

## MELEE WEAPONS

Weapon	Damage	Modifier	Defense	Power	SEU Use	Mass	Cost
Axe	2d10	+5	Inertia			1	15
Bottle/Mug	1d5	+0	Inertia			1	
Brass Knuckles	1d10	+0	Inertia				10
Chain/Whip	1d10	-5	Inertia			1	20
Chair	1d10	-15	Inertia			1	
Club	1d10	-5	Inertia				
Electric Sword	4d10 or stun	+10	Gauss/A-S	20 SEU clip	2/hit	2	150
Knife	1d10	+5	Inertia				10
Nightstick	2d10	+5	Inertia			1	20
Pistol Butt	1d10	-10	Inertia				
Polearm	4d10	-10	Inertia			4	40
Rifle Butt	2d10	-5	Inertia				
Shock Gloves	2d10	+0	Gauss/A-S	powerpack	2/hit		50
Sonic Knife	3d10	+10	Sonic	20 SEU clip	1/hit	1	50
Sonic Sword	5d10	+15	Sonic	20 SEU clip	2/hit	1	300
Spear	2d10	+15	Inertia			1	
Spray Hypo	special	-20	STA check			1	10
Stunstick	3d10 or stun	+5	Gauss/A-S	20 SEU clip	2/hit	1	75
Sword	3d10	+10	Inertia			2	30
Vibroknife	2d10	+5	Inertia	20 SEU clip	1/hit	1	25

### Ranged Weapons Combat Procedure

Basic Chance to Hit is ½ Dexterity

Skill: +10 per skill level

Range:

Point Blank	0
Short	-10
Medium	-20
Long	-40
Extreme	-80

Movement:

Target is Stationary	+10
Target or Attacker is Walking	0
Running	-10
Dodging	-20
Animal moving Medium	-10
Fast	-20
Very Fast	-30

Vehicles:

Attacker is in Vehicle	-20
Target is in Slow Vehicle	-10
Fast Vehicle	-20

Aim: Careful Aim +15

Burst: Firing a Burst +20

Cover:

Soft Cover	-10
Hard Cover	-20

Size:

Target is Tiny	-10
Small	-5
Medium	0
Large	+5
Giant	+10
Target Prone	-5

Wounds: Attacker Wounded -10

Wrong Hand: Using Wrong Hand -10

Two Weapons: Firing Two Weapons -10

Flying:

Attacker is Flying	-20
Hovering	-10
Target is Flying	-10
Hovering	0

### Combat Sequence

1. Check to see if characters are surprised.
2. Roll for Initiative. (The side that gets initiative is side A, the side without initiative is side B.)
3. Announce what each character will do. Side B declares first.
4. Side B moves. Characters on side A may be able to shoot at opponents who move through their field of fire.
5. Side A moves. Characters on side B who did not move may be able to shoot at opponents who move through their field of fire.
6. Side A resolves any wrestling attempts, remaining weapon fire, grenade tooses and melee. Wrestling attempts are resolved before other types of attacks.
7. Side B resolves any remaining attacks.

### Melee Procedure

Basic Chance to Hit is ½ DEX or ½ STR

Skill	+10 per level
Using a Weapon	+ weapon modifier
Attacking from Behind	+20
Target is Stunned	+20
Attacker is Yazirian in Battle Rage	+20
Target is Encumbered	+10
Attacker is Encumbered	-10
Target is Defending	-15
Attacker Wounded (½ STA or less)	-10

### Punching Table

Strength Score	1-20	21-40	41-60	61-80	81-00
Points of Damage	1	2	3	4	5

### Skill Success Rates

<b>Computer Skill</b>	
Bypass Security	30% + skill level - program level
Defeat Security	60% + skill level - program level
Display Information	80% + skill level - comp. level
Interface Computers	30% + skill level - comp. level
Manipulate Program	50% + skill level - program level
Operate Computer	100% + skill level - comp. level
Repair Computer	40% + skill level
Write Programs	special
<b>Demolitions Skill</b>	
Set Charge	30% + skill level
Defuse Charge	50% + skill level - skill level
<b>Environmental Skill</b>	
Analyze Ecosystems	30% + skill level
Analyze Samples	50% + skill level
Concealment	10% + skill level
Find Directions	50% + skill level
Make Tools/Weapons	100% if material available
Naming	100%
Stealth	20% + skill level
Survival	40% + skill level
Tracking	30% + skill level
<b>Medical Skill</b>	
Activate Freeze Field	30% + skill level
Administer Drugs	100%
Control Infection	50% + skill level
Cure Disease	40% + skill level
Diagnosis	60% + skill level
First Aid	100%
Major Surgery	20% + skill level
Minor Surgery	40% + skill level
Neutralize Toxin	30% + skill level
<b>Psycho-Social Skill</b>	
Communication	40% + skill level
Empathy	10% + skill level
Hypnosis	15% + skill level
Persuasion	10% + skill level
Psycho-Pathology	30% + skill level
<b>Robotics</b>	
Activate/Deactivate	100%
Add Equipment	100%
Alter Functions	60% + skill level - robot level
List Functions	90% + skill level - robot level
Remove Security Lock	70% + skill level - robot level
Repair Robot	40% + skill level - robot level
<b>Technician Skill</b>	
Deactivate Alarms/Def.	40% + skill level - alarm level
Detect Alarms/Def.	60% + skill level - alarm level
Open Locks	50% + skill level - alarm level
Operate Machinery	50% + skill level
Repair Machinery	40% + skill level
Unarmed Combat	½ DEX or ½ STR + skill level
Weapon Skills	½ DEX + skill level

### Typical NPCs

	STR/STS	DEX/RS	INT/LOG	PER/LDR	PS	IM
Human	45/45	45/45	45/45	45/45	3	5
Dralasite	50/50	40/40	45/45	45/45	3	4
Vrusk	40/40	50/50	45/45	45/45	2	5
Yazirian	35/35	50/50	50/50	45/45	2	5
Sathar	40/40	40/40	45/45	45/65	2	4

### Racial Reaction Modifiers

#### Player Character Race

NPC Race	Human	Dralasite	Vrusk	Yazirian	Sathar
Human	0	0	-10	-5	-20
Dralasite	0	+10	+5	0	-20
Vrusk	-5	0	0	0	-10
Yazirian	-5	-10	0	0	-30
Sathar	-20	-30	-10	-20	0

### Skill Cost Table

	Military PSA	Technological PSA	Biosocial PSA
Level 1	3 (6)	4 (8)	5 (10)
Level 2	6 (12)	8 (16)	10 (20)
Level 3	9 (18)	12 (24)	15 (30)
Level 4	12 (24)	16 (32)	20 (40)
Level 5	15 (30)	20 (40)	25 (50)
Level 6	18 (36)	24 (48)	30 (60)

### Skilled NPC Availability

Skill Level	1	2	3	4	5	6
Chance Available	90%	75%	60%	45%	30%	15%

### NPC Wages

Skill	Skill Level					
	1	2	3	4	5	6
Credits per Day						
Computer Operator	70	80	90	100	110	120
Demolitions Expert	50	60	70	80	90	100
Environmentalist	60	70	80	90	100	110
Martial Artist (unarmed)	40	50	60	70	80	90
Medic	70	80	90	100	110	120
Non-skilled	20	—	—	—	—	—
Psycho-Sociologist	80	90	100	110	120	130
Roboticist	60	70	80	90	100	110
Sharpshooter (projectile)	20	30	40	50	60	70
Space Marine (beam)	40	50	60	70	80	90
Star Soldier (gyrojet)	30	40	50	60	70	80
Technician	50	60	70	80	90	100
Weaponeer (melee)	40	50	60	70	80	90

### Typical Creatures

#### Herbivores

TYPE:	Tiny	Small	Medium	Large	Giant
NUMBER:	1-100	1-20	10-100	1-20	1-10
MOVE:	Medium	Fast	Very fast	Fast	Slow
IM/RS:	8/75	7/65	6/55	5/45	4/35
STAMINA:	1-10	5-20	20-100	50-150	100-300
ATTACK:	30	35	40	45	50
DAMAGE:	1d2	1d5	1-2d10	1-3d10	2-6d10

#### Carnivores

TYPE	Tiny	Small	Medium	Large	Giant
NUMBER:	1-50	1-20	1-10	1-5	1-2
MOVE:	Fast	Fast	Medium	Medium	Medium
IM/RS:	7/65	6/60	6/55	5/50	5/45
STAMINA:	1-10	10-20	20-120	75-200	100-400
ATTACK:	55	65	75	65	55
DAMAGE:	1d5	1d10	1-3d10	2-5d10	3-10d10

#### Omnivores

TYPE:	Tiny	Small	Medium	Large	Giant
NUMBER:	1-20	1-10	1-5	1-5	1-3
MOVE:	Medium	Medium	Slow	Slow	Slow
IM/RS:	7/70	6/60	5/50	5/45	4/40
STAMINA:	1-10	5-20	20-100	50-150	150-300
ATTACK:	45	50	55	60	65
DAMAGE:	1d5	1d10	1-2d10	1-5d10	2-8d10

Vehicle Movement Table						Flying Vehicle Damage Table	
Meters/turn	kph	mph	Meters/turn	kph	mph	Die Roll + Damage	Effect
5	3	2	90	54	34	2-20	No Effect
10	6	4	100	60	38	21-24	Acceleration -30
20	12	8	125	75	47	25-28	Turns -2
30	18	11	150	90	56	29-31	Forced Landing
40	24	15	175	105	66	32-34	Loss of Control
50	30	19	200	120	75	35 +	Vehicle Burning
60	36	23	250	150	94		
70	42	26	300	180	112		
80	48	30	350	210	131		

  

Vehicle Data Table				
Vehicle	Accel. (m/turn)	Decel. (m/turn)	Top Speed (m/turn)	Turn Speed (m/turn)
Ground Car	60	40	175	80
Ground Transport	40	30	125	50
Ground Cycle	100	40	200	100
Hover Car	80	40	250	70
Hover Transport	60	30	250	40
Hover Cycle	100	40	175	90
Explorer	60	40	150	100

  

Turning Radius	
Vehicle Traveling at	Distance Between Turns
Turn Speed or less	5 meters
Greater than Turn Speed	10 meters

  

Control Table	
Die Roll	Result
02- 79	Reduce Speed 20 meters/turn
80-139	Reduce Speed 50 meters/turn
140-199	Skid
200-259	Spin
260-349	Roll
350-450	Roll and Burn

  

Vehicle Damage Table	
Die Roll + Damage	Effect
2-19	No Effect
20	Turn Speed -15
21	Acceleration -20
22	Top Speed -30
23	Steering Jammed Straight
24	Steering Jammed Left
25	Steering Jammed Right
26	Speed -20/Turn
27	Spin
28	Vehicle Burning
29	Roll
30+	Roll and Burn

Modifiers:

- Target is ground or hover cycle +2
- Target is Explorer -2

  

Crash Injuries			
Per 20 meters/turn of vehicle's speed	1d10		
Riding on ground cycle or hover cycle	+2 per d10		
Riding in Explorer	-2 per d10		

  

Vehicle Breakdowns	
Dice Roll	Problem
2	broken axle or hoverfan*
3-5	broken driveshaft or transmission*
6-10	minor engine failure
11-15	minor drive train failure
16-17	broken suspension
18-19	major engine failure, repairable*
20	blown engine, unrepairable**

\* This breakdown takes twice as long to repair as a normal breakdown.  
\*\* A blown engine can not be repaired in the field. In a shop, it takes four times longer to repair than a normal breakdown.

  

Malfunction Table	
Die Roll	Effect
01-25	No Malfunction
26-50	Program Destroyed
51-75	Short Circuit
76-90	Haywire
91-00	Explosion

  

Character Movement			
RACE	Walk/Turn	Run/Turn	Per Hour
Dralasite	5 m	20 m	3 km
Human	10 m	30 m	5 km
Vrusk	15 m	35 m	6 km
Yazirian	10 m	30 m	4 km
Sathar	10 m	20 m	3 km

  

Terrain Effects Table							
Travel Mode	Terrain						
	Clear	Broken	Rugged	Bog	Water	Highway	Hazard
Walking	1.0	.8	.2	.6	*	1.0	—
Slithering	1.0	1.0	.4	.8	*	1.0	—
Flying**	1.0	.9	.5	1.0	1.0	1.0	.4
Hovercraft	1.2	.6	—	.8	.9	1.4	.8
Groundcar	.8	.6	.2	.4	.4	1.2	—
Track-mobile	1.0	.9	.4	.2	—	1.0	—
Explorer	1.0	.8	.4	.6	.2	1.2	—

\* See Swimming.  
\*\* These limits apply only if the creature or vehicle is flying or gliding within 100 meters of the ground. If flying more than 100 meters above ground obstacles, all terrain is 1.0.

## WEAPON TABLE

Weapon Type	Damage	Ammo	SEU	Rate	Defense	PB	Short	Medium	Long	Extreme	Mass	Cost
<b>Beam Weapons</b>												
Electrostunner	4d10 or stun*	20 SEU clip	2	1	Gauss/A-S	0-5	6-10	11-15	—	—	1	500
Laser Pistol	1d10 per SEU	20 SEU clip	1-10	2	Albedo	0-5	6-20	21-50	51-100	101-200	1	600
Laser Rifle	1d10 per SEU	20 SEU clip	1-20	2	Albedo	0-10	11-40	41-100	101-200	201-400	2	800
Sonic Disruptor	6d10/4d10/2d10/1d10	20 SEU clip	4	1	Sonic	0-2	3-10	11-20	21-40	—	4	700
Sonic Stunner	stun*	20 SEU clip	2	1	Sonic/A-S	0-3	4-10	11-20	21-30	31-50	1	500
Heavy Laser	1d10 per SEU	100 SEU pack	5-30	1	Albedo	—	0-100	101-600	501-1km	1001-2km	20	6000
Sonic Devastator	20d10/15d10/10d10/5d10	100 SEU pack	10	1	Sonic	0-5	6-25	26-50	51-100	—	15	5000
<b>Projectile Weapons</b>												
Automatic Rifle	1d10/5d10	20 rounds	—	3(1)	Inertia	0-10	11-40	41-100	101-150	151-300	4	300
Automatic Pistol	1d10/5d10	20 rounds	—	3(1)	Inertia	0-5	6-15	16-30	31-60	61-150	2	200
Needler Pistol	2d10/1d10 + sleep*	10 shots	—	3	Inertia	0-5	6-10	11-20	21-40	41-100	1	200
Needler Rifle	3d10/1d10 + sleep*	10 shots	—	3	Inertia	0-10	11-20	21-40	41-75	76-150	3	400
Machine Gun	10d10	10 bursts	—	1	Inertia	—	0-70	71-200	201-500	501-1000	20	7000
Recoilless Rifle	13d10	1 shell	—	1/2	Inertia	—	0-150	151-1km	1001-3km	2001-3km	20	4000
<b>Gyrojet Weapons</b>												
Gyrojet Pistol	2d10	10 rounds	—	3	Inertia	—	0-5	6-50	51-100	101-150	1	200
Gyrojet Rifle	3d10	10 rounds	—	3	Inertia	—	0-5	6-75	76-150	151-300	4	300
Grenade Rifle	as grenade	1 bullet	—	1/2	RS check	—	0-2*	26-50	51-100	101-200	4	700
Grenade Mortar	as grenade	1 shell	—	1/2	RS check	—	100-200	201-500	501-1000	1001-2km	15	2000
Rocket Launcher	15d10	1 rocket	—	1/2	Inertia	—	0-70	71-200	201-500	501-1000	15	5000
<b>Grenades</b>												
Doze Grenade	sleep	—	—	1	STA check	0-5	6-10	11-15	16-25	26-50	—	10
Frag Grenade	8d10	—	—	1	RS check	0-5	6-10	11-15	16-25	26-50	—	20
Incendiary Grenade	1d10 + 1d10 x 3 turns	—	—	1	RS check	0-5	6-10	11-15	16-25	26-50	—	25
Poison Grenade	S5/T10	—	—	1	STA check	0-5	6-10	11-15	16-25	26-50	—	30
Smoke Grenade	-10 to hit	—	—	1	IR**	0-5	6-10	11-15	16-25	26-50	—	10
Tangler Grenade	entanglement	—	—	1	RS check	0-5	6-10	11-15	16-25	26-50	—	25
<b>Archaic Weapons</b>												
Axe	2d10	—	—	1	Inertia	0-5	6-10	11-15	16-20	21-25	1	15
Bow	1d10	1 arrow	—	1	Inertia	0-10	11-30	31-75	76-150	151-300	—	50
Knife	1d10	—	—	1	Inertia	0-5	6-10	11-15	16-20	21-25	—	10
Musket	1d10	1 shot	—	1	Inertia	0-5	6-15	16-40	41-70	71-100	2	100
Spear	2d10	—	—	1	Inertia	0-5	6-10	11-20	21-30	31-40	1	20

\*Roll current Stamina or less to avoid sleep or stun.

\*\*Infra-red goggles will allow the wearer to see through smoke.