	Computer	Elect Kit	Astrogator, Engineer
Flight Marker	Mechanical	Mech Kit	Pilot, Engineer
Hull Marker	Life Support	LS kit	Medic, Engineer
Drive Marker	Ship's Drives	Mech Kit	Engineer
Failure Cascade--pause	Ship's Drives	Elect or Mech	Any
Crew Damage—1 crewman	Medicine	Med Kit	Medic

7.14—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 landers, 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 small gun boat 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. Smaller spacecraft 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 per level of Vigor asset he has, although many attempts may be made.

Mortal Wound Marker: an attempt can be made to remove a Mortal Wound marker in a battle or outside a med bay. Roll: *DT 16; Medicine; Med Kit*. If the first attempt fails, subsequent attempts are at cumulative disadvantages.

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 20 days, but only 1 at a time. Therefore, someone with 3 wound markers will completely heal in 60 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 for *DT12; Medicine; Med Bay* for Mortal Wounds or *DT8; Medicine; Med Bay* for Wounds. 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.

8.7—Injectors

There are four types of combat medication that come in 1-use injectors (Inventory Code D). These can be applied by anyone, but apart from Thanatic Acid auto-injectors, none can be injected into someone in an EVA suit, without causing a leak. While Thanatic Acid auto-injectors installed by the Space Patrol or NEL Fleet do not count as devices for inventory, Other Thanatic Acid injectors do count as devices. Krangor, Space Bear and Blitz injectors always count as devices for inventory.

Thanatic Acid preserves a corpse for possible revival and is described above in section 8.4.

Krangor immediately clears Unconsciousness, Morale Markers and Stun Markers, and allows one to ignore the disadvantages of wound markers for 2 minutes (8 combat turns). But after 10 minutes, the user collapses into unconsciousness for 1d6 hours, usually accompanied by unsightly seizures.

Krangor can be rigged to activate automatically if user goes unconscious.

Blitz allows one to gain a second action each turn for 4 of his turns and increases movement speed by 4" for those 4 turns. However, the user will suffer a Wound Marker at the end of those 4 turns.

Space Bear: injecting Space Bear immediately removes one Wound Marker, but there is a 1 in 20 chance that this will cause the user's optical nerves to burn out, making him blind (See section 8.6 for treatment). If a person takes more than 1 dose per day, each dose has a cumulative increase of 1 in 20 of causing blindness. So, the first dose, blindness occurs on a 20 on 1d20. The second dose 19-20, third does 18-20, etc.



APPENDIX: Status Markers, Table-Top and Owlbear Rodeo

INDIVIDUALS

Status	Owlbear Rodeo	Table Top
Wound Marker	1 tick on token counter	Red Poker Chip
Mortal Wound Marker	1 tick and black circle	Blue Poker Chip
Morale Marker	White circle	White Poker Chip
Stun Marker	Green circle	Green clear chip
Suppressing	Blue circle	Blue clear chip
Suppressed	Yellow circle	Yellow clear chip
Over-watch	Red circle	Red clear chip
Steady Aim	Orange circle	Orange clear chip
Hunkered	Purple Circle	Purple clear chip
Prone	Rotate 90	Lie down
Unconscious	Rotate 180	Lie down, Titan chit
Flying	Pink Circle	Spool

VEHICLES

Status	Owlbear Rodeo	Table Top
Damage Marker	1 tick on token counter	Red Poker Chip
Failure Cascade Marker	1 tick and black circle	Blue Poker Chip
Morale Marker	White circle	White Poker Chip
Control Marker	Green circle	Green clear chip
Suppressing	Blue circle	Blue clear chip
Over-watch	Red circle	Red clear chip
Wrecked	Rotate 180	Flip over
Flying	Pink Circle	Spool