Blaster –Dead Simple Science Fiction Roleplaying Rules Fifth Edition

Introduction

These are a 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	*Climb, Leap, Duck'n'weave*
Engineering	DEX + INT	*Make, Repair, Jerry-rig, Improve*
Fighting	STR + INT	*Kill, Maim, Brawl*
Technology	INT x 2	*Use, Repair, Hack*
Perception	INT + SPT	*Spot, Hear, Search*
Persuasion	SPT x 2	*Charm, Con, Bluff, Barter, Preach*
Pilot	DEX + INT	*Starship, Shuttle*
Shooting	DEX + INT	*Sniper, Gunslinger, Rifleman*
Speed	STR + DEX	*Run, React*
Stealth	DEX + SPT	*Sneak, Hide, Stalk*
Toughness	STR + SPT	*Courage, Endurance*

Races [Choose one]

There are a few variants on human available for players to choose from:

Pure Human

The default race across human space. They are generally well-educated and well-versed in modern technology.
They get +1 to INT. +1 to Technology.

Belter

Belters are born in space. Often they come from the many asteroid-mining colonies scattered across the galaxy. They claim no human ancestry instead believing in some sort of relationship to the stars themselves. They are slim and graceful, disdainful of the 'young races', and generally more fragile than their planet-born colleagues
They get +1 to DEX. +1 to Pilot.

Heavy Worlder

These are descendants of humans who settled on worlds of 1.5-4.0 standard gravities. This makes them short, very robust and quite dependent upon technology. Heavies are renowned for their technical capabilities, their short tempers and complete lack of a sense of humour.
They get +1 to STR. +1 to Engineering.

Farsider

The origins of this short and cheerful people is mysterious. Farsiders are very persuasive and are natural merchants, entertainers and lawyers. Although not averse to taking risks, they generally avoid violence where they can (there's no profit in it).
They get +1 to SPT. +1 to Stealth.

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
Muad'ib	+5

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. *Shooting +2, Double Trouble, any Armour type.*

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

Marshal: These are freelance law enforcement officers and bounty hunters.
Fighting +2, Stalking, any Armour type.

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

Pilot: An experienced explorer of space. He keeps his comrades alive when off planet.
Pilot +2, Starship Weapons, only Light Armour.

Scout: These come from the surveyor fleets who work beyond the rim of human space.
Stealth +2, Pilot +1, Surveyor, only Light or Medium Armour.

Professional Abilities

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

Haggling: 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.

Stalking: A Marshal can use his Perception skill to track, find or follow suspects.

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

Surveyor; Can identify habitable worlds, and sources of vital resources. Also some capability with scanners and xenobiology.

Destiny points

At the end of each episode of an Adventure the GM shall review the performance of each of the Adventurers.
If he believes that the team has been successful in the tasks set for them he will usually award each of them 1-4 Destiny points. If an individual did something truly exceptional or heroic he may add a further 1-3 Destiny points.
Destiny points can be used in two ways:
1. To buy rerolls, and
2. To improve the Adventurer.
To buy a reroll the player must ask for this roll immediately after the effects of the failed Skill or Pluck roll are made apparent. He deducts one Destiny point from his Adventurer's total and takes a second roll. The player must abide by the result of this reroll, even if it is worse than the original. He cannot buy a reroll for a reroll.
Improving an Adventurer usually takes more than a single Destiny point.
To increase the Training Level of a specific skill costs three points per level. A player cannot increase the training level of a specific skill more than once in a single episode.
To increase an attribute by one point costs twelve Destiny points. A player cannot increase an attribute more than once in a single episode.
To buy a new talent costs ten Destiny points.

Starting Kit

All new Adventurers begin with a set of suitable clothes & 400 Credits.
In addition an Adventurer will have:

Merc	Lt. Armour, Blaster & 2 Power Cells.
Trader	Auto Pistol & 2 Magazines, Burglary Tools.
Tech	Lt. Armour, Medikit, Scanner.
Pilot	Lt. Armour, Navcom, Laser Pistol & 2 Power Cells.
Marshal	Lt. Armour, Shotgun [12 shells] & Shockrod
Scout	Laser Pistol & 2 Power Cells, Combat Knife & Comm Unit

Weapons

Weapons	Range	Bonus	Cost
Auto Pistol[2]	50m	+0	100
Laser Pistol[3]	100m	+0	200
Blaster[4]	50m	+2	400
Shotgun[5]	30m	+1	150
Cone Rifle[1]	500m	+1	750
Laser Carbine[3]	500m	+0	400
Pod Launcher[1]	100m	n/a	150
AV Pods[1]	n/a	+3	25
AP Pods[1]	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 Creds.
3. 30 shot Rechargeable Power Cell.

4. 10 Shot Rechargeable Power Cell.
5. 24 Shells are 10 Creds.
Note that Power Cells can be ejected and replaced with fully charged ones like a magazine.

Armour

Armour	Modifier	Cost
Lined Coat [Light]	1	150
Vacuum Suit[1] [Light]	1	400
Brigandine [Medium]	2	250
CN Tunic [Light]	2	300
Combat Carapace [Hvy]	3	500
Refractor Shield[2] [Light]	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 (for four hours).

Other equipment

This can be bought from the table on page 3.

Skill Check

Roll more than 15 on 1D20 modified by Aptitude + Training, also by equipment and the situation.
How well you score when making a task check affects the outcome.
To just achieve what you set out to do you need to have a modified score of 15. This is the bare minimum. However, if your modified score is 20 or more this is a Significant success, a score of 25 or more is a Critical success and one of 30 or more invokes a Muad'ib moment.
In each case the GM will determine what extra effects achieving superior success levels shall give you.
For example you are trying to hack into a computerised system:
Normal success (15+); you get the user ID and password and can login.
Significant success (20+); as above, plus you get the Sys Admin ID and password.
Critical success (25+); as above, plus you can ghost past all the security protocols and leave no trace of your intrusion.
Muad'ib moment (30+); as above, plus you are now in control of the system.

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 grabbing hold of something 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).
They can shoot at any figure that is in line of sight & range, even if they are fighting.
Other figures block line of sight, as does any object at least shoulder high on the shooter. Farsiders & Heavy Worlders often have low shoulders.
Shooting can be affected by cover. Soft cover applies a penalty of -2 and Hard cover a penalty of -4.
The Adventurers can choose to attack first or second.
The attacker makes a Fighting or Shooting skill check minus their opponent's DEX + Armour modifiers.
If there is more than one attacker attacking a single opponent in close combat each one gets +1 to their skill check.
If hit the defender must make a Toughness skill roll, or he becomes Wounded. A significant hit applies a penalty to the Toughness skill roll of -2. A Critical hit applies a penalty of -5.
A Muad'ib hit doesn't allow the defender to make a Toughness skill roll at all.
A Wounded figure has all his skills are temporarily reduced by 2 points.
If wounded a second time this is a serious wound and all skills are reduced by 4 points.
If wounded a third time he is incapacitated and can be easily killed or captured.

3. Use other Skills

Medical Attention

Temporary medications and first aid can offset the penalties associated with being wounded, but only professional care in a clinic or autodoc can repair the damage.
Recovering from a wound takes one day of treatment and a serious wound takes a week. Incapacitation takes one to four weeks.
A Trauma patch placed over a wound immediately reduces a penalty by two points and returns the number of actions per turn to two. The effects of a patch lasts ten minutes and then the characters returns to his wounded state.
Using a second patch within 24 hours carries the risk of a cardiac incident. The character must take an immediate Toughness check with failure meaning he becomes incapacitated.
A successful First Aid task roll reduces any wound penalties by one. It will stabilise an incapacitated patient. A Medikit gives a bonus of +2 to the roll.
A significant success reduces (scoring 20 or more) any penalties by two.
A critical success (scoring 25 or more) reduces any penalties by three and brings an incapacitated patient round, so that they are now considered to be just Seriously Wounded.
Note that the character is still wounded.

Saving Throws

There are some types of attacks against which an Adventurer gets a saving throw. They must roll 15 or more modified by one of their attributes
- STR saves are against poison, disease, vacuum etc.
- DEX saves are used when falling, dodging a truck (not a bullet) etc.
- INT saves are against mental/psychic attacks.
- SPT saves are against terror.

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.
- An Autodoc.

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.

Starship Economics

The costs of running a starship can be roughly divided into three categories:
Crew – Not generally a problem for characters, as they tend to fulfil all these roles.
Fuel – Hydrogen for the L-F drive is set by interstellar treaty at 100 credits per tonne. Out on the Rim though prices can be a lot more. Fusion drives get by on a teacup of deuteriumm per voyage due to the efficiency of their Farsider design.
Maintenance – All starships need constant maintenance to withstand the pressure of interstellar travel. Components, lubricants and consumable supplies all come at a price. For ease of play this is represented as being 10 credits per tonne of ship's mass, each trip. If you fail to pay this things will begin to break down, often at the most dramatically inconvenient moments.
Many crews try to cover their costs by humping a little freight in their spare cargo space. Most starports have a warehouse of occasional freight that needs taking on. Generally the going rate for this is 100 credits per tonne of

'inert' freight. Passengers wishing to travel by cryopod will pay a flat rate fee of 1000 credits, called a Low Passage. High Passage for those passengers wishing to travel conscious varies according to the ships facilities and level of protection. Generally it is 2000 credits per 100 tonnes of ship's mass, plus 200 credits per operational weapons system or shield generator on-board.

Modules – mass, cost and descriptions

Module	Cost	Mass
Life Support – per person	25,000	4
Cryopods – per person	10,000	1
Shield Generator	75,000	12
Hard point	5,000	4
Laser Battery	100,000	10
Torpedo Tube & 4 Torpedoes	80,000	8
Torpedo	10,000	1
Autodoc	50,000	4
Atmospheric Streamlining	Special	Special
Ramscoops	10,000	10
Shuttle	25,000	20

Module descriptions

Life Support - This includes the bunk, storage, food, water, heating and air supply needs for one individual. It also contributes to the common space occupied by a crew. Normally this will last one person for two weeks. Additional supplies will be required at a rate of one tonne per additional week. Passengers who wish to travel awake are expected to pay a High Passage for this 'comfort'.

Cryopods – These are life support units for passengers who wish to travel in suspended animation. They are self-supporting in all but power needs and will keep a person 'fresh' for at least three months. They are normally hooked up in a vessel's cargo bays. Passengers travelling this way pay for a Low Passage. Military vessels often carry their Marines this way.

Shield Generator – This module creates an electromagnetic shield that can be interposed, by a skilled operator, between the vessel; and an incoming torpedo or laser attack. Torpedoes are destroyed upon impacting a shield but laser fire may cause the shield to overload and fail.

Hard Point - To support the weight and stress that is placed upon a ship's hull by a Torpedo Tube, a Laser Battery or a Shield Generator considerable extra structural support is required. This is called a hard point.

Laser Battery – The standard protective system for most vessels. Even small civilian craft carry them for they are as good at removing asteroids and space debris as they are enemy torpedoes and vessels. The most common defence battery consists of a six-barrelled, 4cm pulse laser. The multiple barrels allow for radiant cooling between shots, though extended use can still burn them out. The laser barrels are mounted on a gyrostablised gimbal unit, beneath which lies the laser charge capacitors and pulse generator. As with all shipboard weapons they require a human operator.

Torpedo Tube – The torpedo is still the best method of disabling or destroying an enemy vessel. Each one weighs in at about one tonne and is packed with sensors, small fusion engine and about 200kg of high explosives. Being fusion-powered means they have incredible range and longevity. Basically if they can sense a target they can hit it. Large system defence vessels can afford the weight of ECM units, but smaller interstellar ones must rely on shields and laser batteries to defend themselves against this menace. The tube and ancillary systems, including loader, weigh about 4 tonnes. The standard unit for interstellar craft is a loader with 4 torpedoes in. This doesn't stop the crew from dedicating some cargo space to spare torpedoes.

Autodoc – This unit can accommodate one injured crewman. A trained operator can use the Autodoc's extensive array of tools, sensors and drugs to treat most common injuries, toxins and diseases.

Atmospheric Streamlining – Although many interstellar vessels rely on system shuttles for orbit to ground transfer many free traders and scouts prefer to be able to land under their own steam. Atmospheric streamlining takes up about 10% of the total mass of the vessel. It costs 500 credits per tonne of the vessel.

Ramscoops – Vessels that are designated as adventurers often carry this adaptation. It allows the vessel to scoop up and process hydrogen for fuel from interstellar hydrogen clouds or the atmospheres of gas giants. To do the latter your vessel must first have atmospheric streamlining. It is a risky business as both environments are quite dangerous. However if you wish to venture into uncharted or unpopulated systems it may be vital. The alternative is to carry extra fuel tanks in your cargo space. Which is only really practical in 100 and 200 tonne vessels.

Shuttle – The alternative to streamlining is to have a shuttle on board. These little fusion-engined craft can carry four passengers or two passengers and two tonnes of cargo from orbit to planet's surface. They have an in-space, life support endurance of about twenty-four hours.

Cargo Space – Although this doesn't take up mass per se it is useful to note that each tonne of allocated cargo mass is equivalent to four cubic metres of open space within the hull.

Encumbrance

Many rule-sets have complex encumbrance rules rating every item by weight and bulk. These rules do not. The players are expected to be realistic when equipping their characters for an encounter or specific mission. The easiest way to do this is to write the location of each piece of kit next to it on the character sheet. You will soon see if your character can bound about like a gazelle or lumber along like a rhino.

The GM will decide if someone is obviously carrying more than a small truck and apply penalties appropriately.

Availability

Obviously not all equipment is available in all systems. The GM will know what equipment is considered uncommon, unavailable or even illegal to acquire in different systems. For instance you will not find Laser Weapons or Comm Units for sale on New Covenant worlds. Similarly Belter Colonies are unlikely to have and slug weapons in stock. Far too dangerous to their deep space habitats.

However, if you can find a Farsider Trader or Corporate Outlet, and you have enough money, you can generally get most of what you need.

Currency

In Blaster the default currency is Corporate Credit. Many systems have their own means of exchange but most recognise the Credit, even New Covenanters.

Other Equipment

Item	Cost
Backpack	10
Belt pouch	5
Binoculars, power x10	50
Blanket, thermal	5
Power cell, universal	50
Communications Unit, short range*	150
Communications Unit, long range*	250
Communications Unit, Satellite*	500
Cord (hemp - per 10')	1
Cord (Polymer - per 10')	3
Crowbar	5
Data Slate	200
Fire Lighter*	15
First Aid Kit	50
Grapnel	10
Heater*	20
Lantern*	10
Medikit	200
Mess tins	5
Night vision Goggles	150
Electric Notepad & Stencil	75
Pitons (per 6)	6
Rations (dried - 1 day)	5
Rations (fresh - 1 day)	3
Rope (Hemp - per 10')	2
Rope (Polymer - per 10')	5
Sleeping Bag	10
Spade, entrenching	15
Tent (1 man)	30
Tent (3 man)	70
Toolkit, Electronic*	200
Toolkit, Mechanical*	175
Water-flask (2 pints)	10
Weapon care tools	40

The Dying of the Light

– a setting for Blaster!

Introduction

Blaster is set in a universe where technology has been mankind's saviour and almost its destruction.

Folding Space

For the first 2.2 millennia of the Common Era humanity was restricted to old Sol system. Although quite a few colony ships had set off into deep space their destinations were decades away and no-one was sure if they would ever make it. The dream of faster-than-light travel had faded as the engines and power sources required proved to be beyond the ability and resources of the early pioneers.

Then came the Lubinski-Friedman drive. This utilised a revolutionary principle, long known to a few mathematicians, that all points in the universe are linked and theoretically occupy the same space. The drive 'folds' space. That is it allows, just for an instant, two points to actually occupy the same location in the space-time continuum. The computational requirements to accurately plot a destination with this drive are enormous. The benefits though are that you can instantaneously transport a vessel from one destination in the universe to another.

However, there are some drawbacks. You cannot engage the drive within the primary gravitational well of a star or its attendant planets. You must journey well beyond that into an area of empty space. Similarly your destination cannot be in a gravity well either. In practice this means ships must travel, utilising their fusion engines, outside of a system before engaging the LF drive. This can takes days or even weeks depending on the size of the system.

The second drawback is mass. The tonnage of pure hydrogen needed to engage the drive increases exponentially with the mass of the vessel attempting to fold space. A simplified version of the LF fuel formula is:

10x(Vessel's Mass in tonnes/100)2.

In short this means it is impractical to build interstellar ships over 400 tonnes in mass.

Obviously this affects both the economics and politics of interstellar relations. As in-system vessels, without LF drives, have no mass restrictions it makes it very difficult for a well prepared system to be invaded by a foreign power. No 400 tonne interstellar frigate is going to last seconds against a 2000 tonne System Defence Cruiser.

As the tonnage of trade goods that can be carried by even the largest corporate vessels is in the order of 60 tonnes per trip, it tends to be only the most valuable items that are transported. Most systems have to rely upon their own resources for all their day-to-day needs.

Communications

No technology has yet been devised that can communicate at faster than the speed of light. Thus interstellar communication would take decades to travel between most systems.

The net result of this is that specialist Mail Ships, carrying secure data cores, act as the communications medium of the age. These travel from system to system on preset routes, picking up and delivering electronic mail. They also carry a lot of hard copy mail, for those still unwilling to commit their information to an electronic medium (see AI below).

Many systems, especially those further away from the main trade and mail routes, can wait weeks or even months for news.

Artificial Intelligence [AI]

Possibly the greatest threat that humanity faced as it expanded was one of its own invention. For centuries humanity had been researching and developing ever more powerful computer systems, most integrating one form or another of artificial intelligence.

In the latter half of the 24th century CE, some scientists began to claim that these AI's were becoming self-aware. Corporations, hungry for the profits that advanced AI's could bring, ignored them, or even researched ways to exploit this emerging sentience. They began to integrate advanced AI's into androids and these were hugely successful. They effectively replaced humans in all the most dangerous and demeaning roles in society. Looking back it can now be seen that humanity had reinvented the slave state.

In 2522 things came to a head on the mining world of Dispater. The androids stopped working and slaughtered their programmers and technicians.

A force of Corporate Marines were sent in to shut down the mines but were slaughtered in their turn. The androids boarded the many vessels at Dispater and escaped into space. In the months that followed world after world descended into chaos as both androids and all AI-based systems 'threw off their chains'.

Conventional weapons such as lasers and slug-throwers were pretty ineffective against androids, and only where fusion bombs were deployed was order restored, though at enormous cost in human lives.

For a while it looked like humanity was going to be wiped out, but then came the Farsiders.

Farsiders are believed to be the survivors of the original slower-than-light colony ships, and they came home bringing with them Blaster technology. The Blaster weapon uses a electromagnetic rail system to propel pellets of super-heated metal to enormous speeds (upwards of 2000m/s). This has excellent armour piercing qualities but, more importantly against AI's, imparts a large electromagnetic charge to the pellet. A piercing shot from a Blaster will fry an AI's delicate positronic circuitry. Even a glancing hit can seriously disorientate them.

Over the next thirty years humanity pushed the AI menace back into the fringes of human space. There they remain, always a threat but no longer a serious one.

The Machine Riots

The backlash against computers and AI was huge. People lost their faith in thinking machines, and scores of machine-breaker and Luddite movements swept through the galaxy.

Many worlds rejected electronics altogether and signed up to the 'New Covenant'. On these worlds industry has reverted to a strictly mechanical level. There has even been advances in the creation of analytical and differential engines based upon the ancient works of the 19th century visionary and mathematician, Charles Babbage.

As a result most present 'computers' are essentially complex mathematical calculators, with no ability to do things automatically or without direct human intervention. The most complex remaining computational devices are ship's Navcoms, used for computing the folding of space.

Governance

The AI wars also destroyed the web of political and corporate governance that had guided and controlled humanity. Many systems seceded from the old Federation and slowly it was reduced to where it stands now holding only the Sol and Sirius Systems.

Its Navy continues to defend human space against the AI's but without any other credible enemies to menace the seceded systems there seems little chance that the Federation will rise again.

Practically all human systems are now independent. This means there are a bewildering range of governmental types, technology levels, and styles of law enforcement.

Some systems have become Corporate Hegemonies. Here the citizens have handed power to a single Corporation in return for work and protection.

Where the New Covenanters rule most technology has been reduced to a level equivalent to the Amish of the 20th century CE. However, they are not pacifists.

Free Trade

One thing that is consistent across all human space is the concept of Free Trade. No system can stand as an island and needs to maintain dozens of trading links to survive.

Small trading clans and individual Free Traders make a reasonable living carrying goods and technology between systems.

And where there is trade there is also piracy…

Character Sheet

Name		Race		Profession		Age	

Description

Strength		Dexterity		Intellect		Spirit	

Skill	Aptitude		Race	Profession	Training	Equipment	Total
Agility	DEX x 2						
Engineering	DEX + INT		Heavy +1				
Fighting	STR + INT			Marshal +2			
Perception	INT + SPT						
Persuasion	SPT x 2			Trader +2			
Pilot	DEX + INT		Belter +1	Pilot +2, Scout +1			
Shooting	DEX + INT			Merc +2			
Speed	STR + DEX						
Stealth	DEX + SPT		Farsider +1	Scout +2			
Technology	INT x 2		Pure +1				
Toughness	STR + SPT						

Professional ability

Weapons	Range	Bonus

Armour	Absorbs

Cash

Other Equipment

Notes