

## INTRODUCTION

These are set of generic SF rules for a group of characters who have won, been left or otherwise acquired a small starship which they use as a base to trade, smuggle, travel and hire themselves out for various missions.

## ATTRIBUTES

New Adventurers have ten points to divide between the four attributes below. Each attribute must be given between one & four points.

Strength	STR	Dexterity	DEX
Intellect	INT	Spirit	SPT

## Skills

Skill	Aptitude	Examples
Agility	DEX x 2	<i>Climb, Leap</i>
Craft	DEX + INT	<i>Make, Repair</i>
Fighting	STR + INT	<i>Kill, Maim</i>
Technology	INT x 2	<i>Use/repair</i>
Perception	INT + SPT	<i>Spot, Hear</i>
Persuasion	SPT x 2	<i>Charm, Con</i>
Pilot	DEX + INT	<i>Starship etc</i>
Shooting	DEX + INT	<i>Sniper</i>
Speed	STR + DEX	<i>Run, React</i>
Stealth	DEX + SPT	<i>Sneak, Hide</i>
Toughness	STR + SPT	<i>Courage</i>

## TRAINING

New Adventurers are Trained in two skills & Familiar with three others of their choice.

The rest are Untrained.

Training level	Bonus
Untrained	-1
Familiar	+0
Trained	+1
Experienced	+2
Mastered	+3

## SKILL CHECK

Roll less than Aptitude + Training on 1D20.

When using a skill a roll of 1 is an automatic success & a roll of 20 an automatic failure.

## PROFESSION [Choose one]

**MERC:** Well armed & armoured the Merc is often the leader of a party of Adventurers.

His job is to defend his friends & kill the enemy. *Fighting +2, Double Trouble, any Armour type.*

**TRADER:** This is the team's front man and wheeler dealer. *Persuasion +2, Hagglng, only Light Armour.*

**TECH:** An expert in technology & the only Adventurer who can operate a medikit. *Technology +2, Healing, only Light or Medium Armour & Shield.*

**PILOT:** An experienced explorer of space. He keeps his comrades alive when off planet.

*Pilot +2, Starship Weapons, only Light Armour.*

## PROFESSIONAL ABILITIES

**Double Trouble;** A Merc can shoot twice in a turn if he has not moved.

**Hagglng;** A Trader can match his persuasive skills against opponents to broker a deal or get a discount.

**Healing;** A Tech's expertise with a medikit makes a KO'd figure just wounded, or a wounded one whole.

**Starship Weapons;** Can track multiple targets and enhance shipboard weaponry [+2 to shooting with these].

## IMPROVING ADVENTURERS

After an adventure the Adventurers divide the loot between them equally. They can then spend some of this on training to improve themselves.

## Cost Improvement

5000 Improve Attribute by +1

1000 Improve a Skill's training level by +1

Costs are in Credits.

## STARTING KIT

All new Adventurers begin with a set of suitable clothes & 500 Credits.

In addition an Adventurer will have:

Merc	Lt. Armour, Blaster.
Trader	Auto Pistol Burglary Tools.
Tech	Lt. Armour, Medikit, Scanner.
Pilot	Lt. Armour, Navcom, Laser Pistol.

## Equipment

Weapons	Range	Bonus	Cost
Auto Pistol <sup>2</sup>	50m	+0	100
Laser Pistol <sup>3</sup>	100m	+0	200
Blaster <sup>4</sup>	50m	+2	400
Shotgun <sup>5</sup>	30m	+1	150
Cone Rifle <sup>1</sup>	500m	+1	750
Laser Carbine <sup>3</sup>	500m	+0	400
Pod Launcher <sup>1</sup>	100m	n/a	150
AT Pods <sup>1</sup>	n/a	+3	25
AP Pods <sup>1</sup>	5m rad	+0	10
Combat Knife	10m	+1	20
Cutlass	n/a	+2	50
Night Stick	n/a	+1	20
Mono Blade	n/a	+2	100
Shock Rod	n/a	+2	150

1. Often restricted to Military only.
2. 15 round magazine, Cost 10 Credits.
3. 30 shot Rechargeable Power Cell.
4. 10 Shot Rechargeable Power Cell.
5. 24 Shells are 10 Credits.

Armour	Absorbs	Cost
Lined Coat	1	150
Vacuum Suit <sup>1</sup>	1	400
Brigandine	2	250
Carbon Nanotube Tunic	2	300
Combat Carapace	3	500
Refractor Shield <sup>2</sup>	X	1000

1. The suit has a 3 hour endurance in Space.
2. A Refractor Shield will absorb all the damage from three hits before going down and having to be recharged.

Tech	Cost	Description
Comm Unit	25	Personal telecom unit, 10Km range.
Medikit		Used to knit wounds & prevent trauma.
Navcom	200	Crystal Star-map Database
Scanner	100	Short range scientific analysis (5m).
Toolkit	50	Choose Electronic, Mech., Security, Armourer.

Other equipment can be requested and will be costed by the Games Master.

## THE STARSHIP

The Adventurers start their careers with an old, but serviceable starship with the following features:

- LF Star drive for interstellar jumps.
- Fusion Drive for in system travel.
- A single Quad Laser Turret for defence.
- Ionized Hull Plating giving it four points of armour versus starship weapons.
- Two unused hard-points that could each fit a missile launcher, another Quad Laser or a Shield Array.
- A three seat Bridge.
- Engineering, Stores & small workshop.

- Common Room and six, double bunk staterooms.
  - Twenty Tonne Cargo Hold [10m cube]. This has a loading hatch & ramp.
  - Life Support systems capable of maintaining reasonable conditions for up to twenty humans.
  - Artificial Gravity field [inside the hull].
  - Interstellar Ident. Beacon. You can change a ship's name, but it's Ident Code is hardwired into its core systems.
  - Comms array capable of communications in system and planet-side.
  - A Runabout – an atmosphere capable shuttle that will carry eight people & 2 tonnes of equipment/cargo, or 4 people and 4 tonnes. This fits on top of the hull and has its own dedicated airlock.
  - A single external airlock & 8 Vacuum Suits.
- The Ship carries enough Hydrogen for three interstellar jumps (and begins with a full tank). The Fusion Drive has sufficient Deuterium for two years normal operations. It is atmosphere capable though doesn't handle well in such conditions.

## PLAYING THE GAME

When things get interesting the game is played in Turns of about ten seconds in length, on a gridded surface.

Each turn follows the sequence below:

## 1. MOVEMENT

The Adventurers can choose to move before or after their enemies. Note that grid squares are 2m across.

They can move up to 3 + Speed in squares, -1 if in Medium Armour, -2 if they are in Heavy.

You cannot move through a solid object over waist high or another figure (unless they let you). You can climb over or up an object but this is at half speed, as is Stealthy movement.

In zero-g movement continues at the speed attained until stopped by the person moving or a bulkhead.

## 2. COMBAT

Adventurers & their enemies can attack once each in a turn. You can only fight another figure in a square next to your own (including diagonally).

You can shoot at any figure that is in line of sight & range, even if they are fighting.

The Adventurers always attack first.

The attacker makes a Fighting or Shooting skill check minus their opponent's DEX.

If there is more than one attacker attacking a single opponent in close combat each one gets +1 to their skill check.

The difference between what the attacker needs & what he scores is the damage.

Armour stops the first few points of damage.

If his armour doesn't stop all the damage the defender must make a Toughness skill roll.

He must roll less than his Toughness minus the remaining damage, or he becomes Wounded.

A Wounded figure has all his skills are reduced by 3 points (including Toughness).

If wounded a second time he is knocked out.

A KO'd figure can be easily killed or captured.

## 3. USE OTHER SKILLS

Anything not listed above can now be done.