

COLD SPACE ROLE PLAYING GAME

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BY ALBERT BAILEY AND CLASH BOWLEY

ILLUSTRATED BY CLASH BOWLEY

COVER BY CLASH BOWLEY

FICTION BY RYAN A. SPAN

SONG LYRICS BY CLASH BOWLEY

SPECIAL THANKS TO DAVID JOHANSEN
FOR THE CONCEPT OF TRADING CHANCE OF SUCCESS
FOR QUALITY OF SUCCESS
FROM HIS EXCELLENT RPG "GALACTIC ADVENTURES"
USED HERE WITH HIS PERMISSION

SPECIAL THANKS ALSO TO RICK "SCHATTEN" PALUMBO
WHO DID A LOT OF THE GROUNDWORK
INCLUDING THE SOVIET SPACE SERVICES BADGE
BEFORE DISAPPEARING INTO THE AETHER
OF THE WEB

THANKS, RICK!

SPECIAL THANKS ALSO TO DAN "POUNCE" POTTER
WHO HELPED ME REFINE COLD SPACE
INTO A FAR NICER PACKAGE

THANKS, DAN!

AND A HUGE THANK YOU GOES TO MY PLAYTESTERS:

KLAXON BOWLEY

EL ZAMBO

ADAM JARRELL

PAUL CALO

JAMES BELMONTE

ALBERT BAILEY

RACHEL BAILEY

MARCO CHACON

RICH PARKINSON

WITHOUT THEM, COLD SPACE WOULD BE NOTHING BUT A RAGGED
COLLECTION OF HALF BAKED IDEAS

CLASH BOWLEY, 2005

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FROM BETTER MOUSETRAP GAMES

Hot Red Rocket

Steamin' down the skyway 'tween Deimos an' Mars
Lookin' out the window at a sky full o' stars
Cruisin' with my lady an' I'm tryin' to be seen
In my hot red rocket...
With the star-bright sheen

(Chorus)

Hot red rocket, star-bright sheen
Never has there been any rocket so mean!
Whoa, whoa! Hot red rocket, star-bright sheen
Cruisin' with my lady...
In her tight blue jeans
Tight blue jeans
Oh them tight, tight, tight, tight blue jeans

Stoppin' with my friends an' tryin' to be cool
Playin' like a movie star an' feelin' like a fool
I say to all my buddies "Come an' see my machine
She's that hot red rocket...
With the star-bright sheen"

(Chorus)

Then I take my baby to the Phobos dance
She's lookin' so fine in her skin tight pants
Steppin' out the door, she is lookin' so so lean
by that hot red rocket...
with the star-bright sheen

(Chorus)

Hot red rocket, star-bright sheen
Never has there been any rocket so mean!
O Hot red rocket, star-bright sheen
Cruisin' with my lady...
In her tight blue jeans
Tight blue jeans
Oh them tight, tight, tight, tight blue jeans
Yeah them tight, tight, tight, tight blue jeans
Whoa those tight, tight, tight, tight blue jeans

Carl Perkins #5 hit, June 1959

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Washington Herald, March 2, 1950

ATOMIC ESPIONAGE

FUCHS GETS 14 YEARS FOR GIVING AWAY OFFICIAL SECRETS

London, March 1. (AP) -- A top nuclear scientist whispered "Guilty" today and received the maximum sentence of 14 years in prison for betraying American and British atomic secrets to Soviet Russia.

Dr. Klaus Emil Julius Fuchs, 38, pleaded guilty to four offences under the Official Secrets Act. His trial lasted only 90 minutes.

German-born Fuchs, who fled his home country to escape Nazi persecution in 1933, was regarded as one of Britain's top atomic scientists.

But the dedicated Communist beneath the facade of professionalism had been passing secrets to the Russians for most of the past decade. In the wake of betrayal, efforts to negotiate expanded atomic cooperation between the United States, Britain and Canada have been wholly abandoned.

Though Washington has refused all further comment, rumors say that Fuchs's secrets could be used to construct a functional atomic bomb.

More ominous rumblings have also been heard; supposedly the spy went beyond even A-bomb and H-bomb plans. Sources claim preliminary information of a "new secret weapon based on the Earth's own gravity" have fallen into Soviet hands, referencing the name of Dr. Albert Einstein as well as Dr. Klaus Friewald, both vanished behind a veil of secrecy since July of last year.

An intensive investigation remains underway into the loyalty of other 'Manhattan Project' scientists. Here also, Washington remains tight-lipped, especially with regards to the disappearance of Dr. J. Robert Oppenheimer earlier this year.

Fuchs, who until his arrest last month was the senior principal scientific officer at the Harwell Atomic Research Establishment, has been jailed at the Old Bailey of London.

Passing sentence, Lord Chief Justice Lord Goddard said, "You have betrayed the hospitality and protection given to you by this country with the grossest treachery."

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COLD SPACE

The radio is blarin' an' we're rockin' out loud
Turn on the autopilot as we streak through the clouds
Hoppin to the music, we just can't be blue
Cruisin' nineteen sixty-two!
Cruisin' nineteen sixty-two! Cruisin' nineteen sixty-two!
Saturday night an' nothin to do, cruisin' nineteen sixty-two!
"Cruising 1962", Elvis Presley and Ricky Nelson - from the movie "Blue Star Planet"

THE BEGINNING:

In early July of 1949, a group of Swiss scientists came to Albert Einstein. The spokesman of the group, Herr Doktor Klaus Friewald, explained that in the course of investigating some obscure, overlooked corners of physics, the group had stumbled across some fascinating principles which could have immense practical applications.

Dr. Friewald explained the mathematics involved, and how the application of this principle could allow an apparent violation of Professor Einstein's concept of the speed of light as an absolute limit. Professor Einstein initially scoffed, but was soon won over. He brought the matter up to President Truman, who agreed to fund a small pilot project in secret using black funds.

The Soviets soon caught wind of the project, and succeeded in partially penetrating the project with the aid of highly placed spies and sympathizers. Stalin ordered a crash project started outside of Magnitogorsk, where the Soviet scientists pieced together information obtained from various sources and slowly began replicating the results of the Swiss group.

The Swiss group in Solothurn were surprised and pleased when they learned that the behavior of the field could be adjusted within a gravitational field to provide a thrust. The thrust

was highly proportional to the gravitational field it was within, and dropped out to nothing outside of the strong fields of planets, but they theorized they could move a mass to the moon and back without rockets.

The FTL properties were due to a compression of space around the drive. The space-compression ability is inversely proportional to the gravitational field, non-existent at 1 gravity, but starting to have an effect once one is out of low Earth orbit.

Support for the plan picked up speed quickly, and massive funding began flowing in. Captain Hyman Rickover USN was transferred from the AEC's division of Reactor Development to the project, now dubbed Limekiln, with a mandate to create a small, self-contained reactor for use in space. In the mean-time, unmanned tests confirmed the gravity thrust abilities of the field.

War erupted in Korea on June 25, 1950, and the US and Soviet Union soon found themselves on the opposite sides of a nasty proxy war. Emergency funding flooded into the space projects. By the end of the war in 1953, big anti-gravity gunships powered by gas turbines had started to appear in combat. Called airships, after the old gas-filled zeppelins and blimps, these massive armored gun platforms built by both sides dominated the skies over Korea at the end of the war.

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The first contragravity ship, a converted submersible, successfully lifted into space on gas turbine and battery power on March 18th, 1950, under Navy test pilot Alan B Shepard. Meanwhile, Rickover's reactor was being installed into the WWII fleet submarine Bluefish. The test ship made several more flights in 1950, until the Bluefish was ready.

On February 3, 1951, the Bluefish lifted off from Mare Island Naval Ship Yard for a short, successful test cruise under technician control. She was re-commissioned as the USS Starfish under the command of Captain Edward L. Beach, her first mission, a landing on the Moon.

In December of 1951, the United States Rocket Corps was formed and attached to the Navy. Officers and enlisted men from the Navy, Marines, Air Force, and Army were allowed to join, reattaining their old rank. The core group of officers and men came from the submariners, who were used to cramped, claustrophobic vessels with voyages lasting long times.

The Navy was to retain wet-water ships and airships - including anti-gravity ships like the USS Starfish - while the USRC had control of all ships capable of interplanetary flight.

As the Starfish took off for the moon in October 1951, construction began on the URC Orion. Based on a concept by Stanislaw Ulem, the Orion used nuclear pulse propulsion, riding the blast wave of exploding atomic bombs on a thick, curved steel blast plate. She would use anti-gravity to reach orbit, where the radiation would harm no-one.

At 10,000 tons, the size of a cruiser, the Orion was a massive project, with research being conducted to refine the concepts as she was built. She would take more than a year to complete, but she would be a true colony ship.

Meanwhile, the Soviets had not been idle. There was a crash near Irkutsk which was apparently a prototype of the new contragravity drive, but just before Starfish lifted for the moon, the converted Soviet Whisky-class submarine W-137 lifted from a secret base in Siberia and headed towards the moon as well.

The W-137's hull was misshapen by a huge bulge just past the conning tower. Soviet reactor technology was not yet up to Rickover's standards and one could not be found to fit into the existing hull. Instead, a section was cut out and the massive reactor welded in. Passage around the reactor was only possible in a crawl-space sized tunnel which was welded in between the fore and aft ship sections.

Shielding for the big reactor was inadequate - 24 of the 56 crew - and one of six officers - eventually died of radiation poisoning from the trip. Still, the reactor worked, and the W-137 reached the moon a scant hour and 15 minutes before the Starfish.

The W-137 set down in Tycho crater, while the Starfish alighted in the Sea of Tranquility. The moon was claimed by both sides by right of discovery, but the UN recognized neither claim, as either the Soviet Union or the US would exercise its veto power whenever the question came up. The area around Tycho became a Soviet base, and the Sea of Tranquility became defacto American territory.

As more and more subs were converted into contragravity-driven spaceships, the US set out to conquer new worlds. Realizing that the contragravity drive alone wouldn't work outside the Earth-moon system, the military decided more power was needed. In February of 1952, under the control of the new USRC, a new type of ship - the first true spaceship - equipped with multiple outboard liquid-fueled rockets, was launched into a slingshot parabolic orbit of Jupiter. This first true spaceship was named

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the URC Flying Fish.

As the physicists had predicted, the FTL drive vastly improved the speed of the rocket equipped URC Flying Fish in inverse proportion to the gravity well she was in. The kick from the Jupiter slingshot provided enough boost for her to escape the solar system, and she headed off towards Alpha Centauri.

This move took the Soviets by surprise. They assumed the Americans would go for a slower, more methodical exploration of the solar system before venturing off into interstellar space. Belatedly, the Soviet Navy launched the new, purpose-built spaceship Kosmos from Baikonur, Kazakhstan in June. Kosmos landed on and claimed Ganymede as Soviet territory, setting up a small colony before returning to Earth.

In September 1952, Kosmos departed the solar system, bound for Barnard's Star via the Jupiter slingshot method. It was known by their respective governments that neither the Flying Fish nor the Kosmos could ever return from their voyages, as the rockets expended too much fuel exiting the solar system and braking into their new systems, though the public were not informed of this.

Both ships had been provided with small amounts of seed crops, as a token gesture towards colonization, but the crews knew, and had volunteered for the duty. The entire crew complement of the Flying Fish was voted the Congressional Medal of Honor after a few months had passed, and the crewmembers of the Kosmos were made Heroes of the Soviet Union at about the same time.

Both the Soviet Union and the United States claimed Mars, though only rubber-stamp allies of each recognized the claims. Colonies were set up - American in the Boreal Planitia, the Soviets in the Hellas Basin, and the UN in a

separate colony on the Cydonian Mensae. The Americans also set up a colony on Callisto, to balance the Soviet Base on Ganymede. Fuel factories were set up on the Jovian Moons to make rocket fuel out of the gasses of the giant planet.

In December of 1952, the Orion was completed. The Soviet counterpart, the Mir, was not to be ready for nearly a year. The Orion lifted on contragravity to a point outside the earth's magnetosphere, then accelerated away towards Jupiter. There, a sharp parabolic dive thrust it away onto the vector towards Alpha.

On board were 1000 colonists, along with animals, plants and seeds, machinery and prefabricated buildings - in short, all the makings of a permanent colony. After several days spent on the journey, they came to the Alpha Centauri A system. The astrogators laid in a course, and using the big green gas giant's gravity well and thick atmosphere, they braked into the system.

They detected radio waves - an automatic beacon of sorts - and answering, found the Flying Fish had survived after all. After planting a small refueling station on one of the outermost moons of the gas giant - barely habitable, but with abundant water - they moved off to join the Flying Fish on the lush innermost planet of Alpha A.

The Flying Fish had been extraordinarily lucky. This planet, which they had named Roosevelt, was amazingly earthlike. They had planted their seed crops and had harvested them, but more importantly, much of the local flora and fauna was edible. They had not starved. The new colonists settled in, and the colony on Roosevelt prospered.

Kosmos was not so lucky. They found a habitable world, but their seed crops did poorly in the red light of Barnard's. By the time Mir reached them, all her crew had died.

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THE GAME - INITIAL COLD SPACE:1954

When play opens, in 1954, the US has solid colonies on Roosevelt, Mars, and the Moon; with refueling stations on Callisto and Washington - a moon of the gas giant Lincoln in the Alpha Centauri A system. They have explored and claimed the Alpha Centauri B system, but have not yet colonized it

They have already endured violence in their Martian colonies, which were forever after paranoid of Communists.

The US has one Orion ship, the 10,000 ton URC Orion, and one other building, the 100,000 ton URC Draco, which will be finished in 1956.

The Soviet Union has substantial colonies on Novya Minsk in the Barnard's Star system, Ganymede, Mars, and the Moon; with refueling stations on Elara around Jupiter and Novya Sibirsk, a moon of the gas giant Rostov in the Barnard's Star system.

The USSR has one Orion Ship, the 15,000 ton Mir, and one other building, the 120,000 ton Lenin, due in 1957.

There are many orbital platforms and Earth-Moon ships, and both the Lunar colonies are prospering rapidly. Several big interstellar chemical rockets are being rapidly deployed to ferry small groups of settlers and supplies to the Alpha Colony on Roosevelt and the Barnard's colony on Novya Minsk. Many smaller interplanetary chemical rockets supply the Mars colonies, and the refueling stations, slowly growing into small colonies, on the Jovian Moons.

THE GAME - EARLY COLD SPACE:1955- 1964

In 1955, Britain, Australia, and New Zealand formed a space agency called The Commonwealth Colonization Authority. They begin with a few old ships purchased from the US, but immediately begin designing their own ships.

By now the Soviet and American colonies had a regular supply train running. Special Mars, Jupiter, and Interstellar chemical ships had been developed and put into use. The manufacturers were a roll call of the great design houses for both the US and the Soviets: Mikoyan, Consolidated-Vultee, Grumman, Yakovlev, Tupolev, MacDonnell-Douglas, Boeing, and more.

In 1957 the first of a new generation of ships appeared with the Grumman Atom Cat. The Atom Cat was a new concept of rocket, using liquid hydrogen - not as fuel, but as reaction mass. Heated up to extreme temperatures inside the ship's atomic reactor, it spewed at ultrahigh velocity out the rocket nozzle, pushing the rocket forward far more efficiently than chemical rockets. From the first flight of the Atom Cat, chemical rockets were dinosaurs.

Many other nations began placing colonies on Mars and the Moon, as being cheap and easy to get to even with chemical rockets. France, West and East Germany, Japan, Britain, China, Australia, and India landed Lunar colonists in 1957-1959. France, West and East Germany, Britain, New Zealand, Canada, and China all put colonies on Mars in this span.

In 1958, the UN asserted a limited control over space colonies. The clamor from nations with no space program rose to a fever pitch, and the UN drafted it's famous - or infamous - Coloni-

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zation Resolution. It specified that half of all newly discovered habitable worlds discovered were the property of the UN, to be settled by any member nation that wished to do so. The US and USSR fought the resolution bitterly, but after wringing out a codicil grandfathering the Centauri and Barnard's Star systems, they reluctantly signed it.

A second codicil specified the nomenclature to be used for all systems covered by the Colonization Resolution - that is, everything outside of Sol, Alpha Centauri, and Barnard's Star systems. No more New Colorados or Novya Vladivostoks. A uniform naming/numbering system went into effect immediately.

The Russians soon had their own Atomic Rockets up. Designed by Ilyushin, the Foxhound was a huge success, and soon became the workhorse for Soviet space freight. Innovation and improvements quickly followed for both US and Soviet ships.

In the late 50s, with the adoption of atomic rockets, interstellar exploration and colonization accelerated. Even non-superpowers could afford to send small colonies to other worlds, and keep them supplied and keep new immigrants coming.

The new UN-sponsored colonies were known as Charter Colonies, after the charter the UN would issue for settlement of a given area. Several Charter Colonies would be settled on each world, unlike the superpower colonies or the Commonwealth colonies which each took up a single world.

The control of the UN over these charter Colonies was only nominal. The UN had no way of enforcing it's edicts beyond voluntary peacekeepers, and each nation supporting a Charter Colony routinely violated the UN sanctions, such as the one on military grade weapons.

Rumors persisted throughout this period that the US and Soviets were finding habitable planets and not registering them with the UN, and secretly developing them outside the power of the UN to interfere.

In the early 60s, asteroid mining began taking off, with Ceres colonized under UN auspices in 1960 as a refining center midway between Mars and Jupiter. The Scorpio and the new Soviet Orion ship Stalin hauling equipment and personnel out to the planetoid. By 1965, Vesta, Pallas, and Hygiea had also been settled and developed.

Problems escalated in Indochina. A bizarre war-by-proxy soon involved the US directly. The assassination of President Kennedy in November 1963 signalled even more involvement. Soon the US was in a morass it couldn't find its way out of for many years

US forces used contragrav vehicles throughout the war. In fact, the Vietnam conflict became known as the "Contragrav War," where contragrav vehicles first came into their own.

Espionage was endemic throughout this period, which was labelled the Cold War. Both sides had highly placed sleeper agents, betrayals and defectors, and skilled agents penetrating each other's defences.

The US was going through a very difficult time of transition during this period. Civil Rights and the tearing down of the old racist institutions caused a lot of pain and trauma, but the country eventually emerged the better for it by the end of the next period.

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THE GAME - MIDDLE COLD SPACE: 1965- 1974

On Mars in the mid-sixties, by coincidence or chicanery, colonies of the two Germanies ended up being neighbors. Volunteers from the West colony began ferreting out any East German settler who wanted to leave. The East Germans struck back. Whole communities of West German settlers "volunteered" to join the East-erners at gunpoint. The situation escalated.

The Americans and Soviets began getting dragged in, as "sponsors". Soon American "Advisors" were killing Soviet "Advisors." By 1966, a brutal little shadow war was being fought, making the red sands of Mars a little bit redder. Search and destroy teams from both sides wandered the wastes of Mars, with uniforms stripped of national identification. Raiders snatched civilians and claimed community burrows. Body bags were hauled back for counting, with the enemy dumped as fertilizer. Finally, the war on Mars didn't end so much as it petered out, both sides exhausted.

The war on Mars involved the Belters too. Far too many ships turned up missing to have been accidents, There were rumors of hunter-killer ships which were heavily armed but looked like normal miner craft on the outside, and miners had nasty scuffles in the bars of Ceres, Pallas, and Vesta.

Raw materials came in from the Belt and Moon and were processed on Mars and the Jovian moons. The colonies began producing more colonists from the birth rate than through immigration. They still weren't self sufficient, but the colonies were now producing valued commodities, particularly devices adapted to local conditions.

In 1966, a US expedition to Tau Ceti discovered pre-sapient ape-like animals on the second moon of Tau Ceti III. These Cetians were declared a protected species by the UN, who asked for the moon for colonization. The Cetians stand about 5 feet high, walk on their hind legs, and use stone and bone tools in their free 'hands.'

The UN gave Charters on Tau Ceti III.2 to Rumania, Nigeria, China, Bolivia, and Jamaica. In 1969, a photojournalist published sensational pictures of Cetians being exploited in Bolivian sweatshops and brothels. It won her a Pulitzer, and the Bolivians lost their colonial charter.

Bloody brushfire wars erupted in several of the colony wolds during this period, particularly on Epsilon Eridani IV and on Sigma Draconis I.9. Mercenaries were hired by all sides involved, and fortunes were made and lost.

The war in Vietnam flared into incandescence in the late sixties and early seventies, the Americans winning every pitched battle they fought, while support at home and internationally eroded quickly. The people of Vietnam turned away from the Americans and towards the insurgent Viet Cong as time went on due to the bumbling policies of the US.

In the end, forced out of Indochina, the US sponsored a South Vietnam-in-Exile on Sigma Draconis 1.9 which eventually self destructed due to it's own corruption.

Pallas, Ceres, Vesta and Hygiea became multi-national entrepots, out-Vegasing Las Vegas. They were called the "neon planetoids," and anything could be had there, for a price. Espionage, both commercial and international, was rife.

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THE GAME - LATE COLD SPACE:1975- 1989

South Vietnam fell to the North Vietnamese and Viet Cong, and the last US Contragrav vehicle fleeing the Embassy in Saigon was shot down by Vietnamese tanks. Several thousand refugees were killed along with the crew. The video of the poor refugees jumping to their deaths to avoid the roaring fire was burned into the American cultural memory.

When the Polish colony on Mars declared its independence in 1976, the free world cheered, but the US and Nato did nothing when the rest of the Warsaw Pact nations put down the rebellion with chilling, bloody finality.

Polish refugees showed up at Valparaiso, in the Chilean Colony, with horrifying tales of brutality, and graphic photos smuggled out across the surface in Mars Crawlers. The US filed a protest through the UN, but the Soviets stonewalled it. Gradually, the Polish Colony was placed into loyal hands, and the Warsaw Pact soldiers went back to their own colonies.

The first primitive microcomputers started to appear. At first kits, then fully assembled computers began selling in stores. They were considered luxury items until well into the next decade, but started the explosion of computing power which characterized the end years of the 20th century. By the end of the decade, even the smallest ships sported computers.



COLD SPACE ROLE-PLAYING GAME

By the Bicentennial year of 1976, the US had colonies on a dozen worlds and over a million citizens outside of Earth. The Soviets boasted similar accomplishments. Under the UN Charter Colony program, dozens of smaller nations had extrasolar colonies.

Trade between colonies, not just between Earth and her colonies, began accelerating. The colonies began to develop ties between themselves, strengthening each other's economies.

In 1977, the Luna Free State declared its sovereignty. A rag-tag association of misfits from other lunar colonies, the Lunies had built their culture up by themselves, welcoming all refugees and putting them to work excavating new warrens under the surface.

They had been there for a decade, slowly building up numbers without any of the established colonies paying them the slightest bit of attention. When they declared the existence of the Free State from their capital of Libertad, the solar system was astonished. The great powers vied to bring the new nation into their orbits, but the Free State followed a path of strict non-alignment. Their best relationship was with their Lunar Canadian neighbors, who thought the whole thing a great joke.

Soon another group of lunar frontiersmen on the other side of the moon established a similar nation, the Kepler Republic. Settled mostly by Americans, the Kepler Republic soon drifted into the American orbit, becoming allied to the USA.

With the fall of Saigon and the loss of the Martian colony to corruption and eventual takeover by the newly unified Vietnam, the Viet-Luna colony became the sole relic of the old South Vietnam. Dangers of it falling into the same trap as the Mars colony were alleviated with a coup by Vietnamese SEALs assigned to



COLD SPACE ROLE-PLAYING GAME

the colony. The viet-SEALs toppled the corrupt government of Tranh Van Hoc in January of 1977, and held the reigns until a provisional government of religious, secular, and military leaders was formed, whereupon the SEALs stepped down, returning to anonymity.

The new government that eventually formed called itself the Republic of Vietnam. During the disturbances, the southern warrens of the colony declared themselves in favor of unification with the Democratic Republic of Vietnam, and Vietnamese soldiers were transported up to guaranty their safety. The UN declared a demilitarized zone or DMZ in the uninhabited strip between the new Republic of Vietnam and Vietnam Luna in the south.

Raids across the DMZ by the DRVN and Vietnam Luna troops failed to make headway against the new Republic, supported by American Rocket Corps and French Luna fighter-bombers. Unlike the old South Vietnam, the RVN had the full support of the people, and the invaders were eventually beaten back across the DMZ. The Republic was here to stay.

Also in 1978. the charismatic preacher Jim Jones led an exodus of followers from Earth to the Alpha Centauri Jefferson Colony. After the religious settlement of Jonestown began failing due to bad planning and insufficient funds, Jones ordered all his followers to commit suicide by drinking poisoned Kool-Ade. This they did, and the settlers bodies were found by a supply plane from the main Jefferson settlement.

The US under President Jimmy Carter was caught by surprise by the Iranian Islamic Revolution of 1979. When the Shah fled to the Iranian colony on Epsilon Eridani IV, the Ayatollah Khoumeni's student radicals stormed the US Embassy in Tehran, capturing the ambassador and workers there. For several years afterward, unofficial negotiations to

return the hostages went on under the auspices of sympathetic third-party governments. It is suspected that the hostages were taken off-world for safekeeping while negotiations dragged on. The Iranian Eridani colony declared its independence as The Shah's Iran, and became the destination of choice for Iranian refugees.

Poland underwent massive strikes by the trade union Solidarnosc/Solidarity. Eventually the union won acceptance, and censorship was banned in Poland and the Polish colonies. Soon thereafter, the Polish colony on Epsilon Eridani IV erupted in revolt, and Soviet ships showed up in system only to be met by American ships of the USRC.

Several ships from both sides 'went missing' during the drawn out confrontation, and tales of a shadow war in the system are rife, but never confirmed by either side. Eventually, the Soviets backed down, and the Polish Colony declared its independence as Free Poland. Soviet leader Leonid Brezhnev dies after a 'sudden illness,' perhaps precipitated by the back down in Epsilon Eridani, and Yuri Andropov takes over.

The Soviets invaded Afghanistan in an effort to prop up the leaders of a pro-soviet coup. The Afghans began mobilizing for resistance, supported by CIA training and equipment. Afghanistan became the Soviet 'Vietnam,' and swallowed up massive numbers of men and materiel through years of futile effort.

The Americans invaded the Chilean Martian colony after a coup set pro-soviet Eduardo Kelly in charge and declared their independence from Chile. After a short, vicious fight in the tunnels, US Marines and Special Forces gained control of the colony, returning it to Chilean control.

COLD SPACE ROLE-PLAYING GAME

The UN, under Soviet leadership, censured the US for this action, the Soviets giving the example of Free Poland as an example of American perfidy. The Americans ignored it.

Mikhail Gorbachev became Soviet President after the death of Yuri Andropov. He initiates a policy of 'glasnost,' or openness, in an attempt to reform the tottering Soviet empire. He is personally very popular in the West, but far less so in the Soviet Union. Soviet negotiators begin working out armament treaties with the US.

Soviet leadership under Gorbachev continued to fragment, and American President Reagan kept up the pressure. Tales circulated of a new planet discovered by the Soviet Navy but never registered with the UN. This planet, code-named Refuge by NATO, was supposedly built up as a redoubt for escape by Soviet Politburo, military, and intelligence factions opposed to Gorbachev's program of rapprochement with the West.

The existence of Refuge was confirmed by defectors as the Soviet Union began to crumble. Refuge Cabal Members began disappearing, and Soviet military assets began to show up missing. USRC ships began combing the area of known space for Refuge.

The Soviets left Afghanistan in 1988 in disgrace. The Soviet military and civilian infrastructure failing around them. Gorbachev called them heroes, but they knew they had failed. Discontent in the Soviet Union increased

The Pan American Star Clipper Procyon was destroyed by a terrorist bomb en route to Roosevelt. Lybia was blamed,

and air attacks by American orbital platforms destroyed the Lybian oil infrastructure. Lybian President Moammar Kadaffi was injured in his bunker, and his son was killed. Lybia is removed as a serious terrorist threat.

The final death throes of the Warsaw pact and the Soviet Union began, The Berlin Wall was torn down. Soviet and Warsaw Pact colonies rose in revolt and declared their independence. The Soviet Union crumbled. In a last ditch effort, Soviet hard-liners attempted a coup, which failed when Russian President Boris Yeltsin defied them, backed by the people of Moscow. The Red Army refused to fire upon its own people, and the Soviet Union dissolved. The plotters fled to the still hidden Refuge at the last minute.



COLD SPACE ROLE-PLAYING GAME

He Was

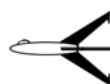
Citizen Jerry was watching all day, And his cameras watched all night
His neighbors were commies and up to no good. And he swore he would make it all right
Reel after reel after reel he exposed. For the proof that he never could find
He was the hero and they were the foe. And he watched til he thought he'd go blind

And he was as he was
And he was as he was
He was as he was cause they made him that way
Put the fear in him just because
So he was

Old lady Morrow was walking the street, Her shopping all done for the day
And her neighbor he saw her and said to himself, That he'd give her a hand on his way
She saw him come up with a smile on his face, And the fear it came doing it's part
She pulled a small handgun right out of her bag. And shot him three times in the heart

And she was as she was
And she was as she was
She was as she was cause they made her that way
Put the fear in her just because
So she was

#25 Hit by Bob Dylan, June 1962



COLD SPACE ROLE-PLAYING GAME RECOMMENDED CAMPAIGNS AND CHARACTERS

BEGINNING COLD SPACE 1949-1954

EARTH MILITARY - KOREA

Military, Reporters, Medical

ESPIONAGE - EARTH-BASED

Spies, Assassins

SETTLERS - LUNA, CALLISTO, MARS, ROOSEVELT

Settlers, Civilian Spacers, Contractors, Stationers

SCIENTIFIC RESEARCH

Civilian Scientists, Civilian Technicians, Civilian Spacers

EARLY COLD SPACE 1955-1964

EARTH MILITARY - VIETNAM

Military, Espionage, Contractors, Medical

SUBSIDIZED INSYSTEM AND INTERSTELLAR SUPPLY ROUTES

Civilian Spacers, Stationers, Settlers, Merchants,

EXPLORATION - SCOUT & SURVEY

Scout & Survey

EXPLORATION - SCIENTIFIC

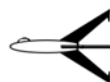
Civilian Spacers, Civilian Scientists, Civilian Technicians

ESPIONAGE - INTERSTELLAR, INSYSTEM, AND EARTH- BASED

Spies, Assassins

CIVIL RIGHTS

Police, Priest/Ministers, Medical, Reporters, Attorneys, Teachers, Unemployed



COLD SPACE ROLE-PLAYING GAME

MIDDLE COLD SPACE 1965-1974

MILITARY - VIETNAM AND MARS

Military

ASTEROID MINING AND SETTLEMENT OF BELT

Civilian Spacers, Civilian Techs, Merchants, Stationers

SHADOW WAR IN THE ASTEROID BELT

Military, Spies, Assassins, Civilian Spacers, Civilian Techs, Merchants, Stationers

MERCENARIES - SIGMA DRACONIS I.9 AND E. ERIDANI IV

Military, Settlers, Medical

TAU CETI PROTO-SAPIENT RESEARCH

Civilian Scientists, Civilian Techs, Settlers, Merchants, Businessmen, Reporters, Attorneys

COMMERCIAL INSYSTEM CARGO HAULERS

Civilian Spacers, Civilian Techs, Merchants, Businessmen

SUBSIDIZED INTERSTELLAR TRADE - EARTH TO COLONIES

Civilian Spacers, Civilian Techs, Merchants, Businessmen

LATE COLD SPACE 1975-1989

POLISH MARS COLONY REBELLION & REPRESSION

Spies, Settlers, Any Civilian

INTER-COLONY TRADING

Civilian Spacers, Civilian Techs, Merchants, Businessmen

FIRST INDEPENDENT EXTRASOLAR STATES

Settlers, Merchants, Businessmen, Attorneys

MILITARY - LUNAR VIETNAM

Military, Spies, Medical

IRAN TROUBLES

Spies, Attorneys, Reporters

SOLIDARITY STRIKES

Contractors, Lawyers, Reporters, Civilian Techs

MILITARY - FREE POLAND

Military, Spies, Civilian Spacers

ESPIONAGE - AFGHANISTAN

Spies, Assassins



COLD SPACE ROLE-PLAYING GAME

MILITARY - CHILEAN MARS COLONY

Military

SEARCH FOR REFUGE

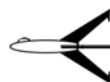
Scout & Survey, Civilian Spacers, Spies

FALL OF THE SOVIET UNION

Spies, Assassins

Deep-space lady, free-falling baby, Do you want your rocket man?
I want you only, you bought and sold me, kiss you wherever I can.
I'm a lonely star pilot, come to cause a riot, look for my lovely girl.
Then when I find you, gonna space and time you, gonna set us both in a whirl.

Split the skies with your ion jets
Do you want me? I'll lay my bets!
"Space Love" #1 hit by Prince, July 1986

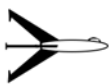


COLD SPACE ROLE-PLAYING GAME

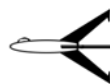
COLD SPACE



PLAYING THE GAME



-15-



COLD SPACE ROLE-PLAYING GAME

"Sixty seconds. Lights on."

"Down, two and a half. Uh, put the feet down. Forward. Forward, more forward, we're drifting low. Picking up some dust."

"Houston, I'm readin' orange light on the landin' gear . . . Naw, it's good, we're good. Green light for touchdown."

"Roger that, Starfish. We're all praying for you, over."

"Ten seconds. Five seconds, three, two, one. Contact light. Okay, engines stop, nav off, everything off."

"Starfish, this is Houston, we copy you down, over."

"Yeah, uh, yeah . . . Houston, Tranquility Base has landed. We are on the Moon."

"Roger, we copy you on the ground. I'll let the guys down here know it's okay to breathe again, they're starting to go purple. Thanks a lot."

"You do that, good buddy. I'm just glad I'm wearin' a urine collector. First sortie is in one hour, see you boys then."

Washington Herald, October 23, 1951

MEN ON THE MOON

Houston, October 22. (AP) -- Cpt. Edward Laurence Beach climbed down the rungs of the USS Starfish in his heavy spacesuit. The sun glittered overhead, next to the big blue ball we call Earth. The fine dust rose up beneath his feet when he planted the first American footprints on the Moon.

Such was the scene yesterday when the converted submarine USS Starfish, the first American ship to be fitted with the controversial 'contragravity' technology, touched down on Earth's own Moon. During his subsequent expedition Cpt. Beach claimed the Moon as sovereign territory of the United States.

Walking there, he uttered, "Once humanity moved beneath the waves, powered by pistons and diesel. Today we are sailors of a different ocean. A blackness deeper than any human mind can fathom. It sounds ominous, but when I look up into that ocean I feel only joy, as if I have touched the face of God Himself."

"As of this moment in time, we are the farthest men from home. And yet, and yet. They call this the Sea of Tranquility. I know that we who walk upon it have found a kind of tranquility here, and I can only thank the Almighty for the wonders He has shown us."

But victory was less sweet than Cpt. Beach had expected.

While America watched the fourth coast-to-coast telecast in her history, a different scene was playing out for the people of the Soviet Union: W-137, a Russian submersible equipped with its own contragravity drive based on stolen US technology, set down in the Tycho crater several hours before URC Starfish made her famed landing. A Soviet press conference was held minutes after Cpt. Beach returned to his ship.

In a crash meeting of the United Nations, President Truman denounced Soviet claims to the Moon, stating that the new technology and all its fruits remain the sole property of the United States. The UN refused to recognize either claim and has committed to no course of action.

After the session, President Truman authorized substantial military colonization of the Sea of Tranquility region and has committed to pursuing an aggressive policy for Lunar expansion.

COLD SPACE ROLE-PLAYING GAME

THE COLD SPACE RPG

The object of the game of Cold Space is to *survive*. The longer a character survives, the more skills he has. The more skills, the better chance of survival. High attributes are most important at young ages, where the character's skill levels are low. In general, skills are much more important than high stats, and a character which has low stats is not necessarily unplayable.

Cold Space is designed to be played in a linked series of adventures, with each adventure forming the highlight of that year for the character. Each adventure may be one or several sessions long. You can skip one year or several between adventures, or even go back in time, if you want to allow the character a certain script immunity. Because of its year-based character progression, Cold Space excels at this method of play. Characters can move from profession to profession as they will, if they fulfill or waive the requirements for entering the profession. In this process, each character becomes an individual person, with all an individual person's richness.

Cold Space is all about the characters, and it is their strength which propels the game.

CREATING A CHARACTER

The Character Generation section, together with the Skills and Equipment Sections, contain all that is necessary to create a Cold Space character. In Cold Space, you will continually be forced to decide between depth and breadth of knowledge. The deeper your character's knowledge, that is, the higher your plus rating in your skills, the better your character can use those skills. The broader your character's knowledge, the more skills you have to affect things. Your character will always be a compromise between depth and breadth. Every character is unique in Cold Space, and there is

no "better" character. Cold Space characters proceed directly from the life experiences and history of the character.

CONSTITUTION

Constitution is the character's total ability to keep functioning.

Constitution is the character's strength, coordination, agility, and endurance added together and multiplied times ten.

The constitution has various levels which indicate how the character is doing:

Normal

The character is at peak condition, and functioning normally.

Hindered

The character is hurting. Initiative, To Hit, Damage, Skill, and any other %d roll is at a penalty of 20. This may be a +20 where you need to roll low as in initiative or to hit, or a -20 where you prefer to roll high, such as damage.

Stunned

The character becomes Stunned. The character can be made conscious again by shaking or shouting, but any damage will make the character Stunned again. In addition, the character is also Hindered.

Critical

The character is really hurting. The character is Stunned, cannot be woken up, and is bleeding to death at the rate of 10 points per round. The bleeding will stop if the wound is bound, another character taking one round to do so, and is defenseless while doing so.

Normal Level is 100% of constitution,

Hindered Level is 75% of constitution,

Stunned Level is 50% of constitution, and

Critical Level is 25% of constitution.

When the character is between Hindered Level and Normal Level, the character is Normal. Between Stunned Level and Hindered Level, the character is Hindered. Between Critical Level and Stunned Level, the character is



COLD SPACE ROLE-PLAYING GAME

Stunned. Below Critical level, the character is Critical. If the character is exactly on a level, a character functions at the level above. For instance, if a character is exactly at Hindered Level, the character is Normal.

COLD SPACE TASK RESOLUTION

There are three possible in-game task resolution rolls in the StarCluster System, used by Cold Space. All are performed with percentile dice:

Initiative:

Initiative rolls answer the question "Exactly when is your best shot at attempting what you want to do?" The lower you roll, the earlier you can go. Many times, exactly when you attempt an action is unimportant, so this roll is not needed. If the GM says "Roll Initiative," it means that from this point until the GM tells you initiative is over, timing is vital to determine what happens. Combat is almost always done in initiative, but there are other times when initiative may be very important too - defusing a bomb, debating, sports, sealing a hull rupture, etc. It is up to the GM to call for initiative, but players may always suggest going into initiative if they feel it would be better. There are sometimes modifiers to this roll. They are always applied to the roll itself. Bonuses subtract from the roll, and penalties add to the roll.

Chance of Success:

Chance of Success rolls answer the question "Do you succeed at what you are trying to do?" Chance of success rolls are always of the 'roll under target number' type, but there are different ways of determining the target number to suit different circumstances. There are usually modifiers to this roll. They are always applied to the target number. Bonuses add to the target number, and penalties subtract from the target number. **A "to hit" roll in combat is a chance of success roll.** Many times, the chance of suc-

cess for an action is assumed to be unnecessary, especially given enough time. Other times, the chance of success is not at all certain, and a roll must be made.

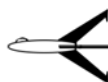
Here are the various ways of determining target numbers for chance of success:

SKILL CHECK

Skill checks are generally used when the character has a skill that is relevant to the situation, such as a skill of surgery to deal with a bullet wound. The player can propose interesting and imaginative ways any skill can be used in any situation, but final judgement is the GM's.

In a skill check, the target number is the player character's skill chance. The base skill chance is always 45 at skill+1, with 5 added per level of skill. Thus base skill+2 is 50, skill+3 is 55, etc. To the base skill chance is added a bonus due to high scores in the governing attribute; 5 for every 2 point above 7 in STR, COOR, AGY, END, and CHAR, and 1 per point above 120 for IQ.

Thus STR 11 would get +10, COOR 8 would get +0, CHAR 10 would get +5, and IQ 127 would get +7. A character with climb+3 and AGY 11 attempting to climb a steep rockface would have a target number of (base 45 + skill level 10 + attribute 10) 65. Further situational modifiers may be given by the GM - if the cliff is of weak shale, there might be a penalty, or if the cliff is knobbed and full of handhold and footholds, there might be a bonus.



COLD SPACE ROLE-PLAYING GAME

ATTRIBUTE CHECK

Attribute checks are generally used when the player has no skill to properly apply to a situation, so the character's raw abilities are used to determine the target number.

In an attribute check, the target number is the attribute in question multiplied by a number, and modified for high values for that attribute.

The number to multiply the attribute by is determined by the difficulty of the situation.

Lifting a 20 kg block of wet ice is much more difficult than lifting the same mass properly balanced with straps or handgrips. The suggested multipliers for **STR**, **COOR**, **AGY**, **END**, and **CHAR** are AttributeX1 to AttributeX5, with X1 being very difficult and X5 being moderately easy.

For **IQ**, the suggested multipliers are X1, X1/2, and X1/4, with X1 being moderately easy and X1/4 being difficult. To the base target number is added a bonus due to high scores in the particular attribute; 5 for every 2 point above 7 in **STR**, **COOR**, **AGY**, **END**, and **CHAR**, and 1 per point above 120 for **IQ**. Further situational modifiers may be given by the GM.

The attribute to use should be determined by what the character is trying to do:

STR for lifting, pushing, pulling, prying, gripping, etc.

COOR for catching, throwing, aiming, etc.

AGY for running, jumping, dancing, swimming, etc.

END for staying awake, noticing, keeping going, etc.

CHAR for convincing, lying, sweet-talking, etc.

IQ for problem solving, learning, pattern recognizing, etc.

Thus a difficult puzzle might be $IQX1/4$, a moderate notice check might be $ENDX3$, or an easy lifting job might be $STRX5$.

PROFESSION CHECK

Profession checks are generally used when the character attempts something for which the character has no skill, but which would be usual for someone in the character's profession, such as a doctor stitching, or a biologist determining a plant species. The target number would be $3X$ the years spent in that profession, times the character's level in that profession. Thus a character who spent five years as a cook, and was promoted once to level 2, would have a target number of $(3 \times 5 = 15) \times 2 = 30$ for herbalism. The GM should give modifiers as appropriate.

COVER CHECK

A cover check is used to assess whether a character's cover is good enough to prevent an opponent's success. The target number is the amount of cover, standard cover being 0%, 25%, 50%, and 100%, while varying amounts of cover are given due to skills, such as the Dash skill. A roll under the target number means the cover succeeded in preventing the opponent's success. The GM may give bonuses or penalties due to lighting, camouflage, atmospheric conditions, etc. Cover can be used for combat, sneaking, hiding, and other attempts of the sort.

Quality of Success

Quality of success rolls answer the question "How well did you succeed?" The higher you roll, the better the success was. Modifiers to quality of success rolls are added directly to the roll, with bonuses increasing the roll and penalties subtracting from the roll. A damage roll in combat is an example of a quality of success roll, with one modifier being determined by the weapon used. Another example would be a character writing a story. The higher the quality of success roll, the better the story. Many times, quality of success is unimportant, and can be eliminated.



COLD SPACE ROLE-PLAYING GAME

COLD SPACE COMBAT

The initiative system of Cold Space works on the assumption of a one-minute round. This is divided into 120 half-second segments called "initiatives". Normal initiative is between one and 100, and is decided using a %d roll. Characters who are hindered or worse have a +20 penalty to their initiative, and thus may go as late as 120. During their initiative, the character may use a weapon and attack, use a skill, or perform a major action. What constitutes a major action is necessarily left to the discretion of the GM, but certainly driving a vehicle, performing first aid, or moving long distances are major actions, and these should give the GM some indication of the use of the term.

If there is an ambush or surprise attack situation, the skill Tactics should be checked. Setting up an ambush or surprise attack requires a Tactics check and quality of success roll. Discovering a properly set-up ambush before walking into it requires a successful Tactics check, with the quality of success compared to that of the character setting the ambush. An END check could also be used to sense the ambush, with the quality of success compared to that of the character setting the ambush.

Alternatively, if the characters don't have Tactics, the PCs and the enemy as a whole roll %d. The results are compared. If the PC's die roll is within 20 of the enemy, there is no surprise, and normal combat begins. If the PCs roll more than 20 lower than the enemy, the PCs has surprised the enemy and get an entire round (one minute) to attack without effective reply from the enemy before normal combat begins. If the enemy rolls more than 20 lower than the PCs, the enemy gains this surprise round before normal combat begins.

If the player characters achieve surprise, they should individually roll initiative on %d, and act from lowest roll to highest. When normal

combat begins, initiative is rolled. Each player rolls %d separately, and the enemy rolls collectively. Lowest roll goes first, and proceeds to highest. Characters and enemies can talk out of turn.

Player characters may trade percentile points between initiative, the to-hit roll, and damage. That is, a player may choose to delay his character's initiative in order to achieve a better percentage to hit, or take a penalty on damage to speed his initiative, or take a penalty to hit to speed up initiative and increase damage. Any initiative lower than 1 goes first, any initiative higher than 120 goes last, and in case more than one character does so, the player with the lower total goes before the others. The penalties and bonuses must equal each other - i.e. a 40 point speed up on initiative must be balanced by penalties to the to-hit roll and/or damage which equal 40. The points traded must be declared before dice are rolled, except in the case of initiative.

For example. Bettina rolls a 55 on her initiative roll. She slows down her initiative by 20, pushing her up to a 75. On her initiative, her target number is 60% and she elects to raise that to 65%. She rolls a 63 and hits. Her damage would normally be a +15, but with the additional +15 left over from the initiative penalty, she does +30. She rolls an 82, which comes to 112 points of damage after bonuses are added.

Characters who have achieved **weapon mastery**, that is at least a +5 in that weapon skill, gain an extra attack each round with certain weapon types. The same holds true at every fifth level of weapon skill, i.e. +5, +10, +15, and so on. A character with a firearms skill of +11 thus would have 3 attacks per round with any firearm. These attacks should take place at intervals of 10 initiatives. Any other skill used in initiative gains the character a reroll per level of mastery.

COLD SPACE ROLE-PLAYING GAME

For example: Penelope, a character with Firearms+11, has 3 attacks per round with Firearms. For her initiative, she rolls a 54. If she is not hindered, she may perform an attack on initiatives 54, 64, and 74. This is referred to as 'splitting' an initiative. A character may opt to perform a small action on one of her split initiatives if the GM feels that is reasonable. For instance, Penelope uses her attack on initiative 54 to gain 50% cover behind a large boulder. Penelope may **not** use one of her three split initiatives to perform a major action, or attack with a different type of weapon, unless the same level of mastery applies to that weapon. These things take up the entire initiative.

Damage is a quality of success roll using %d plus the damage modifier of the weapon. For example, a Rifle has a damage modifier of +25, so the player rolls %d and adds 25 points, for a result between 26 and 126. If the damage modifier is negative, the number is subtracted from the %d roll, with any negative result rounded to zero, so a weapon rating of -20 would have a result of 0 to 80 points. This number is subtracted from the constitution of the character who was hit.

Combat in Cold Space tends to be short, brutal, and bloody, but seldom deadly. One side of the combat will usually end up unconscious, with a few seriously wounded, and possibly one or two dead. This is good for the game, and good for the players, as losing a single combat usually means they are taken prisoner, rather than dead.

RANGES

Ranges in Cold Space are given by weapon as chance of success modifiers. A weapon's range rating is one of the following:

Point Blank - Within 2 meters. This is the range for all held weapons that must be used held in the hand, like most blades and melee weapons.

Short - Between 2 and 10 meters.

Medium - Between 10 and 50 meters.

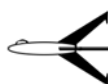
Long - Between 50 and 250 meters.

Far - Between 250 and 1000 meters.

Very Far - Between 1000 and 2000 meters.

A weapon's Range rating is the range at which it is normally effective, that is, at a penalty of zero. The next range higher is always at minus 40% to hit, the range after that is impossible to hit. Closer ranges give a +5% for each of the next two range steps, giving a +5% to hit for the next nearer range step and +10% for the next range step closer than that. Targets closer than this are impossible to hit with this weapon.

For example: Mike has a Firearms+5 and a COOR of 9. This gives him a base to hit percentage of 65% to hit "Skin" for Firearms weapons, modified up +5% for his coordination to 70%. Using an Auto Pistol, with a Range rating of "Medium", Mike hits targets with "Skin" armor at medium range at the nominal percentage, which is 70%. At "Long" range with this weapon, Mike has a -40%, or 30% chance to hit. At one step nearer, or "Short" range, Mike has a +5% or 75% chance to hit. At one more step closer, that goes up 5% again, to 80% at "Point Blank" range.



COLD SPACE ROLE-PLAYING GAME

In a further example: Mike uses a Sniper Rifle, with a Range Rating of "Far". If the target (wearing "Skin" armor) is at Far range, Mike has a 70% chance to hit. If the target is at "Very Far" range, Mike has a -40% modification giving him a 30% chance to hit. At "Long" Range, Mike has a +5%, or 75% chance to hit. At "Medium" range, he gets a further +5% to hit, increasing his chance to 80%. At "Short" range and closer, Mike cannot hit the target, as it is too close. If the target is further away than "Very Far", Mike cannot hit the target because it is too far away.

COVER

Cover is the use of obstructions to decrease the probability of being hit. Examples are hiding behind a rock, or firing from around a doorway. In the StarCluster system, normal cover is rated in 4 steps: 25% cover, 50% cover, 75% cover, and 100% cover. The effects of such cover are given below.

25% Cover - The target is behind a small rock or tree, or perhaps an obscuring curtain of cloth or leaves. If the shooter rolls a hit, a second roll against the cover is made. A roll of 26 or higher, unmodified, is a true hit, anything lower hits the cover instead of the target. The target has no penalty to return fire.

50% Cover - The target is behind a low wall, or shooting around a doorway or a large tree, or something similar. If the shooter rolls a hit, a second, unmodified roll is made against the cover. A roll of 51 or greater is a true hit, anything else hits the cover. The target has a -25% penalty to return fire.

75% Cover - The target is in a well protected position, firing through a loophole or small window, or some similar situation. If the shooter rolls a hit, a second roll against the cover is made. A roll of 76 or higher, unmodified, is a true hit, anything lower hits the cover instead of the target. The target has a 50% penalty to return fire.

100% Cover - The target is entirely behind some large, solid object, and cannot be hit. The target cannot return fire, as doing so will reduce the cover to a 75% rating at least. Cover should be adjudicated by the GM using the examples above.

POISON

Poison can be used in combat, and can be made by characters with the Drug, Herbalism, or Chemistry skills. The chance to make a poison is equal to the normal skill chance minus 20, thus if the character has a skill chance of 50%, the chance to make poison is 30%. Poisons made with the Chemistry or Herbalism skill have a minus 20% on their effectiveness, while poisons made with the Drug skill have a plus 20% on their effectiveness. Natural poisons used by creatures have a normal effectiveness. If poison is made, The GM and player should adjudicate it's toxicity and any antidotes.

HEALING

Healing can be accomplished several ways. Normal healing takes place over time, at a rate of 20 points a day. A successful diagnosis skill check adds a bonus of +20% to the success of the treatment, drug, herbalism, or surgery skills. With a successful drug or herbalism skill check, the regimen boosts the rate of healing by another 30 points a day. A successful treatment or surgery skill check adds a bonus of another 30 points a day.



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You can't use certain skills in combination. For instance, surgery and treat work with different methods in a similar manner. Thus they cannot be used on the same person at the same time. The same holds true for drug and herbalism. **The maximum natural healing rate, therefore, is 80 points a day. This assumes normal healing (20), plus either drug or herbalism (+30), plus either surgery or treatment (+30).** Normal healing requires a minimum of seven hours of sleep per night and non-strenuous work for the duration. Without both of these conditions being met, no healing will occur.

ARMOR

Armor in Cold Space works to prevent you from being hit. The classes of armor are:

Skin The base condition. No armor, or very little.

Ballistic A somewhat tougher to hit armor, impact resistant and ablative.

APPLICABLE SKILLS

In running a Cold Space game, you may find that for a given situation there are several skills which can be applicable. For instance, Jack Jill, and Judy all need to get over a fence. Jack says he would like to use Dash and flip over it, Jill wants to use Gymnastics to vault it, while Judy wants to use her Climb skill to climb it. All these are perfectly applicable to the situation. In many cases you will have to use your judgement as to which skill is applicable, but generous use of common sense is indicated.

Remember, if you feel that in the given situation a different check would be more suitable, go with your instincts. These are guidelines, not hard and fast rules. We laid out these several methods to give GMs a choice, as we felt that the GMs, who know more about the given situation than we ever could, would be the best ones to decide.

WEAPONS AND SKILLS

The "Skill Required" column in the Equipment: Weapons guide refers to the skill required to wield the weapon effectively. Anyone can pick up a pair of nunchaku and whack at things with them, but it takes real skill to use effectively. A person using a weapon uses it at the lowest level of the appropriate skill unless their skill level meets or exceeds the skill required to wield the weapon effectively.

For example: Margaret, with a skill of melee+3, attempts to wield nunchaku, which requires a skill level of melee+4. Margaret will be effectively melee+1 while using the nunchaku until her melee skill is at least melee+4. At that point, Margaret can use the nunchaku to its full potential and has an effective skill of melee+4 with the nunchaku.

Damage is prorated to the level of skill the weapon wielder possesses. For instance an axe has a damage rating of +30 and requires a skill level of melee+2. The damage is divided by the level and rounded down, so that the axe has a damage rating of +15 in the hands of a person with a skill level melee+1 and a damage rating of +30 in the hands of a person with a skill level of melee+2. To return to Margaret, our example from before, she has the following to hit and damage ratings at various skill levels:

At 15 Margaret gets Melee+1, making her a Melee+1. She uses a Nunchaku with a 45% chance to hit and a damage of +5.

At 18, Margaret gains a Melee+1, making her a Melee+2. She is still 45% to hit and her damage is now +10.

At 22, Margaret gains a Melee+1, making her a Melee+3. She is still 45% to hit and her damage is now +15.

COLD SPACE ROLE-PLAYING GAME

At 30, Margaret gains another Melee+1, making her a Melee+4. She is now 60% to hit, and her damage is the full +20, which is the maximum damage with this weapon.

People with no skill in the appropriate weapon type inflict damage as if at the character were at skill level +1, but halved.

For example: Before she was 15, Margaret wielded a Nunchaku at a damage rating of (+5)/2 or +3.

AUTOMATIC FIRE

Automatic fire weapons such as assault rifles, machine guns, and submachine guns can fire more than one bullet with each pull of the trigger. When using automatic fire weapons, there are three possible modes of operation:

SINGLE SHOT:

When using single shot mode, one bullet for each pull of the trigger. This is treated exactly the same as a normal rifle or pistol. Assault rifles and submachine guns can use single shot modes.

BURST FIRE:

With burst fire, the weapon fires three rounds with each pull of the trigger. This gives the best compromise between ability to hit and damage. One roll of the dice is made. The first round is at -20% to hit, the second at -40%, and the third at -60%.

For example: Bob hits skin at 85%. He rolls a 35. The target number of 85 is dropped 20 for the first round for a result of 65, which is higher than the roll, so the first round hits. The second round fired is at -40, resulting in a target number of 45, which again is higher than the roll of 35. so the second round also hits. The third round is at -60, resulting in a target num-

ber of 25, which is lower than the roll of 35, so the third round misses. Assault rifles, submachine guns, and machine guns can use Burst Fire.

FULL AUTOMATIC (SUPPRESSIVE) FIRE

Full automatic fire is generally used to pin down the enemy in heavy cover, giving them substantial penalties in firing. It is primarily a defensive option, but if the fire happens to hit an unprotected human, the results are generally lethal. For example, a machine gun is pinning down a small group of three in a rockpile. They are safe as long as they stay under cover. If one of the three breaks cover, a roll to hit is made by the machine gunner.

On a hit, 1d10 rounds hit the target. If full automatic fire is used against unsuspecting targets out in the open, cover rules are not used for the first round. Full automatic fire is very useful against vehicles. Submachine-gun rounds cannot penetrate any vehicle armor, while machine gun rounds can penetrate light armor.

A successful suppressive fire pins down the opponent so he can't move without risking being hit. A Quality of Success roll for the suppression can be directly applied to the opponent as a negative modifier on his Chance of Success.

For example, a machinegun is being used to suppress fire from three enemies using rifles. The suppression is successful, and the machinegunner makes a Quality of Success roll of 45. The three enemies have a negative modifier of 45 on their attempts to hit this turn.

COLD SPACE ROLE-PLAYING GAME

GRENADES

Grenades burst in an area of effect 10 feet (approx. 3 meters) in diameter. The character using the grenade picks a particular target. On a hit, the target suffers the grenade's standard damage. If any other character is within the area of effect, and the number rolled for the original hit would hit that other character with a -30 penalty, that character is also hit. Cover rules apply, but the cover must be between character and blast.

For example, Joe throws a grenade onto a group of three enemy in the wood. He has a target number of 65% with grenades, and hits the target with a roll of 20. The target number of 65 -30 is 35, which is above his roll of 20, so both other characters in the radius of effect are also hit. The trees provide some cover, so each of the three characters make cover rolls. The first roll, for the target, fails, as does the second, but the third cover roll succeeds. Thus targets one and two are hit by the blast, while a tree happens to be between 3 and the blast, and thus he suffers no damage.

Other area of effect weapons such as mines, volleys, artillery fire, etc. use the same process as above, varying in the radius of their area of effect and the damage suffered on a hit. Area of effect weapons can be smothered at great risk. A character can throw herself on a grenade if within the area of effect. If she does, the character suffers 4 times the damage she would normally with no chance of cover. This does protect any others in the area of effect from the blast. Throwing oneself on a grenade is an act of great heroism, and few such heroes survive.

AMMUNITION USE

A full minute round gives time for a lot of shots to be traded. Assume a character is using up a full allotment of ammo per round - that is if the ammo is in clips, the player uses up a clip. If

the ammo is in a feed chamber as in a revolver or repeating rifle, the full chamber is used up. Single shot weapons use only the number of shots actually taken.

GENERAL KNOWLEDGE AND LANGUAGES

There are a lot of situations in which the character has unquantifiable knowledge, such as general geographic knowledge of an area or perhaps cultural knowledge of a people. In these cases, the GM should decide if the player knows anything concerning the situation based on the character's background, and how much the character knows. The level of knowledge can be placed as 4 basic categories: None, Acquainted, Competent, and Fluent.

None means the character has no knowledge or only the most rudimentary knowledge of a situation.

Acquainted means the character has some knowledge, but that knowledge is sparse and incomplete.

Competent means that the character's knowledge is quite good, and the character can be expected to know quite a bit concerning the subject.

Fluent means that the character knows anything a native of the area or equivalent would know. Fluent does not mean the character knows everything.

These categories should be used for languages as well. The skill of linguistics is the study of languages from the inside, as it were, so that one skilled in linguistics can learn languages quickly from first principles, and can decipher languages because the roots of the language are known and the differences can be deduced. Most people cannot learn languages from these operational principles, they learn them from doing. The GM should decide what languages the characters speak, and at what level of competence.

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A person with a Fluency in a language is automatically rated competent in any nonnative dialect of that language, and is automatically rated as Acquainted in related languages. For example, a Fluency in Standard German means the person is automatically Competent in the Bavarian dialect and is automatically Acquainted with Dutch. This simulates the fact that root words can be similar enough to be understandable between languages. A German speaker would be able to - say - ask where the bathroom is and be generally understandable to a Dutch speaker with a bit of effort on both parts, but would be unable to have anything approaching a normal conversation. With Competence, the people involved can communicate normally, but many subtleties are lost. No one would mistake a Competent person as a native. With Fluency, all shades of meaning come through, true translations become possible, and one can pass as a native, all other things being equal.

LEVELS OF MASTERY

Levels of mastery are skill levels at the multiples of +5 (+5, +10, +15, etc.) Each level of mastery gives the character repeated attempts at success. In combat, this translates to multiple attacks per round. A character with a single level of mastery gains a second attack, while one with double mastery (+10) has three attacks per round. Repeated attacks wouldn't mean much for - say - a biology check, so for non-combat skills, each level of mastery gains the character a re-roll if the previous roll fails.

For example, a character with a skill level of +11 not only has a base success chance of 95%, but if the first roll is a failure, the character has 2 re-rolls to make it. A character with a double mastery should almost never fail at that skill.

DESCRIPTIONS OF SUCCESS OR FAILURE

The players should describe what they are attempting to do with a success or failure, whether in combat or non-combat. The GM interprets the degree of success/damage roll according to what was attempted

For example: Paula: "A 38! That's a hit! I thrust the combat knife into the guard's belly and rip up!" Paula: "I roll for damage - a 52, plus 20 from my initiative, +0 for the knife, makes 72 total."

GM: "Ahhh - the guard shudders and jerks away from you, twisting toward Yves. A spatter of blood rains down underneath him. Yves? You are next."

Yves: "I swack him away from me with my baton. Umm - drat! That's a 74! A miss! I needed a 65 or less!"

GM: "Your blow lands on the curved helmet of the guard and glances off, deflecting the force into a tree."

COMPLEX PROBLEMS AND SOLUTION POINTS

If you have a complex task that you don't want to be solved too quickly, you can assign the task a number of Solution Points, which work like Constitution works in combat. The number of points you assign should be proportional to the difficulty of the task. Limit the attempts at solution to one per hour, or day, or week, depending on your idea of the speed of the task.

For example: A player wants to hack into a government computer system. You assign - say - 500 points, and allow attempts once an hour. That should draw the task out, especially if you have counter-attacking ICE taking points back!

COLD SPACE ROLE-PLAYING GAME

Washington Herald, February 25, 1953

FLYING FISH RECOVERED: CREW FOUND ALIVE ON NEW EARTH

Cape Canaveral, February 24. (AP) -- There was a deal of shock and amazement at the Hoover Space Center this morning when the first man to exit the returning Orion colony ship was none other than Cpt. Damien Samuel Montague, commanding officer of the URC Flying Fish.

The Flying Fish left Earth more than a year ago to colonize the far reaches of the Alpha Centauri star system and had not been heard from since.

An even more astonishing story awaited reporters as Montague delivered an impromptu speech from the Orion's boarding ramp.

They had found a life-bearing planet, he said, a planet so much like God's green Earth that the crew of the Flying Fish was able to live and survive there until Orion arrived to establish a more permanent American colony.

They named this planet Roosevelt in honor of the great wartime president.

Montague said, "I cannot describe to you the amazing sensation I felt, walking upon a new world only to find it so much like the home I'd left behind. Roosevelt is so alive. In the short time I spent there, I've seen as many species as the entire Earth can claim, some of them similar, familiar, and some of them so alien as to complete the fantasy of a land before time. Before Man."

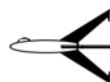
So far the United States Rocket Corps has released no official information beyond Montague's speech. But they have promise pictures of Roosevelt's geography and wildlife as soon as they have been analyzed by government scientists.

The Cpt.'s speech ended on a pious note: "Roosevelt's heavier gravity is offset by a lightness of spirit, something indescribable, almost religious, beyond what even its natural beauty can account for. It was a magic of the soul."



COLD SPACE ROLE-PLAYING GAME

COLD SPACE CHARACTER GENERATION



COLD SPACE ROLE-PLAYING GAME

CHARACTER GENERATION PROCEDURE

TO BEGIN

The first thing to determine is the character's culture. The GM will also work with you to determine your character's "Mother's Milk" skills, based on the character's culture and particular background - the character's birth rank is important here. These Mother's Milk skills are skills the character has learned before the age of 10 - thus "absorbed with the mother's milk. Every character has 4 of these Mother's Milk skills before the age of 10. See "Appendix C" on page 165.

It should be noted that the character can possibly move around from nation to nation after the character is born. This should be worked out with your GM as you are preparing the character for play.

The GM may give you an age range at which it is appropriate for the character to begin play. As the character ages, wealth increases and skills increase, but physical stats decline, so what might be challenging for a character in her late twenties could be boring for a character in her mid fifties. The GM has reasons for recommending a particular age range.

Adventures typically define the most important part of a year in the character's life, even if they only take a few weeks to complete, or even a few hours. The balance of the year, the character should be doing whatever characters do in their boring hum-drum lives. At the end of the adventure, the character should age another year on the worksheet. You and the GM will together decide which is the appropriate profession to describe what the character has done for the adventure, and you can then roll on or choose from the appropriate skill

tables as you wish. If a Physical Deterioration is appropriate, take care of that just as you would while generating the character.

One thing to remember is that your character is having adventures all the time, even while you are generating him. You are just not acting those adventures out. There is no real difference between a year which has been generated and one which has been acted out. You can generate a character to age 25, take part in an acted out adventure for year twenty-six, generate from 27 to 41, and act out another for year 42.

Another thing to remember is that the character is not just arbitrarily drifting from job to job. **When a character changes employment, it can be thought of as a movement within a larger career.** For instance, if a character goes through a Military College and becomes a Army officer, then after a few years becomes a Spy, doesn't mean he ever stopped being an Army Officer, unless you want it to mean that. In that case he would be in Military Intelligence. Your character can also always return to professions you have left, retaining all his promotions and pay.

There are two different ways to create a standard character, Random and Directed. Random character creation tends to give a more disorderly, organic feel to the characters created with it, while characters created with the Directed method characters tend to be more focused.

Both of these standard character generation methods are fairly intricate and time consuming. A quicker method is to take a pre-generated Archetype character and add however many years of professional experience you want. See "Character Option - Template Characters" on page 67 for available archetypes. Archetypes are 26 years old, and have already had school and work experience. These are much faster to create than standard characters, but are necessarily somewhat less individual.

COLD SPACE ROLE-PLAYING GAME

RANDOM METHOD

Roll for initial characteristics and cash

Strength = 2d6
(i.e. 2 six-sided dice added together)

Strength is the character's muscular prowess. Strength is used in Melee, Blade, and Unarmed combat. Strength is usually abbreviated as **STR**

Coordination and Agility = 2d6
Roll 2d6 - Put the same result under both characteristics.

Coordination is the linking of see, will, and do, quickness and deftness in fine motor skills. Coordination is used in Bow, Firearms, and Beam combat. Coordination is usually abbreviated as **COOR**

Agility. Agility is acrobatics, gymnastics and whole body movement. Agility helps your character with running, jumping, climbing, and any other activity using the whole body. Agility is usually abbreviated as **AGY**

Endurance = 2d6
Roll 2d6

Endurance is the ability to keep going. Endurance helps your character with tasks that are repetitive, long lasting, or performed under adverse circumstances. Endurance is usually abbreviated as **END**

IQ = %d
(Roll 2 ten sided dice and read one die as tens, the other as ones. A 9 and a 4 would be 94. A result of 00 is always read as 100) on the Table, Column 1. Look up the result in the IQ column. **IQ** (Intelligence Quotient) is smarts, problem solving, the ability to see significance and pattern.

LUCK = %d
LUCK is the ability of the character to dictate the terms of a situation for all concerned for one minute/round. The LUCK rating is the number of times a character can use this ability per session.

Cash = %d
Roll on the Table, Column 3 - Starting cash is found here. **Cash** is what your family has set aside for your education. What you don't use up on education becomes your property. The Cash amounts vary by period as inflation sets in.

Charisma= 2d6
Charisma. Attractiveness, persuasiveness. Half physical, half mental. The proportion starts mostly as physical, but increasingly becomes mental as the character ages. Charisma is usually abbreviated as **CHAR**

These are the character's abilities at the age of ten. The character is not finished growing, and will physically change as age and experience modify the character.



COLD SPACE ROLE-PLAYING GAME

DIRECTED METHOD

Place initial characteristics and cash

You have 35 points to apportion between Strength, Coordination, Agility, Endurance, and Charisma. These stats can be used as is. If the GM wants more heroic stature characters, bonus points may be given.

You have 165 points to apportion between IQ, LUCK, and Cash. These are raw scores, and should be looked up on the appropriate table for your Tech Level. For example an IQ score of 50 is equal to an actual IQ of 109.

Strength is the character's muscular prowess. Strength is used in Melee, Blade, and Unarmed combat. Strength is usually abbreviated as **STR**

Coordination is the linking of see, will, and do, quickness and deftness in fine motor skills. Coordination is used in Bow, Firearms, and Beam combat. Coordination is usually abbreviated as **COOR**

Agility. Agility is acrobatics, gymnastics and whole body movement. Agility helps your character with running, jumping, climbing, and any other activity using the whole body. Agility is usually abbreviated as **AGY**

Endurance is the ability to keep going. Endurance helps your character with tasks that are repetitive, long lasting, or performed under adverse circumstances. Endurance is usually abbreviated as **END**

IQ (Intelligence Quotient) is smarts, problem solving, the ability to see significance and pattern.

LUCK is the ability of the character to dictate the terms of a situation for all concerned for one minute/round. The LUCK rating is the number of times a character can use this ability

per session.

Cash is what your family has set aside for your education. What you don't use up on education becomes your property. The Cash amounts vary by period as inflation sets in.

Charisma is attractiveness and persuasiveness, and is half physical and half mental. The proportion starts mostly as physical, but increasingly becomes mental as the character ages. Charisma is usually abbreviated as **CHAR**

These are the character's abilities at the age of ten. The character is not finished growing, and will physically change as age and experience modify the character



COLD SPACE ROLE-PLAYING GAME

RANDOM OR DIRECTED METHOD

These are the character's abilities at the age of ten. The character is not finished growing, and will physically change as age and experience modify the character.

SCHOOLING

Character is age 10. Choose a Junior High School - get 6 skills in 4 years

In the Schools Section, select a Junior High School you would like your character to go to. If your character has the money and meets the minimum requirements, great. Deduct the money from the character's starting total

If you have the money but don't meet the minimum requirements, or meet the requirements but don't have the money, try for a waiver. Roll the amount listed or less, and the requirements are waived for you. Add +1 to your target number for each point of IQ over 120. The character may waive either the cost or the prerequisite (if allowed), but not both.

If you don't make it into any Junior High Schools, or you just don't feel the character would have tried for anything else, use the "Public Junior High School" column.

Roll or choose four times from the table, once for each year, then double the skill in two of those years, i.e. if you got a result of Strength, write down "Strength+2" on your worksheet. If the result is a bonus to a characteristic rather than a skill (i.e. strength+1 or coordination+2, etc.) modify the appropriate characteristic in lieu of gaining a skill. If the character gains a skill for the first time, that skill is at level one (i.e. blade+1). If the character receives a skill already gained, that skill level is modified upward (i.e. blade+2).

In lieu of rolling or choosing a skill from the table, the character may choose from among

the social skills available.

Character is age 14. Choose a High School - get 6 skills - 4 years

In the Schools Section, select a High School you would like your character to go to. If your character has the money and meets the minimum requirements, great. Deduct the money from the character's starting total

If you have the money but don't meet the minimum requirements, or meet the requirements but don't have the money, try for a waiver. Roll the amount listed or less, and the requirements are waived for you. Add +1 to your target number for each point of IQ over 120. The character may waive either the cost or the prerequisite (if allowed), but not both.

If you don't make it into any High Schools, or you just don't feel the character would have tried for anything else, use the "Public High School" column.

Roll or choose four times from the table, once for each year. Then double the skill in two of those years, i.e. if you selected a result of Strength, write down "Strength+2" on your worksheet. If the result is a bonus to a characteristic rather than a skill (i.e. strength+1 or coordination+2, etc.) modify the appropriate characteristic in lieu of gaining a skill. If the character gains a skill for the first time, that skill is at level one (i.e. blade+1). If the character receives a skill already gained, that skill level is modified upward (i.e. blade+2).

In lieu of rolling or choosing a skill from the table, the character may choose from among the social skills available.

COLD SPACE ROLE-PLAYING GAME

COLLEGE & GRAD SCHOOL

In the Schools Section, select a College you would like your character to go to. If your character has the money and meets the minimum requirements, great. Deduct the money from the character's starting total. Unlike Junior High or High School, Colleges and Trade Schools may be entered at any time at age 18 or above, and your character may go to as many as you can afford.

If you have the money but don't meet the minimum requirements, or meet the requirements but don't have the money, try for a waiver. Roll the amount listed or less, and the requirements are waived for you. Add +1 to your target number for each point of IQ over 120. The character may waive either the cost or the prerequisite (if allowed), but not both.

If you don't make it into any College or Trade Schools, or you just don't feel the character would have tried for anything, go directly to Employment.

Roll or choose once from the table for each year spent. Then double the skill in one of every two of years, i.e. if you got a result of Strength, write down "Strength+2" on your worksheet. If the result is a bonus to a characteristic rather than a skill (i.e. strength+1 or coordination+2, etc.) modify the appropriate characteristic in lieu of gaining a skill. If the character gains a skill for the first time, that skill is at level one (i.e. blade+1). If the character receives a skill already gained, that skill level is modified upward (i.e. blade+2).

In lieu of taking a skill from the table, the character may choose from among the social skills available.

Unlike Junior High or High Schools, the character can go to College or Grad School at any time, its just more usual to go at age 18. You can also go to a second college later on.

If you select a college with no cost, that means you must spend the six years *after* you leave college/grad school in service to those who sponsored your education. If an employment lists that school as a prerequisite, entering that employment for six years is considered full payment of your educational debt. If you go to both college and grad school by this means, both debts must be fulfilled in the order you incurred them at the rate of 1.5 years in employment for each year in school (i.e. three years for every two). During these years, you may not change your employment.

OUT INTO THE WORLD

Employment

Select a profession from the appropriate section. If you meet the prerequisites, you are in that profession as long as you wish to stay. If you do not meet the prerequisites, you may attempt a waiver roll. Each year in that employment, the character receives one skill by rolling or choosing from the table listed for that profession. For every six years or fraction thereof your character spends in any one profession, you may select one skill to be doubled, i.e. if your character spends 10 years in a profession, the skill chosen in two of those years may be doubled.

In lieu of rolling or choosing from the skill on the table, the character may choose from among the social skills available.

The character may leave an employment at any time, and may rejoin the employment at a later date. However, if the character does not meet the minimum requirements, the player must again roll waivers.

COLD SPACE ROLE-PLAYING GAME

Roll every 2 years in profession for promotion.

01-35 promotion

36-00 no promotion

With each promotion, your character's level within that profession increases. Note this on your character worksheet in the following fashion: the first year in a profession is always level one. This is notated so, using the profession of Athlete as an example: Athlete/1/1. The second year is also always at level one, and is notated thusly: Athlete/2/1. Note the years in the profession come first, then the level within the profession. At the end of the second year in the profession, roll for promotion. A %d result of 35 or lower gains the character a promotion. Note the promotion under "promotions" on the worksheet with a "yes," and the next year, note the promotion as follows: Athlete/3/2.

Pay is increased by promotion. On the Employment tables under Yearly Income the starting pay is listed (i.e. \$5k start) and the amount by which the pay increases with each promotion (i.e. \$5k jump.) The amount listed as pay is the amount an average person in that profession has as "disposable income" - i.e. the amount left over after basic needs are met. This assumes modest but not frugal living standards appropriate to the position.

AGING

Every 3 years starting at age 34, the character will deteriorate physically. Choose one characteristic from either STR, COOR, AGY or END and lower the stat by one.

This reflects the debilitating effects of aging on the character. **This deterioration happens even after characters join play, and can never be avoided.** The effects of aging can be mitigated or reversed by the character finding employment which increases characteristics, but that comes in lieu of gaining skills.

LUCK

The LUCK number is a resource rather than a stat. By using it, for a very short while, everything falls the character's way. The minute-long time the LUCK is in use can be used to dictate NPC actions and reactions, place NPCs at a disadvantage, get out of horrific danger by lucky flukes, or most anything short of dictating player character actions, moving the game out of genre or setting, or causing death to any character directly. In some cases the GM may need to arbitrate, but the GM is encouraged to use this with a light hand.

GOOD EXAMPLES OF LUCK

"When the nasty executive dives out of the careening Mercedes, I leap on top of him, grabbing him by the throat and rolling with him down the hill."

"The Spetznaz soldier had the magazine in his AK-47 cocked slightly, and it jams when he tries to shoot Evelyn."

"When I challenge the Marine to try a HALO jump from space onto the island, he and all the other guys in the bar get excited about it and start betting."

BAD EXAMPLES OF LUCK

"When the nasty executive dives out of the careening Mercedes, I shoot him in the throat, sending his body rolling down the hill."

"The Spetznaz soldier targets Evelyn with his AK-47, but it morphs into a cold wet mackerel in his hands."

"When I challenge the Marine to try a HALO jump from space onto the island, Joe and Hillary and the other PCs get excited about it and start betting."

COLD SPACE ROLE-PLAYING GAME

COLD SPACE CHARACTER GENERATION TABLES

Roll once each for IQ, LUCK, and Cash when using Random Method

%d roll	IQ	LUCK	Cash 1949-1959
01-09	70	1	\$1,500
10-20	80	1	\$2,000
21-25	85	1	\$3,000
26-30	90	1	\$3,500
31-35	95	1	\$4,500
36-39	100	1	\$6,000
40-42	105	1	\$6,500
43-47	107	1	\$7,500
48-50	109	1	\$8,500
51-53	111	1	\$9,000
54-59	113	1	\$10,000
60-63	115	2	\$11,000
64-67	117	2	\$12,000
68-71	119	2	\$13,000
72-75	121	2	\$13,500
76-79	123	2	\$14,000
80-83	125	2	\$28,000
84-87	127	3	\$42,000
88-91	129	3	\$50,000
92-93	131	3	\$57,000
94-95	133	3	\$71,500
96-97	135	4	\$100,000
98-99	137	4	\$130,000
00	140	5	\$150,000

COLD SPACE ROLE-PLAYING GAME

DESCRIPTION OF SCHOOLS:

Junior High School

Ages 10-13. These schools train the student in the fundamentals of learning while training the child's growing body. For determined character creation, choose four from the skills available and double two. For random character creation, roll 1d6 for the column, select which row you wish to use. Repeat four times, and double results for two of those years, player's choice.

High School

Ages 14-17. The character's physical growth is tapering off, while the intellectual growth begins full flowering. For determined character creation, choose four from the skills available and double two. For random character creation, roll 1d6 for the column, select which row you wish to use. Repeat four times, and double results for two of those years, player's choice.

College

Ages 18 and up. The character's physical growth is almost done, while the intellectual growth reaches its full potential. For determined character creation, choose four from the skills available and double one. For random character creation, roll 2d6 for the skill learned. Repeat four times, and double results for two of those years, player's choice.

Graduate School

Ages 22 and up. The character chooses intensive specialization in certain subjects. For determined character creation, choose one from the skills available for each year you attend, and double results for years which are multiples of two - i.e. years 2, 4, 6, 8, etc. For random character creation, roll 2d6 for the skill learned. Repeat once for every year you attend, and double results for one year out of every two spent

After two years, the character receives a Master's Degree. After four years, a Doctorate. After eight years, a double Doctorate.

One may attend College and Graduate School at any time, but Middle and High Schools must be attended during the years assigned them

Player Option

Instead of doubling a standard skill, the player may choose to take one Social Skill along with the standard skill rolled or chosen.

Doubling Attribute Bonuses

If a player chooses to double an attribute rather than a skill, that attribute may not be doubled again while attending the same school.

COLD SPACE ROLE-PLAYING GAME

JUNIOR HIGH SCHOOLS

Public Junior High School

A 4 year school where the student learns the rudiments of scholastic skills.

Prerequisites: none

Waiver Roll: None **Cost:** \$0

Social skills available: Convince, Goad, Endear, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
STR+2	COOR+2	AGY+2	END+2	CHAR	IQ+5
Writing	Research	Gymnastics	Mathematics	Negotiate	Streetwise

parochial Junior High School

A 4 year school where the student learns the rudiments of scholastic skills in a religious setting.

Prerequisites: none

Waiver Roll: 15% **Cost:** \$1,000

Social Skills available: Convince, Goad, Endear, Engrace, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
STR	COOR+2	AGY+2	END	CHAR+2	IQ+10
Writing	Focus	History	Mathematics	Meditation	Linguistics

Military School

A 4 year school where the student learns the rudiments of scholastic skills in a rigorously disciplined setting.

Prerequisites: STR 8 or more, COOR 8 or more

Waiver Roll: 20% **Cost:** \$2,500

Social skills available: Goad, Engrace, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
STR+2	COOR+2	AGY+2	END+2	CHAR	STR+2
Blade	Research	Gymnastics	Leadership	History	Organize

COLD SPACE ROLE-PLAYING GAME

HIGH SCHOOLS

Public High School

A 4 year school where the student learns the minimum scholastic skills necessary for college.

Prerequisites: none

Waiver Roll: None **Cost:** \$0

Social skills available: Convince, Goad, Entice, Endear, Engrace, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Biology	Chemistry	Physics	Writing	Mathematics	Astronomy
Cooking	Analyze	Electronics	Mechanics	Business	calc/comp
STR	COOR	AGY	END	CHAR	IQ+5

Parochial High School

A 4 year school where the student learns the necessary scholastic skills in a religious atmosphere.

Prerequisites: IQ 110 or higher

Waiver Roll: 15% **Cost:** \$1,500

Social skills available: Convince, Goad, Entice, Endear, Engrace, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Biology	Chemistry	Physics	Writing	Mathematics	Astronomy
Research	Organize	Analyze	Focus	Psychology	Alert
STR	COOR	AGY	END+2	CHAR+2	IQ+10
Adapt	Gymnastics	Linguistics	Alert	Observe	History

Military High School

A 4 year school where the student learns scholastic skills along with discipline and responsibility.

Prerequisites: Military Junior High School or END 8 or more

Waiver Roll: 20% **Cost:** \$1,500

Social skills available: Goad, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Biology	Chemistry	Physics	Writing	Mathematics	Astronomy
Organize	Swimming	Blade	Firearms	Climbing	Overdo
STR+2	COOR	AGY	END+2	CHAR	IQ+5
Adapt	Alert	Focus	Leadership	Observe	Psychology

COLD SPACE ROLE-PLAYING GAME

Private Prep School

A 4 year school where the student learns the scholastic skills and comporment necessary to enter a prestigious college.

Prerequisites: IQ 110 or higher

Waiver Roll: 10% **Cost:** \$5,000

Social skills available: Convince, Goad, Endear, Engrace, React, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Biology	Chemistry	Physics	Writing	Mathematics	Astronomy
Analyze	Convince	History	Gymnastics	Leadership	calc/comp
STR	COOR+2	AGY+2	END	CHAR+2	IQ+5
Psychology	Sociology	Linguistics	Swimming	Observe	Intimidate

Technical High School

A 4 year school where the student learns the scholastic and technical skills necessary for a technical career.

Prerequisites: IQ 110 or higher, and either Mathematics+1 or Electronics+1, or Calc/comp+1

Waiver Roll: 10% **Cost:** \$1,000

Social skills available: Convince, Endear, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Biology	Chemistry	Physics	Writing	Mathematics	Astronomy
Organize	Carpentry	Electronics	Mechanics	Business	Calc/comp
STR	COOR+2	AGY	END+2	CHAR	IQ+10
Analyze	Operate	Overdo	History	Evaluate	Repair

Reform School

A 4 year school where the student learns scholastic skills instead of incarceration.

Prerequisites: none

Waiver Roll: None **Cost:** \$0

Social skills available: Convince, Goad, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Biology	Chemistry	Physics	Writing	Mathematics	Astronomy
Cooking	Carpentry	Construction	Mechanics	Business	Mechanics
STR	COOR+2	AGY+2	END	CHAR	Driving
Brawl	Stash	Melee	Firearms	Drink	Drug

COLD SPACE ROLE-PLAYING GAME

Arts High School

A 4 year school where the student learns scholastic and artistic skills.

Prerequisites: CHAR 8 or higher, COOR 8 or higher

Waiver Roll: 20% **Cost:** \$1,800

Social skills available: Convince, Goad, Entice, Endear, Engrace, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Biology	Chemistry	Physics	Writing	Mathematics	Astronomy
Organize	Blade	History	Focus	Meditation	Gymnastics
STR	COOR	AGY+2	END+2	CHAR+2	IQ+5
Music	Disguise	Driving	Observe	Painting	Sculpture

High School for the Gifted

A 4 year school where the student learns scholastic skills at an accelerated pace.

Prerequisites: IQ 120 or higher

Waiver Roll: 05% **Cost:** \$3,000

Social skills available: Convince, Goad, Endear, React, Adapt, Operate, Overdo

Skill Tables: roll 1d6

1	2	3	4	5	6
Biology	Chemistry	Physics	Writing	Mathematics	Astronomy
Calc/comp	Electronics	Analyze	History	Linguistics	Overdo
STR	COOR	AGY	END	CHAR	IQ+15
Psychology	Sociology	Analyze	Minerology	Research	Weather

COLD SPACE ROLE-PLAYING GAME

COLLEGES

Liberal Arts College

A 4 year school where the student learns important scholastic skills.

Prerequisites: Any High School

Waiver Roll: 15% **Cost:** \$3,000

Social skills available: Convince, Goad, Entice, Endear, Engrace, Operate, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Drugs	Mathematics	Business	Writing	Chemistry
7	8	9	10	11	12
Biology	Research	History	IQ+5	Driving	Drinking

Arts College

A 4 year school where the student learns scholastic and artistic skills.

Prerequisites: Arts High School

Waiver Roll: 20% **Cost:** \$3,000

Social skills available: Convince, Goad, Entice, Endear, Engrace, Adapt

Skill Tables: roll 2d6

	2	3	4	5	6
	Calc/Comp	Mechanics	IQ+5	Observe	Painting
7	8	9	10	11	12
Sculpture	Music	COOR	Taste	AGY	Writing

Military Academy

A 4 year school where the student learns scholastic and military skills to prepare for a military career.

Prerequisites: Military High School and IQ 120 or higher

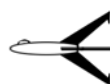
Waiver Roll: 05%

Cost: No monetary cost. Character must serve 6 years in any profession with Military Academy listed as a prerequisite.

Social skills available: Convince, Goad, React, Adapt, Operate, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	History	Strategy	Tactics	Firearms	Unarm
7	8	9	10	11	12
Leadership	END	IQ+10	Survival	Cryptogra- phy	Demolition



COLD SPACE ROLE-PLAYING GAME

Exclusive College

A 4 year school where the student learns scholastic skills from the best teachers money can buy.

Prerequisites: Private Prep School or IQ 120 or higher

Waiver Roll: 10% **Cost:** \$20,000

Social skills available: Convince, Goad, Entice, Endear, Engrace, Operate

Skill Tables: roll 2d6

	2	3	4	5	6
	IQ+5	Analyze	Chemistry	Business	Linguistics
7	8	9	10	11	12
History	Psychology	Biology	Mathematics	Astronomy	Drinking

Seminary College

A 4 year school where the student learns the rudiments of scholastic skills.

Prerequisites: Any High School

Waiver Roll: 15% **Cost:** No monetary cost. Character must serve 6 years in any profession with Seminary College listed as a prerequisite.

Social skills available: Convince, Endear, Engrace, React, Adapt, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Focus	Writing	Negotiate	Instruct	Psychology
7	8	9	10	11	12
Research	Meditation	Streetwise	Observe	History	CHAR

Agricultural & Military (A&M) College

A 4 year school where the student learns military and farming skills.

Prerequisites: Any High School

Waiver Roll: 20% **Cost:** \$2,000

Social skills available: Goad, Endear, React, Adapt, Operate, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Tactics	Driving	Leadership	Firearms	Organize
7	8	9	10	11	12
Observe	Husbandry	Biology	herbalism	Calc/comp	Minerology

COLD SPACE ROLE-PLAYING GAME

Science College

A 4 year school where the student learns the rudiments of scholastic skills.

Prerequisites: High School for the Gifted, or Technical High School and IQ 120 or more

Waiver Roll: 05% **Cost:** \$2,500

Social skills available: Convince, React, Adapt, Operate, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Focus	Weather	Chemistry	Analyze	Physics
7	8	9	10	11	12
Mathematics	Research	Biology	Calc/comp	Atomic	Observe

Nursing College

A 4 year school where the student learns the specific skills needed in Nursing.

Prerequisites: Any High School

Waiver Roll: 15% **Cost:** \$1,500

Social skills available: Convince, Goad, Entice, Endear, Engrace, Adapt, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Research	Calc/comp	Analyze	Drug	Biology
7	8	9	10	11	12
Organize	Chemistry	Diagnosis	Observe	Psychology	Treatment

Educational College

A 4 year school where the student learns to teach others.

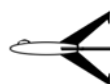
Prerequisites: none

Waiver Roll: None **Cost:** \$No monetary cost. Character must serve 6 years as a Teacher.

Social skills available: Convince, Goad, Endear, Engrace, React, Adapt, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Brawl	Alert	Research	END	Psychology
7	8	9	10	11	12
Instruct	Observe	Calc/comp	Intimidate	Negotiate	Organize



COLD SPACE ROLE-PLAYING GAME

Trade School College

A 2 year school where the student learns the basics of a profession

Prerequisites: Any High School

Waiver Roll: 30% **Cost:** \$1,000

Social skills available: As Profession

Sill Tables: roll 2d6

Use one of the following Profession tables:

Artist, Businessman, Civilian Spacer, Civilian Technician, Entertainer, Police, Reporter

Business College

A 4 year school where the student learns Business skills.

Prerequisites: none

Waiver Roll: None **Cost:** \$2,000

Social skills available: Convince, Goad, Entice, Endear, Adapt, Operate, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Streetwise	Drinking	Analyze	Psychology	Negotiate
7	8	9	10	11	12
Business	Sell	Tactics	Evaluate	Intimidate	CHAR

Agricultural College

A 4 year school where the student learns basic scholastic and agricultural skills.

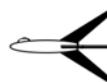
Prerequisites: Any High School, Farm Background

Waiver Roll: 15% **Cost:** \$2,000

Social skills available: Endear, React, Adapt, Operate, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	END	Weather	Mechanics	Herbalism	Biology
7	8	9	10	11	12
Chemistry	Training	Husbandry	Business	Ride	Mineralogy



COLD SPACE ROLE-PLAYING GAME

Engineering (Tech) College

A 4 year school where the student learns advanced technical and scholastic skills.

Prerequisites: Technical High School

Waiver Roll: 25%

Cost: \$4,000

Social skills available: Convince, Goad, React, Adapt, Operate, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Repair	Focus	Analyze	Electronics	Physics
7	8	9	10	11	12
Mechanics	Mathematics	Calc/comp	Observe	Construction	IQ+10

GRADUATE SCHOOL

Graduate School

A 2 year (Masters) or 4 year (Ph.D.) school where the student learns more intensely the skills learned in any undergraduate college.

Prerequisites: Any College

Waiver Roll: 10%

Cost: \$4,000

Social skills available: As College Selected

Skill Tables: Use College Table Selected

Medical School

A 4 year school where the student learns medical diagnosis and treatment skills.

Prerequisites: Liberal Arts College or Exclusive College

Waiver Roll: 05%

Cost: \$100,000, plus Internship for 3 years

Social skills available: Convince, Goad, Entice, React, Adapt, Operate, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Focus	Research	Observe	Diagnose	Treatment
7	8	9	10	11	12
Drug	Surgery	Analyze	Biology	Psychology	Calc/comp

Military Specialty School

A 1 year or 2 year school where the character learns more intensely the skills learned in the character's current military profession.

Prerequisites: as the profession

Waiver Roll: 10%

Cost: \$4,000

Social skills available: As Profession

Skill Tables: Use Profession Table Selected

COLD SPACE ROLE-PLAYING GAME

Internship

A 3 year intensive medical training and service program.

Prerequisites: Medical School

Waiver Roll: None **Cost:** \$0

Social skills available: Convince, Goad, Entice, React, Adapt, Operate, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Research	Biology	END	Treatment	Diagnose
7	8	9	10	11	12
Drug	Surgery	Overdo	Drinking	Chemistry	Calc/comp

Law School

A 3 year school where the student learns the practice and theory of Law.

Prerequisites: Liberal Arts College or Exclusive College

Waiver Roll: 10% **Cost:** \$25,000

Social skills available: Convince, Goad, Entice, Endear, Adapt, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	Streetwise	Business	Analyze	Negotiate	Law
7	8	9	10	11	12
IQ+5	Intimidate	Psychology	Research	Evaluate	Organize

Officer Candidate School

A 2 year (Masters) or 4 year (Ph.D.) school where the student learns military skills.

Prerequisites: Agricultural and Military (A&M) College

Waiver Roll: 10%

Cost: No monetary cost. Character must serve 6 years in any profession with Military Academy listed as a prerequisite.

Social skills available: Convince, Goad, React, Adapt, Operate, Overdo

Skill Tables: roll 2d6

	2	3	4	5	6
	History	Strategy	Tactics	Firearms	Unarm
7	8	9	10	11	12
Leadership	END	IQ+10	Survival	Cryptogra- phy	Demolition

COLD SPACE ROLE-PLAYING GAME

CAREER SKILLS

Artist:

A person that has talents in the visual arts.

Prerequisite: CHAR+8, COOR+10 or Art College

Waiver: 20%

Yr. Income: \$1k start \$2k jump

Social skills available: Convince+2, Goad+2, Entice+2, Endear+2, Engrace, Adapt,

1	2	3	4	5	6
CHAR	Streetwise	Drug	Drinking	Streetwise	CHAR
Painting	Sculpture	Smithing	Construction	Taste	Painting
Business	Observe	Negotiate	Sociology	Psychology	Sociology

Assassin:

A person that is hired to kill a specific person

Prerequisite: Melee, Firearm or Blade, Firearm or Reform School

Waiver: 25%

Yr. Income: \$1k start \$3k jump

Social skills available: Convince, Goad+2, React+2, Adapt+2, Operate, Overdo

1	2	3	4	5	6
Picking	Sleight	Sneaking	Disguise	Intimidate	Sneaking
Firearms	Blade	Melee	Brawl	Firearms	Blade
Drug	Demolition	Snare	Streetwise	Focus	Demolition

Athlete:

A person who plays a professional sport.

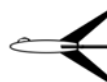
Prerequisite: One physical Attribute 10 or more, two other physical Attributes 8 or more, CHAR 8 or more

Waiver: 10%

Yr. Income: \$2k start \$4k jump

Social skills available: Convince, Goad, Entice, Endear, Engrace+2, React+2, Adapt+2, Operate, Overdo+2

1	2	3	4	5	6
STR	COOR	AGY	END	CHAR	Business
Negotiation	CHAR	END	Tactics	Psychology	Drug
Drink	Leadership	Martial Arts	STR	Drug	COOR



COLD SPACE ROLE-PLAYING GAME

Attorney:

A practicing Lawyer.

Prerequisite: Law School

Waiver: 05%

Yr. Income: \$5k start \$10k jump

Social skills available: Convince+2, Goad+2, Entice+2, Endear+2, Engrace, React, Adapt, Operate, Overdo

1	2	3	4	5	6
Law	CHAR	Writing	Psychology	Negotiation	Business
History	Research	Law	CHAR	Research	Law
END	Drugs	Drink	Writing	Law	Negotiation

Businessman:

A person that sells merchandise.

Prerequisite: Business Trade School or Business School

Waiver: 25%

Yr. Income: \$2K start \$3k jump

Social skills available: Convince+2, Goad+2, Entice+2, Endear, Engrace, React, Adapt+2, Operate, Overdo

1	2	3	4	5	6
Business	Negotiate	Business	Strategy	Negotiate	Tactics
Driving	Leadership	Law	Stash	CHAR	Alert

Civilian Spacer:

A person that is part of the crew of a civilian spaceship.

Prerequisite: Calc/comp+2, IQ 100 or more or Engineering College

Waiver: 85%

Yr. Income: \$3k start \$3k jump

Social skills available: Convince, React+2, Adapt+2, Operate+2, Overdo

1	2	3	4	5	6
Pilot	Atomic	Pilot	Calc/Comp	Atomic	Calc/Comp
Electronics	Stash	Mechanics	Brawl	Astronomy	Course

Civilian Scientist:

A person that specializes in one or more of the sciences.

Prerequisite: Science College or Engineering College

Waiver: 85%

Yr. Income: \$4k start \$5k jump

Social skills available: Goad, Convince+2, React, Adapt+2, Operate+2, Overdo

1	2	3	4	5	6
Biology	Chemistry	Biology	Chemistry	Physics	Physics
Mechanics	Astronomy	Atomic	Mechanics	Atomic	Astronomy
Research	Calc/Comp	Research	Electronics	Electronics	Calc/Comp

COLD SPACE ROLE-PLAYING GAME

Civilian Technician:

A person who is hired by the military for technical work.

Prerequisite: Engineering College

Waiver: 95%

Yr. Income: \$3k start \$4k jump

Social skills available: Goad, Entice, Convince, React, Adapt+2, Operate+2, Overdo

1	2	3	4	5	6
Mechanics	Electronics	Calc/comp	Electronics	Mechanics	Calc/Comp
Atomic	Negotiate	Atomic	Driving	Research	Evaluate

Colonist:

A person attempting to settle an off-world colony.

Prerequisite: Biology+2 or Chemistry+2 or A&M College

Waiver: 90%

Yr. Income: \$1k start \$1k jump

Social skills available: React, Adapt+2, Operate+2, Overdo+2

1	2	3	4	5	6
Husbandry	Herbalism	Alert	Husbandry	Mechanics	Mineralogy
Biology	Carpentry	Biology	Chemistry	Smithing	Weather

Contractor:

A person who makes structures and vessels.

Prerequisite: Construction+2

Waiver: 20%

Yr. Income: \$3k start \$3k jump

Social skills available: Convince, Goad+2, React, Operate+2, Overdo+2

1	2	3	4	5	6
Carpentry	Mechanics	Demolition	Mechanics	Construction	Construction
Electronics	Electronics	Calc/Comp	Zero-G	Brawl	Streetwise

Doctor:

A person who specializes in healing disease and injury.

Prerequisite: Medical School

Waiver: 05%

Yr. Income: \$5k start \$10k jump

Social skills available: Convince, Goad, Adapt+2, Operate+2, Overdo+2

1	2	3	4	5	6
Diagnosis	Biology	Treatment	Diagnosis	Treatment	Surgery
Drugs	Psychology	COOR	Research	Drugs	Blade
Biology	END	Research	Treatment	Drugs	Diagnosis

COLD SPACE ROLE-PLAYING GAME

Entertainer:

A person who entertains people for a living.

Prerequisite: Art College or CHAR 12 or higher.

Waiver: 20%

Yr. Income: \$1k start \$3k jump

Social skills available: Convince+2, Goad+2, Entice, Endea+2r, Engrace+2

1	2	3	4	5	6
CHAR	Sleight	COOR	Music	CHAR	Psychology
Stash	Gymnastic	Writing	Negotiate	Streetwise	COOR
Music	Negotiate	Drugs	Gymnastics	END	CHAR

Merchant:

A person who buys and sells cargo on colonies and space stations.

Prerequisite: IQ 100, END 8 or higher

Waiver: 50%

Yr. Income: \$1k start \$5k jump

Social skills available: Convince+2, Goad+2, Entice+2, Endear, Adapt, Operate

1	2	3	4	5	6
Evaluate	Negotiate	Evaluate	Business	Business	Taste
Stash	Sell	Intimidate	Law	Mechanics	Psychology

Nurse:

A person who cares for the sick and injured.

Prerequisite: Nursing College

Waiver: 05%

Yr. Income: \$1k start \$1k jump

Social skills available: Convince, Goad+2, Entice, Endear+2, Engrace, React+2, Adapt, Operate+2, Overdo+2

1	2	3	4	5	6
Sociology	Biology	Chemistry	Psychology	Diagnosis	Treatment
Calc/Comp	Drugs	Calc/Comp	Research	Research	Drugs
Brawl	Driving	Research	Calc/Comp	Alert	Biology

Martial Artist:

A person who is an expert in personal combat.

Prerequisite: Martial Arts+5 or melee+5 or blade+5

Waiver: 05%

Yr. Income: \$1k start \$1k jump

Social skills available: Goad, Entice, Engrace+2, React+2, Adapt+2, Overdo+2

1	2	3	4	5	6
Blade	Martial Arts	Melee	Martial Arts	Melee	Blade
STR	COOR	AGY	END	COOR	AGY
Focus	Meditation	Evaluate	Focus	Gymnastics	Sneak

COLD SPACE ROLE-PLAYING GAME

Police:

A person trained in legal coercion and criminal justice.

Prerequisite: Law Enforcement Trade School or Law+1, END 8 or higher or Law+1, Firearms+2

Waiver: 25%

Yr. Income: \$1k start \$1k jump

Social skills available: Convince+2, Goad, React, Adapt+2, Operate+2, Overdo

1	2	3	4	5	6
Law	Writing	Psychology	Law	Psychology	Negotiate
Firearms	Melee	Driving	Firearms	Drugs	Driving
Evaluate	Intimidate	Law	Picking	Research	Riding

Priest/Minister:

A person ministering to the spiritual needs of a neighborhood.

Prerequisite: Seminary College

Waiver: 10%

Yr. Income: \$1k start \$1k jump

Social skills available: Convince+2, Goad+2, Entice, Endear+2, Engrace, Adapt, Overdo

1	2	3	4	5	6
Streetwise	CHAR	Leadership	Writing	Psychology	Streetwise
Psychology	Negotiate	Intimidation	Psychology	CHAR	Intimidation

Reporter:

A person that is able to obtain information for the general public.

Prerequisite: Char+10, End+8, Writing+1 or Liberal Arts College or Exclusive College

Waiver: 25%

Yr. Income: \$1k start \$2k jump

Social skills available: Convince+2, Goad+2, Entice+2, Endear, Engrace, React, Adapt+2, Operate, Overdo

1	2	3	4	5	6
Brawl	Streetwise	Psychology	Brawl	Streetwise	Research
Negotiate	Law	Negotiate	CHAR	Writing	Driving
Research	Drinking	Streetwise	Writing	Research	Writing

Security Guard:

A person who is hired to protect something.

Prerequisite: Any College

Waiver: 80%

Yr. Income: \$1k start \$1k jump

Social skills available: Goad+2, React+2, Adapt, Operate, Overdo+2

1	2	3	4	5	6
END	Melee	Alert	Melee	Firearms	END
Driving	Drug	END	Alert	Streetwise	Firearms



COLD SPACE ROLE-PLAYING GAME

Stationer:

A person who lives and works on a space station.

Prerequisite: Zero-G+1

Waiver: 50%

Yr. Income: \$1k start \$2k jump

Social skills available: Convince, Goad, Entice, Endear+2, Engrace, Adapt+2, Operate+2

1	2	3	4	5	6
Zero-G	Electronics	Zero-G	Construct	Electronics	Cook
Brawl	Evaluate	Biology	Mechanics	Calc/Comp	Psychology

Teacher:

A person trained as an instructor.

Prerequisite: Liberal Arts College, IQ 110 or above or Education College

Waiver: 45%

Yr. Income: \$2k start \$2k jump

Social skills available: Convince+2, Goad+2, Entice+2, Endear, Engrace, Adapt, Overdo

1	2	3	4	5	6
Sociology	CHAR	END	Organization	Alert	CHAR
Focus	Alert	Convince	Psychology	Focus	Sociology
Psychology	END	Streetwise	Streetwise	Psychology	Intimidate

Thief:

A person who survives using quickness of hand and mind.

Prerequisite: COOR 10 or more, AGY 8 or more or Reform School

Waiver: 35%

Yr. Income: \$1k start \$1k jump

Social skills available: Convince+2, Goad, Entice+2, React+2, Adapt, Operate, Overdo

1	2	3	4	5	6
Sleight	Forgery	Sneak	Forgery	Sleight	Sneak
Gymnastics	Streetwise	Alert	Focus	Gymnastics	Streetwise
Firearm	Melee	Driving	Picking	Melee	Picking

Unemployed:

A person that has no employment.

Prerequisite: N/A

Waiver: N/A

Yr. Income: \$0

Social skills available: Convince, Goad, Entice, Endear, Engrace, React, Adapt, Operate, Overdo

1	2	3	4	5	6
Streetwise	Drug	Driving	Streetwise	Driving	END
Brawl	Drug	Drink	Drug	Adapt	Operate



COLD SPACE ROLE-PLAYING GAME

MILITARY CAREERS

Air Force:

Member of the air-based armed services.

Prerequisite: Military Academy or Officer Candidate School, IQ 100 or more, COOR 8 or more

Waiver: 10%

Yr. Income: \$1k start \$2k jump

Social skills available: Goad, Entice, Engrace+2, React, Adapt, Operate+2, Overdo

1	2	3	4	5	6
Pilot	Electronics	Physics	Astronomy	Gunnery	Pilot
Biology	Astronomy	Mechanics	Physics	Research	Electronics
END	Pilot	COOR	Zero-G	Pilot	Focus

Army:

Member of the land-based armed services

Prerequisite: STR 8 or more, END 10 or more, or Military Academy or Officer Candidate School

Waiver: 40%

Yr. Income: \$1k start \$1k jump

Social skills available: Goad+2, React+2, Adapt, Operate, Overdo+2

1	2	3	4	5	6
Electronics	Mechanics	Driving	Survival	Alert	Survival
Leadership	Tactics	Strategy	Gunnery	Psychology	Leadership
Firearm	Unarm	Melee	Unarm	Firearm	Gunnery

Marines:

Member of the Air/Sea/Space ground-fighting elite armed services.

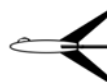
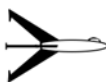
Prerequisite: Military Academy or Officer Candidate School or END 9 or more, STR 9 or more

Waiver: 05%

Yr. Income: \$1k start \$2k jump

Social skills available: Goad, Engrace, React+2, Adapt+2, Operate+2, Overdo+2

1	2	3	4	5	6
Zero-G	Survival	Alert	Zero-G	Tactics	Strategy
Driving	Gunnery	Insertion	Gunnery	Insertion	Leadership
Firearm	Unarm	Blade	Dash	Firearm	Gyrojet



COLD SPACE ROLE-PLAYING GAME

Navy:

A member of the water-based armed services.

Prerequisite: Military Academy or Officer Candidate School or END 9 or more, STR 9 or more

Waiver: 05%

Yr. Income: \$2k start \$2k jump

Social skills available: Goad, Engrace, React, Adapt+2, Operate+2, Overdo

1	2	3	4	5	6
Electronics	Mechanics	Gunnery	Course	Demolition	Pilot
Melee	Unarm	Blade	Firearm	Course	Strategy
Tactics	Astronomy	Tactics	Gunnery	Gunnery	Course

Ranger:

A military person trained in intrusion and disruption tactics.

Prerequisite: Military Academy or Officer Candidate School or END 9 or more, STR 9 or more

Waiver: 05%

Yr. Income: \$1k start \$2k jump

Social skills available: Goad, Engrace, React+2, Adapt+2, Operate, Overdo+2

1	2	3	4	5	6
Electronics	Mechanics	Demolition	Tracking	Demolition	Insertion
Insertion	Snare	Cryptogra- phy	Survival	Dash	Survival
Melee	Bow	Blade	Firearm	Unarm	Firearm

Rocket Corps - Engineering:

A military person trained in spaceship drives and engineering.

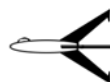
Prerequisite: Military Academy or Officer Candidate School or IQ 120 or more, COOR 9 or more

Waiver: 05%

Yr. Income: \$2k start \$3k jump

Social skills available: Goad, Engrace, React, Adapt+2, Operate+2, Overdo

1	2	3	4	5	6
Electronics	Mechanics	Atomic	Electronics	Atomic	Construction
Calc/comp	Unarm	Calc/comp	Physics	Unarm	Physics



COLD SPACE ROLE-PLAYING GAME

Rocket Corps - Line:

A member of the space-based armed services.

Prerequisite: Military Academy or Officer Candidate School or END 9 or more, STR 9 or more

Waiver: 05%

Yr. Income: \$2k start \$3k jump

Social skills available: Goad, Engrace, React, Adapt, Operate+2, Overdo+2

1	2	3	4	5	6
Electronics	Mechanics	Demolition	Course	Demolition	Pilot
Melee	Unarm	Blade	Firearm	Melee	Gyrojet
Tactics	Astronomy	Tactics	Gunnery	Course	Gunnery

Rocket Corps - Scout and Survey:

A member of the elite planetary discovery, mapping, and evaluation teams.

Prerequisite: Military Academy or Officer Candidate School or END 11 or more, IQ 110 or more

Waiver: 05%

Yr. Income: \$2k start \$3k jump

Social skills available: Goad, Engrace, React, Adapt+2, Operate+2, Overdo

1	2	3	4	5	6
Pilot	Electronics	Mechanics	Planetology	Planetology	Pilot
Unarm	Biology	Firearm	Biology	Atomic	Gyrojet
Survival	Astronomy	Mineralogy	Survival	Course	Mineralogy

Spy:

A member of an intelligence organization, such as the CIA or NSA.

Prerequisite: Any College, IQ 110 or more

Waiver: 05%

Yr. Income: \$3k start \$3k jump

Social skills available: Goad+2, Entice+2, Convince+2, Endear+2, React, Adapt, Operate, Overdo

1	2	3	4	5	6
Driving	Demolition	Streetwise	Sleight	Disguise	Psychology
Unarm	Firearms	Linguistics	Unarm	Blade	Gymnastics
Sneak	Alert	Picking	Sneak	Cryptogra- phy	Cryptogra- phy

Medic:

A military person who cares for the sick and injured.

Prerequisite: Nursing College

Waiver: 25%

Yr. Income: \$1k start \$1k jump

Social skills available: Convince, Goad+2, Entice, Endear+2, Engrace, React+2, Adapt, Operate+2, Overdo+2

1	2	3	4	5	6
Surgery	Biology	Chemistry	Psychology	Drugs	Surgery
Firearms	Insertion	Unarm	Alert	Survival	Drugs

COLD SPACE ROLE-PLAYING GAME

CREATING NEW CHARACTER EMPLOYMENTS

You are encouraged to create your own employments for characters. The employments listed in this book should give you a good idea of what an employment requires in general, and this section will detail the creation of a new employment for you to use as an example. For this example, we will create the employment of "Attache". An attache is a low level diplomat attached (hence the name) to a consulate or embassy as a specialist - for example a military attache or a cultural attache.

Available Skills:

The first step in turning this general job description into an employment is to isolate the skills the job will use. An Attache would use:

- 1: **Business**, because a lot of the subject matter of international negotiation is trade,
 - 2: **Convince**, because it is always useful to convince to your point of view,
 - 3: **Cryptography**, because information flow between an embassy or consulate and the home nation is always encrypted,
 - 4: **Disguise**, because sometimes you need to get out without being noticed,
 - 5: **History**, because what happened in a border raid 350 years ago affects how your government is viewed.
 - 6: **Linguistics**, because you must communicate directly with the locals, and more importantly to know what they are saying to each other,
 - 7: **Law**, because you must have knowledge of the local laws, and particularly International Law,
 - 8: **Negotiate**, because this is the prime skill of any diplomat,
 - 9: **Psychology**, because it is useful to know how your opponent thinks,
 - 10: **Research**, because in most cases the information you need is never sitting at your fingertips waiting for you to call,
 - 11: **Sociology**, because nations are composed of societies and cultures.
- That is a good range of skills, making this an attractive package.

Skill Tables:

Next, you will need to establish the skill tables for those who use random skill determination. As a rule of thumb, if there are 9 skills or less available to an employment, you should use 2 skill table rows. If there are 10 or more, you should use three. This Employment has 11 skills available, so we will use 3 skill table rows. We will choose negotiate, research, and linguistics as our most important skills and base our skill tables around them.

We can look through the skill tables for other Employments to see if there is anything suitable, but there isn't. We will make up the 3 rows ourselves.

The first row will be based on research, so we will pull in the allied skills of history and sociology, giving us something like: research, history, research, sociology, history, and sociology.

The next row will be based on negotiate, so we will pull in the allied skills of business, linguistics, and convince. The most important of these are negotiate and business, so we will use them twice. This gives us something like business, law, negotiate, convince, business, and negotiate.

This leaves the skills linguistics, cryptography, disguise, and psychology for our third table row. The most important of these are linguistics and cryptography, so we will use those twice. This gives us something like linguistics, disguise, cryptography, linguistics, psychology, and cryptography. Our skill tables are done.

Employment Prerequisites and Waiver Roll:

Now we need to set up the prerequisites for a person to get the job of attache. In this, you should think of it as a job listing in a newspaper - something like "Applicant needs a BS in chemistry and a working knowledge of mechanical distribution systems" or something to that effect. For an Attache, employers would look for an excellent education in the humanities, charisma, and an expertise with a skill. Since it is intended as a position open to the relatively inexperienced, we would make the requirements lower than we would for a Consul or an Ambassador. Let's say we would like someone from an exclusive college and good charisma, or a person with an expertise in a skill and good charisma. This gives us for Prerequisites: CHAR 8+ and any skill+3 or CHAR 8+ and Exclusive College, mainly because it sounds about right.

The Waiver Roll lets us state how stringent our requirements are. In an employment ad, this would be "experience

COLD SPACE ROLE-PLAYING GAME

required" vs. "experience preferred" vs. "no experience necessary". A low stringency threshold would be something like 40-25%, a middling one between that and 15%, and a high threshold higher than 15%. In a job like an attache, you don't want to wade through every factory worker and former farmer trying to better their lot, but on the other hand, you don't want to close out a kid with real potential either. A Waiver Roll of 15% - high, but not too high - seems about right.

Pay Scale:

In setting a pay scale, you have a few things to consider. You don't want to set the scale too low, or people will not want to waste their time with the job. On the other hand, if the pay scale is too high, you risk going over established jobs in the same vein which should be compensated at a higher rate. In other words, you want the Attache to be better compensated than the security guard at the gate, but less than the Ambassador the attache is going to be working under. A pay scale is also composed of two parts, an initial pay and a jump amount. The initial pay reflects the relative difficulty of the job, while the jump amount reflects the risk vs. reward structure. A career like Merchant would have a low initial pay and a high jump amount, to reflect the nature of that career. An Attache would have a fairly high requirement going in - the education and experience required does not come cheap - so the initial pay should be set fairly high, at about 10k. The risk is low, as it is in any civil service career, so we should set the jump amount low, at \$10k.

Thus we have our new Employment:

Attache

An expert attached to a diplomatic team.

Prerequisites: CHAR 8+, any skill+3 or CHAR 8+, Exclusive College

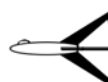
Waiver Roll: 15%

Pay Scale: \$2k start \$2k jump

Social Skills Available: Convince+2, Goad, Entice, Endear+2, Engrace, Adapt+2, Overdo+2

Skill Tables: Roll 1d6

1	2	3	4	5	6
Research	History	Research	Sociology	History	Sociology
Business	Law	Negotiate	Convince	Business	Negotiate
Linguistics	Disguise	Cryptogra- phy	Linguistics	Psychology	Cryptogra- phy



COLD SPACE ROLE-PLAYING GAME

NON-PLAYER CHARACTERS AND CHARACTER OPTIONS



COLD SPACE ROLE-PLAYING GAME

NON-PLAYER CHARACTERS

Non-Player Characters are all the other people in your game setting, besides the Players' characters. They are the farmers whose land the player characters cross. They are the lawyers whose advice the Player Characters seek. They are the mothers and fathers, sisters and brothers, and long lost cousins who show up on the doorstep needing a place to stay. All of them are created by the Game Master to propel the game along and populate the setting.

Chance Met NPCs

There are various levels of reality which go into making up Non-Player Characters (NPCs). Some NPCs are chance met on the road or bumped into at the bar. For example, here is an encounter with a chance met NPC in the Pampas Charter Colony:

[Game Master (GM)] Will goes down in front of the charging herd of pikagudos. Emalee and Esteban, the guide, make it to the side just in time.

[Larry] Ouch! This is gonna hurt!

[GM] (Rolls) Ugh! That's six hits for (Rolls) an average damage of 55 - that's 330 points.

[Larry] Crap! Will's out for the count! Seriously Wounded! Wow!

[Paula] I know! Emmalee uses her luck! The guide - what's his name? Esteban! He was a medic in the military! He can help!

[GM] Ummm, OK... he was a medic, huh? Just give me a second here. That's a twist...

THE INSTANT CHARACTER

The Game Master needs to very quickly roll up a character. He knows Will's really bad off, and the accident has put a crimp in his plans. Will will heal a lot faster with a medic's care. What he needs is an **Instant Character**, just a couple of skill levels and a basic sketch of a personality. He didn't anticipate this particular interaction. He rolled twice on the following table - **Relevant Skill Level Table** - once for Surgery and once for Drugs, getting a +1 and a +3. He decided to change that to a Surgery+3. Then he rolled on the table after that - **Quick Stats Table**- but he didn't like the roll, a 05, so he chose a COOR of 12. Finally he rolled on the last table - **Quick and Dirty Personalities Table**- and got a 29 - Honorable. He liked the result and kept it.

Of course, other NPCs are not just met once and then discarded. Some are coworkers or professionals who interact frequently with the player characters, and some are folk who hire their services, such as guards, or perhaps students who follow the characters around to learn from them. If the characters meet up with or travel with these NPCs frequently, the Game Master will want a bit more detail in the NPC.

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THE TEMPORARY NPC

For instance, the Game Master had initially decided that Esteban was just window dressing for the little hunting trip, but when Larry went down, the Game Master realized he had a cool opportunity. He decided right then to make the guide a focus of the campaign. After the field operation, in which Esteban performed creditably, the Game Master began shaping the newly important guide.

The Guide was now to be a medic, and the Game Master decided to make him be a Ranger as well. He needed a hook for the new NPC, so he rolled on the **NPC Missions Table**. There he rolled that Esteban was on a *Secret Political Mission*. Further amplifying his NPC's background, he chose *A Particular Item of Great Political Value* from the **Object of Mission Table**. He decides that Esteban is an operative for the Pampas Colonial Government, who is using the PCs as cover for his mission - to steal a videotape the PCs are innocently carrying.

The Game Master decides to give *Esteban Immelman* 3 more relevant skills and 10 incidental skills. He rolls 3 more times on the Relevant Skill Table and 10 times on the **Incidental Skill** table. The relevant skills in this case are important skills a Ranger would have, and the incidental skills are minor skills which the Game Master decides should include climbing, riding, linguistics, and such other useful skills. He adds up all of Esteban's skill levels and subtracts one out of every 7 skills. Rounding to the nearest whole number results in Esteban's approximate age.

Deciding how many skills to award an NPC is a delicate thing, and should be left to the discretion of the GM. We offer the following as guidelines:

- Unless a character is very old, she will not have a lot of very high level skills. Remember the trade-off between many skills and depth in those skills. Typical characters will have mastery (skill+5) in at most one skill by the age of 25, and perhaps three or four by age 45. Double mastery (skill+10) is rare, and triple mastery (skill+15) is truly exceptional. Double and triple mastery are indications that the character has neglected breadth of knowledge for the sake of depth of knowledge.
- Giving a character very many skills, many skill masteries, or both means the character will be old. Remember to decrease the character's physical attributes appropriately to reflect the character's aging.
- All these tables are there for your convenience as GM. Think of randomly rolling such things as spur to your imagination. If you decide to just pick something interesting instead of rolling, go for it! If you do roll randomly, ignore any result that is inconsistent with the setting or anything previously established about the character.

The listings are very vague. They should be used as spurs for your creativity. For instance, the result of "Fleeing Persecution" in the **NPC Missions** table implies that there is persecution to be fled from, that someone/some organization is persecuting people, and that this someone has a reason for this persecution, good or bad. Fitting this into your game setting may be impossible, in which case toss out the result and select something different. On the other hand, this could be a hook deeper into something interesting that you hadn't thought about. Is the persecution public? Is it deadly? Are the persecutors likely to come here looking to enforce the persecution? What about the PCs? What will their reaction be? A lot can be built on a vague little two word table result.

COLD SPACE ROLE-PLAYING GAME

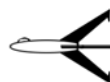
The last table the Game Master uses is the **NPC Relative Wealth** table. This gives an indication of the NPC's possessions. The Game Master selects a moderately wealthy result. This is to reflect the age and skill set the guide would have. With this the character is ready to play long term.

NPC RELEVANT SKILLS TABLE

Relevant Roll or Choose	Skill Level Table Add a +1 if the NPC is a professional Skill Level	Quick Stats Roll or Choose	Table Statistic
%d roll		%d roll	
01-10	0		
11-35	1	01-02	1
36-60	2	03-05	2
61-84	3	06-10	3
85-98	4	11-18	4
99	5	19-28	5
0	6	29-39	6
		40-50	7
		51-60	8
		61-64	9
		65-69	10
		70-74	11
		75-80	12
		81-84	13
		85-88	14
		89-92	15
		93-94	16
		95-96	17
		97-98	18
		99-00	19

NPC MISSIONS TABLE

Roll or choose	NPC Mission
01-05	Open Religious Rite or Ceremony
06-10	Secret Religious Rite or Ceremony
11-15	Victim of Vast Political Conspiracy
16-20	Delusions of Vast Political Conspiracy
21-25	Trade Mission
26-30	Spying
31-35	Searching
36-40	Open Political Mission
41-45	Secret Political Mission
46-50	Tourist
51-55	Member of Political Cabal
56-60	Delusions of Membership in Political Cabal
61-65	On Way to Somewhere Else
66-70	Fleeing Persecution
71-75	Fleeing Law
76-80	Theft or Criminal Activity
81-85	Compelled Against Will
86-90	Madness
91-95	Prophecy
96-00	Love



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QUICK AND DIRTY PERSONALITIES TABLE

Roll or Choose	Personality Hook
01-03	Whimsical
04-06	Brooding
07-09	Pondering
10-12	Joking
13-15	Teasing
16-18	Flighty
19-21	Monomaniacal
22-24	Laid Back
25-27	Focused
28-30	Honorable
31-33	Scheming
34-36	Byzantine
37-39	Straight Arrow
40-42	Patient
43-45	Sneaky
46-48	Despondent
49-51	Sloppy
52-54	Haughty
55-57	Tricky
58-60	Earnest
61-63	Bashful
64-66	Humble
67-69	Angry
70-72	Bitter
73-75	Paranoid
76-78	Watchful
79-81	Planner
82-84	Improvisor
85-87	Whacky
88-90	Reserved
91-93	Brash
94-96	Whining
97-99	Languid
00	Roll twice



COLD SPACE ROLE-PLAYING GAME

OBJECT OF MISSION TABLE

Roll or Choose	Mission Object
01-05	A Particular Player Character
06-10	A Particular Political Figure
11-15	A Particular Religious Figure
16-20	A Particular Relic or Religious Artifact
21-25	A Particular Weapon
26-30	A Particular Person of Opposite Sex
31-35	A Particular Person of Same Sex
36-40	Political Information
41-45	The Player Character Party
46-50	A Particular Symbolic Item
51-55	A Particular Item of Great Monetary Value
56-60	A Particular Item of Great Political Value
61-65	A Particular Technological Item
66-70	A Particular Animal
71-75	A Particular Plant
76-80	A Particular Mineral
81-85	Military Information
86-90	A Particular Piece of Property
91-95	A Particular Item of Great Religious Value
96-00	Information on a Process

INCIDENTAL SKILL TABLE

Roll or Choose	Skill Plus
01-45	1
46-85	2
86-93	3
94-97	4
98-99	5
00	6

Incidental Skills are skills which the character has learned, but which have not proven vital in the character's life's work. For instance, Ride skill for a Diplomat is not vital to the Diplomat's performance of duty, although it may be very useful.

COLD SPACE ROLE-PLAYING GAME

NPC RELATIVE WEALTH TABLE

%d roll	Possessions
01-15	Poor Clothing and Poor Weapon
16-30	Poor Clothing, Poor Weapons, and Poor Mount/vehicle/property
31-40	Decent Clothing and Poor Weapons
41-50	Decent Clothing and Decent Weapons
51-55	Decent Clothing, Decent Weapons, and Decent Mount/vehicle/property
56-60	Good Clothing, Decent Weapons, and Decent Mount/vehicle/property
61-65	Good Clothing, Good Weapons, and Decent Mount/vehicle/property
66-70	Good Clothing, Good Weapons, and Good Mount/vehicle/property
71-73	Excellent Clothing and Decent Weapons
74-76	Excellent Clothing and Good Weapons
77-79	Excellent Clothing, Good Weapons, and Good Mount/vehicle/property
80-82	Excellent Clothing, Excellent Weapons, and Good Mount/vehicle/property
83-85	Excellent Clothing, Excellent Weapons, and Excellent Mount/vehicle/property
86-88	Superb Clothing and Good Weapons
89-90	Superb Clothing and Excellent Weapons
91-92	Superb Clothing, Good Weapons, and Good Mount/vehicle/property
93-94	Superb Clothing, Excellent Weapons, and Good Mount/vehicle/property
95-96	Superb Clothing, Excellent Weapons, and Excellent Mount/vehicle/property
97	Superb Clothing, Superb Weapons, and Good Mount/vehicle/property
98	Superb Clothing, Superb Weapons, and Excellent Mount/vehicle/property
99	Superb Clothing, Excellent Weapons, and Superb Mount/vehicle/property
00	Superb Clothing, Superb Weapons, and Superb Mount/vehicle/property

COLD SPACE ROLE-PLAYING GAME

MOOKS AND GUNMEN

Sometimes you want less complex characters, ones you can drop in most anywhere to provide opposition to the Player Characters without a lot of social interaction. In other words, sometimes you just want someone to shoot and be shot at. The following characters are generic gunmen, able to be dropped into most any situation with only slight customization. The generic characters are graded from easiest to most difficult to allow you the most flexibility. Throughout this section, the term "weapon skill" is used in place of the actual weapon skill relevant to the situation. Replace this term with the skill appropriate to the scenario and go. The stat for "Unarmed Combat Damage" assumes that Unarmed Combat skill is equivalent to Weapon Skill.

Mook:

STR:8	COOR:8	AGY:8	END:8	Full Constitution:	320
Weapon Skill+2	Armor: Ballistic or Skin			Hindered Level:	240
Other Relevant Skills: None				Unconscious Level:	160
Unarmed Combat Damage: +10				To Hit:50%	Ser. Wounded Level:80

Thug:

STR:8	COOR:8	AGY:8	END:8	Full Constitution:	320
Weapon Skill+3	Armor: Ballistic or Skin			Hindered Level:	240
Other Relevant Skills: None				Unconscious Level:	160
Unarmed Combat Damage: +15				To Hit:55%	Ser. Wounded Level:80

Cop:

STR:8	COOR:8	AGY:8	END:8	Full Constitution:	320
Weapon Skill+4	Armor: Ballistic or Skin			Hindered Level:	240
Other Relevant Skills: Sneak+1				Unconscious Level:	160
Unarmed Combat Damage: +20				To Hit:60%	Ser. Wounded Level:80

Gunman:

STR:9	COOR:9	AGY:9	END:9	Full Constitution:	360
Weapon Skill:+3	Armor:Ballistic or Skin			Hindered Level:	270
Other Relevant Skills: Sneak+1, React+1				Unconscious Level:	180
Unarmed Combat Damage: +20				To Hit:60%	Ser. Wounded Level:90

Army:

STR:9	COOR:9	AGY:9	END:9	Full Constitution:	360
Weapon Skill:+4	Armor: Ballistic			Hindered Level:	270
Other Relevant Skills: Tactics+2				Unconscious Level:	180
Unarmed Combat Damage:+25				To Hit:65%	Ser. Wounded Level:90

COLD SPACE ROLE-PLAYING GAME

Master:

STR:10 COOR:10 AGY:10 END:10 Full Constitution: 400
Weapon Skill:+5 Armor: Any Hindered Level: 300
Other Relevant Skills: Dash+2, React+2 Unconscious Level: 200
Unarmed Combat Damage:+30 To Hit:70% Ser. Wounded Level:100

Bodyguard:

STR:10 COOR:10 AGY:10 END:10 Full Constitution: 400
Weapon Skill:+5 Armor:Ballistic Hindered Level: 300
Other Relevant Skills: Observe+3, React+3 Unconscious Level: 200
Unarmed Combat Damage: +30To Hit:70% Ser. Wounded Level:100

Marine:

STR:10 COOR:10 AGY:10 END:10 Full Constitution: 400
Weapon Skill:+6 Armor:Ballistic Hindered Level: 300
Other Relevant Skills: Dash+2, Observe+2, React+2 Unconscious Level: 200
Unarmed Combat Damage: +35 To Hit:75% Ser. Wounded Level:100

Ranger:

STR:10 COOR:10 AGY:10 END:10 Full Constitution: 400
Weapon Skill:+6 Armor:Ballistic Hindered Level: 300
Other Relevant Skills: Survival+2, React+2, Dash+2 Unconscious Level: 200
Unarmed Combat Damage: +55 To Hit:75% Ser. Wounded Level:100

Special Forces:

STR:11 COOR:11 AGY:11 END:11 Full Constitution: 440
Weapon Skill:+7 Armor:Ballistic Hindered Level: 330
Other Relevant Skills: Tactics+3, Demolitions+3, gunnery+3Unconscious Level:220
Unarmed Combat Damage: +45 To Hit:85% Ser. Wounded Level:110

Double Master:

STR:13 COOR:13 AGY:13 END:13 Full Constitution: 520
Weapon Skill:+10 Armor:Any Hindered Level: 390
Other Relevant Skills: React+5, Observe+5 Unconscious Level: 260
Unarmed Combat Damage: +65 To Hit:105% Ser. Wounded Level:130

Note: The names are for illustrative purposes.

COLD SPACE ROLE-PLAYING GAME

THE PERMANENT NPC

For NPCs which require more than this, the NPC should be created exactly as if the character were a player character. This will always give the best and most realistic results. Any character which needs to be that realistic should go through the complete process.

One way to speed things up, and this can be done for a PC as well, is to take employment in blocks. In a ten year block, an average result would be 2 promotions, so a less than average character would have 1 promotion, a good character would have 3 promotions, and a very good character would have 4 promotions. Halve that for 5 year blocks - thus zero for a below average character, one for an average character, and 2 for a very good character. Physical Deterioration should be assigned. For an NPC, you can select skills rather than roll them. This should drastically speed character creation up.

CHARACTER OPTION - TEMPLATE CHARACTERS

Another way of speeding up character creation is to use pregenerated Template characters. This gives a typical character of the profession, fully fleshed out, but at a young age. The player or GM can modify this with subsequent years of skill acquisition or tweak the stats if needed. All of the following templates were created using the Determined method of character generation outlined in the Character Generation section of the core rulebook. All of these characters have been generated up to the age of 26. These do *not* include Mothers Milk skills, as those are determined by the character's background. The GM is encouraged to create more templates as needed.

The Ex-Marine - Marine 4/2

STR: 9 COOR:8 AGY: 8 END: 12 IQ:111 LUCK: 2 CHAR:6
Constitution: 370 Money: \$10,000

Skills: Gunnery+2, Dash+1, Insertion+1, Zero G+1, Tactics+2, Driving+1, Organize+1, Firearms+4, Adapt+1, Alert+2, Gymnastics+2

The Ex-Colonist - Colonist 4/2

STR: 12 COOR:8 AGY: 6 END: 11 IQ:117 LUCK: 1 CHAR:6
Constitution: 370 Money: \$11,500

Skills: Smithing+2, Adapt+2, Operate+2, Weatehr+2, Husbandry+2, Mineralogy+1, Herbalism+2. Firearms+1, Cook+1, Analyze+1, Mecchanics+2, Biology+2, Blade+1, History+1

The Ex-Stationer Stationer 8/3

STR: 5 COOR:8 AGY: 10 END: 6 IQ:121 LUCK: 3 CHAR:10
Constitution: 290 Money: \$21,500

Skills: Mechanics+1, Brawl+2, Zero G+2, Electronics+3, Construct+2, Endear+2, Operate+2, Calc/Comp+1, Engrace+1, Mathematics+2, Streetwise+2

The Ex-R.C. Engineer - RC Engineer 4/3

STR: 6 COOR:11 AGY: 8 END: 6 IQ:129 LUCK: 1 CHAR:6
Constitution: 310 Money: \$19,000

Skills: Construct+2, Physics+3, Atomic+3, Mechanics+3, Electronics+3, Operate+1, Streetwise+1, Negotiate+2, Math+2

COLD SPACE ROLE-PLAYING GAME

The Ex-Medic - Medic 4/2

STR: 5 COOR:10 AGY: 9 END: 8 IQ:126 LUCK: 2 CHAR:6
Constitution: 320 Money: \$8,000

Skills: Insertion+1, Unarm+1, Drug+3, Surgery+2, Analyze+1, Research+1, Diagnosis+2, Calc/Comp+1, Chemistry+2, Biology+2, Gymnastics+2, React+2

The Ex-Scientist - Civilian Scientist 4/2

STR: 6 COOR:9 AGY: 6 END: 8 IQ:129 LUCK: 1 CHAR:6
Constitution: 290 Money: \$59,000

Skills: Physics+2, Mechanics+2, Biology+1, Observe+2, Atomic+2, Calc/Comp+3, Research+2, Chemistry+1, Electronics+2, Focus+3, Linguistics+1, Writing+2

The Ex-R. C. Scout & Survey - RC Scout & Survey 4/2

STR: 8 COOR:10 AGY: 8 END: 12 IQ:111 LUCK: 2 CHAR:5
Constitution: 380 Money: \$19,000

Skills: Planetology+1, Atomic+2, Firearms+4, Pilot+2, Overdo+2, Tactics+1, Leadership+2, Astronomy+1, Observe+2, Climbing+1, React+2

The Ex-Cop - Police 6/3

STR: 8 COOR:12 AGY: 7 END: 10 IQ:103 LUCK: 3 CHAR:7
Constitution: 370 Money: \$15,500

Skills: Goad+3, Overdo+1, Psychology+1, Law+2, Intimidate+2, Convince+4, Firearms+2, Analyze+1, Endear+1

The Ex-Thief - Thief 8/3

STR: 5 COOR:14 AGY: 12 END: 6 IQ:121 LUCK: 3 CHAR:8
Constitution: 370 Money: \$15,500

Skills: Sneak+3, Gymnastics+2, React+3, Streetwise+1, Picking+1, Sleight+1, Convince+2, Brawl+2, Firearms+1, Stash+2

The Ex-Spacer - Civilian Spacer 8/3

STR: 5 COOR:12 AGY: 10 END: 8 IQ:131 LUCK: 1 CHAR:6
Constitution: 350 Money: \$47,500

Skills: Mechanics+2, Calc/Comp+1, Pilot+2, Brawl+2, Electronics+2, React+4, Astronomy+2, Atomic+1, mathematics+1

The Ex-Ranger - US Army Ranger 4/3

STR: 10 COOR:12 AGY: 8 END: 10 IQ:121 LUCK: 1 CHAR:7
Constitution: 400 Money: \$15,500

Skills: Unarmed+1, Overdo+5, Survival+1, Insertion+1, Observe+1, Tactics+1, Firearms+4, Leadership+1, Gymnastics+1

COLD SPACE ROLE-PLAYING GAME

Washington Herald, July 28, 1953

EISENHOWER'S ARMISTICE

TRUCE IS SIGNED AT PANMUNJOM, ENDING THE FIGHTING IN KOREA; P.O.W. EXCHANGE NEAR

Seoul, July 27. (AP) -- Barely a day after the last ground action by US soldiers, fending off a Chinese attack on the Berlin Complex (called "Boulder City" by the troops), the Korean War is at an end.

Panmunjom, a small village in the Geongi province, played host to a great assembly today when emissaries from the United States, North Korea and China signed an armistice to end the fighting between North and South.

The heavily protected complex was guarded by dozens of contragravity gunships, floating islands of American power filling the sky. Nothing entered or left Panmunjom until the armistice was signed and the leaders of all three sides had safely departed.

Those same Marine gunships massacred the Chinese attackers at "Boulder City" a few days ago only to be flanked by the North Korean 203rd Cavalry Regiment. US forces suffered heavy losses as they repelled the Communist invaders from several strategically important hills.

When the fighting was done, not one Commie was left alive for miles around.

"Several thousand" prisoners of war will be released in "a few days", states General Clark, the US commander in Korea. Preparations are being made to receive them here in Seoul, with hospital beds being cleared and MASH surgeons on call to treat the wounded.

COLD SPACE ROLE-PLAYING GAME



COLD SPACE

GUIDE TO SKILLS

COLD SPACE ROLE-PLAYING GAME

SKILLS

All skills work at a base chance of success of 45% at level+1, and 5% is added per level of skill. Each skill has a characteristic which modifies it's chance of success - either a physical characteristic such as strength, coordination, agility, endurance, or CHAR - or IQ. Physical stats modify the chance of success at a rate of 5% for every 2 points over 7 - i.e. at 9, 11, 13, etc. IQ modifies by 1 per point of IQ over 120 - i.e. at an IQ of 137, the modifier would be +17.

Skills may be used at +0 - no skill - by rolling the modifying stat or lower on percentile die unless the modifying stat is IQ, which receives a 10% chance. Example: Climb+0. Modifying stat is Agility. Character has an Agility of 11 so the character can climb with a roll of 11 or less on percentile dice. Example: Biology+0. Modifying stat is IQ. Character has a flat 10% chance of success. High modifying stats give no other additional bonuses to success.

WHEN TO USE SKILLS

Skills should only be rolled if a normally competent individual would have trouble. For example, climbing a ladder would not require a climb skill check, whereas climbing a mountain may. Riding a horse would not normally require a riding check, while shooting from horseback would. If the GM keeps in mind the 'Normally Competent Individual' concept, the number of rolls, and thus the number of player failures, will be kept to a meaningful minimum.



COLD SPACE ROLE-PLAYING GAME

COLD SPACE - SKILLS

Skill	Description	Governing Attribute
Adapt	<i>To change to accommodate new and unfamiliar circumstances, use unfamiliar materials, learn new methods, etc.</i>	CHAR
Alert	<i>The ability to stay alert without sleep</i>	END
Analyze	<i>The ability to discover underlying forces and properties at work</i>	IQ
Astronomy	<i>The ability to use instruments to find matter and energy in space</i>	IQ
Atomic	<i>The ability to build, repair, and operate space drives and reactors</i>	IQ
Biology	<i>The study of plants and animals and their effects on mankind</i>	IQ
Blade	<i>The ability to effectively use cutting weapons in combat</i>	STR
Bow	<i>The ability to effectively use bow weapons in combat</i>	COOR
Brawl	<i>Fighting without weapons in an undisciplined manner. Damage equals percentile dice plus 1 per level of skill, plus 5 for every 2 points of strength above 7. For example a character with brawl+4 and STR 11 would have a damage of 4+10 or %d+14</i>	STR
Business	<i>The ability to bargain, buy, sell inventory, bribe, and otherwise use money effectively</i>	CHAR
Calc/Comp	<i>The ability to use calculating machines and slide rules effectively</i>	IQ
Carpentry	<i>The ability to shape wood into useful tools and furniture</i>	COOR
Chemistry	<i>The study of the molecular interaction of elemental components</i>	IQ
Climbing	<i>The ability to climb walls, cliffs, and trees</i>	AGY
Construct	<i>The ability to build structures from available components</i>	END
Cook	<i>The ability to cook nutritious and palatable meals</i>	IQ
Convince	<i>The ability to persuade others to a course of action</i>	CHAR
Course	<i>The ability to navigate a course</i>	IQ

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Skill	Description	Governing Attribute
Crypt	<i>The ability to encrypt and decrypt data, and the ability to create new types of encryption</i>	IQ
Dash	<i>Daring and movement which sweeps all before it. A success means the character has performed a marvellous feat and opponents attempting to hit the dashing character have a -5 per level of dash to hit.</i>	AGY
Demolition	<i>The ability to use explosives effectively</i>	IQ
Diagnosis	<i>The ability to identify an injury or disease</i>	IQ
Disguise	<i>The ability to change the outward appearance of some person or thing using makeup and prosthetics</i>	CHAR
Drinking	<i>The ability to consume large quantities of alcoholic beverages</i>	END
Driving	<i>The ability to drive any planetbound craft</i>	COOR
Drug	<i>The ability to use and make drugs to cause and cure injury, illness, or sensory abnormalities</i>	IQ
Electronics	<i>The ability to make or repair electrical and electronic devices</i>	IQ
Endear	<i>To make yourself liked by charm or flattery used on a target</i>	CHAR
Engrace	<i>To fill one's movements with grace and eloquence</i>	CHAR
Entice	<i>To lure or bait someone or something with hints of pleasurable reward</i>	CHAR
Evaluate	<i>The ability to quickly assess the value of something</i>	CHAR
Firearms	<i>The ability to effectively aim recoil-inducing high-speed projectile weapons</i>	COOR
Focus	<i>The ability to concentrate on one thing despite distractions</i>	CHAR
Forgery	<i>The ability to convincingly create documents which appear official</i>	COOR
Goad	<i>To force people into action by annoying and pestering them, without controlling which action the recipient of the goading will take</i>	CHAR

COLD SPACE ROLE-PLAYING GAME

Skill	Description	Governing Attribute
Gunnery	<i>The ability to effectively use cannon and missiles</i>	COOR
Gym	<i>The ability to make leaps, somersaults and other gymnastic moves</i>	AGY
Gyrojet	<i>The ability to effectively use self-propelled weapons in combat</i>	COOR
Herbalism	<i>The ability to use plants and extracts to heal or harm</i>	IQ
History	<i>Knowledge of history</i>	IQ
Husbandry	<i>The ability to care for plants animals effectively</i>	END
Insertion	<i>Knowledge of techniques for placing oneself and others behind enemy lines</i>	IQ
Instruct	<i>The ability to effectively pass on knowledge to others</i>	CHAR
Intimidate	<i>The ability to bluff and deceive others as to one's true strength</i>	CHAR
Linguistics	<i>The ability to speak & comprehend languages from basic principles</i>	IQ
Law	<i>The ability to use, circumvent, and deal with law, and project an entire system from a few examples</i>	IQ
Leadership	<i>The ability to take command of others by making them want to follow</i>	CHAR
Martial Arts	<i>The ability to fight without weapons Dam = +5 per 2 points of STR, COOR, and/or AGY above 7 and +5 per level of Martial Arts Skill. Example, Martial Arts with STR 9, COOR 11, AGY 10 and Martial Arts+4 does %d+40 damage</i>	STR
Mathematics	<i>The study of numeric combination and relation</i>	IQ
Mechanics	<i>The ability to use, maintain, and repair mechanical devices and equipment</i>	COOR
Meditation	<i>The use of breathing and posture rituals to keep the mind & body clear</i>	CHAR
Melee	<i>The ability to efficiently use non-blade hand held weapons in combat</i>	STR

COLD SPACE ROLE-PLAYING GAME

Skill	Description	Governing Attribute
Mineralogy	<i>The study of minerals</i>	IQ
Music	<i>The ability to express oneself in the medium of sound</i>	CHAR
Negotiate	<i>The ability to sway another to your point of view</i>	CHAR
Operate	<i>The ability to use common machinery appropriate to the culture</i>	IQ
Observe	<i>The ability to discern important facts by watching a system in action</i>	END
Organize	<i>The ability to bring separate actions together into a smoothly operating whole</i>	CHAR
Overdo	<i>The ability to push oneself past one's usual limits of fatigue or injury One can stay functional after reaching Stunned level, orate for hours in a filibuster, ignore sleep to study, etc.</i>	END
Painting	<i>The ability to effectively express oneself using paint.</i>	COOR
Pick	<i>The ability to open locked doors using simple metal tools</i>	COOR
Pilot	<i>The ability to operate a space faring craft at sub-light speeds If no pilot skill, use small craft/2</i>	COOR
Planetology	<i>The study of planetary ecologies</i>	IQ
Physics	<i>The study of the fundamental rules governing the Universe</i>	IQ
Psychology	<i>The ability to understand the hidden drives behind a person's actions</i>	CHAR
React	<i>To move quickly without thinking to avoid an avoidable danger - for example jerking away before a sniping attempt.</i>	AGY
Repair	<i>The ability to fix things which are broken</i>	COOR
Research	<i>The ability to find out information on a given subject using libraries and other databases.</i>	END
Riding	<i>The ability to ride an animal or open seated vehicle in complex maneuvers</i>	AGY
Rope	<i>The ability to efficiently use ropes and knots</i>	COOR

COLD SPACE ROLE-PLAYING GAME

Skill	Description	Governing Attribute
Sculpture	<i>The ability to express oneself in creating 3 dimensional objects</i>	COOR
Sell	<i>The ability to convince others that they need what you have</i>	CHAR
Shipbuilding	<i>The ability to construct a waterborne ship</i>	IQ
Sleight	<i>The ability to use sleight-of-hand tricks</i>	COOR
Sociology	<i>The study of societies, peoples, and cultures</i>	IQ
Smithing	<i>The ability to shape metal using heat and hammering</i>	STR
Snare	<i>The ability to create, set, and disable traps</i>	COOR
Sneaking	<i>The ability to move quietly and unseen</i>	AGY
Stash	<i>The ability to hide things in nooks and crannies or in plain sight</i>	IQ
Steer	<i>The ability to direct large vehicles in the direction desired.</i>	COOR
Strategy	<i>The ability to dispose forces and plan long range</i>	IQ
Streetwise	<i>The ability to find connections, rumors, and general urban survival</i>	CHAR
Surgery	<i>The ability to cure wounds and other physical ailments by operating</i>	COOR
Survival	<i>The ability to effectively live off the land</i>	END
Taste	<i>The ability to discern quality in an item, creature, or person.</i>	CHAR
Tactics	<i>The ability to use personnel and resources on hand to best effect.</i>	IQ
Treatment	<i>The ability to cure diseases and wounds without surgery</i>	IQ
Tracking	<i>The ability to follow a creature or object by noticing signs of its passage</i>	AGY

COLD SPACE ROLE-PLAYING GAME

Skill	Description	Governing Attribute
Unarm	<i>Unarmed fighting technique taught only by the Military. Damage equals percentile dice plus 3 per level of skill, plus 5 for every 2 points of strength and coordination above 7. For example a character with unarm+4 and STR 9, COOR 11, would have a damage of 12+5+10 or %d+27</i>	STR
Weather	<i>The ability to predict weather patterns</i>	IQ
Writing	<i>The ability to express oneself in written words</i>	CHAR
Zero-G	<i>The ability to perform difficult physical acts and maneuver in zero gravity.</i>	AGY



COLD SPACE ROLE-PLAYING GAME

EQUIPMENT: WEAPONS



COLD SPACE ROLE-PLAYING GAME

"What is your name and rank?"

"Huen Xiang, Lieutenant, number eight-two-six-one-one, People's Liberation Army, People's Republic of China."

"What is your mission?"

"Huen Xiang, Lieutenant, num-- HAAAGH!"

"Don't play around with us, Mr. Xiang. How many men are on your team?"

"No! I'll tell you capitalist pigs nothing! NOTHING!"

"That hurts me. That hurts me on the inside. There's no need to be so nasty."

"Go-- Go to hell, you bastards, I-- Rrrrrg! No, you won't make me scream!"

"I want to help you, Mr. Xiang. Tell me what I want to know. How did you get into Borealis?"

"H-Huen Xiang, Lieu-lieutenant . . . AAAAAAAAAAAAAaannh, ah, no, no . . ."

"I can't help you if you won't be honest with me, Mr. Xiang. Huen. May I call you Huen? All you have to do is tell me what I want to know, and the pain stops. Just like that. Who helped you penetrate the base?"

"Huen. Huen Xiang, Lieutenant, I-I can't-- NO, STOP! Ah, please, ah, ah, stop, no more . . ."

"Why won't you let me help you, Huen? Why do you keep making me hurt you? I don't want this. All I want is to be your friend. Aren't friends honest with each other?"

"Y-yes. Honest, friends."

"Then let me be your friend, Huen. I can make all the pain go away. What is your mission?"

"No, I can't. I can't . . . Huen. Huen X-Xiang, LiAAAAAAAAAHHH! Ah, ah, no, d-don't look at me!"

"Oh, shh, don't cry. Don't cry. I'm sorry, Huen, I'm sorry for hurting you. I only want to be your friend. Do you want to be my friend?"

"Y-yes. Yes. Please, I'll be your friend, I'll do anything . . ."

"Good. That's very good, Huen. In America, we help our friends. I promise, no one's going to hurt you ever again."

Washington Herald, April 16, 1954

COMMIE AGENT CAPTURED ON PLANITIA, ADMITS TO SABOTAGE PLANS

Mars, April 15. (AP) -- Several days ago a man of obvious Asian descent was detained at the Lincoln Colony on Mars. The local authorities, assisted by CIA Protectorate Agents, made their arrest quietly with little fuss. The colonists didn't think much of the whole affair.

They might have felt differently had they known the man was a Chinese agent, bearing several concealed weapons and other paraphenilia of assassination.

It is unclear what the spy intended to do at Lincoln, but when the authorities discovered his hiding place they had another shock. The Red had had enough stored explosives to wipe Lincoln Colony off the map.

A security crackdown of vast proportions is currently underway throughout the Borealis Planitia region, accompanied by a tireless hunt for the spy's associates. Two men of Korean descent have already been detained with more arrests sure to follow.

Inspectors remain baffled by how the spy managed to bypass Lincoln's defenses. According to his confession, he was air-dropped into a nearby mountain range by a Chinese contragrav transport, then hiked his way across the surface of Mars, past fences and barb wire, regular and random patrols, to walk into the nearest colony airlock.

COLD SPACE ROLE-PLAYING GAME

When asked how the spy managed to enter Lincoln without the alarms going off, the authorities declined to comment.

There is no question at this point that the Chinese will face severe diplomatic repercussions in the United Nations and in their dealings with the rest of the world.

Wisconsin senator Joseph McCarthy delivered a scathing speech on the subject earlier today, blaming the security failure on "Communist sympathizers" and "meek, lackadaisical liberalism." He also berated the Martian Garrison personnel for "laziness" in the defense of their country, "not fit to wear a United States uniform."

President Eisenhower decried McCarthy's comments in a coast-to-coast radio broadcast later this evening. In his words, "These are our boys, who gave up their lives and families on Earth to serve amongst the cold red wastelands of Mars. We owe those brave, patriotic soldiers. We owe them more respect than this."



COLD SPACE ROLE-PLAYING GAME

The tables following feature a couple of columns not addressed in the Playing the Game guide. These are "Skills Required" and "Hit Table". Under the heading "Skills Required" is the skill level the character needs in order to effectively deal with that particular weapon. For some weapons, more than one skill is listed. This is because the weapon needs the character to have that combination of skills in order to be wielded properly.

If one skill has a higher level requirement than the other - i.e. firearms+1, gyrojet+3 - the first skill listed is the one used "to hit". In other words, George has skills of firearms+3 and gyrojet+5, and wants to use a flare pistol as a weapon. He has the minimum requirements to use the flare pistol effectively, but uses the firearms skill rather than his higher gyrojet skill for hit determination. This is because the firearms skill is more important than the gyrojet skill for this weapon.

The column headed "Hit Table" refers to the next set of tables. These adjust the character's percentage to hit based on the characteristics of the weapon, and the characteristics of the target's armor. The skill rating gives the base percentage vs. skin (no armor), and the other adjustments are made accordingly.

The Martian Rock

Whenever I see that Martian Sun
I wanna take out my rocket gun
Poppin' off Rooskies one by one!
Shootin' Rooskies is so much fun!

(Chorus)

Do the Rock, Do the Rock, Do the Martian Rock
Do the Rock, Do the Rock, Do the Martian Rock

Whenever I see that Martian sand
I feel my rifle in my hand
Rooskies crawlin' after me!
Shoot 'em down, one-two-three!

(Chorus)

Whenever I smell that Martian dust
I get that old Rooskie lust
Snag a Rooskie woman or two
Show 'em just what I want 'em to do

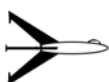
(Chorus)

Do the Rock, Do the Rock, Do the Martian Rock
Do the Rock, Do the Rock, Do the Martian Rock
"The Martian Rock" by the Who, #15 hit, Sept. 1970

COLD SPACE ROLE-PLAYING GAME

WEAPONS

WEAPON	DAMAGE	SKILLS REQ	HIT TABLE	RANGE
Automatic Pistol	+15	firearms+1	kinetic	medium
Automatic Rifle	+25	firearms+1	kinetic	long
Axe	+30	melee+2	cut	point blank
Baton	+0	melee+1	bash	short
Bazooka	+60	gyrojet+2	bash	medium
Brass Knuckles	+5 to unarmed	melee+1	unarmed	point blank
Chemical Grenade	drug fog	melee+1	N/A	short
Combat Knife	+10	blade+1	cut	short
Crossbow	+40	bow+1, firearms+2	arrow	long
Cudgel	+0	melee+1	bash	short
Dagger	+0	blade+1	cut	short
Dart	+0	melee+1	arrow	short
Dart Rifle	drug+15	firearms+3	arrow	long
Flare Pistol	+40	firearms+1, gyrojet+3	kinetic	short
Grenade Launcher	See Grenades	gyrojet+3	See Grenade	long
Gyrojet Pistol	+20	firearms+1, gyrojet+1	kinetic	medium
Gyrojet Rifle	+30	firearms+1, gyrojet+1	kinetic	long
Hatchet	+15	melee+1	cut	short
Heavy Auto Pistol	+25	firearms+2	kinetic	medium
Heavy Revolver	+25	firearms+2	kinetic	medium
Machete	+20	blade+1	cut	point blank
Nunchaku	+20	melee+4	bash	point blank
Recurved Bow	+25	bow+4	arrow	long
Revolver	+15	firearms+1	kinetic	medium
Short Bow	+15	bow+1	arrow	medium
Shotgun	+35/+20	firearms+1	bash	point blank/short
Shrapnel Grenade	+40	melee+1	sting	short
Smoke Grenade	smoke	melee+1	N/A	short
Sniper Rifle	+25	firearms+5	kinetic	far
Submachine-gun	+30	firearms+1	kinetic	short
Throwing Knife	+15	blade+2, melee+2	cut	short
Unarmed	(varies)	Unarm, Martial Arts, or Brawl+1	unarmed	point blank



COLD SPACE ROLE-PLAYING GAME

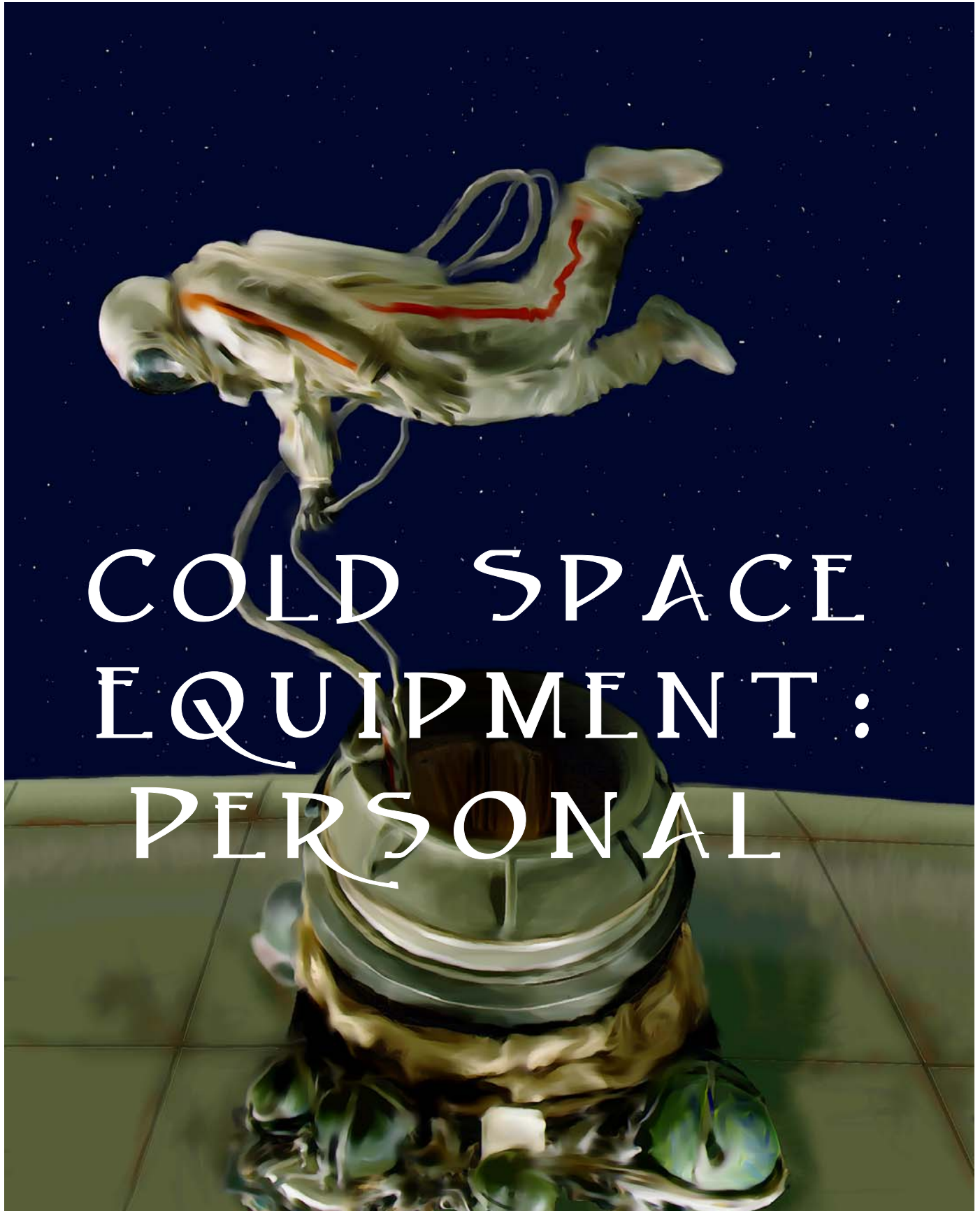
HIT TABLES

Cut Hits	
Skin	Ballistic
0	-10%
Arrow Hits	
Skin	Ballistic
0	-5%
Bash Hits	
Skin	Ballistic
0	-15%
Kinetic Hits	
Skin	Ballistic
0	-15%
Sting Hits	
Skin	Ballistic
0	-25%
Unarmed Hits	
Skin	Ballistic
0	-10%

WEAPON COSTS

Weapon	Weapon Price
Automatic Pistol	\$35.00
Automatic Rifle	\$85.00
Axe	\$25.00
Baton (short metal striking stick)	\$15.00
Bazooka	\$200.00
Brass Knuckles	\$15.00
Chemical Grenade	\$15.00
Combat Knife	\$30.00
Crossbow	\$150.00
Cudgel	\$1.00
Dagger	\$20.00
Dart	\$1.00
Dart Rifle	\$100.00
Flare Pistol	\$40.00
Grenade Launcher	\$125.00
Gyrojet Pistol (shoots tiny rockets)	\$5.00
Gyrojet Rifle (shoots tiny rockets)	\$10.00
Hatchet	\$10.00
Heavy Auto Pistol	\$45.00
Heavy Revolver	\$45.00
Machete	\$15.00
Nunchaku	\$5.00
Recurved Bow	\$150.00
Revolver	\$35.00
Short Bow	\$75.00
Shotgun	\$125.00
Shrapnel Grenade	\$2.00
Smoke Grenade	\$5.00
Sniper Rifle	\$250.00
Submachine-gun	\$125.00
Throwing Knife	\$50.00
Unarmed	\$0

COLD SPACE ROLE-PLAYING GAME



COLD SPACE
EQUIPMENT:
PERSONAL

COLD SPACE ROLE-PLAYING GAME

Washington Herald, April 30, 1954

MORE CHICANERY ON MARS

DUD BOMB FOUND AT LINCOLN COLONY, FAULTY DETONATOR SAVES 30,000

Mars, April 29. (AP) -- Only two weeks after the arrest of a Chinese spy in the Lincoln Colony, another attack has gotten Mars into an uproar. The weapon? An explosive capable of bringing down an office building. The target? Lincoln's priceless oxygen scrubbers, the only things keeping the air breathable.

Without scrubbers, some 30,000 colonists would have suffered slow, agonizing deaths. Lady luck was with them today, however. The bomb suffered a mechanical failure moments before it could be detonated.

An investigation of the device by EOD professionals revealed that the explosive circuit had indeed been activated, but a flaw in the battery caused it to malfunction and burn out.

Although the hunt continues for more Communist operatives, no further arrests were reported by the time this paper went to press. Nor have the authorities offered any information about the South-Korean immigrants detained more than two weeks ago.

Both Chinese and Soviet authorities made surprising statements in support of the US when the news reached Terrestrial sources, naming the attack a "cowardly deed unworthy of any true Communist." Russian leader Josef Stalin himself declared the Soviet Union would do everything in its power to bring the unknown bomber to justice.

Yet this has done little to improve the mood on Mars. It is starkly clear that someone intends the colony a great deal of harm. Many still refuse to leave their homes since the failed attack hit the news.

Other frightened colonists have begun to depart in droves, paying ever greater sums to any ship willing to take them back to Earth. If the flood continues, the Colonial Office may be forced to close the starport until things settle down.

The Red Planet has never felt so inhospitable.

As for this reporter, he will be on the first transport out of Lincoln Starport tomorrow morning.

COLD SPACE ROLE-PLAYING GAME

ELECTRONICS/CAMERAS

Mass	Item	Description	Cost	Date
5 kg	Walkie Talkie	A small handheld radio transceiver	\$100	All
0.2 kg	Camera	Instrument for recording pictures on film	\$100	All
0.2 kg	Audio Recorder	Instrument for recording audio information	\$120	All
0.1 kg	Homer/peeper	Personal locator	\$60	1980

CLOTHING AND SPACESUITS

Mass by Year	Spacesuit	Environmental Unit	Armor Value
1949-1960	30.5 kg	45 kg	Ballistic
1961-1975	25.5 kg	40.5 kg	Ballistic
1976-1989	22.5 kg	34 kg	Ballistic

Mass	Item	Description	Cost
1 kg	Clothing	Normal street clothing typical of the place purchased	\$10
1 kg	Expensive Clothing	Increases CHAR by 1 per \$100cr spent	varies
2 kg	Cold Weather Gear	Clothing designed to keep one warm on cold worlds	\$50
2 kg	Flak Jacket	Ballistic armor worn over clothing	\$150
1.5 kg	Bulletproof	Ballistic armor worn under clothing	\$250
varies	Vac Suit	Spacesuit plus Environmental Unit	\$5000

COLD SPACE ROLE-PLAYING GAME

PROVISIONS AND SHELTER

Mass	Item	Description	Cost	Year
1 kg	Personal Tent	Non-airtight fabric shelter for one	\$25	ALL
3 kg/ person	Large Tent	Non-airtight fabric shelter	\$125	ALL
0.5 kg/ meal	Cold Survival Rations	Essential nutrition lightweight non-degrading meals -1 endurance per week	\$2/ Meal	1960
0.8 kg/ meal	C Rations	3000 calories per meal of various foods - Standard Army Individual Field Rations. Very bulky.	\$0.50/ Meal	ALL
0.5 kg/ meal	K Rations	2700 calories per day of dried, lightweight foods divided into separate packets for breakfast, lunch, and dinner, designed to be eaten for up to 5 days at a time. Includes small package of cigarettes. Subsistence level Individual Army Field Rations. Very small packaging	\$1.00/ Meal	ALL

MISCELLANEOUS ITEMS

Mass	Item	Description	Cost	Year
4 kg	Reaction Pistol	A compressed gas gun designed to allow maneuvering in weightless conditions	\$250	1955
varies	Plastique	A shapable explosive which can be detonated electrically	\$250cr/ kg	ALL
10 kg	Parachute	A device which uses air resistance to slow a fall	\$200	ALL
20 kg	Life Raft	An emergency 6-passenger inflatable raft	\$50	ALL
1 kg	Gas Mask	A face mask for filtering out atmospheric contaminants	\$25	ALL
2.5 kg	Respirator	A device for concentrating thin atmospheres to a breathable density.	\$250	1957
0.2 kg	Pocket Heater	A small radiant heater for quick warm-ups	\$5	ALL
0.2 kg	Flashlight	Portable illumination device	\$2	ALL

COLD SPACE ROLE-PLAYING GAME

MULTITOOL/SWISS ARMY KNIFE

Mass	Item	Description	Cost	Year
		The MultiTool line is a handy grouping of tools in a small form factor.		
0.2 kg	MultiTool 1	Pick any 5 tools	\$15	ALL
0.3 kg	MultiTool 2	Pick any 8 tools	\$25	ALL
0.4 kg	MultiTool 3	Pick any 12 tools	\$32	ALL

TOOL LIST FOR MULTITOOL

Tools	Tools
Lock Pick	Scalpel
Fish Scaler	Fork
Can/Bottle Opener	Plane
Razor	Wire Strippers
Metal Snips	Scriber
Punch	Scissors
Clamp	Ratchet
Pliers	Saw
Chisel	Small Knife
Large Knife	Fastener Driver

COLD SPACE ROLE-PLAYING GAME

TOOL KITS

These tool kits give the given percentile bonuses to the designated skills, and are available in Standard, Deluxe, and Professional grades. Standard Kits cost the Base Cost, Deluxe Kits are Base Cost X 2, and Professional Kits are Base Cost X 3.

Bonus % Skills	Item	Description	Base Cost
+3,+5,+7% Atomics	Atomic Repair Kit	Tool kit to enable repair of reactors and starship drives	\$100
+3,+5,+7% Biology	Biology Testing Kit	Portable biological field lab	\$150
+3,+5,+7% Carpentry	Carpentry Tool Kit	Woodworking tool kit	\$25
+3,+5,+7% Chemistry	Chemical Testing Kit	Portable chemical field lab	\$100
+3,+5,+7% Construction	Construction Tool Kit	Tool kit to enable construction of various structures.	\$50
+3,+5,+7% Disguise	Disguise Kit	Face paints, putty, false facial hair, wigs, latex, shoe lifts, suit padding, and other disguise items	\$75
+3,+5,+7% Diagnosis.	Doctor's Diagnostic Kit	Implements for accurate diagnosis of medial problems	\$120
+3,+5,+7% Surgery	Doctor's Surgical Kit	Implements for surgery - scalpels, saws, trepanning tools, sutures, clamps, spreaders, and other items	\$250
+3,+5,+7% Electronics	Electronics Tool Kit	Electronics tool kit to enable electrical/electronics diagnosis, repair, and manufacture	\$75
+3,+5,+7% Smithing	Forge Kit	Portable forge with bellows, small anvil, tongs, hammers, chisels and other smithing tools	\$75
+3,+5,+7% Repair	General Repair Kit	Tool kit for general light mechanical and electronic repair	\$75
+3,+5,+7% Pick	Lockpicks	Various types and weights of lockpicks	\$25
+3,+5,+7% Mechanics	Mechanics Tool Kit	Mechanic's tool kit to enable repair, alteration, and construction	\$75
+3,+5,+7% Weather	Meteorology Kit	Anemometer, barometer, rainfall gauge, and other meteorological equipment	\$45
+3,+5,+7% Mineralogy	Mineral Assay Kit	Portable field assay station	\$65
+3,+5,+7% Drug	Pharmacology Kit	Drug compounding kit with the most common drugs for various purposes	\$100
+3,+5,+7% Survival	Survival Kit	Extra light blanket, chemical firestarter, water purifier, fish hook, line, and other useful tools	\$50

COLD SPACE ROLE-PLAYING GAME

Washington Herald, May 1, 1954

COLONIAL STARPORT CLOSED, 6 SOLDIERS FOUND DEAD ON DEEP PATROL

Mars, April 30. (AP) -- For those readers who caught yesterday's issue, this reporter never made it to a transport out of Lincoln. Before dawn this morning the United States Colonial Office sealed Lincoln Starport to all non-military traffic.

The colonists' fear turned to nearly outright panic after the announcement. Military MPs were present at the starport, as if the authorities knew what would happen, and it was for the good. The news struck like the A-bombs of Hiroshima and Nagasaki. The MPs were forced to resort to batons as things became restless, and with great effort managed to disperse the milling crowd, only a hair's breadth away from rioting.

Further incidents darkened the rest of the day. Seventy people found their way into police holding cells for crimes as diverse as disturbing the peace, theft, and assault and battery. Local police and MPs have been maintaining order with difficulty, yet they remain firm but fair, fully supporting the decisions of the Colonial Office.

That fact cut deep when six brave US Marines were declared overdue on a deep patrol far in the Borealis wastelands. They were two days late in returning. A contragrav rescue vehicle was sent out to search for the missing soldiers.

Military representatives have since clamped down on all information regarding the recovery effort, but grisly details have been the subject of constant whispering throughout the colony. The men's bodies were found at the bottom of one of Planitia's craters, their spacesuits missing, their skin flayed off as a hunter might skin a deer. Their unit badges had been stuffed in their mouths, their dog tags somehow fitted into their hollowed-out eyesockets.

These rumors were later confirmed by reliable sources.

Communist involvement is suspected, but it cannot be confirmed if this was a warning of some kind or a retaliation for the capture of Chinese spy Huen Xiang several weeks ago.

COLD SPACE ROLE-PLAYING GAME

COLD SPACE STARSHIPS



COLD SPACE ROLE-PLAYING GAME

61 Cygni! Alpha Centauri!
Yellow Green Pygmies, In all their glory
Do the Cross-space, Cross-space, Cross-space,
Cross-space Shuffle!
Do the Cross-space Shuffle!
Cross-space Shuffle!
Do the Cross-space Shuffle!
"Cross-space Shuffle", *Stray Cats #12 Hit, April 1981*

Starships in Cold Space are rated on Thrust Units. For clarity, we assumed the 8 Thrust Units (TU) needed to lift off planet and did not add it, so that the interplanetary range is obvious.

Ship Manufacturer: This is the Original Manufacturer of this model. Sometimes, manufacturers consolidate - i.e. MacDonnell Spatial and Douglas Interplanetary became MacDonnell Douglas.

Ship Type: This is the intended role of the ship, although sometimes adapted to other roles later on.

Ship Name: This is the model name in the case of small craft, or the class name in the case of larger ships.

Date Available: This is the year the ship first became operational.

Size in Tons: This is in metric tons.

Crew: This is the intended or usual crew.

Fuel Tonnage: This is metric tons.

Fuel Type: *LH-LO* (Liquid Hydrogen - Liquid Oxygen) indicates a chemical rocket.

LH Reaction Mass indicates pure Liquid Hydrogen reaction mass used in a Nerva rocket.

Gel/Water Shelled Atomic Bombs indicates the fuel bombs used by the type of Orion ship which travels to unsettled planetary systems.

Polyester Shelled Atomic Bombs indicates the fuel bombs used by the type of Orion ship which usually operates in the Solar System, though it can leave.

Cargo Tonnage: This is the mass available after all systems necessary for ship operations are subtracted. It can be used to haul cargo, passengers, or weapons.

Contragravity Fuel: *Oxidizer* indicates a fuel containing an oxidizer, such as Hydrogen Peroxide.

Nuclear indicates that the Contragravity is powered by the ship's atomic reactor.



COLD SPACE ROLE-PLAYING GAME

SPACESHIPS

Ship Manufacturer: Grumman Aerospace
Ship Type: Mars Shorthauler 4TU
Ship Name: Grumman Mars Cat
Date Available: 1952
Size in Tons: 528
Crew: 3
Fuel Tonnage: 325
Fuel Type: LH-LO
Cargo Tonnage: 169
Contragravity Fuel: Oxidizer

Ship Manufacturer: Douglas Interplanetary
Ship Type: Jovian Interplanetary 12 TU
Ship Name: Dancer
Date Available: 1952
Size in Tons: 3520
Crew: 4
Fuel Tonnage: 3300
Fuel Type: LH-LO
Cargo Tonnage: 186
Contragravity Fuel: Nuclear

Ship Manufacturer: Consolidated Vultee
Ship Type: Interstellar Carrier 12 TU
Ship Name: Liberator II
Date Available: 1952
Size in Tons: 3603
Crew: 4
Fuel Tonnage: 3493
Fuel Type: LH-LO
Cargo Tonnage: 76
Contragravity Fuel: Nuclear

Ship Manufacturer: McDonnell Spatial
Ship Type: Aerospace Fighter 1TU
Ship Name: Zulu
Date Available: 1955
Size in Tons: 30
Crew: 2
Fuel Tonnage: 4.16
Fuel Type: LH-LO
Cargo Tonnage: 5
Contragravity Fuel: Oxidizer

Ship Manufacturer: Grumman Aerospace
Ship Type: Interstellar Carrier 12TU
Ship Name: Grumman Atom Cat
Date Available: 1957
Size in Tons: 1125
Crew: 3
Fuel Tonnage: 875
Fuel Type: LH Reaction Mass
Cargo Tonnage: 201
Contragravity Fuel: Nuclear

Ship Manufacturer: Consolidated Vultee
Ship Type: Interstellar Carrier 12TU
Ship Name: Catalina II
Date Available: 1958
Size in Tons: 2925
Crew: 6
Fuel Tonnage: 2275
Fuel Type: LH Reaction Mass
Cargo Tonnage: 572
Contragravity Fuel: Nuclear

Ship Manufacturer: General Atomic
Ship Type: Colony/Capital Ship 18TU
Ship Name: Orion
Date Available: 1953
Size in Tons: 10120
Crew: 150
Fuel Tonnage: 5720
Fuel Type: Gel/Water Shelled Atomic Bombs
Cargo Tonnage: 1476
Contragravity Fuel: Nuclear

Ship Manufacturer: General Atomic
Ship Type: Colony Ship 18 TU
Ship Name: Draco
Date Available: 1956
Size in Tons: 10120
Crew: 300
Fuel Tonnage: 57200
Fuel Type: Gel/Water Shelled Atomic Bombs
Cargo Tonnage: 14760
Contragravity Fuel: Nuclear

COLD SPACE ROLE-PLAYING GAME

Ship Manufacturer: General Atomic
Ship Type: Capital Ship/Carrier 24 TU
Ship Name: Scorpio
Date Available: 1958
Size in Tons: 105600
Crew: 450
Fuel Tonnage: 65600
Fuel Type: Polyester Shelled Atomic Bombs
Cargo Tonnage: 17680
Contragravity Fuel: Nuclear

Ship Manufacturer: Grumman Aerospace
Ship Type: Space Fighter 4 TU
Ship Name: Ocelot
Date Available: 1958
Size in Tons: 29.8
Crew: 3
Fuel Tonnage: 9.8
Fuel Type: LH Reaction Mass
Cargo Tonnage: 7
Contragravity Fuel: Nuclear

Ship Manufacturer: MacDonnell-Douglas
Ship Type: Interstellar Cargo 12 TU
Ship Name: Spirit
Date Available: 1960
Size in Tons: 495
Crew: 6
Fuel Tonnage: 385
Fuel Type: LH Reaction Mass
Cargo Tonnage: 70
Contragravity Fuel: Nuclear

Ship Manufacturer: Consolidated Vultee
Ship Type: Interplanetary Shorthauler 4 TU
Ship Name: Valiant
Date Available: 1962
Size in Tons: 1034
Crew: 4
Fuel Tonnage: 384
Fuel Type: LH Reaction Mass
Cargo Tonnage: 595
Contragravity Fuel: Nuclear

Ship Manufacturer: Electric Boat
Ship Type: Lunar Hauler 0 TU
Ship Name: Starfish
Date Available: 1952
Size in Tons: 500
Crew: 30
Fuel Tonnage: 310
Fuel Type: N/A
Cargo Tonnage: 310
Contragravity Fuel: Oxidizer

Ship Manufacturer: Electric Boat
Ship Type: Lunar Hauler 0 TU
Ship Name: Angelfish
Date Available: 1956
Size in Tons: 10000
Crew: 40
Fuel Tonnage: 2000
Fuel Type: N/A
Cargo Tonnage: 7800
Contragravity Fuel: Oxidizer

Ship Manufacturer: Greyhound Aerospace
Ship Type: Lunar Bus 0 TU
Ship Name: Greyhound Skycruiser
Date Available: 1955
Size in Tons: 10
Crew: 1
Fuel Tonnage: 2
Fuel Type: N/A
Cargo Tonnage: 6
Contragravity Fuel: Oxidizer

Ship Manufacturer: Boeing Aerospace
Ship Type: Circumlunar Fighter 0 TU
Ship Name: Shrike
Date Available: 1957
Size in Tons: 10
Crew: 1
Fuel Tonnage: 2.08
Fuel Type: N/A
Cargo Tonnage: 3.98
Contragravity Fuel: Oxidizer

COLD SPACE ROLE-PLAYING GAME

Ship Manufacturer: McDonnell-Douglas
Ship Type: 2-stage Scout 24 TU
Ship Name: Phantasm
Date Available: 1965
Size in Tons: 1200
Crew: 8
Fuel Tonnage: 1125
Fuel Type: LH Reaction Mass
Cargo Tonnage: 8
Contragravity Fuel: Nuclear

Ship Manufacturer: Consolidated Vultee
Ship Type: Small Colony Ship 12 TU
Ship Name: Vulture
Date Available: 1965
Size in Tons: 4000
Crew: 12
Fuel Tonnage: 3000
Fuel Type: LH Reaction Mass
Cargo Tonnage: 811
Contragravity Fuel: Nuclear

Ship Manufacturer: Boeing Aerospace
Ship Type: Interstellar Long-hauler 12 TU
Ship Name: Starlifter
Date Available: 1969
Size in Tons: 600
Crew: 5
Fuel Tonnage: 450
Fuel Type: LH Reaction Mass
Cargo Tonnage: 97
Contragravity Fuel: Nuclear

Ship Manufacturer: Grumman
Ship Type: Gas-Giant Interstellar Shuttle 8TU
Ship Name: Orbit Cat
Date Available: 1972
Size in Tons: 2520
Crew: 5
Fuel Tonnage: 1520
Fuel Type: LH Reaction Mass
Cargo Tonnage: 883
Contragravity Fuel: Nuclear

Ship Manufacturer: Grumman
Ship Type: Gas-Giant Interstellar Shuttle 8TU
Ship Name: Big Cat
Date Available: 1975
Size in Tons: 12600
Crew: 150
Fuel Tonnage: 7600
Fuel Type: LH Reaction Mass
Cargo Tonnage: 2318
Contragravity Fuel: Nuclear

Ship Manufacturer: Lockheed
Ship Type: Long Range Fighter 8 TU
Ship Name: Lightning II
Date Available: 1980
Size in Tons: 38
Crew: 2
Fuel Tonnage: 22.8
Fuel Type: LH Reaction Mass
Cargo Tonnage: 4
Contragravity Fuel: Nuclear

Ship Manufacturer: Boeing Aerospace
Ship Type: Ion-assist Fast Hauler 12+4 TU
Ship Name: Bat
Date Available: 1983
Size in Tons: 300 Tons
Crew: 4
Fuel Tonnage: 240.75
Fuel Type: LH Reaction Mass
Cargo Tonnage: 37.25
Contragravity Fuel: Nuclear

Ship Manufacturer: Boeing Aerospace
Ship Type: Ion-assist Fast Hauler 12+4 TU
Ship Name: Foxbat
Date Available: 1986
Size in Tons: 2000
Crew: 6
Fuel Tonnage: 1605
Fuel Type: LH Reaction Mass
Cargo Tonnage: 300
Contragravity Fuel: Nuclear

COLD SPACE ROLE-PLAYING GAME

Ships can be customized with weapons and other modules

LIST OF WEAPON DAMAGE FACTORS (DF)

Ballistic Weapons	DF
KEW Mine (Unguided Kinetic Energy Weapon - i.e. Dumb Rock.)	2
Small Reaction Cannon (Small Rifled cannon which fires unguided shells.)	1
Medium Reaction Cannon (Medium Rifled cannon which fires unguided shells.)	2
Large Reaction Cannon (Large Rifled cannon which fires unguided shells.)	3
Stationary Weapons	DF
Hedgehog Mine (Stationary mine with 10 small IR Guided Missiles)	1 per missile
Rocket-accelerated Weapons	DF
IR Guided Missiles (Missiles guided by Infra-Red sensors.)	3
Radar Guided Missiles (Missiles guided by Radar.)	3
Frag Rockets (Unguided Rockets usually fired in volleys of 6)	1 per rocket

LIST OF DEFENSIVE DEVICES

Anti- Missile devices	Good Versus	Modifier
Flare	IR Guided Missile	-40
Ball Bearing Shotgun Canister	Any Rocket or Missile	-20
Corner-Cube Radar Reflector	Radar Guided Missile	-40

TURRETS AND LAUNCHING TUBES

Turret Type	Mass	Munition Feed
Single Large Reaction Cannon Turret	20 Tons	Magazine Loaded
Single Medium Reaction Cannon Turret	10 Tons	Magazine Loaded
Double Medium Reaction Cannon Turret	15 Tons	Magazine Loaded
Single Small Reaction Cannon Turret	5 Tons	Magazine Loaded
Double Small Reaction Cannon Turret	7 Tons	Magazine Loaded
Triple Small Reaction Cannon Turret	15 Tons	Magazine Loaded
Frag Rocket Launcher Turret	5 Tons	Single Use - Included
Shotgun Canister Launcher Turret	5 Tons	Single Use - Included
Missile Launching Tube	10 Tons	Magazine Loaded

FIXED MOUNTS

Weapon Type	Mass	Munition Feed
Large Reaction Cannon	5 Tons	Magazine Loaded
Medium Reaction Cannon	3 Tons	Magazine Loaded
Small Reaction Cannon	1 Ton	Magazine Loaded
Frag Rocket Launching Rails	2 Tons	Single Use - Included

COLD SPACE ROLE-PLAYING GAME

MAGAZINE LOADERS

Munition Type	Mass per shot held
Large Reaction Cannon	.5 Ton
Medium Reaction Cannon	.25 Ton
Small Reaction Cannon	.1 Ton
Missile	1 Ton

Notes:

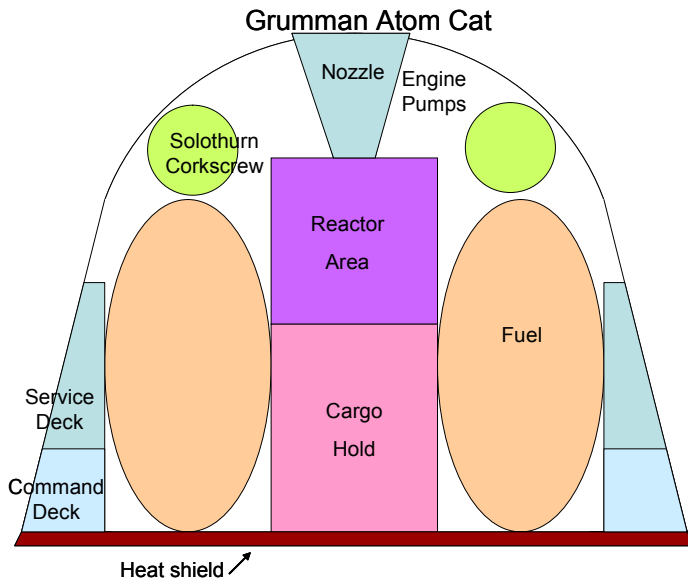
- *You need one magazine feed per weapon. A triple small reaction cannon turret would need 3 small reaction cannon magazines.*
- *Frag Rocket turrets and rails and Shotgun Canister turrets are single use. Once the munition loaded into the device is used, it can't be reloaded in combat.*
- *Any Reaction Cannon is at -20 to hit.*

OTHER MODULES - Base ship contains cabins and Life Support for standard crew

Module	Description	Tonnage
Passenger Cabins	Cabin for 4 passengers, includes boosted Life Support required.	5 Tons
Extra WC	WC (Bathroom & Zero-G Shower) for 16 people	5 Tons
Big Freezer	Frozen food supply for 16 people for 30 days	5 Tons
Big Galley	Galley for 32 people	8 Tons
Big Pantry	Pantry for storing dry goods for 16 people for 30 days	5 Tons
Brig	Hold for 4 prisoners, with bars and Zero-G WC	5 Tons
Luxury Cabin	Cabin for 2 passengers includes boosted Life Support and Zero-G WC	5 Tons
Luggage Room	Space for storage of luggage for 16 passengers	5 Tons
Ship's Bay	Enclosure for carried vessels. Allows access from inside the craft. Tonnage of the Bay includes the carried vessel - a 20 ton fighter fits in a 24 ton bay.	1.2 * carried vessel
Hydroponic Section	Area for intensive cultivation of fresh vegetables. feeds 5 people per day per ton indefinitely.	1 ton per 5 people per day
Weapons Locker	Secure area for safe stowage of weapons	0.5 tons
Armor	Cuts damage from attacks	0.05 tons*Volume protected per factor

COLD SPACE ROLE-PLAYING GAME

THE GRUMMAN ATOM CAT

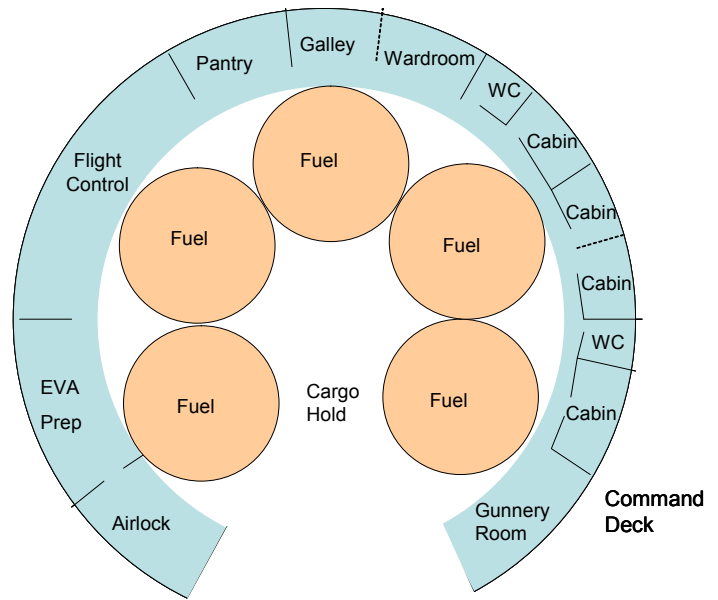


The Grumman Atom Cat is an odd but versatile spacecraft. It is mechanically well engineered, but crew accommodations appear to have been almost an afterthought. The spacecraft has the shape of a blunted cone, giving it excellent aero-braking capabilities. To avoid compromising the heat shield integrity, the nuclear engine exhaust is located at the nose of the craft. While admirably solving this engineering problem, it gives the craft the "feature" that the "floor" becomes the "ceiling" when the craft is under thrust, making crew operations awkward when the craft is under thrust. However, as with most craft of this type, thrust periods are usually short, lasting only a few hours at most.

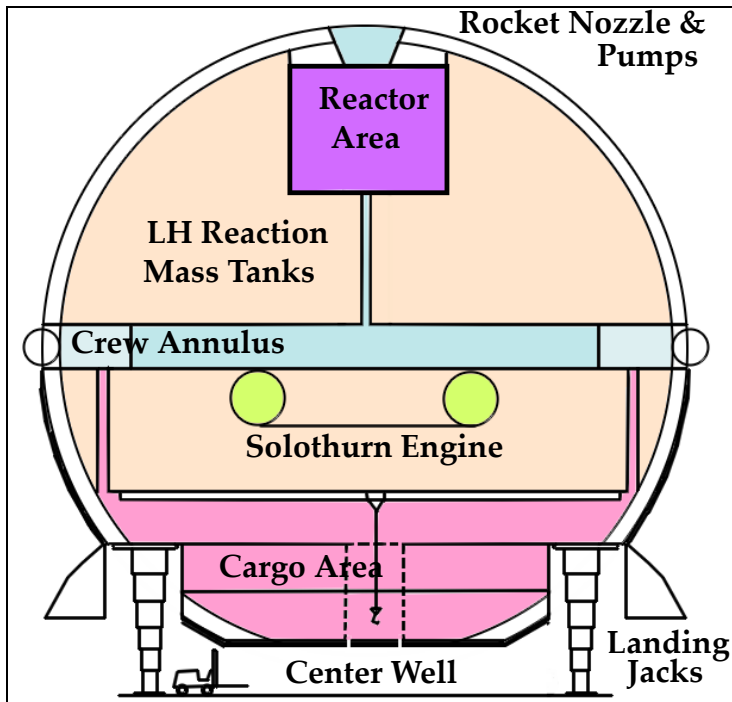
While externally radially symmetric, the internal structure of the craft is hexagonal. It is beam framed, with a dual triangular "star of David" framing at the base of the craft, and a second dual triangle framing just above the fuel tanking. These two units are joined by beams at six points radially around the craft. The ship has five fuel tanks, each holding 175 tons of liquid hydrogen, arranged in a hexagonal pattern around a central core. This leaves one spot in the honeycomb pattern open,

allowing a sixth tank of identical design to be carried into orbit and unloaded, making the Grumman Atom Cat excellent for interstellar refueling operations. There is also a central cargo space which can be used to haul additional items and allow for cargo redistribution for load balance.

The crew area is quite large (~150 m²) for a 3-person ship. Unfortunately, however, the layout of the crew area is extremely unfriendly, taking the form of a thin annulus around the ship, only 3 meters wide at its widest point. Additionally the usability of this area is compromised by being pieced by the structural frame and landing legs. In addition to the crew area in the command deck, there is also a service deck used for engineering life support equipment such as oxygen, CO₂ scrubbers, ventilation ducting, electrical conduit, etc. The service deck is fragmented by the vertical structure; each segment being reached by ladder from the command deck segment below.



COLD SPACE ROLE-PLAYING GAME



crane. This is the method of access for crew as well, something improved on in future versions.

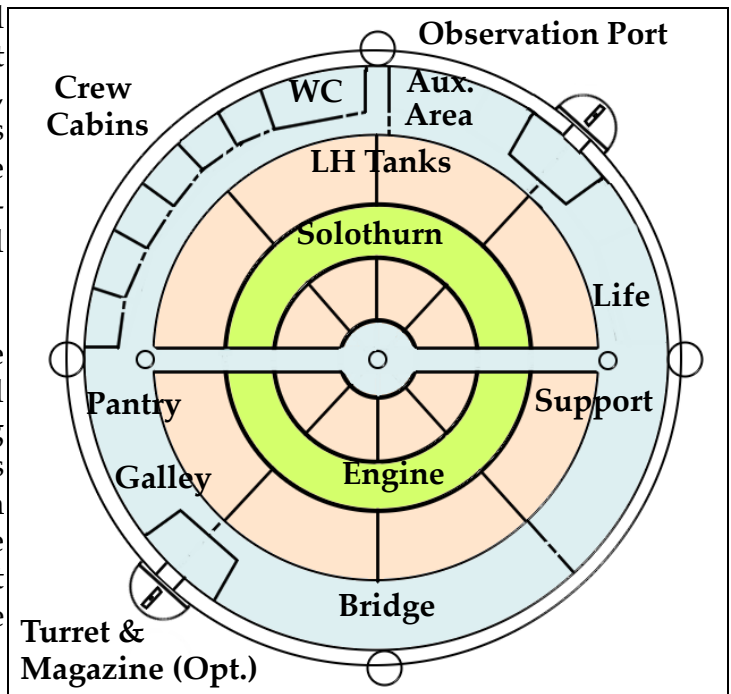
While externally radially symmetric, the internal structure of the craft is octagonal. The spar-braced LH tanks are integral to the ship. The ship has eight LH fuel tanks, each holding 284 tons of liquid hydrogen, arranged in an octagonal pattern around a central core. The core is a ladder shaft allowing access to the reactor. The Solothurn Engine is centrally located in the sphere, accessed by a bridge corridor going side to side across the annular crew area.

The crew area is quite large, and better laid out than its predecessor – the annulus wider and structurally unified. Inside the crew area is a section for life support equipment such as oxygen, CO₂ scrubbers, and water tanks. Electrical conduits run under the flooring, while air supply ducting runs above the dropped ceiling.

THE CONSOLIDATED VULTEE CATALINA II

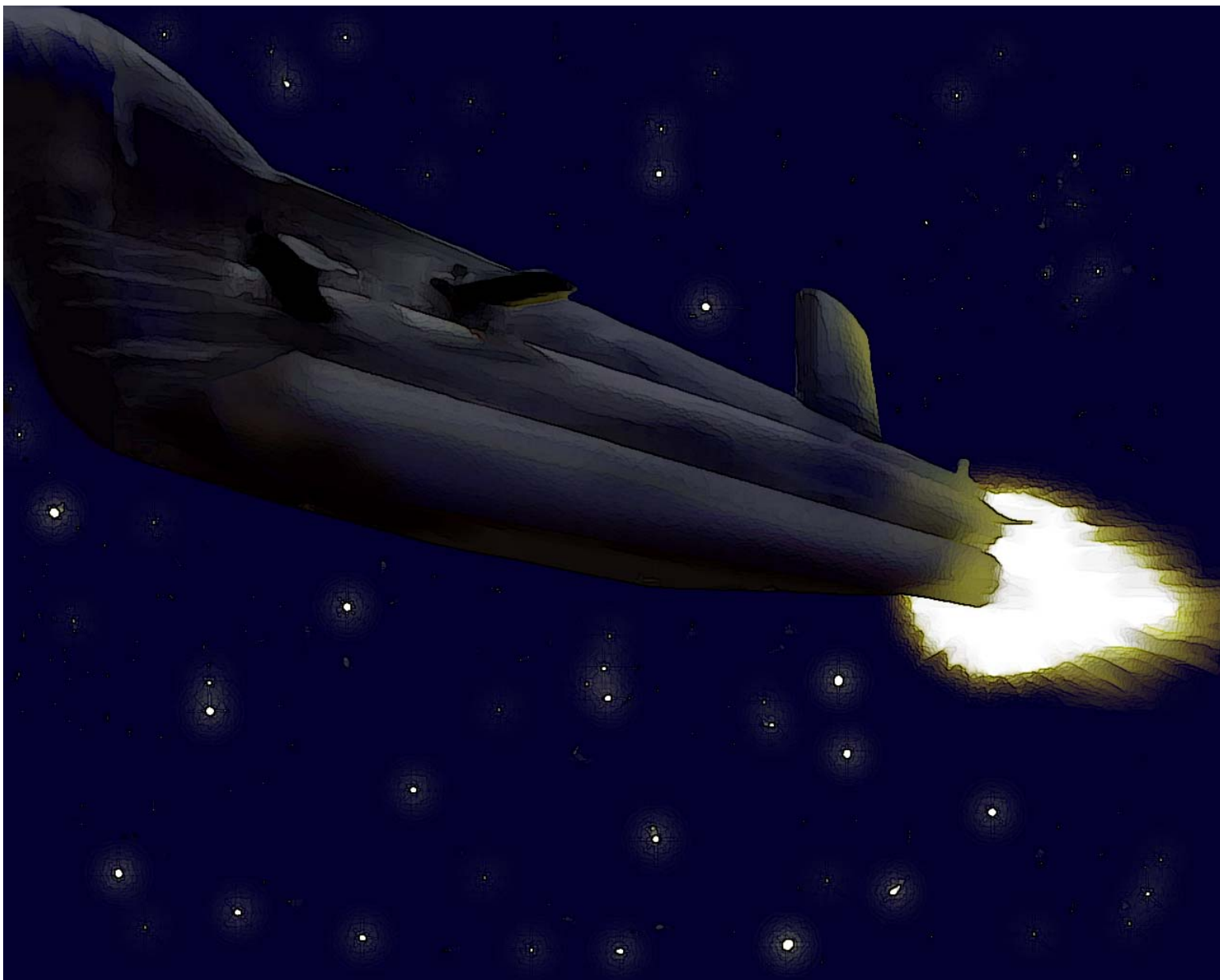
The Consolidated Vultee Catalina II was the second major atomic rocket powered spaceship, and owes a lot of its design to its predecessor the Grumman Atom Cat. The Catalina II is a truncated spherical craft with double hull monocoque-and-spar construction. The heat shield is on the flattened bottom of the craft, and drag panels are located around it's periphery to keep it correctly oriented. The Grumman influence can be seen in the annular crew ring and the top-mounted reactor and rocket engine.

The heat shield is breached by a removable section allowing access to the central well and multi-tiered cargo bay. The hydraulic landing jacks are symmetrically located at six places around the bottom of the craft. There is an integral cargo crane, along with a separable lift cage for lifting people. Cargo is brought underneath, then lifted into the bay by the



COLD SPACE ROLE-PLAYING GAME

STAR TRAVEL &



SPACE COMBAT

COLD SPACE ROLE-PLAYING GAME

Orbital Platform Diving (Waiting for the Shoe)

I can't get up, no... and I can't get down
Can't get out of bed in the morning, I've just got no charm
But that's a horse of a different color, one that I can't ride
I can't go back, I'll fall in the crack that splits my aching pride
I'll find a smile, walk the tile, shave my hairy face
Drink a strong cup of coffee, and step off into space

(And I'm waiting) - I'm just waiting for that shoe to drop
(Waiting) I'm just waiting for that shoe to drop
(Waiting) I'm just waiting, (Waiting) Anticipating
(Waiting) I'm still waiting for it, (Waiting) Anticipating waiting
(Waiting) I'm just waiting for the shoe to drop

Just don't feel like it, but I know I've got to go
Feel like throwing the whole thing over, make believe I run the show
There's more than one way to skin a cat, and I'm the cat that's skinned
Standing here while they work their knives, asking "Where was my sin?"
While the world turns over, underneath my feet
I'm hung like a pearl on a string of beads between the cold and the heat

(And I'm waiting) - I'm just waiting for that shoe to drop
(Waiting) I'm just waiting for that shoe to drop
(Waiting) I'm just waiting, (Waiting) Anticipating
(Waiting) I'm still waiting for it, (Waiting) Anticipating waiting
(Waiting) I'm just waiting for the shoe to drop

Maybe one say I'll head for home, strap my pack on my back
And take a dive for the ocean, though I know I'll never get wet
You can lead a horse to water, but you can't make him think
And while I'm headed for the waves, I'll have some time to drink
I want to go in a glory, step past the speed of sound
Etch a trail across the skies 'til my ashes hit the ground

(And I'm waiting) - I'm just waiting for that shoe to drop
(Waiting) I'm just waiting for that shoe to drop
(Waiting) I'm just waiting, (Waiting) Anticipating
(Waiting) I'm still waiting for it, (Waiting) Anticipating waiting
(Waiting) I'm just waiting for the shoe to drop

"Orbital Platform Diving" #9 hit by David Bowie, April 1983

COLD SPACE ROLE-PLAYING GAME

STAR TRAVEL

In Cold Space, travel in space is determined by speed. A short boost at the beginning of the flight is followed by a long drift at a steady speed. There may be tiny mid-course corrections, but at the end of the flight, the ship has to be decelerated to a relative zero. Remember, *orbits are speed!* To reach an orbit you have to be travelling at a certain speed. To change orbits - called a transfer - requires you to speed up or slow down. In either case you are using thrust.

To make things simple, we use a device called "Thrust Units." Each thrust unit adds speed to the ship in the direction the ship is pointing. To speed up, you thrust towards the direction you are traveling. To slow down, or brake, you thrust away from the direction you are traveling.

We are also using a device called "Standard Orbits." Standard orbits are the approximate orbits of the Solar planets - Orbit 1 is Mercury, 2 is Venus, 3 is Earth, 4 is Mars, 5 is the Asteroid Belt, 6 is Jupiter, 7 is Saturn, 8 is Neptune, 8 is Uranus, and 10 is Pluto. In other solar systems, more than one planet may occupy the same Standard Orbit. In such cases, there is an entry on the tables below.

To find the number of orbits required for a particular transfer, subtract the lower orbit number from the higher

Contragravity can be used to lift off a planet and to provide an additional 2 thrust units before leaving the presence of the planet. Thus, it alone is sufficient for lunar exploration or transferring to another planet in the same Standard Orbit. No other system is required. Contragravity cannot transfer between Standard Orbits.

ACTION	THRUST UNITS REQ'D
Lift off terrestrial planet	8
Lunar orbit/Same standard orbit transfer	1
Transfer between planet orbits	3/orbit
Solar escape (at earth)	16
Solar escape (at Jupiter)	8
Reach speeds of 0.25 ly/day (after solar escape)	1

COLD SPACE ROLE-PLAYING GAME

Example:

We want to travel from Earth to Callisto Base. We need 8 Thrust Units to lift from Earth. Then we need 3 Thrust Units to reach the orbit of Mars, then 3 more to reach the Asteroid Belt, then 3 more to reach Jupiter. One more is needed to reach Callisto's Lunar orbit. The total is 18 Thrust Units. Our ship, a Consolidated Vultee Liberator II, is equipped with Contragravity (9) and 12 chemical rocket Thrust Units for a total of $9+12=21$ Thrust Units. It takes $1/2$ hour for planetary escape. A change of 3 orbit numbers would be $((10*3)=30)+((d\%(54)/2)=27)=57$ hours. The phrase $((d\%(54)/2)=27)$ means "A 1d100 roll with the result of 54, divided by 2, for a value of 27." To this we add $1/2+1/2$ hours for landing and reorbiting from Callisto.

Next our ship goes to the Alpha Centauri A system, 4.5 lightyears away. After topping off tanks at Callisto, the ship must exit the Sol system at a cost of 8 Thrust Units, coast to Alpha Centauri A, then decelerate into the system at a cost of another 8, totalling 16. The chemical rocket provides 8 units, the Jovian slingshot 4, and the Lincoln slingshot another 4, also totalling 16. We use the remaining 4 Thrust Units of our Chemical Rocket to speed up our transit. The interstellar trip takes $.25$ ly per day per thrust unit, or $4.5 \text{ ly} * .25 * 4 = 4.5$ days in transit.

Finally our ship must go to Independence Star Port on Roosevelt. Lincoln is in Standard Orbit 2, Roosevelt in Standard Orbit 1, a difference of 1 orbit. Our ship has no fuel left, and the Contragravity Drive can't be used to transfer between standard orbits, so it must go first to Madison Star Port on Washington to refuel.

It brakes into Washington and lands, using 8 Thrust Units from its Contragravity Drive, refuels, and lifts off again using another 8 Contragravity Thrust Units, taking $1/2 + 1/2$ hours. Changing one Standard orbit costs 3 Thrust Units, and braking into Roosevelt costs another 8. We have 12 Thrust Units from chemical rocket, and 9 from the Contragravity Drive, and land at Independence Star Port, safe.

The voyage from Washington to Roosevelt takes $1/2$ hour for planetary escape, a change of 1 planetary orbit for $((10*1)=10)+((d\%(38)/2)=19)=29$ hours, plus another half hour to land on Roosevelt.

The total trip takes $0.5 + 57 + 0.5 + 0.5 + (4.5 * 24 = 108) + 0.5 + 0.5 + 29 + 0.5 = 3 + 57 + 29 = 197$ hours, or a little over 8 days.

COLD SPACE ROLE-PLAYING GAME

TRANSIT TIMES

Note: Planetary transfer times assume minimum transfer speeds. For 4 extra thrust units, transfer time can be cut in half; with 8 extra units, to 1/3, for 12 extra to 1/4, etc.

TRANSFER TYPE	TRANSFER TIME
Planetary escape	1/2 hour
Planet in same standard orbit transfer	5 hours +d%/2 hours
Lunar transfer	1 hour
Major planet transfer	10 hrs per orbit number +d%/2 hours
Reach another star	0.25 ly/day per thrust unit

Orion ships use nuclear explosions for propulsion, but most of the reaction mass is from some other hydrogen-rich substance. Polyethylene is a good choice. Water could also be used, though it is less efficient. However using water allows for refueling in a primitive system with no established colony. The available thrust units for a water-fueled craft should be reduced by 2 per fueling to account for the weight of additional nuclear charges and water containers. For example, a Orion stage that was going to travel to another system, refuel, and return would have $20 - (2*2) = 16$ units of thrust outbound and another 16 units after loading water at the other system.

THE ORBITS

The 10 available standard orbits are centered at the following distance from the star:

Orbit #	Distance in miles	Distance in kilometers
1	35,000,000	56,500,000
2	65,000,000	104,500,000
3	90,000,000	145,000,000
4	150,000,000	241,500,000
5	275,000,000	442,500,000
6	500,000,000	805,000,000
7	1,000,000,000	1,610,000,000
8	2,000,000,000	3,220,000,000
9	3,000,000,000	4,830,000,000
10	4,000,000,000	6,440,000,000

COLD SPACE ROLE-PLAYING GAME

SPACE COMBAT

The players are encouraged to dramatize and narrate the results of the combat, especially making use of in-character dialog over the ship's Radiocomm net. This system does not scale well for use in situations of spaceships vs. vehicles and people. Starship weapons are incomparably more powerful than vehicular and personal weapons. Wherever reference is made to ships, small craft are intended as well.

Sides make standard % dice initiative rolls. Side goes on its initiative.

RADIOCOMMUNICATIONS CONTROL

Radiocomm coordinates all activities.

Each round of combat, Radiocomm rolls an Electronics check. If the check fails, all subsequent activities have a further -5 penalty applied.

FIRING WEAPONS AT TARGET

Radar acquires the target for the gunner, vastly improving chances to hit.

For each weapon, Radar rolls an astronomy check. If the check fails, the gunner has a -20 penalty to hit.

Gunner for that weapon rolls to-hit, with these modifiers.

Target not evading (surprised for instance) = automatic hit

PENETRATION OF DEFENCES

The character manning the defence station attempts to block penetration of the Defences by the weapon if a hit is scored.

A successful ship's guns check means the weapon did not penetrate and the attack fails. An unsuccessful check means the weapon penetrated.

DAMAGE

If weapon penetrates, roll damage. Damage is $1d10 * DM * 100$. GM interprets the damage result for best judgement of the effect and describes it to the players.

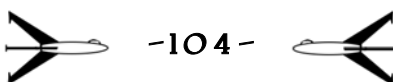
Any damage roll of 10 on the 1d10 is a critical hit, and a second d10 is rolled. Multiply the damage times this result for critical damage.

Example:

KEW mine penetrates for damage. A 1d10 is rolled, and a result of 10 is obtained. This is a critical hit, and a second d10 is rolled for a Critical Damage result of 4.

Final damage = $1d10(10) * DM(2) * 100 = 2000 * Critical\ damage(4) = 8000$

If a 10 is rolled for the Critical Damage, another critical damage d10 is rolled and multiplied by the previous result.



COLD SPACE ROLE-PLAYING GAME

Example:

KEW mine penetrates for damage. A 1d10 is rolled, and a result of 10 is obtained. This is a critical hit, and a second d10 is rolled for a Critical Damage result of 10. A third d10 is rolled for a Critical Damage #2 result of 4 Final damage = $1d10(10)*DM(2)*10=2000*Damage(10)*Critical\ damage\ #2(4)$
= 80000

This process is open ended - that is the multipliers continue to accrue until a Critical Damage result of less than 10 is rolled.

ARMOR

Armor absorbs damage which is below a critical amount. This amount is $500*armor\ factor$

Example:

A ship has an armor factor of 2. The critical amount is $2*500$ or 1000.

The ship is hit for 800 points. This damage is absorbed by the armor.

The ship is hit for 8000 points. This damage is applied to the ship

MAINTENANCE

Maintenance controls Damage which penetrates armor:

A successful electronics roll by Maintenance will halve ($*.5$) damage.

A successful mechanics roll by Maintenance will halve ($*.5$) damage.

If both rolls are successful, damage is quartered ($*.25$).

On small ships and craft, Maintenance is usually done by the Engineer.

SHIP CONSTITUTION

Ships have 10 constitution points per ton, rounded up.

Examples:

5 ton small craft = 50 constitution

100 ton shuttle = 1000 constitution

550 ton merchantman = 5500 constitution

At its full constitution*.75, the ship is Hindered.

All rolls are at -20% and max acceleration is $*.75$

At its full constitution*.50, the ship is Damaged.

All rolls are at -40% and max acceleration is $*.5$

At its full constitution*.25, the ship is Hammered.

All rolls are at -60% and max acceleration is $*.25$

A successful drives check will repair 200 constitution points per round.

A successful mechanics check will repair 100 constitution points per round.

A successful electronics check will repair 100 constitution points per round.

Once a ship passes Damaged level, repairs cannot fix the ship beyond Hindered level.

Once a ship passes Hammered level, repairs cannot fix the ship beyond Damaged level.

In order to fully repair this damage, the ship must go to a starport for a refit.

COLD SPACE ROLE-PLAYING GAME

DUTIES OF THE CREW IN COMBAT

This combat system is designed to keep all the crew involved in combat, giving each a task to perform as a team.

EVERY ROUND

Radiocomm coordinates all activities, allowing the crew to work as a team, rolling checks against programming to avoid communications failures.

EACH WEAPON FIRING AT TARGET:

Radar acquires the target for the gunner, predicting movement in time lag, rolling an astronomy check to avoid failing to correctly acquire target

Gunner fires the weapon, rolling a ship's guns check to hit the target.

EACH HIT ON SHIP:

Pilot maneuvers the ship, rolling a pilot check to avoid hits, with these modifiers:

+10% if the ship has Courier Grade Attitude Jets

+20% if the ship has military Grade Attitude Jets

EACH UNAVOIDED HIT:

Check to see if Armor absorbs damage

EACH UNABSORBED HIT

Maintenance runs damage control, rolling a mechanics and electronics check to limit damage.

EVERY ROUND:

Engineering repairs accumulated damage with checks against drives, mechanics and electronics

Security detects hostile intrusions and organizes resistance.

COLD SPACE ROLE-PLAYING GAME

EXAMPLE OF PLAY

In this example, the PCs are Eunice (Defense Tech), Gregor (Engineer), Kevin (Radar Tech), and Ketto (Gunner). The other parts are played by the GM as NPCs. The PC's ship, the Asa B. Pettit, is a 2000 ton craft which has been jumped by the Perkin Warbeck, a competitor of similar size, as they are nearing their destination. After several rounds, the Warbeck and the Pettit are both Hindered, making them start out the round at -20% on all skill checks.

The ships roll initiative for the round, and the Warbeck wins.

GM as **Nate** (Radiocomm Op): (Rolls an Electronics check and fails) "Whoa, The circuit is jammed! That last hit did more than knock out the Contragrav!". *The ship is now at -25% for all skill checks.*

GM to the group: "The Warbeck fires a missile and a rocket." Rolls skill checks for the Warbeck's gunners and succeeds twice. "Look out! The missile and one rocket are both targeted dead on!"

GM as **Micah** (Pilot): (Rolls a pilot check and fails) "Great! I just zipped when I shoulda zagged! Eunice! You'd better get these babies!"

Eunice (Defence Tech): (Rolls a ship's guns check at -25 and succeeds) "Yes! I nailed that damned missile with the #2 Hedgehog! Have you got the rocket, Kevin?"

Kevin (Radar): (Rolls an astronomy check and fails) "Dang it! I must have lost it in the Hedgehog flare!"

Eunice (Defence Tech): (Rolls a ships guns check and barely fails) "Arrrrgh! I hit it too late! Brace yourselves folks! We're gonna get nipped!"

(Being a trader, the Pettit has no additional armor, thus none of the blast is absorbed.)

GM to group: "The rocket penetrates the defences and detonates too close to the ship!" (GM looks down systems tables, decides on the Radar Array Subsystem) (GM rolls damage on a d10 and gets a 7, for a damage result of 7000, putting the ship below Damaged level if Damage Control fails.) "Kevin! Radar just filled with noise! You are having trouble picking out the other ship. Gregor! There's a fire in the sensor tunnel, and one of the bulkheads has collapsed over the data line."

Gregor (Engineer - the ship has no Maintenance Tech): (Rolls an electronics check and succeeds) "I'm on it! I've got the fire out, now to relieve the pressure from that ruptured bulkhead!" (Rolls a mechanics check and succeeds) "Whoo-hoo! Who da man! Who da man!"

GM: (reduces the damage to 1750 points (7000*0.25) which leaves the ship back above Damaged level) "Kevin, Radar just snapped back in! You are go!"

Kevin (Radar Tech): "You bet! That was a close one! Piotr! (rolls an astronomy check and succeeds) "I've got a bit better lock. Sending!"

Danner: "Good luck Piotr!"

GM as **Piotr** (Reaction Gunner): (Rolls a ship's guns check at -15 (-25 + 10) and fails spectacularly) "No good, guys! That one was so far off I might have hit *us*!"

Kevin (Radar Tech): "Sorry Piotr!" (Rolls an astronomy check and succeeds) "Got one for you, Ketto! Nail the bastard!"

Eunice: "I got my fingers crossed, Ketto!"

Gregor: "Get him, Ketto!"

COLD SPACE ROLE-PLAYING GAME

Ketto (Missile Gunner): "Beautiful!" (Rolls a ship's guns check at -15 (-25 + 10) and succeeds) "Oooh Yes! Take *that* Mister Warbeck!" (rolls damage on a d10 and gets a 10.) "Whoooooee! Critical, baby!" (Rolls a d10 again and gets an 8 for a total of 24000 (3*10*8*100) points of damage) "Sent that one right up the old tubes!"

GM: "You see the Nuke warhead explode just behind the *Warbeck*, right on the tail." (Rolls for mechanics and electronics checks for opposite maintenance and fails both times) "The 'Warbeck explodes spectacularly in a huge fireball. Streamers of unidentifiable debris go streaming in all directions. Congratulations!"

Gregor (Engineer): "Yes! Now for the repair party!" (Rolls a drives check and succeeds) "I got a success on Contragravity! Hallelujah!" (Rolls a mechanics check and fails) "The cargo doors are still stuck. I'm gonna have to work on that!" (rolls an electronics check and succeeds) "Yeah! I got the landing gear working again, I think! We are rocking!"

GM: (Adds 500 points to the total ship constitution, moving it slightly above Hindered level.) "Contragravity is back online, though it's oscillating bad. The landing gear indeed retracts, but it's jerky. You guys got a lot of work ahead of you!"



COLD SPACE ROLE-PLAYING GAME

THE SOLOTHURN ENGINE

The Solothurn Engine - AKA the Corkscrew Drive - is the device which produces both the FTL and Contragravity effects. The engine is a mechanical-magnetic device, which accelerates heavy metal particles to enormous speeds in a helical pattern, which gives the engine it's slang name.

The engine is complex, fussy device, and needs constant care and attention. It is controlled by banks of dials and switches, and monitored by means of dial gages.

The Solothurn Engine requires a large amount of power to operate - something the size of a large marine diesel at least, and a nuclear power plant for larger vessels.

Both effects of the engine are felt by those in its area as a 'shuddery' or 'quivering' feeling, faintly nauseating to most.

FTL

The FTL effect works by compressing space in the local area, thus effectively acting as a speed multiplier. The amount of compression achieved is inversely proportional to the gravitational field in the local area, up to the maximum rating for the drive. To the people on the ship, it appears to be travelling at normal speed, but to an outside observer, the ship appears to be moving faster than light.

The Level 1 FTL effect used in Cold Space has a maximum compression of 1,000,000:1. Level 2 FTL, which has a higher maximum, is being researched right at the end of the Cold Space era.

CONTRAGRAVITY

Contragravity is a thrust drive. It works in inverse proportion to the gravity in its local area, thus the steeper a gravitational slope is, the stronger the Contragravity effect. Contragravity is not artificial gravity, and does not provide simulated G inside spaceships, nor does it isolate those inside the ship from local gravitational effects. It is produced by the same engine which produces the FTL effect.

BURNING AND GOING INERTIAL

Orbital transfers are accomplished by accelerating the ship, expending fuel or reaction mass and accelerating in the opposite direction. This is called a 'burn,' and the duration of a burn varies depending on the craft and its drives, but is generally rated in seconds or minutes.

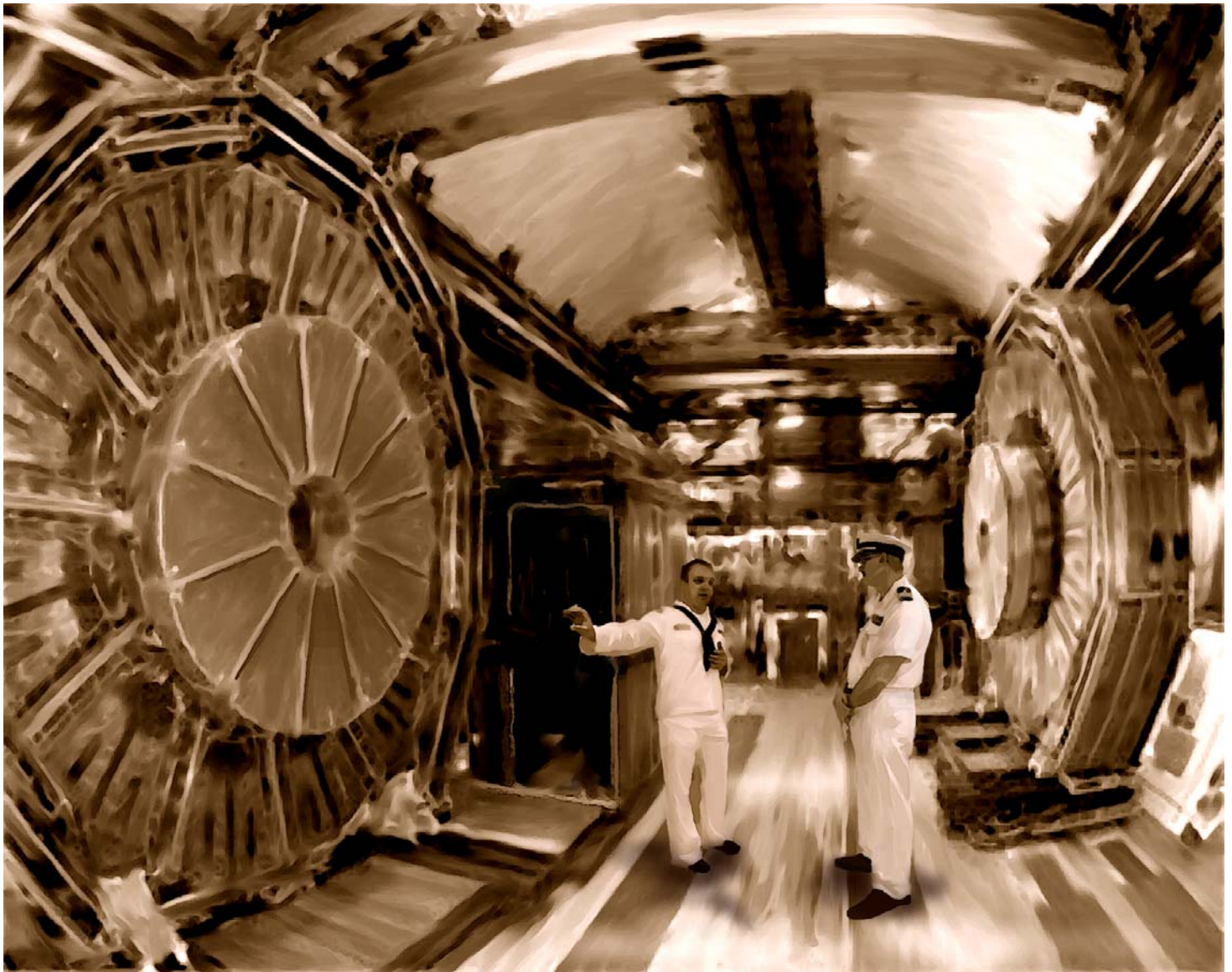
Once the burn is complete, the ship drifts at its new speed at zero-g, until braking or accelerating again with another burn. This is called 'going inertial.' Passengers and crew will be weightless while the ship is inertial, unless the ship has a rotational artificial gravity.

COLD SPACE ROLE-PLAYING GAME

ARTIFICIAL GRAVITY (SPINNING)

Artificial gravity can be produced by spinning, using the centrifugal force to produce an apparent thrust. Most ships don't use spin as it is expensive in terms of resources and mass, and the periods of zero G are short enough to not be dangerous. Stations, on the other hand, depend on spin. After a number of days spent inertial, or weightless, muscle mass starts to deteriorate and bones begin to weaken, thus stations always rotate to provide artificial gravity.

Machinery in Cold Space - particularly in the early era - is noisy, mechanical, clumsy, large, and very 'industrial' by modern standards. Hitting a piece of equipment with a wrench wasn't always a bad repair strategy. Go with this feel.



COLD SPACE ROLE-PLAYING GAME

Washington Herald, May 7, 1954

COMMUNICATION BLACKOUT LIFTED BY PRESIDENTIAL ORDER LINCOLN REMAINS IN CHAOS

Mars, May 6. (AP) -- Not one letter or phone call has been allowed into or out of Lincoln Colony for the past week. All US reporters on Mars have been stonewalled at every turn by the Censorship Appeal until a few moments ago.

There has been rioting in the streets of Lincoln for days. Hundreds of civilians have been arrested by Marine MPs and the colony's holding cells are full to bursting, but the situation shows no sign of improvement. In fact, things have actually gotten worse.

Several dozen people had already fallen ill before the poison in the colony's water supply was discovered yesterday. Another few hours and the disaster would've been complete, but a quick-minded physician at the local clinic alerted the authorities, who soon tracked down the cause of the illness. Most of the victims are recovering. Some, however, have since died of the poison.

The incident sent thousands clamoring against the barred gates of Lincoln Starport where several ships were waiting on the ground -- not allowed to take off. Marine patrols through the colony have been canceled after several soldiers were savagely beaten on their way back to the Garrison headquarters.

The Colonial Office seems helpless to stop the madness. Police have thrown up barricades in front of Lincoln's most precious buildings, yet a few were overrun within hours, leaving the policemen beaten and stabbed to within an inch of their lives. Among the buildings stormed was the First Museum of Mars.

Entire halls of exhibits were stolen or destroyed, the museum utterly ransacked by looters. This is only the worst example of what has been going on on Mars; hundreds of other incidents have been occurring everywhere. The hotel in which your reporter resides is guarded like a fortress, and it is the only place where I still feel remotely safe.

It was not until President Eisenhower himself intervened that news of these events has been allowed off Mars. The decree has hamstrung even the normal sanitation of colonial news. Never before have I been allowed to say that Lincoln Colony seems under attack from the inside, and the authorities stand powerless.

If the good President were to look at today's Herald, I could think of only one thing to say to him: Please, get us out.

COLD SPACE ROLE-PLAYING GAME

MARS AND THE MOON



COLD SPACE ROLE-PLAYING GAME

The Journeyman - 1985

Luna's just a contragrav bus ride from Earth, but the majority of people never have gone there. Certainly I haven't, although I'd been on many a jaunt across Europe, Asia, and Africa in my time, but this time TIME was paying me, and paying for the ticket. "You're going everywhere. You'll start in the Solar System, then off to Alpha Centauri, then Barnard's Star, and you'll finish up at Omicron Eridani. This will take years, but we're going to collect everything and publish it in one massive special issue. The future of humanity is in space, and we're going to drive home that fact." I looked at the check, gulped and said "Yessir!" TIME doesn't stint when they want something.

I boarded the Greyhound in the Liftport on the upper level of Grand Central Station. The "bus" was a lot bigger than any bus I'd ever seen, but they kept a tight schedule, and they needed a lot more fuel, after all. The seats were bigger too, more like airline seats in business class. The meals were garbage - rubber chicken, tasteless pale gravy, and spongy crinkle-cut carrots with grease sauce - but I wasn't going to complain. I'd eaten worse on 747s.

Our destination was Luna City in the Sea of Tranquility. We set down in a flat area with occasional structures about the size of a suburban ranch house around us. A tube extended from the nearest of these up to the bus's airlock. A couple of clanks and thuds, and we were allowed to go on in. Most cities on the moon - and Mars, for that matter - are either dome cities or warrens. Luna City was a warren. The "ranch house" was a big industrial sized airlock with an escalator leading down into the city itself, safely beneath the rock.

We came into a big atrium with a skylight - artificial, of course - far above. Lunar Americans are big on atriums. It shows off space and light and air, all of which mean one thing on Luna - power. The streets - called "tubes" here - are wide corridors, cut by boring machines and sealed continuously behind them, cut at intervals with massive emergency bulkheads. "Houses" and "Apartments" are big or small holes cut in the walls and closed off by doors. Some people put up hanging plants or signs outside their doors, but in the poorer neighborhoods, there was less of that.

There were plenty of shops! Bonwit Teller, Nieman Marcus, The Sharper Image, all the way down to neighborhood supermarkets. Offices and manufacturing too - I saw IBM, Texas Instruments, and Commodore among others, each with its own set of tubes. Mining is big business, both for water and for metals. Some side tunnels led to miles of so-called "tube farms," where crops grew in soil made out of crushed moon rock mixed with shredded leaves and vegetable matter, and allowed to age with worms and insects tunnelling around in it. Up above, sun lamps glow every few feet to provide heat and energy. They are surprisingly lush!

COLD SPACE ROLE-PLAYING GAME

The Journeyman - 1985

Mars is different from Luna. There's an actual atmosphere here, though it's ridiculously thin, and the skies are blue in the day. That make a surprising amount of difference - more people are out on Mars, they don't hasten to hide in cramped tunnels. There's more gravity, so things move more naturally. Cities tend more to be domed rather than be excavated warrens, the opposite of Luna.

The work of terraforming continues on it's slow pace. I was there too brief a time to witness it, but every few months a comet tears out of the sky and impacts into the vast boreal plain between Giza, Koln, and Boreas, which is kept empty of settlement for just this purpose. Already you can see hardy lichens and molds growing in sheltered low lying areas like the Valles between Paiuia and Liverpool. One day, people will be able to walk around Mars without Mars suits, breathing the free air. Why? Because the Martians have determined that their childrens' children will do so, and Martians are stubborn as mules.

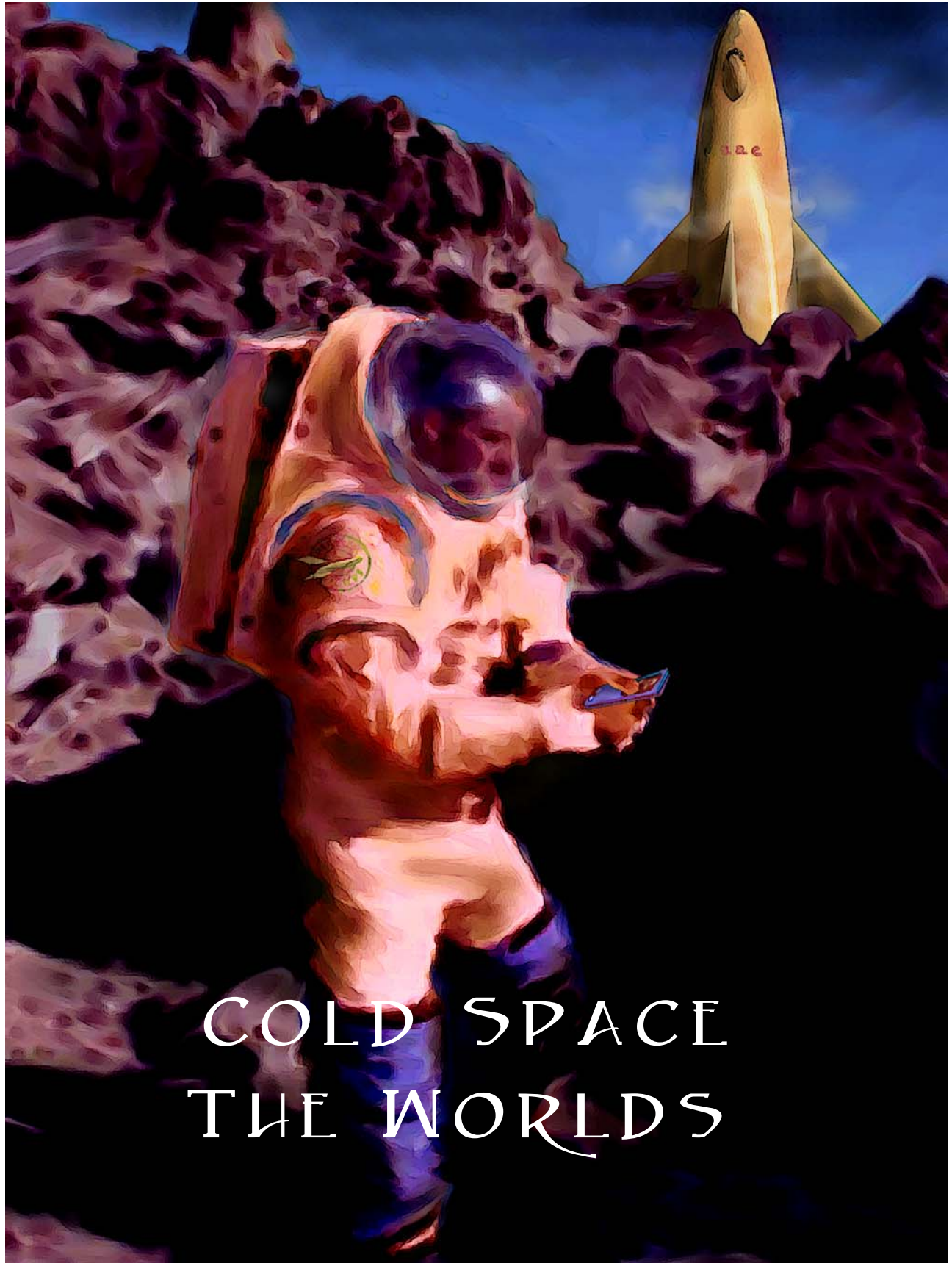
I took the Mars Monorail train from Lincoln to Road Town, the southernmost city in American Mars. Road Town is a dome city, with much of it's infrastructure on the surface, covered by translucent multiple-layer self-sealing inflated domes. The low pressure of the martian atmosphere makes these rubbery structures amazingly stiff. They're also amazingly cheap. It's far less expensive to set up a dome city than tunnel out a warren, and most of the new cities on Mars are domed. The domes are connected by walkways and tunnels, and sometimes are set cheek by jowl, with just an airlock section in between.

A lot of the domes are used for agriculture rather than people. The Martians have to leach the metals out of their soil before crops can be grown, and they use various methods, from chelation to heating to plant-uptake. In the meantime, scientists try to develop trees and wild plants that can tolerate the metal-salt-infused Martian soil to spread freely as Mars is terraformed. Martians think long-term.

The Martian Americans are developing processes and techniques which we can all use to settle the thousands of millions of uninhabited planets out there like Mars, which far outnumber the "green" planets like Earth and Roosevelt. They take their trust very seriously, and are one day going to be a force to be reckoned with!

Meanwhile, some Martian Americans are agitating for statehood. They feel they are developed enough to enter the union as a fellow member, and have petitioned Congress to allow them to vote on the question. Before I got here, I dismissed the idea as absurd, but now, my money's on the Martians!

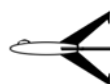
COLD SPACE ROLE-PLAYING GAME



COLD SPACE THE WORLDS

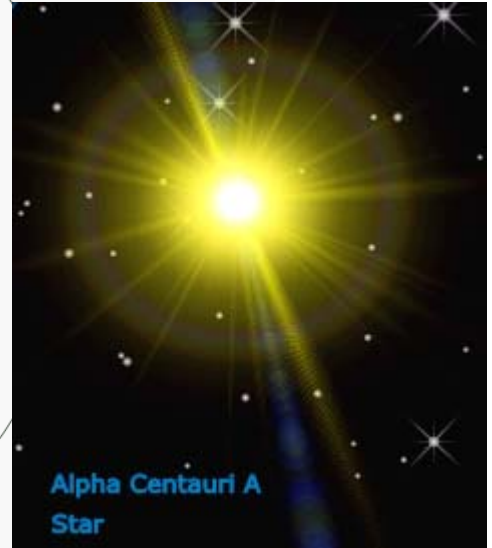
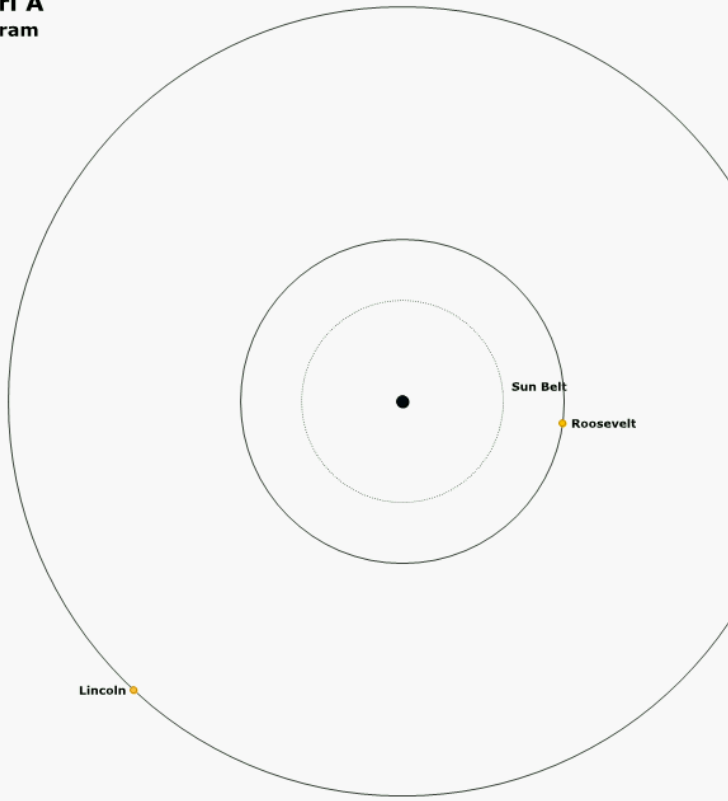


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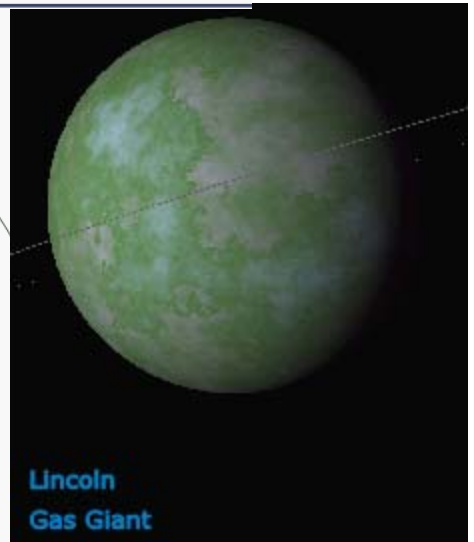
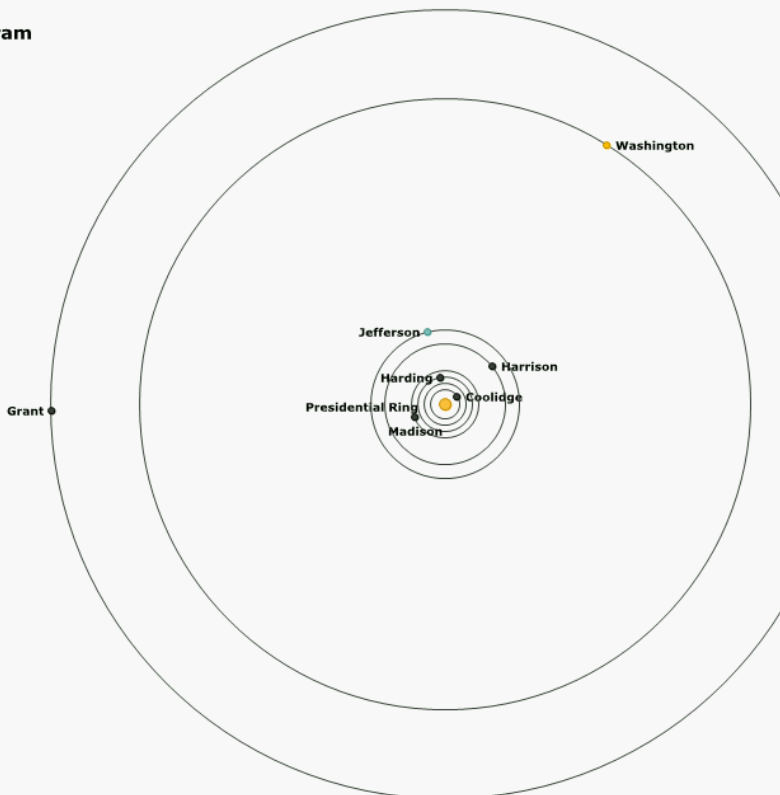


COLD SPACE ROLE-PLAYING GAME

Alpha Centauri A
Star System Diagram

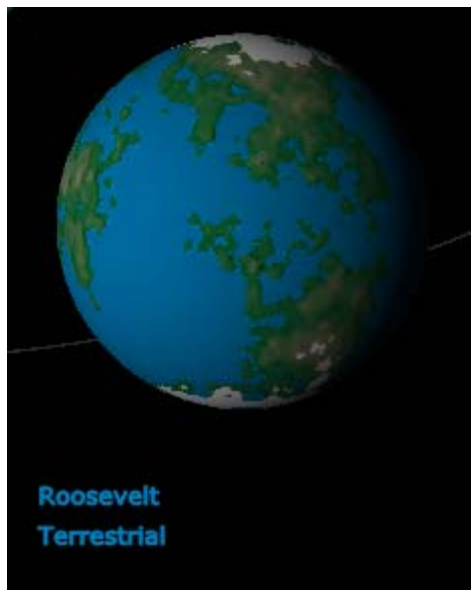


Lincoln
System Diagram



COLD SPACE ROLE-PLAYING GAME

ROOSEVELT



Orbit Number: 1

Temperature: Extraordinarily Earthlike

Gravity: 20% higher than Earth. Things gain 1 lb/kg for every 5 lbs/kgs.

Atmosphere: Somewhat thicker than Earth's, with more oxygen at a higher partial pressure, less nitrogen, and much more argon. Certainly breathable and somewhat euphoric.

Native Life: Lots. Many different types and species, some similar to Earth life, and some not. Some incompatibilities with proteins, leading to allergic reactions.

Minerals: Somewhat richer in heavy elements than Earth is, but not remarkably so.

Habitability: Close to optimal.

The Journeyman - 1986

Roosevelt is a bustling, thriving colony. The capital, Liberty, is a big, modern city, nestled amid rich farmlands in the hills. The higher gravity of Roosevelt left me a bit footsore, but the people here are used to it, particularly the young born here. The air is fresh, heady, and clean; leading me to a bit of excess exertion. I stayed at the Liberty Hilton, a sprawling facility overlooking the Spaceport. There was a constant influx of travellers - new settlers arriving, traders, and businessmen, with supplies being shipped to and from everywhere in the settled worlds.

Hope is a sleepy resort town, warm and inviting. the golden, unspoiled beaches stretched away into forever. I had a wonderful meal at Helga's, right on the shore. Flame broiled giant tumfish steaks, seasoned with lovanda berries and herbs. It was to die for!

The town of New Home lies in the center of the sugar cane producing area. I took a tour into the wilds of the southern continent - the jabbers are magnificent! I saw a pride cross the trail in front of me, mumbling their almost human calls, fresh on the track of a golden hart.



COLD SPACE ROLE-PLAYING GAME

WASHINGTON



Orbit Number: 2 (Moon of Lincoln)

Temperature: Extremely hot. 345 K is 69 C is 155 F. Only the polar areas are habitable.

Gravity: Somewhat light - Lose 1.5 lbs/kgs in 10.

Atmosphere: Almost Earth-like pressure with more oxygen, less nitrogen, too much CO2 and nasty volcanic sulphur compounds. Gas mask and CO2 scrubbers needed.

Native Life: Sparse and primitive vegetation.

Minerals: Volcanic minerals are common.

Habitability: Marginal, but possible.

The Journeyman - 1986

Lee just swelters. I swear it was one of the hottest places I have ever been, and it lies far to the north of this stinking pest hole! I shudder to think of what the tropics are like! The air stinks like rotten eggs, even in the supposedly sealed hotel room. The Jameson Arms, the little hotel I stayed at, served bland but edible processed earth foods. Ugh! Tasteless cardboard! I think someone could make a fortune importing spices here - despite the small population.

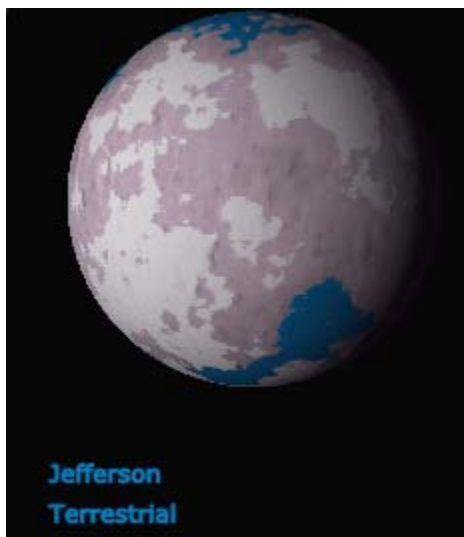
The streets are deserted during the day. Nothing moves, except the occasional bramble ball rolling in from the wastes. At night, it was far better. Even with the gas mask and scrubbers on, it was so much cooler - only as hot as Washington DC in August. Lee is such a small town - if it weren't for the Spaceport and the mines, I doubt anyone would live here - it seems bizarre that this is the largest settlement on the entire planet!

I took a trip into the Gameliel Jordan diamond mine. I know even a mine worker can make a fortune here in a short time, but I don't know how these men stood it. It was brutally hot and wet. The diamonds were lovely though. The characteristic pink glow so enchanting!



COLD SPACE ROLE-PLAYING GAME

JEFFERSON



Orbit Number: 2 (Moon of Lincoln)

Temperature: Cool, but not cold. Median temperature is 9 C, 50 F

Gravity: Light - seven tenth's Earth's gravity.

Atmosphere: Somewhat thin, with a huge amount of argon and very little nitrogen. Fertilizer is needed. Water is scarce except around the big salt seas.

Native Life: Sparse and primitive vegetation, reptile-forms on land. Nothing native is edible due to incompatible proteins and left-handed sugars.

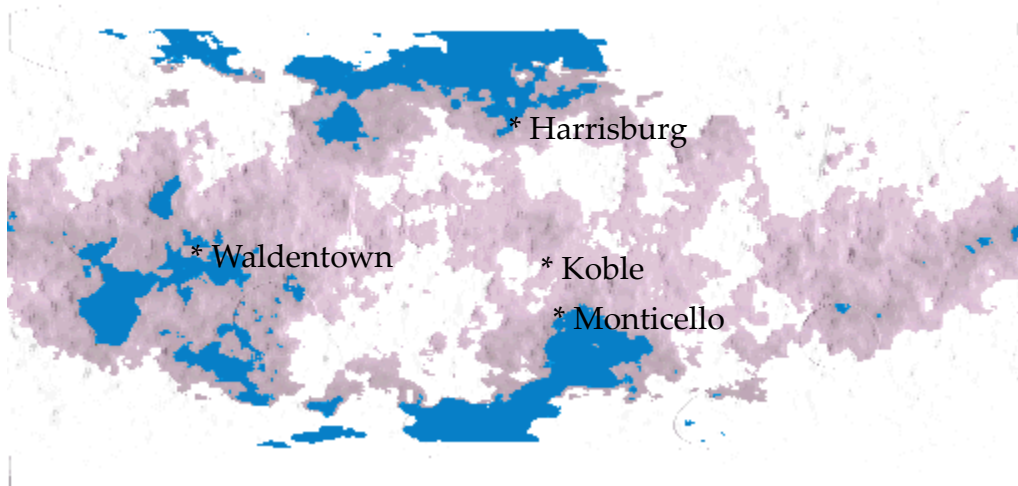
Minerals: Above average mineral deposits.

Habitability: Fair, but far from optimal.

The Journeyman - 1986

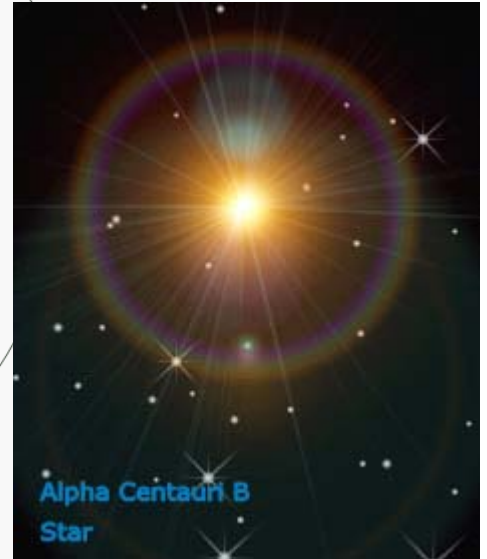
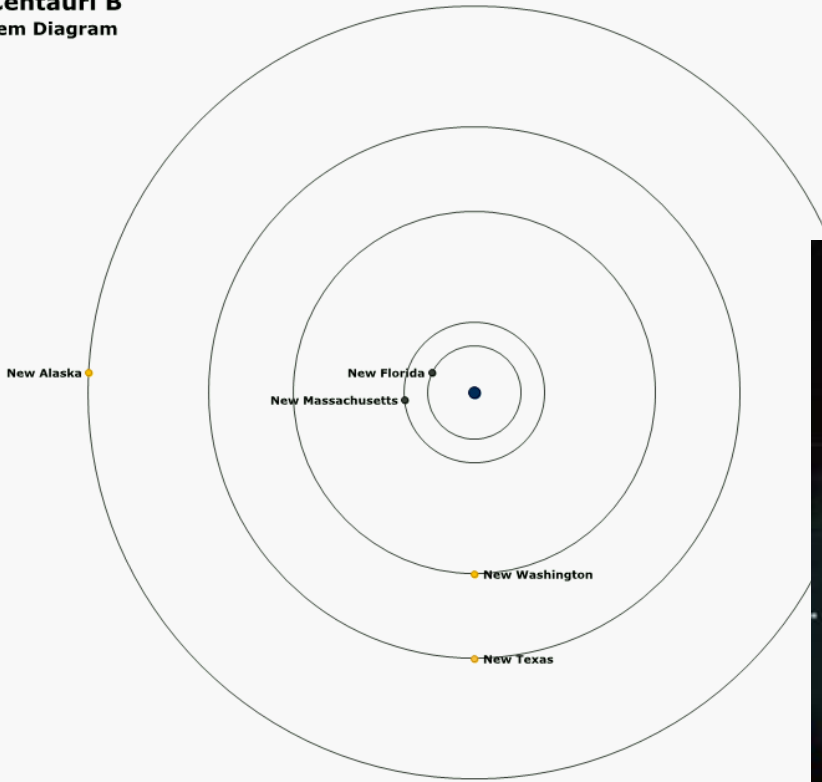
I flew into Monticello on an insystem cargo flight from Washington. What a blessed relief! Monticello is at least twice the size of Lee, and far nicer. It's a clean, well scrubbed town with a backdrop oh high mountains and the lovely Hoosier Sea in front. Jefferson is no big city! The biggest building outside the Spaceport tower was the Monticello Sheraton, at five stories. The little city is mostly brick, very northeast US looking, though the landscape was more like the west. Farmlands surround Monticello, and the big import here is fertilizer. There was nothing native to eat, as it's all poisonous, but the Earth food was fresh and well prepared if somewhat plain.

The people of Monticello are good, forthright American types - solid citizen who work hard and play hard. There's a bit of a chill in the air, but it's a good chill, like autumn. Dress warm, even in the summer! The glaciers are cold! I went skiing down a small glacier near the little resort town of Koble, and it was marvellous! I predict a rich future for winter sports here! The folks here holiday at these tiny resorts in the hills and mountains, and most are avid skiers and tobogganers.

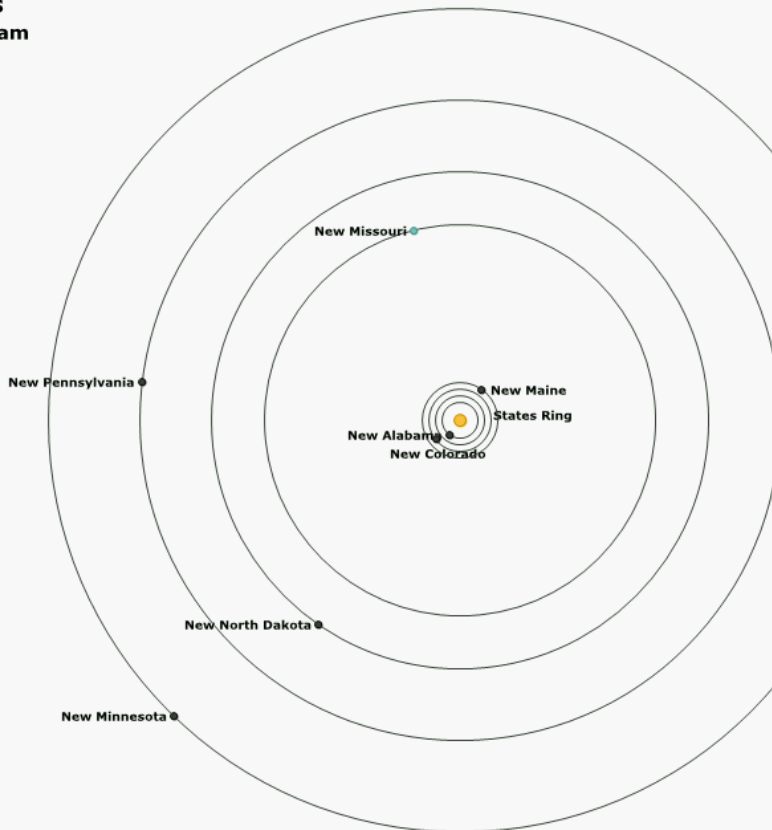


COLD SPACE ROLE-PLAYING GAME

Alpha Centauri B
Star System Diagram



New Texas
System Diagram



COLD SPACE ROLE-PLAYING GAME

NEW WASHINGTON



Orbit Number: 3

Temperature: Hot and moist.

Gravity: Very light - a third of Earth's.

Atmosphere: Thin - about the pressure of Earth's on top of Mt. Everest. Respirators are required.

Native Life: Sparse animals and vegetation, mostly unlike Earth types.

Minerals: Rich in many metals.

Habitability: Fair.

The Journeyman - 1986

Readers, New Washington is a hot, steamy backwater of a planet. The New Washingtonians are a laid back lot, nary a party in the bunch! I came to Olympia, the capital, in a small interstellar passenger shuttle full of fuel - it's a long haul out to A. Centauri B. No jump is needed, but the gingery sun is only at a distance from A. Centauri A about the same as Uranus' from Sol.

The capital is a sleepy little town, with imported earthlife giving it the look of a jungle. The Olympians wear their respirators everywhere, and it is odd to hear a room full of clacking, hissing Olympians chat in their muffled voices over beer at the pubs. They are a veery nice people, but little seems to get done here. Nobody seems in any hurry, and only necessary repairs get done quickly.

Luckily earth plants seem to thrive in the thin air and hothouse atmosphere. The soil is fertile and flat, and rice is the big cash crop. Most New Washingtonians live within twenty miles of Olympia, on small, scattered farms.



COLD SPACE ROLE-PLAYING GAME

NEW MISSOURI



Orbit Number: 4 (moon of New Texas)

Temperature: Cool to cold, undergoing glaciation. Tropics are temperate.

Gravity: 20% lighter than Earth. One lb/kg less per 5 lbs/kgs

Atmosphere: Slightly thin, but with a lot of oxygen. Fire hazards with some normally non-flammable materials. Nitrogen is sparse. Crops require lavish fertilizer.

Native Life: Abundant and varied, mostly Earth-like in form. Some allergen problems.

Minerals: Rich and lucrative.

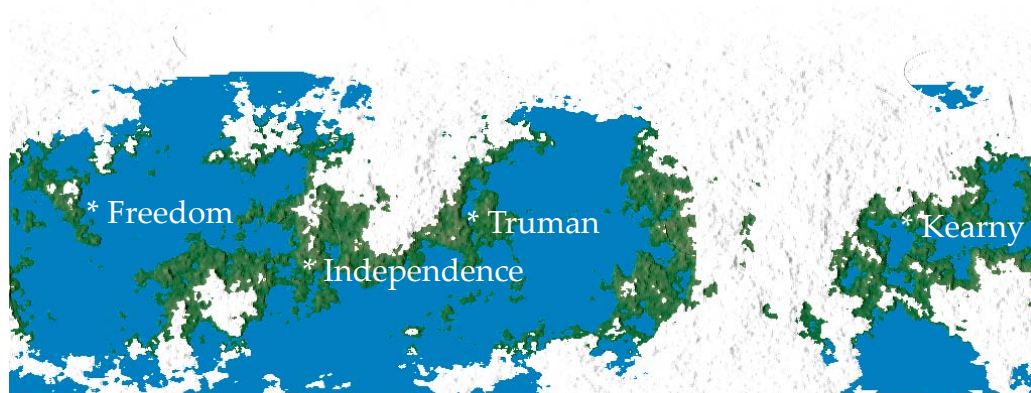
Habitability: Good, especially in the tropics.

The Journeyman - 1986

Truman was refreshing after Olympia, cool and sweet in the nostrils, like Jefferson, though much less dry. The city is small but robust, clean and friendly. The bars here in Truman are justly famous, with some bizarre and potent native liquors available that'd cost your left arm on Earth. The little city has a jumping disco called Ginger Sun - yes, they are a bit behind the times, but they love to dance here - where I spent a marvellous night working away at my rocket lag.

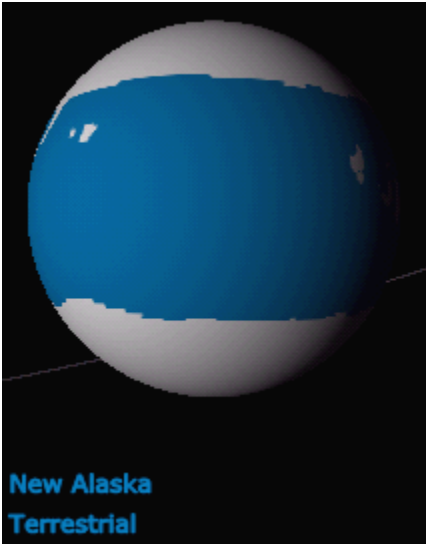
Independence, the former capital, is the biggest city on the planet, but it's very undustrial. Mining is BIG here, as New Missouri is very rich in rare minerals. The Kansas River Uranium processing plant looms over the city, and it got a bit oppressive, what with all the dust and soot in everything.

I hopped a jet to Kearny before returning to Truman, which was a wise decision. Kearny is a lovely town, reminiscent of Juneau, Alaska. Nestled between the mountains and the sea-shore, it's a spectacular little bit of cool paradise. At a restaurant called Hallstead's, I had a simply amazing dish of snow crab and heather-rose. Inspired!



COLD SPACE ROLE-PLAYING GAME

NEW ALASKA



Orbit Number: 4

Temperature: Cold. Even tropics are cold.

Gravity: Heavy gravity. 10 lbs/kgs gain 7 lbs/kgs.

Atmosphere: Thick and oxygen rich.

Native Life: Aquatic flora and fish-type fauna. Most fauna have allergenic properties, though flora is in the main edible.

Minerals: None.

Habitability: Marginal at best.

The Journeyman - 1986

Ha! I thought New Missouri was cold! Shows what I know! New Alaska doesn't have much land, and the capital, Northstar, was originally a drilling platform smack in the middle of the world ocean. Now it's a fair sized city, with an economy based on Oil, fishing, and aquaculture. The legs of the platform make a huge underwater reef, and the area was long ago seeded with cold water fish from earth and various planets. I took a dive in a tourist sub and was amazed and delighted at the profusion of life in the sea.

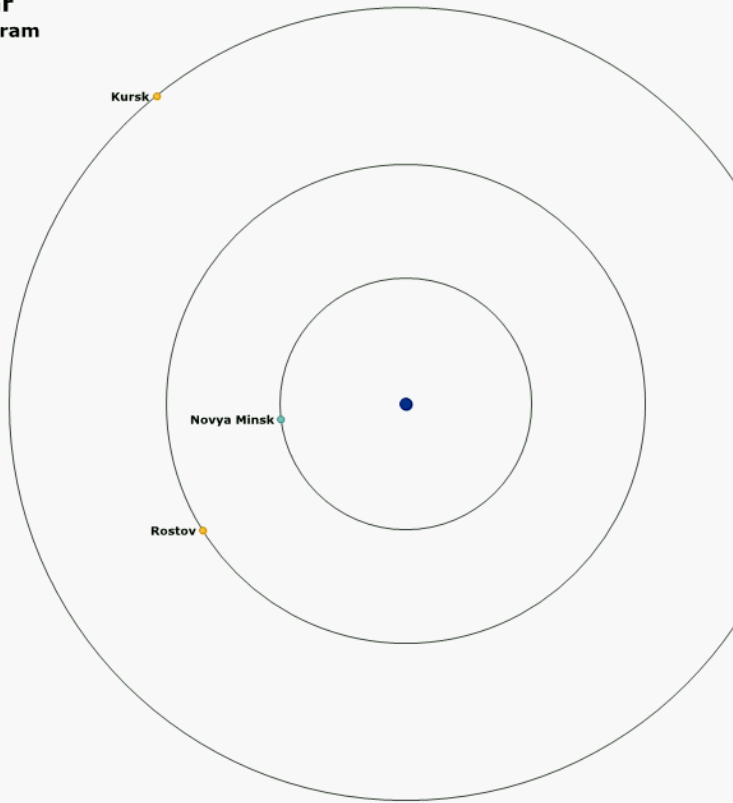
The platform is covered with what appears to be a single, mammoth building, but which is actually many smaller buildings built cheek by jowl. Space is always at a premium here, even though the government keeps adding on to the platform. The Spaceport is in a separate platform, connected by a high speed tram to the city.

Outside, it is just too cold - the temperatures are like the arctic right on the equator - and most people stay inside where it's warm. Except the fishermen, of course!

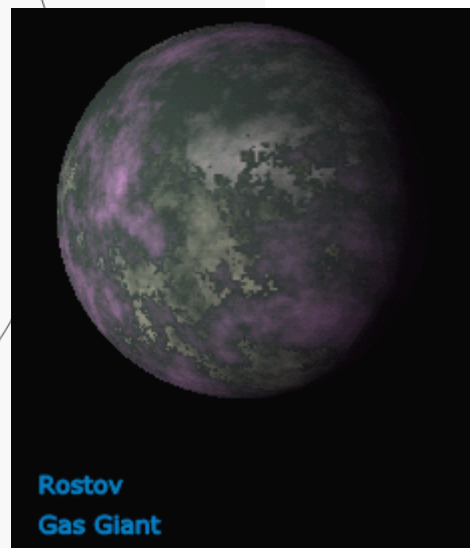
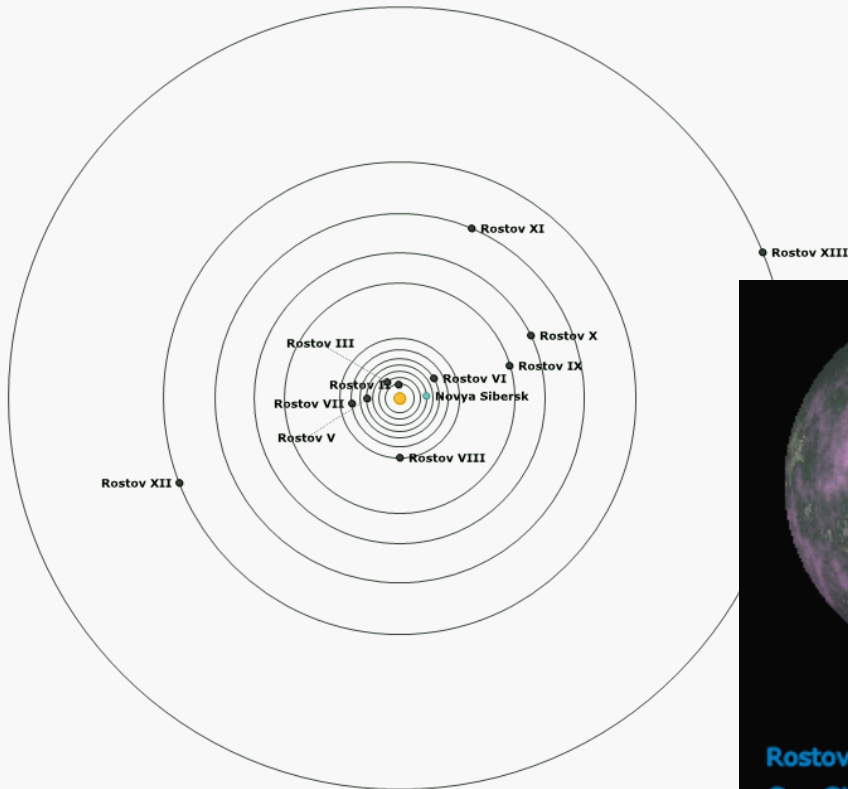


COLD SPACE ROLE-PLAYING GAME

Barnard's Star
Star System Diagram

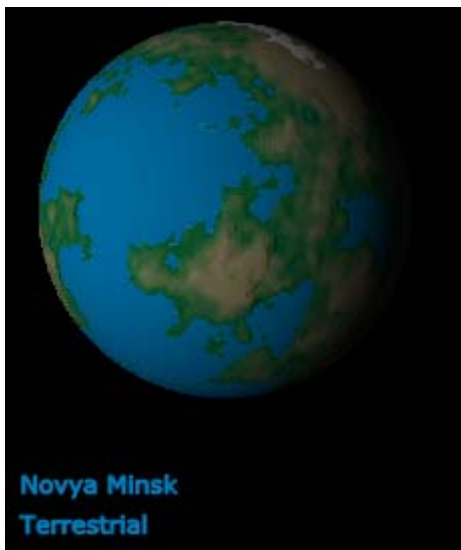


Rostov
System Diagram



COLD SPACE ROLE-PLAYING GAME

NOVYA MINSK



Orbit Number: 1

Temperature: Hot. The polar regions and high latitudes are preferred for settlement.

Gravity: Slightly light gravity - almost 9/10 of Earth's.

Atmosphere: Somewhat thin and oxygen deficient. Respirators needed. A lot of argon and sulphur dioxide.

Native Life: Rich and varied flora and fauna, most edible, and some possibly domesticable.

Minerals: None worth mentioning.

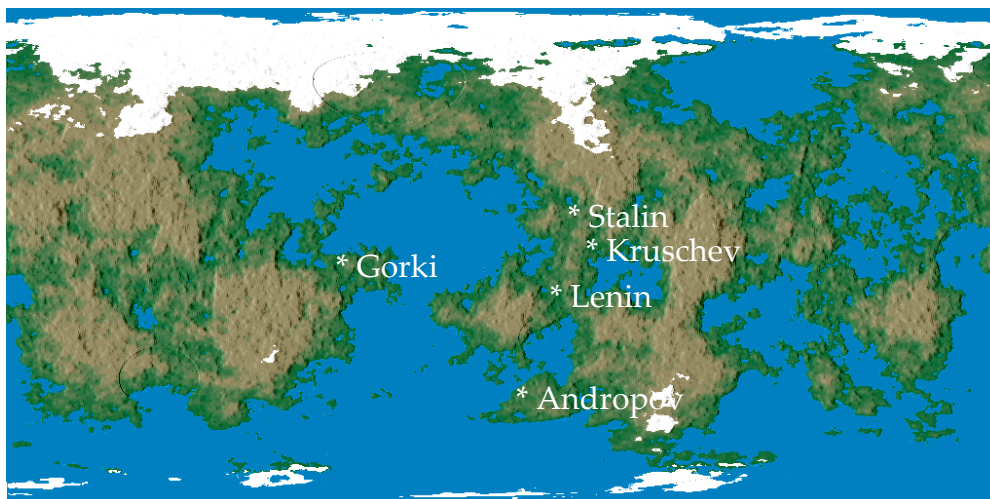
Habitability: Good.

The Journeyman - 1986

Novya Minsk must be where the cool Soviets go! I have been to Moscow and Leningrad, and was anticipating a dull, dreary repetition of my times there, but either Glasnost has succeeded here beyond anyone's wildest dreams, or the Minskians are just hipper than other Soviets. I landed at Stalin's Spaceport and, looking out over the blocks of Soviet Modern style apartment houses that make up the core of the city, I was not impressed. "Ticky-tack Soviet cement block! Ugh!" I thought. Well, I was right about the atmosphere, but wrong about the people.

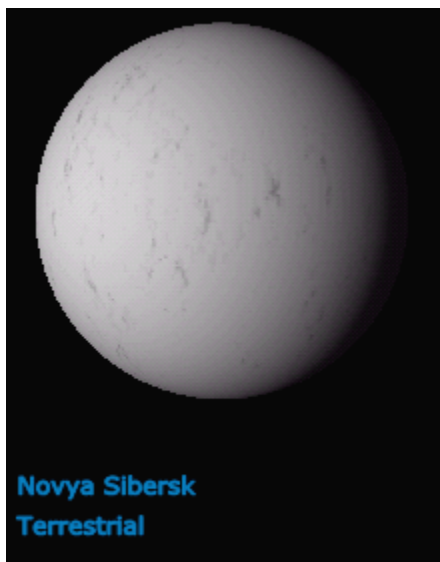
From the moment I stepped into Stalin, I was welcomed. They knew me as a westerner, of course, by my clothing, but everyone was friendly. The clothing the Staliners wear is unique. Gypsy rags with colorful fluttery bits and a wild assortment of textures and patterns. I was told it was making a virtue out of necessity, as the Soviets never shipped whole clothing up in the early years, and the people had to invent their own fashions.

The food was remarkable - especially since it is all native. Earth crops won't grow in the red light. It certainly didn't taste Russian! Perhaps it is the distance from Moscow.



COLD SPACE ROLE-PLAYING GAME

NOVYA SIBIRSK



Orbit Number: 1 (Moon of Rostov)

Temperature: Very cold. Even tropics are frozen.

Gravity: Light gravity. Every 10 lbs/kgs loses 3.5 lbs/kgs.

Atmosphere: Very thin but oxygen rich.

Native Life: None.

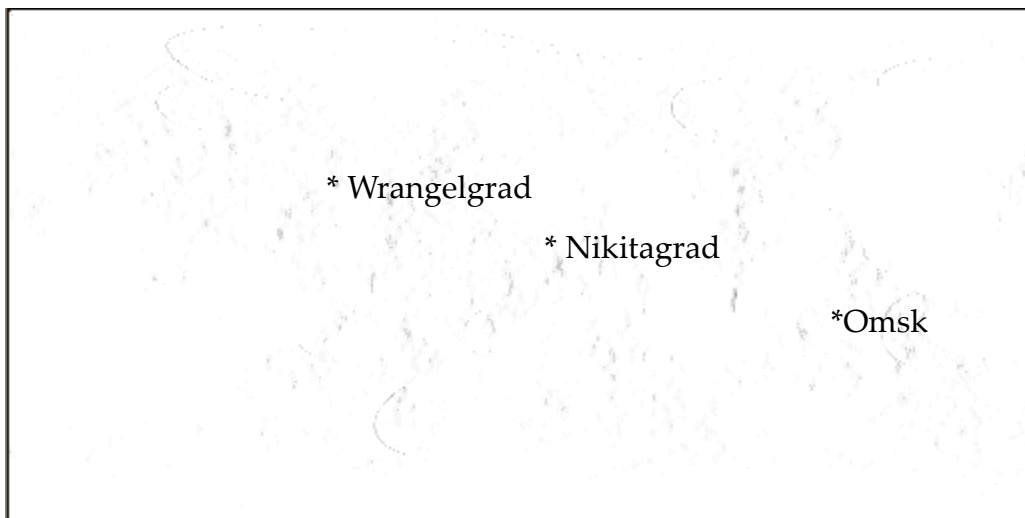
Minerals: Fair, but best source of minerals in a mineral-poor system.

Habitability: Marginal at best.

The Journeyman - 1986

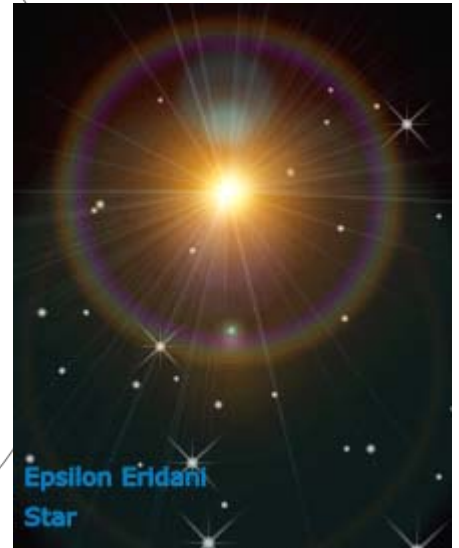
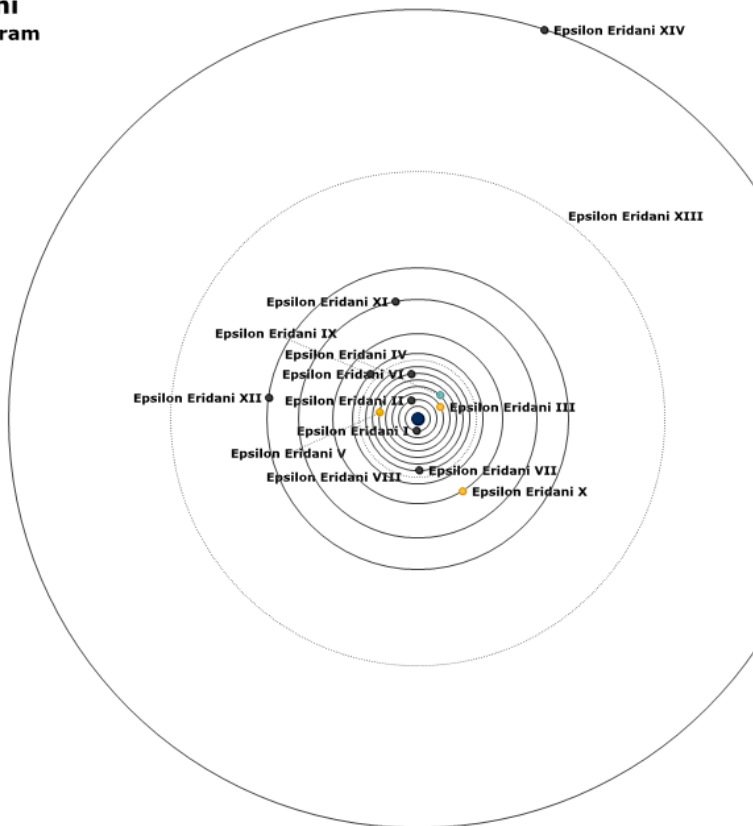
Did I say New Alaska was cold? Ha! I lied! It's a warm, relaxing place compared to this iceball! I had to get special permission to visit Novya Sibersk, as it is a prison planet. I couldn't think of a better use for it! The prisoners are gaunt and hollow, and don't look too healthy, but they seemed well behaved. They mine uranium here, and ship it out to the USSR. Everything but water must be imported. There are a few research stations studded here and there on the ice, but the capital, Nikitagrads, is the only city. The prisoners are not cooped up behind barbed wire and towers, but allowed to go where they wished, except for the spaceport. After all, where are they going to run to?

After the delightful surprise of Novya Minsk, this planet was very depressing. Suicide seems to be the most common cause of death here. For prisoners, guards, and citizens alike. I blame the food! Not a decent restaurant in town! The best place to eat featured canned Soviet ham as it's most expensive course! The hotel was a nightmare, Surly staff, lumpy mattresses, and itchy bed linen competed for my least favorite 'feature!' At least it was too cold for bugs!

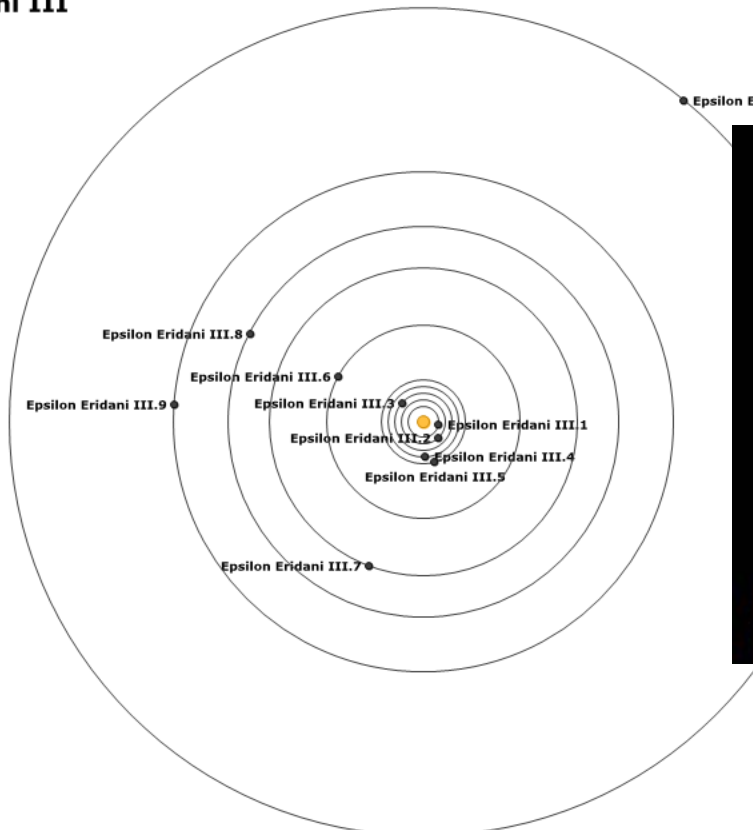


COLD SPACE ROLE-PLAYING GAME

**Epsilon Eridani
Star System Diagram**

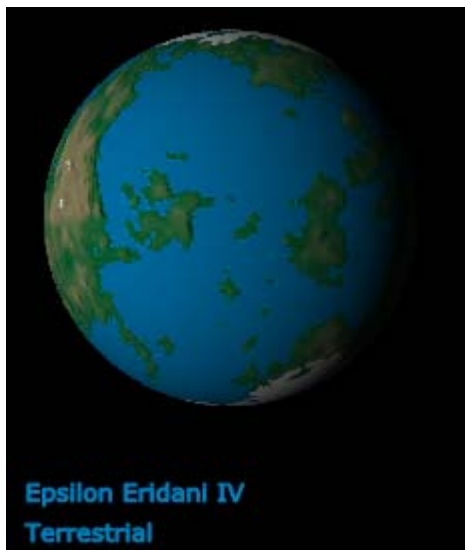


**Epsilon Eridani III
System Diagram**



COLD SPACE ROLE-PLAYING GAME

EPSILON ERIDANI IV



Orbit Number: 2

Temperature: Cold and dry.

Gravity: About two thirds that of Earth.

Atmosphere: Somewhat thin. Only half % the density of Earth's.

Native Life: Widespread, though comparatively few species. Potential for commercial exploitation is high. Meat is edible for most species.

Minerals: Somewhat poorer than Earth's.

Habitability: Very good.

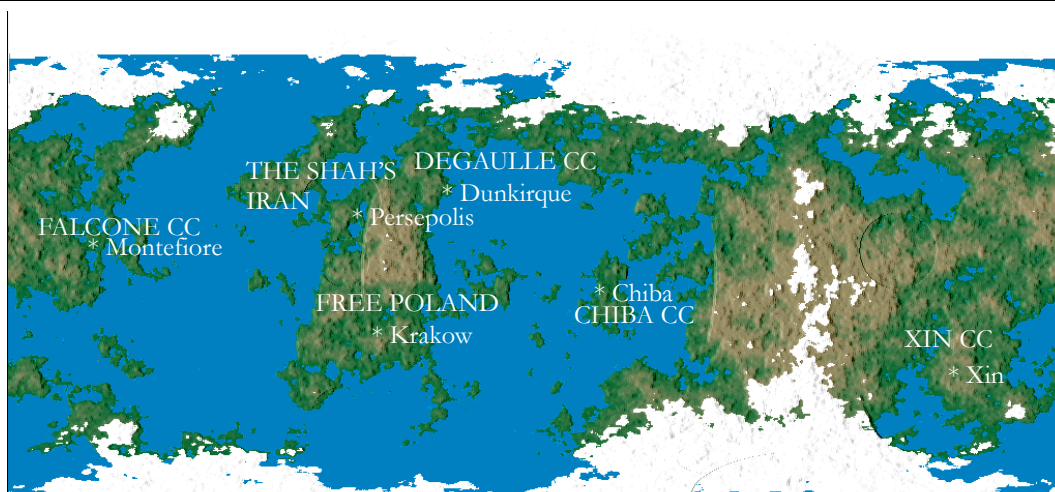
The Journeyman - 1987

I dropped into Persepolis Spaceport on a bright spring morning in the latest Boeing spaceliner. The Shah's honor guard was there - not for me, of course, but for the Shah's daughter Princess Leila, who was on the same flight. They didn't let me in, of course, due to my 'unfortunate' choice of ancestors. I had to take a shuttle to Dunkirque.

Dunkirque was a total blast! The hotel food at the Parisienne was better than most elite restaurants I have patronized. The Degaullians raise a peculiar native animal, the Jettan, a type of antelope-thing. God was it tasty! Now there's an export item!

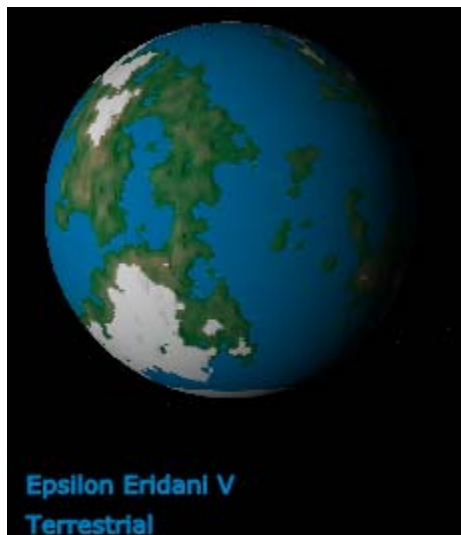
Krakow is still giddy over it's freedom, even years later, and the Poles certainly love Americans for how we stood up to the Soviets for them. I didn't have to buy a drink the whole time I was in town. I took a tour through the Polish countryside. It's a happy land, farms here and there with fat pigs and glossy cattle. Far prettier than old Poland under the gray Soviets.

Chiba City looks like a miniature Tokyo, with neon and chrome everywhere. The women here stay right in style with Earth, I don't know how! The bars go on all night long, and the money flows like water. I'm hoarse from all the karaoke!



COLD SPACE ROLE-PLAYING GAME

EPSILON ERIDANI V



Orbit Number: 3

Temperature: Cool but mild. The seas moderate the temperature quite a bit.

Gravity: Almost identical to Earth's, though a touch heavier.

Atmosphere: Slightly thinner than Earth's, with a high partial pressure of oxygen, neon, and argon.

Native Life: Both animal and vegetable are very earthlike, mostly edible.

Minerals: Earthlike

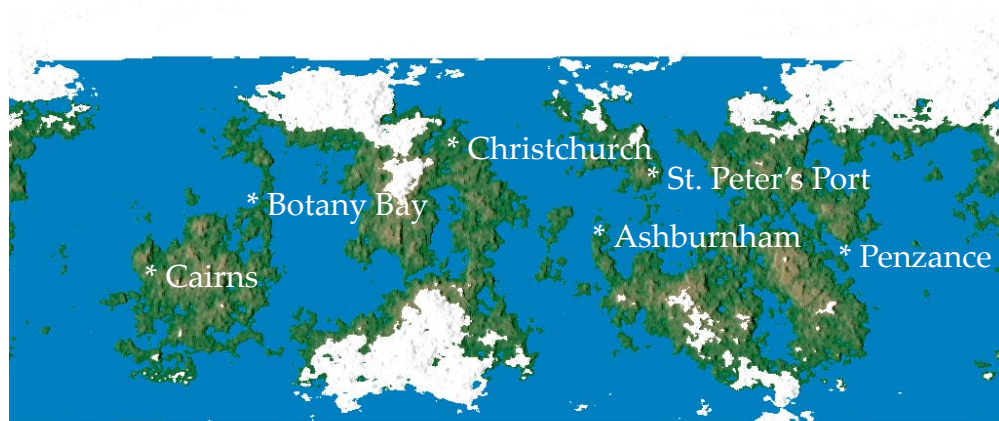
Habitability: Very good. Excellent for agriculture.

The Journeyman - 1987

A simple hop out of Montefiore Spaceport in an insystem shorthauler, and I was setting down in the Penzance Spaceport in the Commonwealth's Gilbert Colony. Penzance is a bucolic little backwater - not what I had pictured as the capital of the Commonwealth's largest colony. It's a lovely place to be sure, but small and sleepy. If it hadn't been for the stands of ripe redgrass and herds of cavorting lamberkin frolicing in the fields, I'd have thought I was standing on a country lane in a warmer England. Oh well, the pubs are nice!

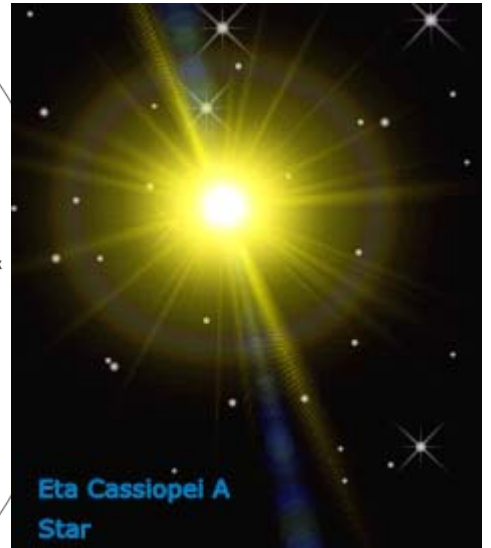
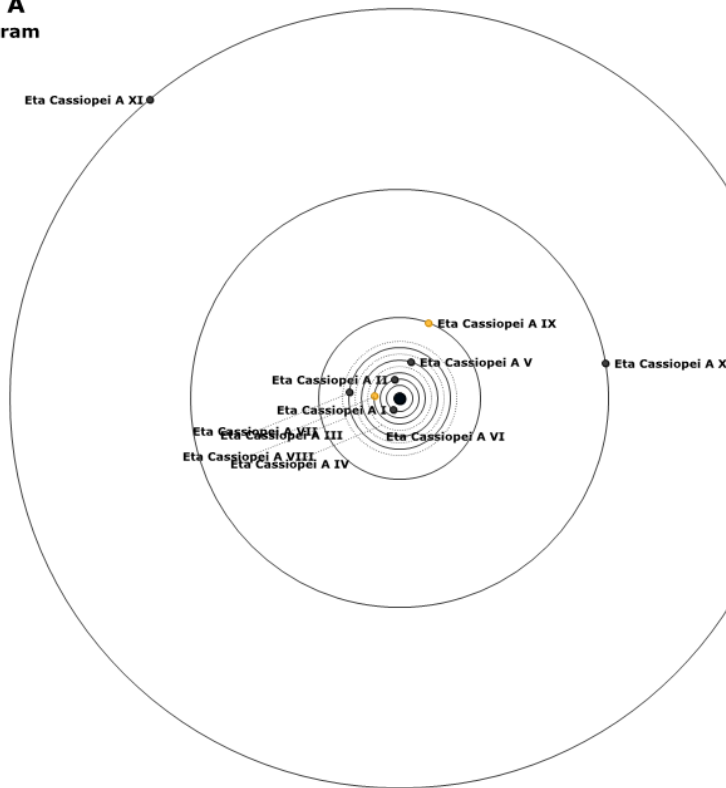
Christchurch is a hopping town, dudes and dudettes! These Kiwis know how to par-tay! There's this place called the Howler Bat where I danced my feet off to Walk Like an Egyptian and Prince's Space Love and a billion other tracks. And the women! Oy!

I slipped into Cairns on the red-eye, aptly named for me, at least. After a good hour in the shower, I felt human again. Cairns is the Big City here in Gilbert Colony - what I thought Penzance ought to be and wasn't. Ringing the town itself are miles of manufacturing plants, fouling the pure sea-scented air. It didn't seem to bother the locals any. Where there's smoke, there's work, and where there's work, there's play! After work, it's off to the beach for surfing and swimming. And beer.

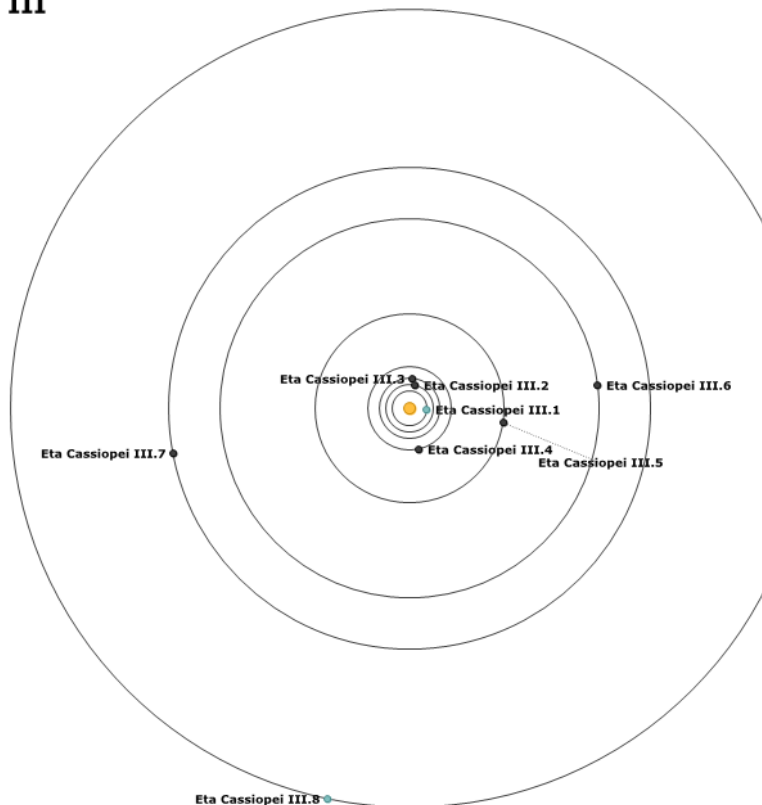


COLD SPACE ROLE-PLAYING GAME

Eta Cassiopei A Star System Diagram

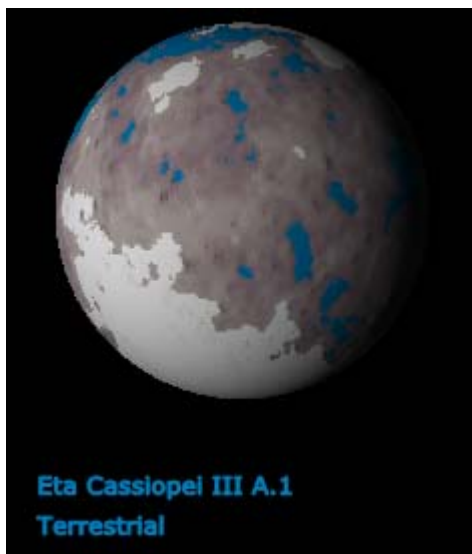


Eta Cassiopei III System Diagram



COLD SPACE ROLE-PLAYING GAME

ETA CASSIOPEI A III.1



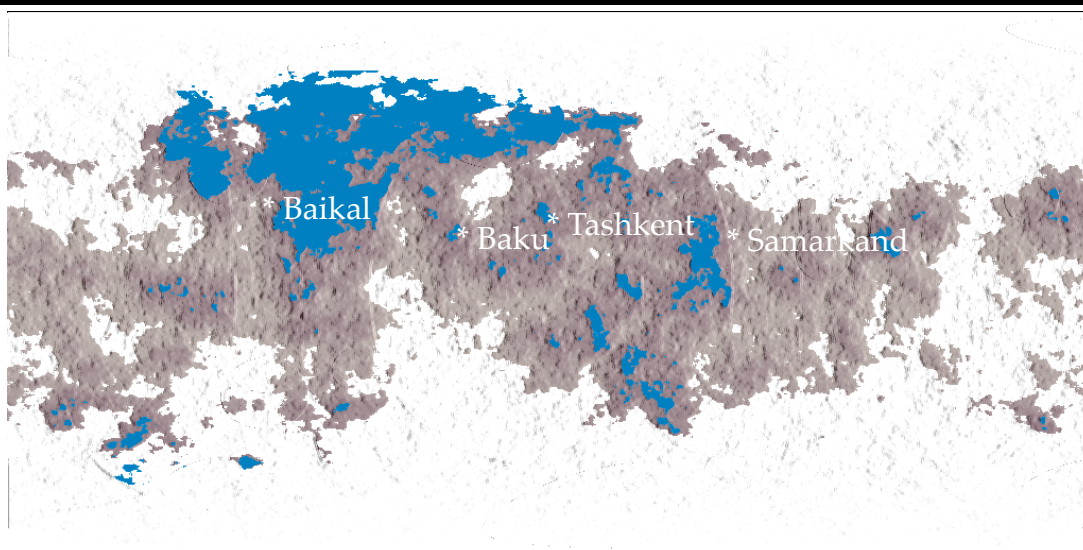
Orbit Number: 3 (Moon of Eta Cassiopei A III)
Temperature: Cool but comfortable. Rather dry.
Gravity: Light - about 3/4 that of Earth.
Atmosphere: Quite thin - respirators required.
Native Life: Plentiful flora, no fauna beyond invertebrates.
Minerals: Much richer than Earth
Habitability: Good. Atmosphere is the main problem.

The Journeyman - 1987

I came into the Kazakh Colony over the Boreal Sea, thinking: this doesn't look as dry as what they all say! But appearances can be deceiving. I was wrong. It is as dry as they all say! The Boreal Sea is rimmed with green, as are the great inland lakes, but most of this world is dry as bone. By the way, have I mentioned I hate respirators? Click! Hssssss... Click! Hssssss...

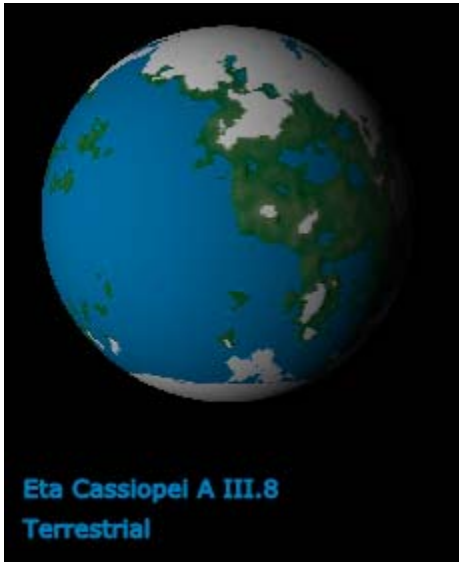
Baikal was depressing. My mandatory Intourist guide brought me to all of the cultural "highlights" of the city - the dreary Red Army choir, the predictable Arbuzov play, the usual usual. The Baikal Ballet was interesting, though - the lighter gravity making for some truly spectacular leaps!

Samarkand was interesting! They harvest a native plant called "Yellow Hammer" from the top few inches of sand with monstrous iron rakes, far back in the high desert. The workers bring the plants into Samarkand in camel caravans. The plant is apparently a mild hallucinogen, which the Kazakhs export both to the Soviet Union (officially) and to the black market (unofficially.) It's hard to tell which one gets the bigger cut.



COLD SPACE ROLE-PLAYING GAME

ETA CASSIOPEI A III.8



Orbit Number: 3 (Moon of Eta Cassiopei A III)

Temperature: Cool.

Gravity: Light, about 7 tenths Earth's. 10 lbs/kgs would weigh 7.

Atmosphere: Somewhat thin, about 2/3 Earth's, but rich in oxygen.

Native Life: Extensive and varied. Mostly Earthlike.

Minerals: Very poor - a huge but very light moon.

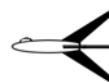
Habitability: Very Good.

Journeyman - 1987

The shuttle dropped out of orbit as I watched the old *Operculum* liner dwindle into the black sky until the fire of re-entry blotted it out. When the viewports cleared, the Zaragoza Charter Colony was below, a vast island curving like a hook in the dazzling blue sea. Zaragoza is a smaller city than some, but the beauty of the setting takes one's breath away. Later, in the hotel, I lazed on my balcony, a glass of icy sangria in my hand. Looking over the shining silver beach. It just doesn't get any better!

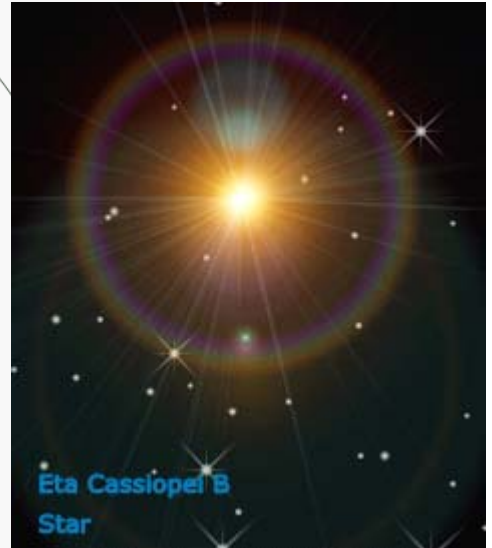
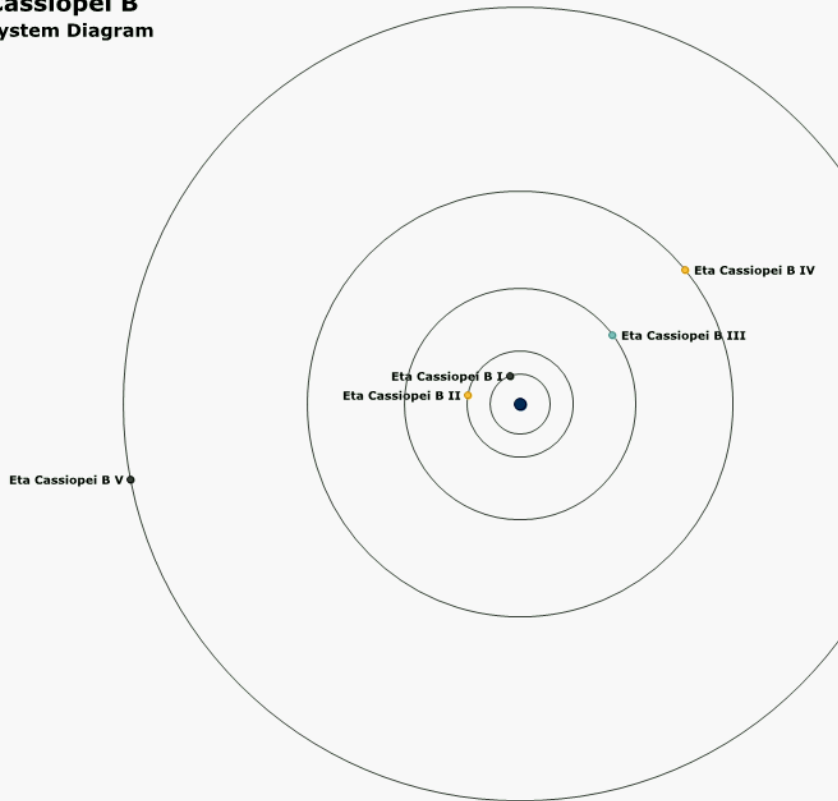
Bahia backs up against the towering snow-capped mountains of the Pampas Charter Colony. I rode a magnificent horse down among the churning swarms of pikagudos, hunting the swift herbivores with a spear. What a rush! My guide and I ate the sweet-fleshed animal after roasting it over a fire of fragrant Panka wood. The manly arts are still strong here, though they may be out of fashion Earthside.

Ladysmith is a lovely town, surrounded by magnificent glaciers, and nestled into a broad, rich valley. The people are very friendly. Interestingly, not one of them was black. Why go to a different world if all you are going to do is carry the same old crap along with you?

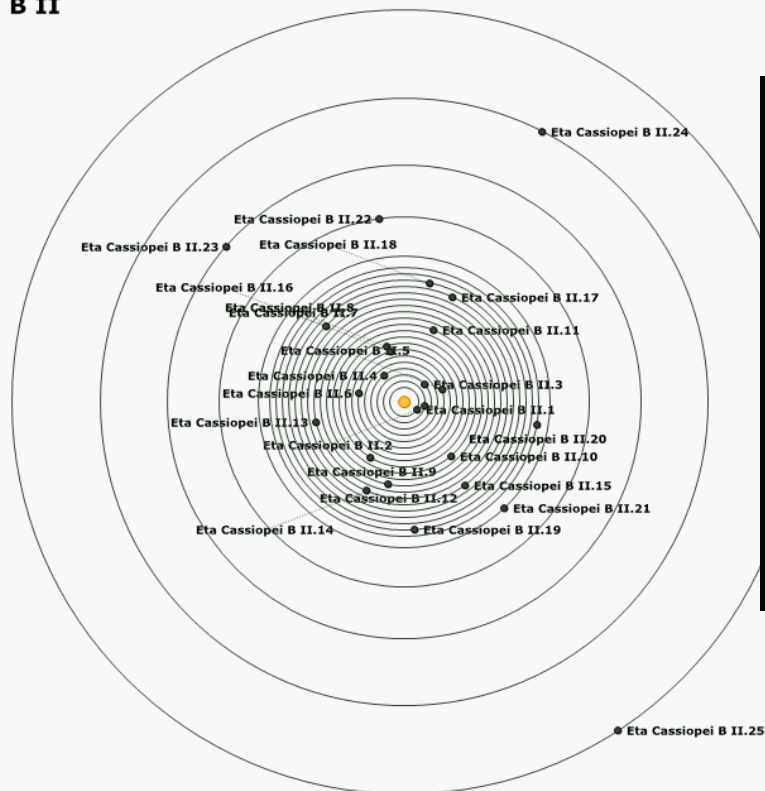


COLD SPACE ROLE-PLAYING GAME

**Eta Cassiopei B
Star System Diagram**

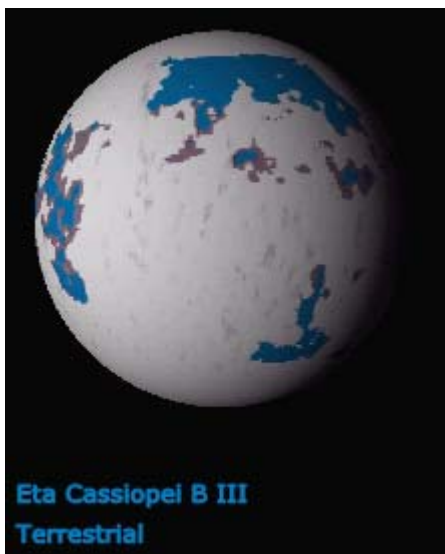


**Eta Cassiopei B II
System Diagram**



COLD SPACE ROLE-PLAYING GAME

ETA CASSIOPEI B III



Orbit Number: 1

Temperature: Cold and very dry.

Gravity: Very light - about half Earth's gravity.

Atmosphere: Thin and sulphurous. Gas Masks and CO2 scrubbers required.

Native Life: None.

Minerals: Good. About the same as Earth's.

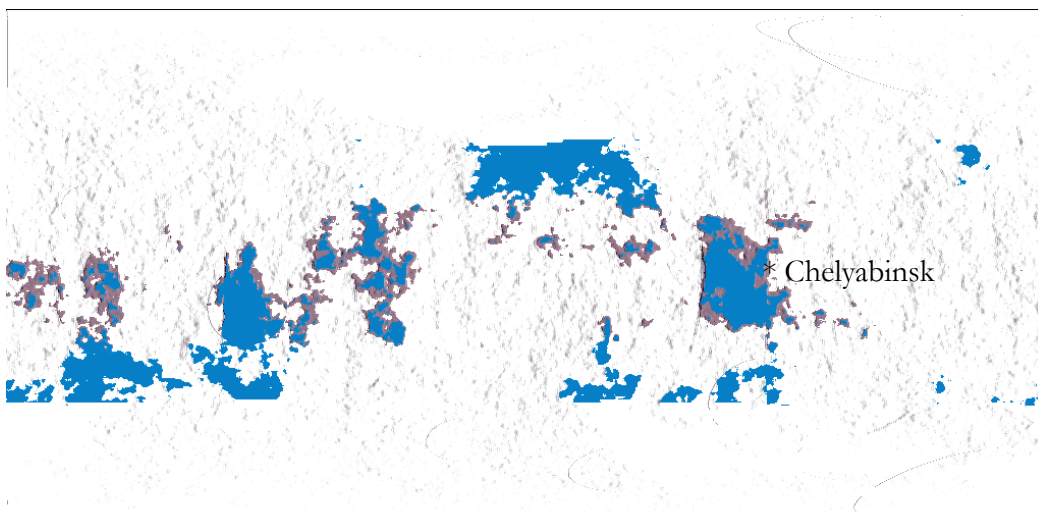
Habitability: Very Marginal

The Journeyman - 1987

God! What an armpit! I thought I hated Novya Sibirsk, but that was just cold - at least you could breathe the air! This place makes Nikitagrad look like a paradise! The air reeks, and not only that, it would kill me if I ever took this CO2 scrubber/gas mask off. I'm tempted. I'll be here a week. Chelyabinsk's reason for existence is the extensive mining operations nearby. The Intourist guide says it'll one day out-produce Johannesburg. The city's extensive refinery infrastructure is already pretty extensive. One bright note is that for all I can see, the vast clouds of pollutants the refineries pump into the sky may actually be an improvement.

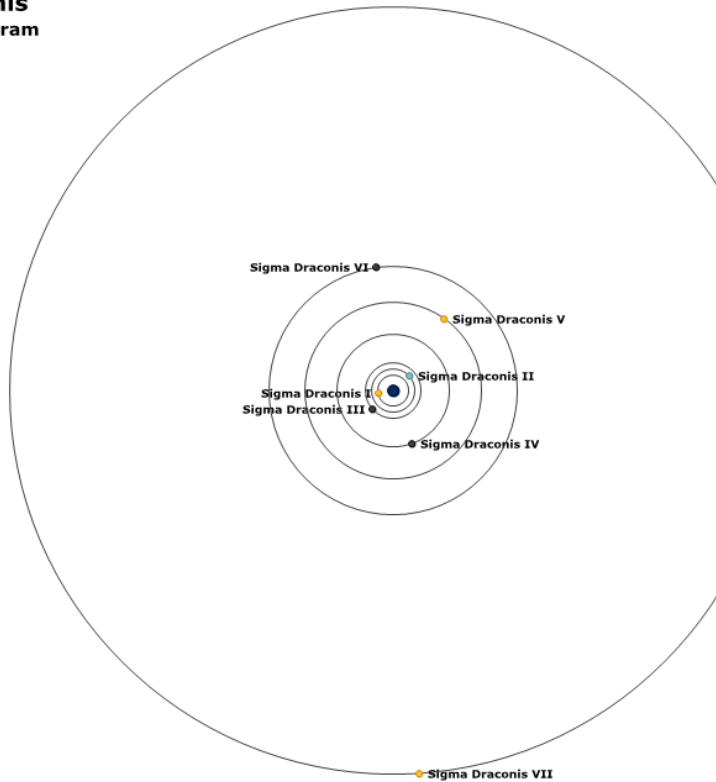
The miners look like something out of a UMW recruitment poster. Starving, wizened, stringy fellows with black rock dust ingrained into their skin. The bosses can't be oppressing them, as everyone knows this is a worker's paradise. The only thing I can think of is they must be oppressing themselves. That is the penalty you pay when you are both owner and worker!

The hotel here is atrocious. The water is putrid, the meals are inedible - boiled turnip is not an entree - and the staff insolent. When the US and USSR finally make up, I know where they can bury all the poison gas, biological agents, and nukes.

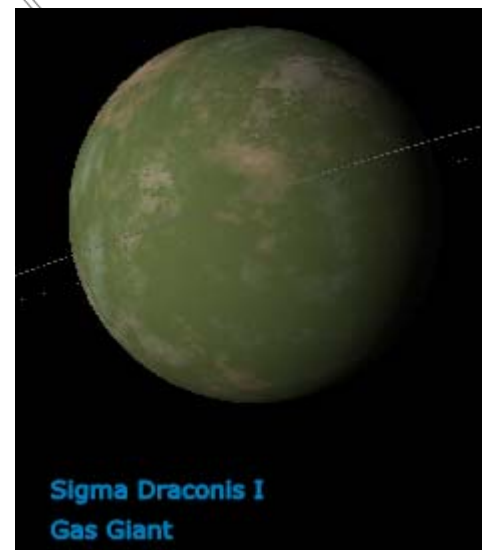
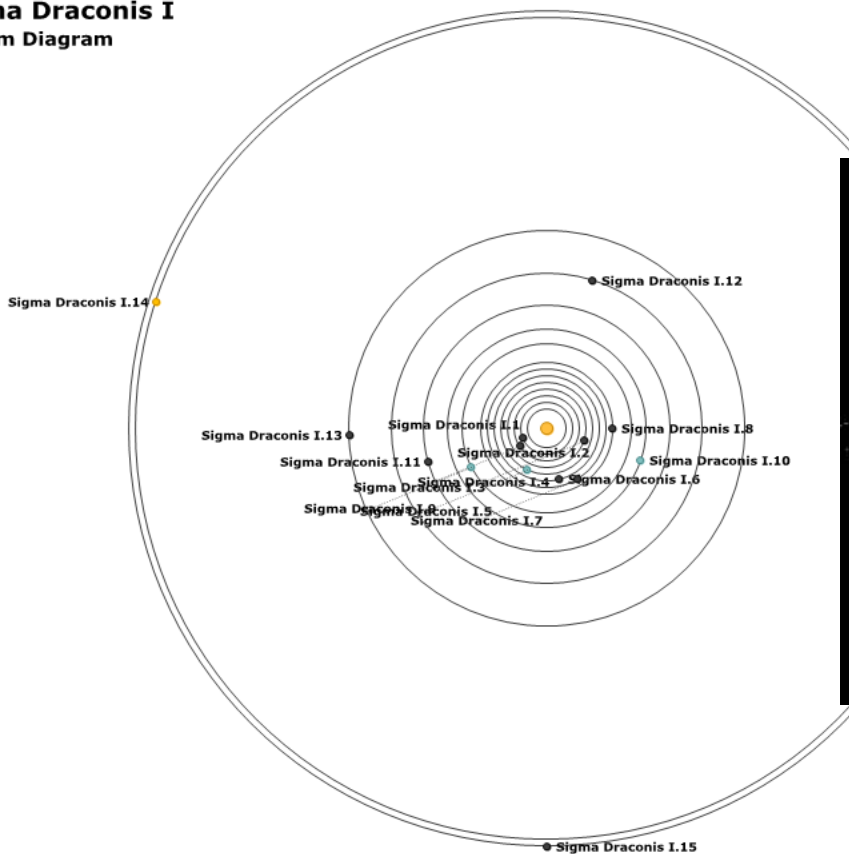


COLD SPACE ROLE-PLAYING GAME

Sigma Draconis
Star System Diagram

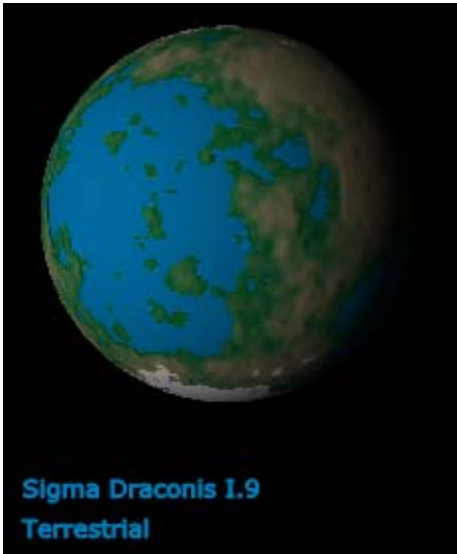


Sigma Draconis I
System Diagram



COLD SPACE ROLE-PLAYING GAME

SIGMA DRACONIS 1.9



Orbit Number: 2 (Moon of Sigma Draconis I)

Temperature: Hot and moist. Oppressive humidity at the equator.

Gravity: 0.9 Earth Gravity. Lose 1 lb/kg in every ten.

Atmosphere: Pressure close to Earth's with a shade less oxygen

Native Life: Some plants, mostly poisonous or otherwise harmful.

Minerals: Somewhat poor in metals.

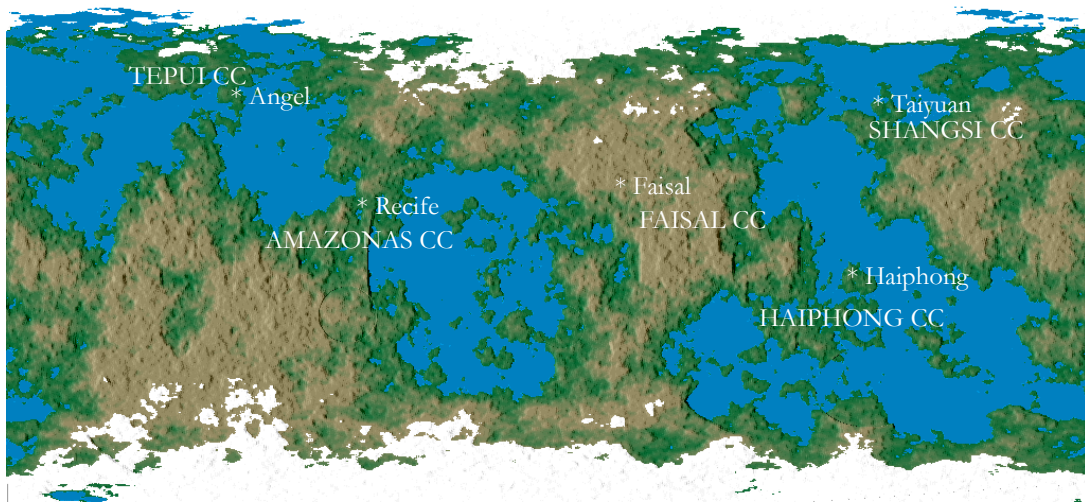
Habitability: Excellent, with only the heat as a drawback.

The Journeyman - 1987

Recife Spaceport grows out of the jungle like a fat mushroom. White, gleaming, and tasty. The samba music is everywhere, piped into elevators, along the corridors, in the hotel rooms, everywhere. I took a tram ride to the capital. It's a lovely city. Barely twenty years old, everything gleams and shimmers in the sun, The people are upbeat and beautiful, and the samba is everywhere.

Haiphong may not be as visually stunning as Recife, but the people are hard working, dedicated, and tireless. Rice paddys surround the city, a rich green checkerboard supplying the colony with more than enough food to export. The city is clean and well maintained, and the trains run on time. Why the Americans took up with the South rather than the industrious, hardworking North in the late war, I will never understand.

Faisal is a modern, rich city in a rich land. There are no camels to speak of - the land is too moist for them to thrive - and it looks odd seeing the Saudis against such a lush background. Most of the inhabitants are, of course, not Saudis. They hire that out.



COLD SPACE ROLE-PLAYING GAME

SIGMA DRACONIS I.10



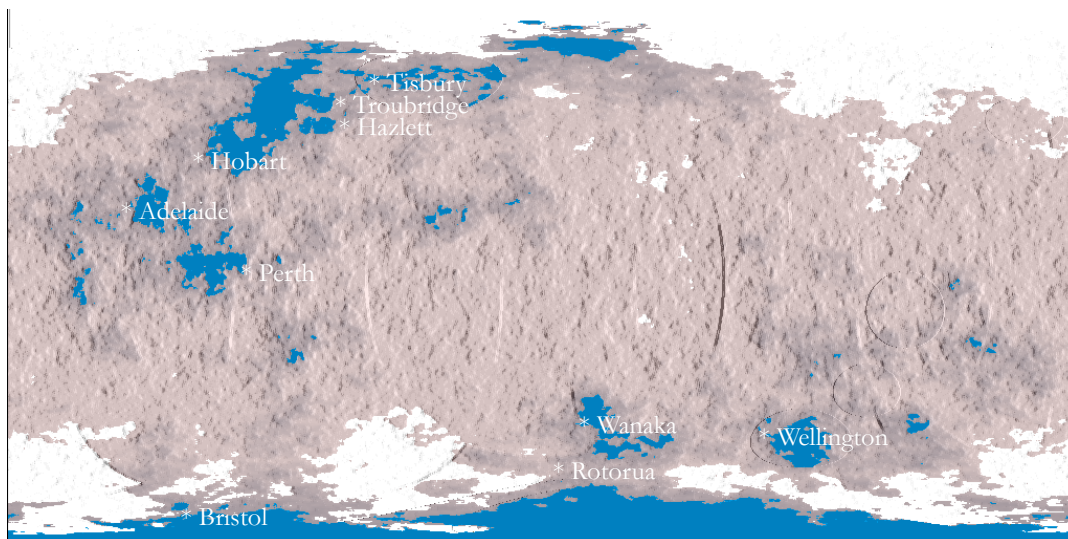
Orbit Number: 2 (Moon of Sigma Draconis III)
Temperature: Very hot, and very, very dry.
Gravity: Very close to Earth's.
Atmosphere: Like Earth's, but with more oxygen.
Native Life: Simple lichenoids and algooids.
Minerals: Metal poor, mostly light silicates.
Habitability: Very good, even with the dryness.

The Journeyman - 1987

Most of the water on S. Draconis I.10 is locked up in the polar areas - in the ice caps and in the great polar seas. Bristol sits on the edge of the southern polar sea, well within my comfort zone. It's a pretty city, but empty and small. Politics is the reason for Bristol's existence, not economy, so it serves no practical purpose while Colonial government money is lavished upon it. I guess the colonial officials like the climate.

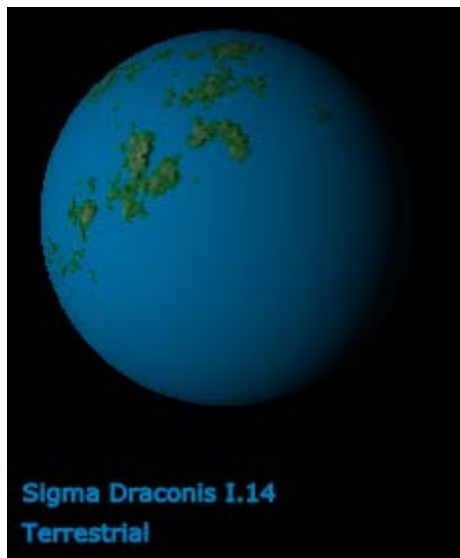
Wanaka is the largest city in the colony, and sits in the middle of the most heavily populated area. The farmland here is the finest I've seen in the colony, and Wanaka is a hopping port. Airbarges full of refined metals pour in from Wellington, and the local electronics manufacturing includes giants like Commodore, Tandy, and Atari. Wanaka is driving hard for the future.

Tisbury is the biggest city in the north, anchoring a string of cities stretching all the way to Perth sweltering on the equator. Tisbury's a heavy industry town, though there are plenty of farmlands about. Mining in the dry Petersham Hills south of town flows into Tisbury to be processed, made into useful things, and either shipped out, or sold on planet. Nice racket.



COLD SPACE ROLE-PLAYING GAME

SIGMA DRACONIS 1.14



Orbit Number: 2 (Moon of Sigma Draconis I)

Temperature: Warm and wet.

Gravity: Almost 9/10 Earth gravity. Lose 1 lbs/kgs in 10.

Atmosphere: Somewhat thin and a little short on oxygen.

Native Life: Animals and plants are abundant in the sea, some of them edible. Land animals are primitive and clumsy

Minerals: Very very poor in metals.

Habitability: Very Good. Eminently habitable, if a tad wet.

The Journeyman - 1987

Whangarei is a lovely tropical port city with a whiff of the pirate about it. There's something raffish about this place. The gaudy finery of the tough looking customers on the streets, the easy prosperity, the wink and smile through customs, all seem to point to a nodding acquaintance with the other side of the law. If I walked into a cantina full of aliens, I wouldn't be surprised.

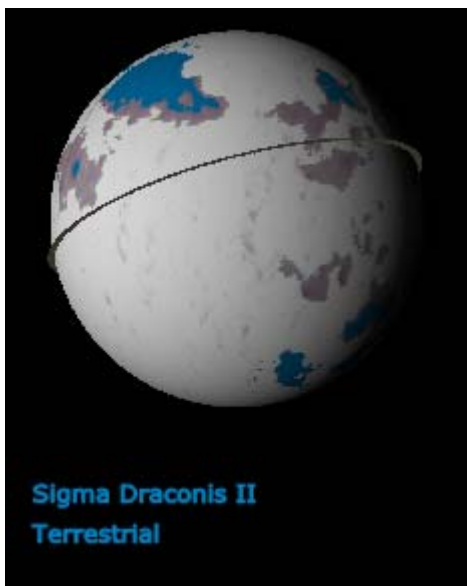
I shuttled up to Horton over a string of big islands typical of the colony. Most of them were nominally settled, a few farms here and there, but mostly wild. The area around Horton was thickly settled, surprisingly so. Waikato is the CCA's most heavily settled colony, with colonial recruitment easy. The farmlands around Horton seemed lush and fertile, and the warm sun and lovely weather combiners to make farming simple.

Plymouth sits up above it's white beaches on steep chalky cliffs. The cluster of hotels here mark it as Waikato's number one tourist destination. The beach is clean and bright, the sea warm as a bath, and the reef free of nasty predators. Ah! The easy life! I may retire here!



COLD SPACE ROLE-PLAYING GAME

SIGMA DRACONIS IV



Sigma Draconis II
Terrestrial

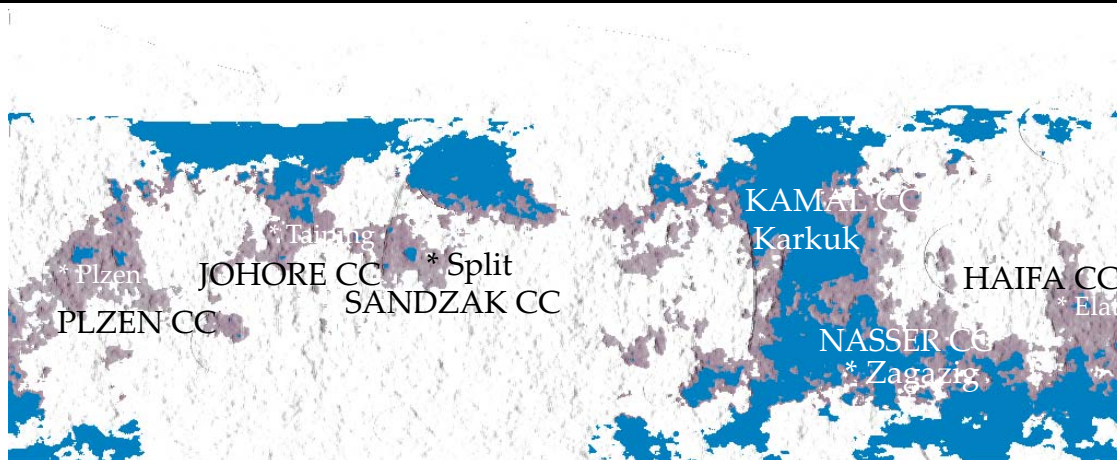
Orbit Number: 2. A very rare ringed terrestrial planet.
Temperature: Cold, though better around the equatorial seas.
Gravity: Somewhat light, losing 2 lbs/kgs in 10.
Atmosphere: Thin and sparse, with a very high partial pressure of helium. Voices will be squeaky
Native Life: Many types of fur-bearing animals flourish, with a rich flora.
Minerals: About the same as Earth.
Habitability: Fairly good. Cold and somewhat dry.

The Journeyman - 1987

With four colony worlds accessible to each other by Contragrav shuttle, the S. Draconis system is a marvel for a tourist! Passage from world to world is easy and incredibly cheap. This allows economic specialization and trade in the this system the kind of internal dynamo of an economy characteristic of Earth. Despite it's youth, the system is far more densely populated and wealthy than many older colonies I have visited.

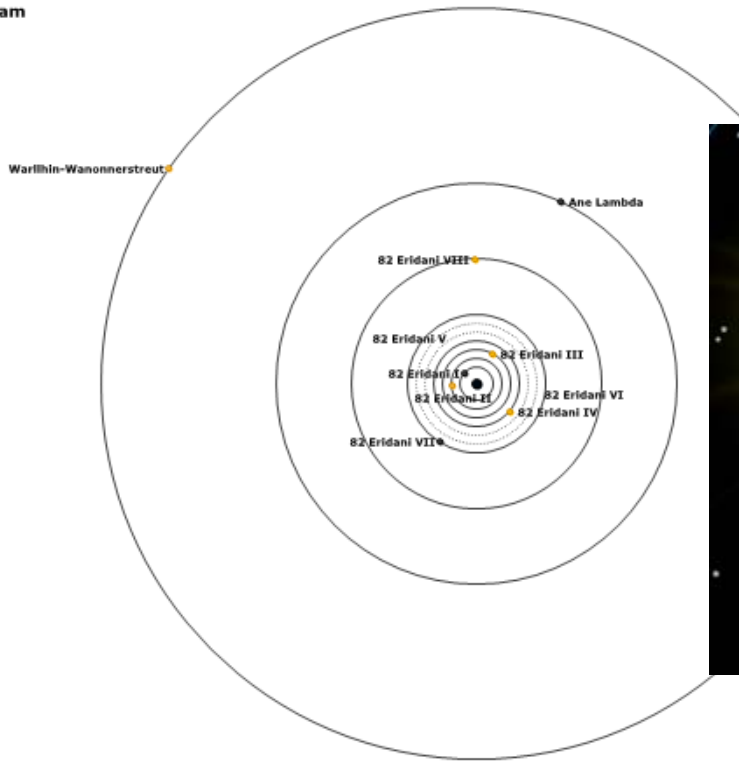
Elat is set along a riverbank, well watered by extensive glaciers higher up. The area abounds in orchards, and I arrived as the plums were in flower, their fragrant scents drifting all over the town. The Israelis of Elat have built up a town to be proud of, especially given their neighbors. *What was the UN thinking?* Israeli, Egyptian, and Iraqi colonies set cheek by jowl!

The Czech colony of Plzen is cupped in a huge valley, surrounded by glaciers. The town is set high on a hill overlooking the lush farmlands about the big lake. The people's voices sounded so funny due to the high percentage of helium, but heck, the beer's awesome!

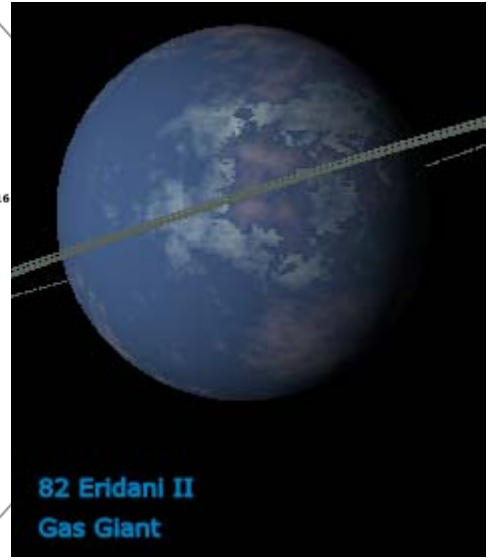
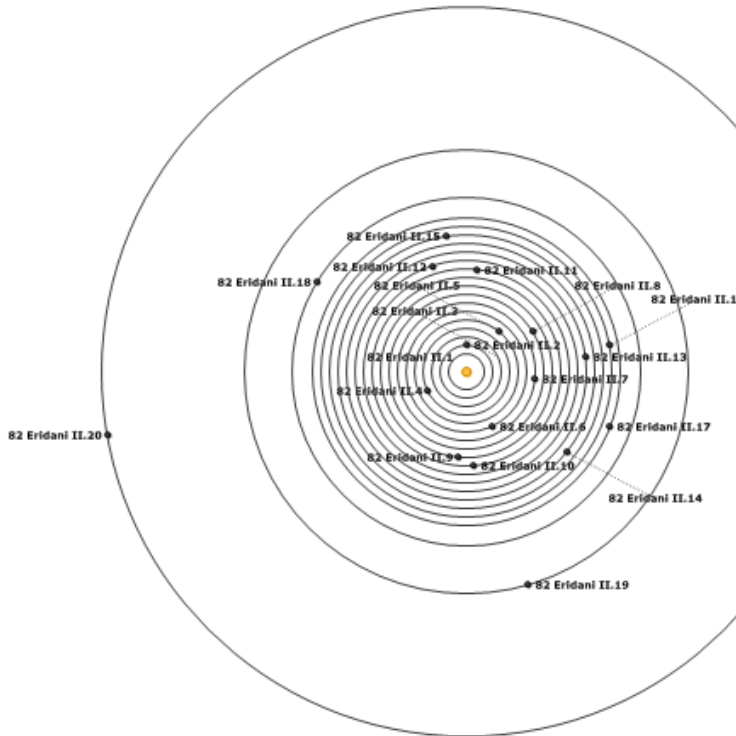


COLD SPACE ROLE-PLAYING GAME

82 Eridani
Star System Diagram

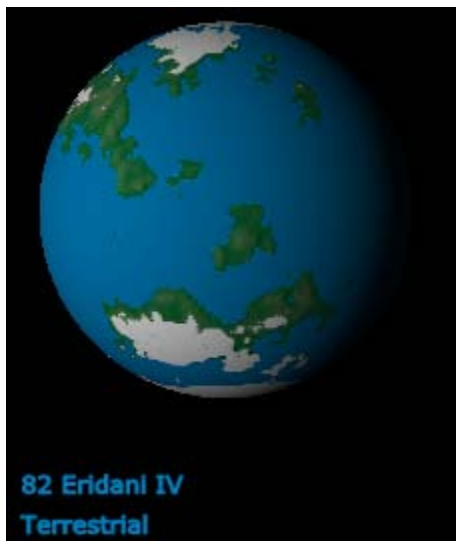


82 Eridani II
System Diagram



COLD SPACE ROLE-PLAYING GAME

82 ERIDANI IV



Orbit Number: 3

Temperature: Cooler than Earth, but the tropics are very nice.

Gravity: A bit heavier than Earth. 10 lbs/kgs gains one om 82 E III/

Atmosphere: Thick and heavy, with a lot of moisture. Oxygen partial pressure is a bit lower than Earth's.

Native Life: Abundant and rich, with both Earth type forms and strange native types. Many pelagic fish types.

Minerals: A good supply of metals.

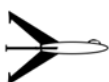
Habitability: Excellent. Very Earth-like.

The Journeyman - 1988

Alma Ata is twenty three years old, and already looks like a slum. The colony was forced into self sufficiency too early, before it could develop the infrastructure it really needed. Collective farms ring the city, and the crops are barely enough to keep the citizens fed. My Intourist guide wandered off several times, no doubt encouraged by the almighty dollar, and the peasants said that the Collectives keep ordering the wrong kind of crops for this world. They are raising big crops of melons, squash, kale, and such in their private gardens, but the Collective keeps planting more wheat, which doesn't grow well here.

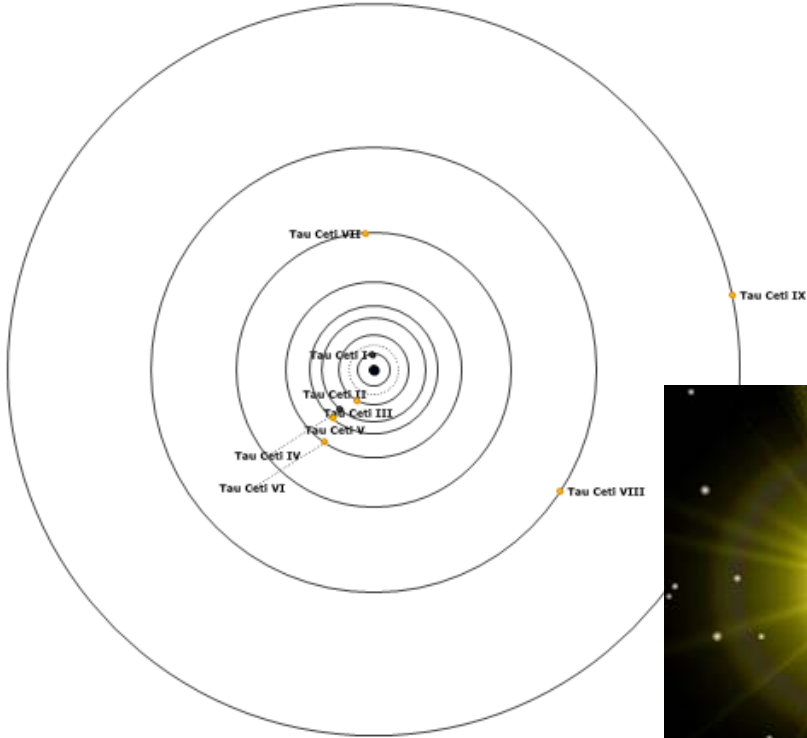
Ulan Ude is a fishing port, and is the only town in the Baikal Colony to export food. The fishing is rich, and all the native species are edible. The town stinks like fish guts, but that's true of most fishing ports. The people at least look well fed here. The fishermen are supposed to ship their catch to Earth, but many slip across the sea to Alma Ata, where they get better prices. This is, of course illegal.

Irkutsk is a mining town, with a bit of farming and fishing to support itself. Quite a few colonists here are former dissidents, and the samizdats are lively reading.

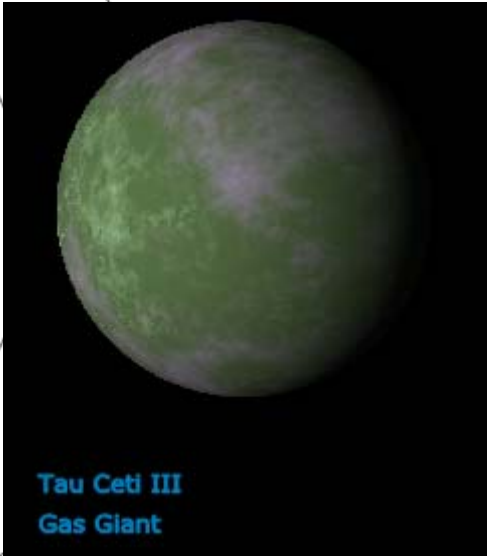
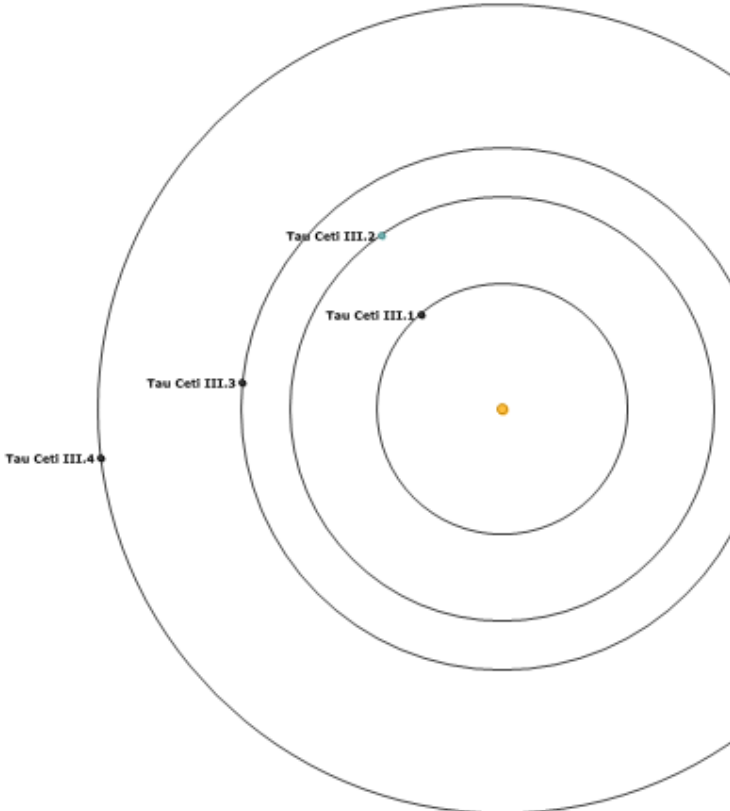


COLD SPACE ROLE-PLAYING GAME

Tau Ceti
Star System Diagram

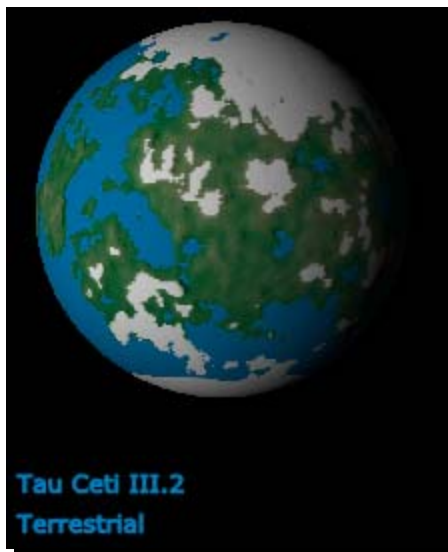


Tau Ceti III
System Diagram



COLD SPACE ROLE-PLAYING GAME

TAU CETI III.2



Orbit Number: 4 (Moon of Tau Ceti III)

Temperature: Cool, but not too cold.

Gravity: A bit lighter than Earth. 10 lbs/kgs weighs 9 lbs/kgs

Atmosphere: Somewhat thinner than Earth, with more oxygen.

Native Life: Earth type, with some pre-sapient plains primatoids.

Minerals: Very much like Earth

Habitability: Excellent. Very Earth-like.

The Journeyman - 1988

Ploesti is the metropolis of this moon, and the Rumanians have set themselves up as middlemen in a big way. They are staying just inside the guidelines of the Warsaw Pact but trade and communicate to the West. The Glasnost thing Mr. Gorbachev has set up hasn't reached everywhere in settled space, but it hasn't touched the Rumanians. They trade with the West, but offer their people no freedom. Still, flights go in and out of Ploesti all the time.

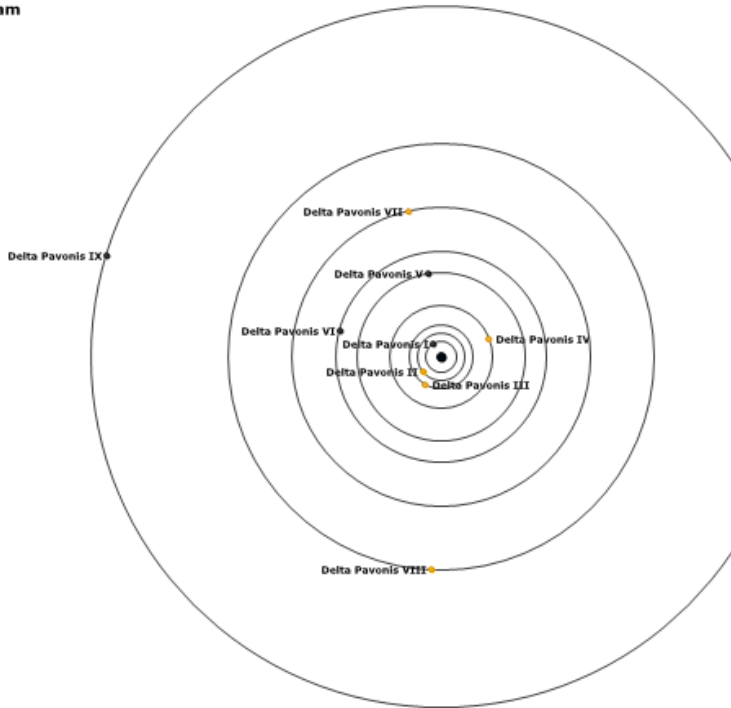
Negril is the capital of Cockpit CC, and the Jamaicans are fine with that. The town is small, but the settlement is widespread, as settlers immediately take to the hills. The climate is clement, the water plentiful and the soil fertile, and there is no reason to hang about this sleepy place! To the hippies out there, the Ganja is supposed to be fantastic.

I went to Sierra Blanca to see the Cetians, the Proto-sapients. Colombia lost their charter on this colony after a reporter ran a scathing expose, and Peru is rather sensitive about anything to do with the Cetians. They are knuckle-walkers, like our gorillas, but there the resemblance ends, They have long plumed tails and long, narrow faces. Their eyes, though, are bright and inquisitive, and a beautiful shade of green-gold.

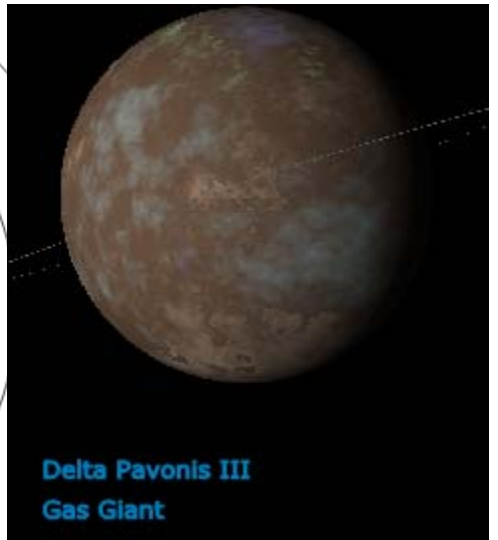
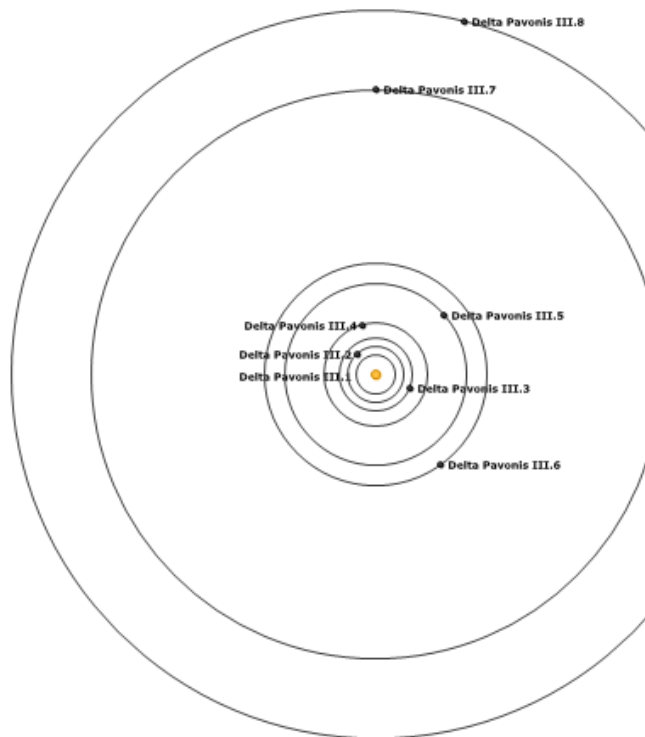


COLD SPACE ROLE-PLAYING GAME

**Delta Pavonis
Star System Diagram**



**Delta Pavonis III
System Diagram**



COLD SPACE ROLE-PLAYING GAME

DELTA PAVONIS II



Orbit Number: 3

Temperature: A bit cooler than Earth, but very comfortable.

Gravity: Somewhat heavy. You gain 1.7 lbs/kgs for every 10.

Atmosphere: Very Earthlike, with more oxygen and a lot of argon.

Native Life: Rich in plants, but few animals beyond invertebrates.

Minerals: Metals rich.

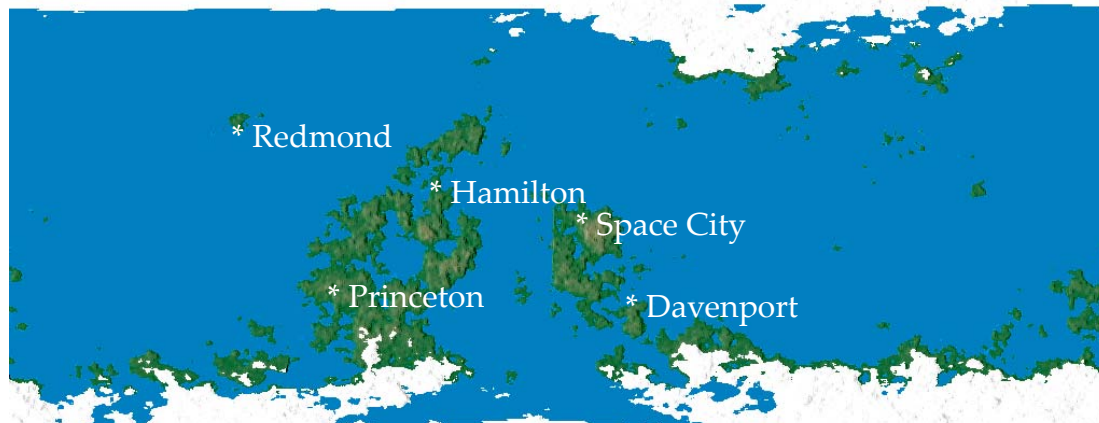
Habitability: Superb. Extraordinarily Earth-like.

The Journeyman - 1988

Space City is a wide open, wild town, full of energy and deals. The government of Jersey has deliberately kept technology low, within the capacity of the colony to keep in repair. They have imported horses, for example, rather than ATVs to travel in the outback. It gives the town and colony a very frontier feel. The people here are open and honest, such a delightful difference from most Americans I know.

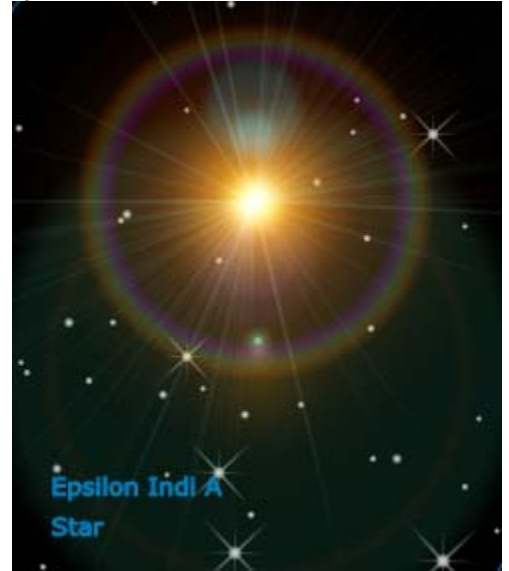
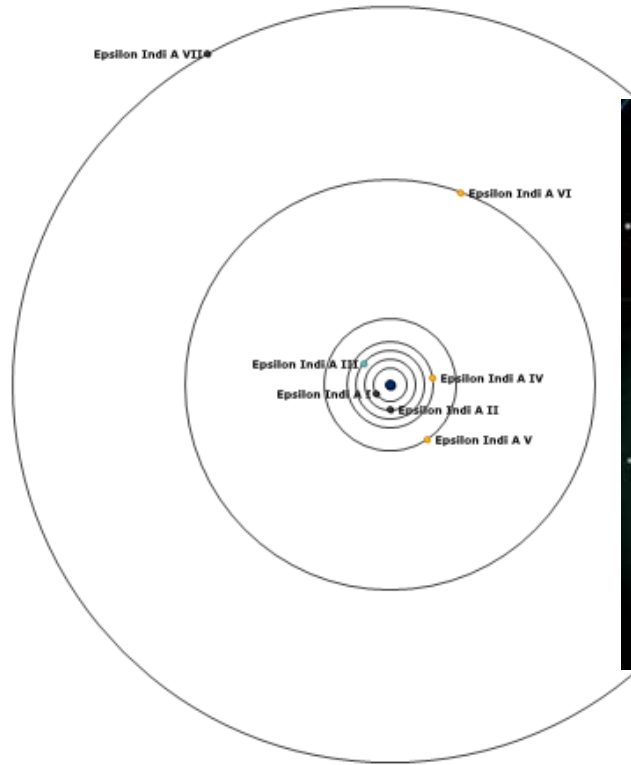
Davenport is a cooler town than Space City. It's surrounded by forests of the most unimaginable grandeur. Logging is carried out selectively - at least so far - probably because demand isn't so high, but the bizarre alien woods fetch a very good price on Earth.

I came into Hamilton expecting another Space City, but Hamilton - while still frontierish - doesn't take kindly to strangers. I'm sure something nasty is going on there, But in my short stay, I could never put my finger on what. Smuggling? Satanic Masses? Summoning Cthulhu? I don't know. No one would string two sentences together for me. Journalists can't work without sources.

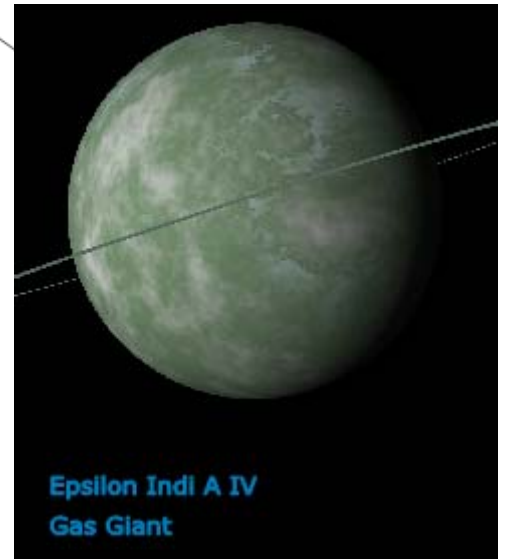
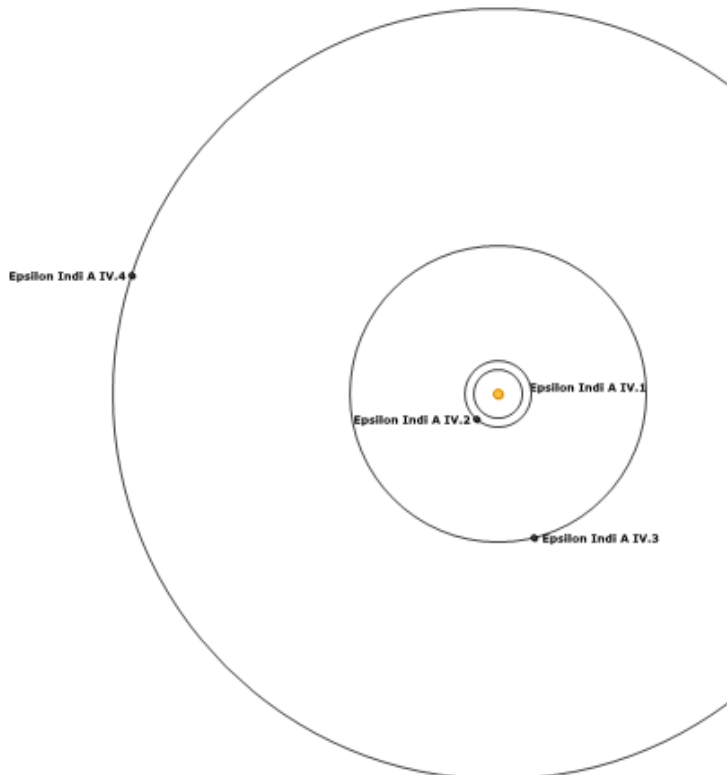


COLD SPACE ROLE-PLAYING GAME

Epsilon Indi A
Star System Diagram

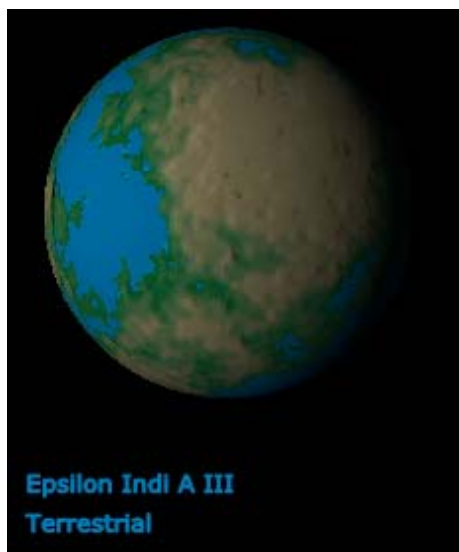


Epsilon Indi A IV
System Diagram



COLD SPACE ROLE-PLAYING GAME

EPSILON INDI A III



Orbit Number: 1

Temperature: Hot and somewhat dry.

Gravity: Somewhat less than Earth. 100 lbs/kgs weighs 86 here.

Atmosphere: Thin, but breathable. Lots of Neon.

Native Life: Many and varied plants and animals, not very Earth-like.x Lots of incompatible proteins and some heavy metal uptake.

Minerals: Rich, especially in radioactives.

Habitability: Very good, especially in the polar regions.

The Journeyman - 1988

Geelong is at least a century old - how could they possibly put up colony buildings that are pre-stained and weathered? Everything in Geelong is weathered, even the people. There's a substantial military presence in the town, due to the uranium processing plants, I suppose. It's a spooky place.

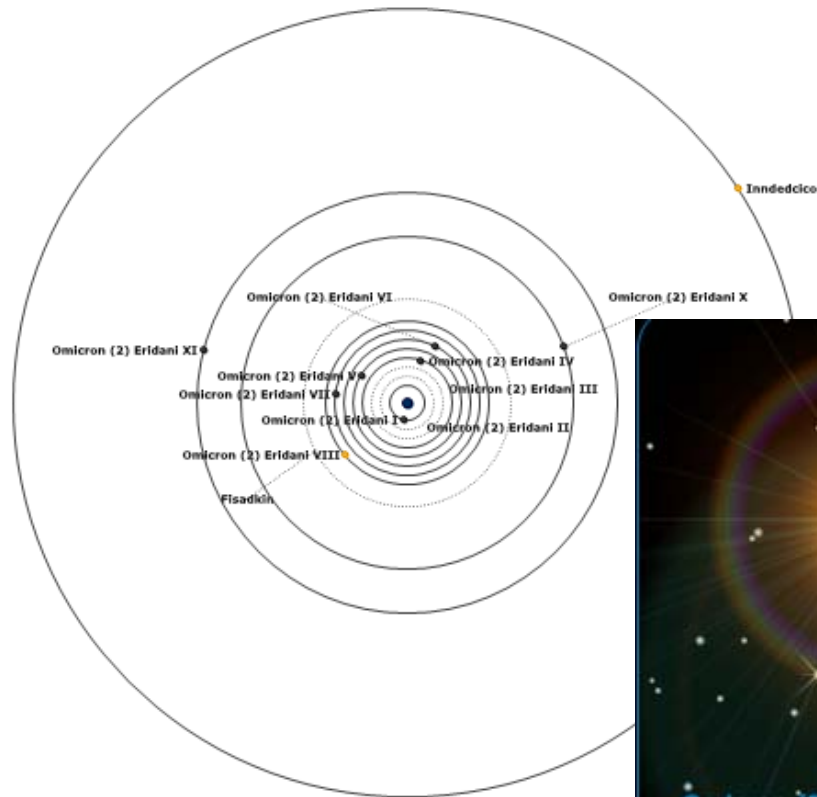
Leesport is the farming center of the colony, far up in the arctic circle temperate zone. The fields around town are fertile and well watered, and the folk here are a lot healthier than in Geelong. If it weren't for the strange blue stilt things and the rainbow beasts, I might like this place, but they don't let children or small dogs out at night.

Kalgoorlie swelters in the hills of Adelaide Colony. Kalgoorlie sits smack atop a huge deposit of opaline gems called Kalgoorlie Coal. Kalgoorlie is the second largest city on the planet, and it's less than three years old. It's a genuine Gold Rush town - or should I say Coal Rush? The town's housing is made up of old packing crates and log cabins for the most part. I haven't seen any rich miners here in Kalgoorlie, but then again, if I were rich, I wouldn't stay in Kalgoorlie. There's plenty of anecdotal evidence of these rich miners though. So many that starships have problems keeping crew once they hit Adelaide Colony.

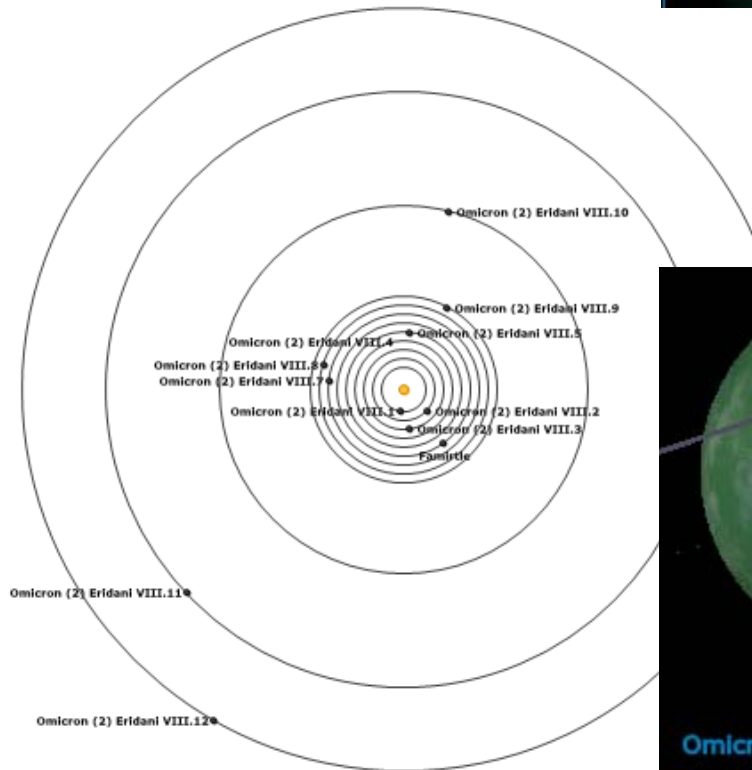


COLD SPACE ROLE-PLAYING GAME

Omicron (2) Eridani Star System Diagram



Omicron (2) Eridani VIII System Diagram



COLD SPACE ROLE-PLAYING GAME

OMICRON (2) ERIDANI IV A



Orbit Number: 1 (Orbits Omicron (2) Eridani IV B)

Temperature: Somewhat cool.

Gravity: Almost identical to Earth.

Atmosphere: Very Earthlike.

Native Life: Lots of animals and plants in many ecological niches.

Minerals: Rich, especially in gold and palladium.

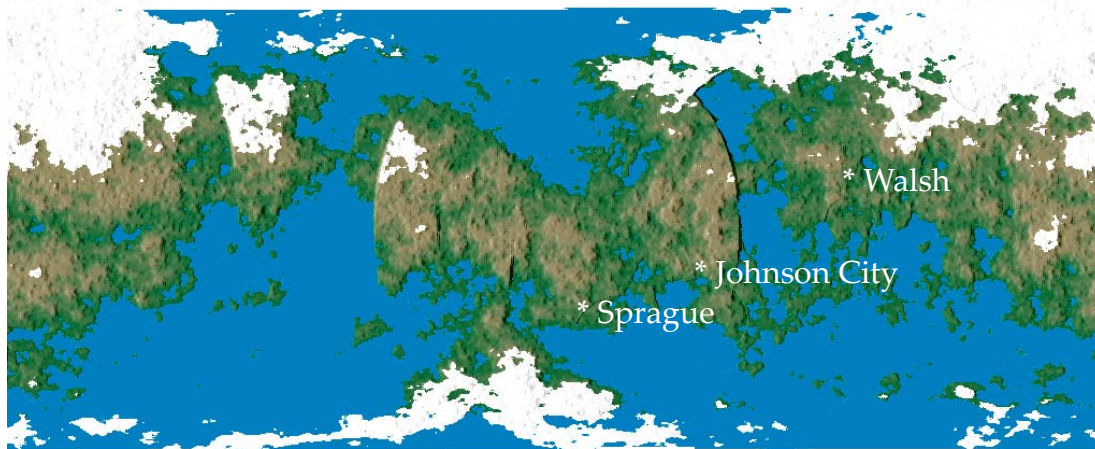
Habitability: Superb. Very Earthlike.

The Journeyman - 1988

My journey is almost over. I've hit the fabled Twin Earths, the last colonies to be founded. O. Eridani IV A & B are twin planets, almost identical, and both very earthlike. I land at Sprague Starport and immediately get a charge - This is what Earth was like when our ancestors played with rocks. The air is fresh and clean, and the colony is new and shiny. Some of the townsfolk are housed in barracks-like temporary shelters still, after 15 years. Of course these are the late arrivals - the old colonists have already set up for themselves.

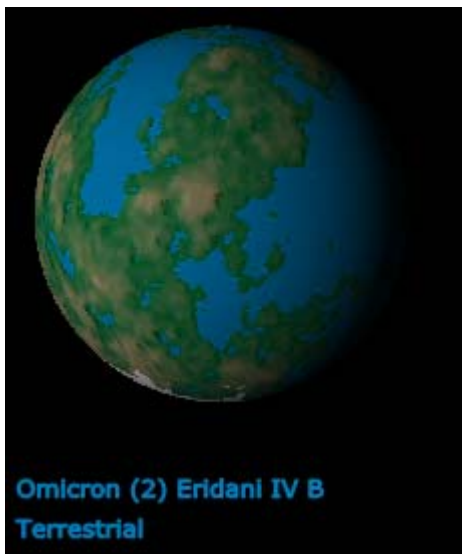
Johnson City is the central point for a large gold and palladium mining area. The finds are so rich that prospectors are still working claims by hand. The place is rowdy and rich, with lots of wealth pouring out of it. The richest ones are the people who have decided to render services to miners rather than mining themselves, just like in the good old days.

Walsh is a newer settlement. The people are all still clearing land and planting. I went hunting in the forests near Walsh and bagged a beautiful sears roebuck - hey! I didn't name it! Walsh's central area is all laid out, but only a few commercial enterprises are functioning.



COLD SPACE ROLE-PLAYING GAME

OMICRON (2) ERIDANI IV B



Orbit Number: 1 (Orbits Omicron (2) Eridani IV A)

Temperature: Warm and summery.

Gravity: Almost identical to Earth.

Atmosphere: Very Earthlike.

Native Life: Lots of animals and plants in many ecological niches.

Minerals: Rich, especially in gold and palladium.

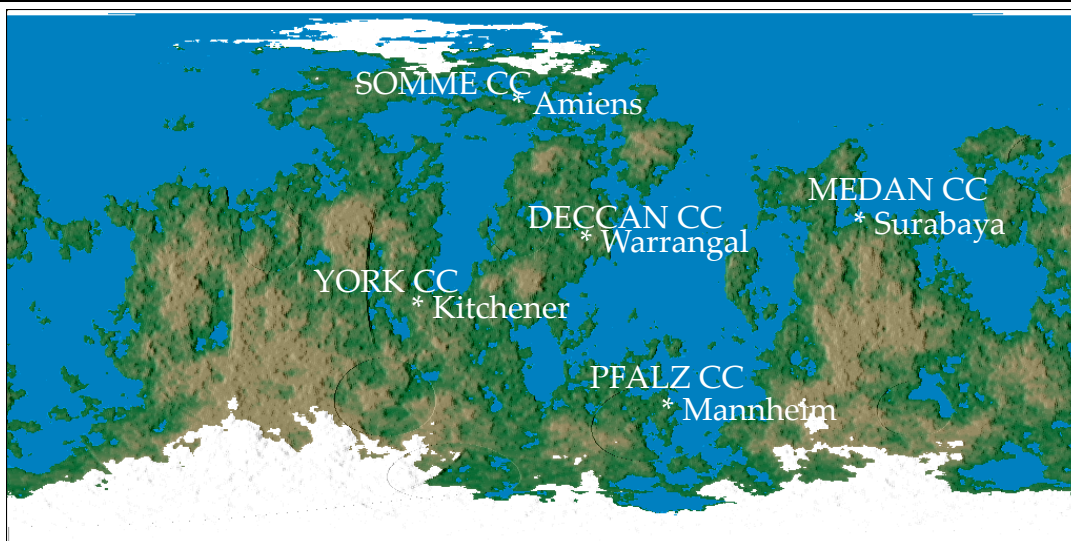
Habitability: Superb. Very Earthlike.

The Journeyman - 1988

Warrangal in the Deccan Charter Colony is the oldest and largest town on O. Eridani IV B, founded some thirteen years ago. It still looks raw in places, with much building of permanent replacements for the original temporary structures. The tropical fields around Warrangal are mostly given over to rice and millet cultivation. Don't ask to buy beef here! This is a Hindu colony. Be happy with chicken and goat.

Mannheim is a wild place. The East Germans decided to send all their young dissidents here, and the town rocks day and night. Nobody says counterculture like a dissident youth! You might think they are setting the Pfalz CC up for revolution, but being given freedom here - like the Stasi could operate in this frontier environment - seems to take the edge of their revolutionary fervor.

I'm going home! I leave in an hour on the Maple Leaf liner out of Kitchener. This has been an amazing journey, and I may be the first to ever do it. Let's hope the special issue of TIME is as well received as I expect. This is the future out here, folks!



COLD SPACE ROLE-PLAYING GAME

"Halt! US Marines, identify yourself!"

"What the hell? I work here, jarhead. Get out of my face."

"Sir, this is the United States Colonial Office, Martian Chapter. No entry without proper ID. If you do not produce a Colonist Identification Card that lists your position and function within this building, I'll be forced to ask you to leave."

"Look, get this straight. I work here. I enter this building every morning, you and your little buddies have seen me do it every Goddamn day for months, and I am not going to be bullied around by this fascist bullshit!"

"Sir, I can't let you pass without proper ID, Sir. You know what the colony's been like lately. I'm just doing my job."

"Fuck your job! I want into this building right now, so step aside, boy, or I will knock you on your ass!"

"Sir, that statement constitutes a direct threat to my person. If you don't step away, I will be forced to remove you. Note that I can have twenty guys with batons here in about five seconds."

"Okay. Alright. I guess you want to play it the hard way, then."

"I guess I do. The alarm's been tripped, and I'm the one with the stick. What's your move, buddy?"

"Oh, I'm not gonna do anything. Boys, shoot him."

Washington Herald, May 10, 1954

MARTIAN PLOT REVEALED: HUNDREDS DEAD IN COUP ATTEMPT

Mars, May 9. (AP) -- A few days ago, the riots in Lincoln had been relatively minor, a few hundred out looting and stirring up trouble. They were soon beaten down and dispersed by the authorities. The colony's holding cells were enough to handle the worst troublemakers.

But when 3000 hit the streets yesterday night, the Colonial Office declared martial law in a matter of minutes.

Who supplied them with guns, we may never know. Only that they had them. Automatic rifles and machine pistols, mowing down unprepared policemen and Marine MPs like wheat before the scythe.

Several dozen ringleaders whipped the mob into a frenzy, leading them to storm several important locations across the colony. They overran the starport and stole several contragav ships. Sadly, the guards and crews did not survive.

When the insurgents tried to take off in their stolen ships, the Lincoln air defenses were forced to shoot them down.

In other places bodies stacked all the way to the ceiling, both colonists and soldiers dressed in torn, stained uniforms. The assault on the "Red Prison" was the only one that local forces were able to repel, through four hours of desperate fighting by the outnumbered Garrison soldiers.

The Marines on station at the Lincoln Colonial Office held the building to the last man. When that man died, so did everyone else inside the building.

One of the ringleaders -- Elroy Robert Jones, 32, a Michigan-born radio technician -- made a broadcast claiming that forces were "liberating" Lincoln from the "capitalist oppressors". He claimed that anyone who surrendered would be spared under the new regime.

However, Jones had not counted on the unannounced arrival of the intersolar warship URC George Washington, whose comple-

COLD SPACE ROLE-PLAYING GAME

ment of United States Marines led the embattled Martian Garrison in a bloody battle to take back the colony.

Of the 3000 insurgents only 262 remain alive, including Elroy Jones. After surrendering to the George Washington's heroic Marines, he confessed to being a devoted Communist, having hoped to ingratiate himself by turning Lincoln Colony over to the Soviet Union.

Jones continues to deny receiving official support from Soviet agents, which the Russians claim is truth. No evidence to support a link has yet been discovered, despite a dedicated hunt among all the arrested insurgents.

An evacuation of Lincoln is currently in progress due to the high number of punctures from bullet impacts. It will be several weeks before the colony is habitable once again.

Still, the danger to the colony and its people seems to have passed, and they can all sleep easy. They're finally on their way home.



COLD SPACE ROLE-PLAYING GAME

APPENDIX A

OPTIONAL RULES

Use of these optional rules is solely at the discretion of the GM and may be dropped at any time if the GM feels the rule is detrimental to the game.

OPTIONAL RULE: SNIPING AND SINGLE SHOT KILLS

If the character wishes to snipe, and the situation and weapon is proper, sniping is possible. If the weapon has a range factor of Far or Long and is in the proper range for the weapon and the target is unaware of the presence or general position of the sniper, the sniping rules are in effect. In this case a hit is either a death blow or a wound. If the adjusted number rolled to hit is 5 or less from the maximum, but still a hit, then the target takes the normal damage from the hit X2 (double damage.) If the adjusted number rolled to hit is 10 to 6 from the maximum, but still a hit, then the target takes the normal damage from the hit X3 (triple damage). Any other hit results in the target sustaining a lethal wound.

For example: a sniper with firearm+5 and coordination of 9 has a 70% chance of a hit to skin. The target is at long range and unaware of the sniper, and the firearm is an autorifle. A result of 70 or less on %d is required for a hit.

If the number rolled is 66-70, the target sustains double damage from the hit. If the number rolled is 61-65, the target sustains triple damage from the hit. Anything above 70 is a miss, and anything 60 or below causes instant death to the target.

Sniping brings sudden death into the combat picture. Normally, Cold Space Combat is bloody, but seldom lethal. Some GMs are loath to use sudden death on their own players. We have left the decision here up to the individual

GM. If the Player characters are able to snipe, but the opponents are not able to snipe at the PCs, the GM will have to deal with what amounts to indestructible PCs. This is not necessarily a bad thing, but can drastically alter the flavor of any campaign.

Here are some possible options:

Player characters and opponents can snipe: This tends to lead to a very grim, extremely gritty feel. Players may feel very vulnerable and may refrain from sticking their characters' necks out. This is the most realistic option, in that the player characters will behave more like real people in a stressful situation.

Player characters only can snipe: This leads to a more open game. The player characters are able to snipe with impunity, but the GM can control the *conditions* for sniping. In other words, the player characters can snipe, but only when the GM says they can. This can satisfy the player need for tactical involvement but allows the GM to control things on a higher level.

OPTIONAL RULE: COMMANDO-TYPE ACTIONS

Characters may attempt commando-type actions such as picking off a sentry by clasping a hand over the sentry's mouth while slicing his neck with a knife. If the character has an appropriate background, such as infiltrator, this should be purely a question of the character's ability to sneak up on (using the sneak skill) or rush the sentry (using the dash skill), and nothing to do with weapon skill. If the sentry does not detect the approach of the character (sneak) or is unable to respond in time (dash) the sentry should die. If a character without an appropriate background attempts it, roll at sneak+0 or dash+0 as appropriate, with modifiers for agility. In any case, the sentry's constitution should be ignored.

COLD SPACE ROLE-PLAYING GAME

OPTIONAL RULE: COLD SPACE SIMPLE VEHICLE COMBAT RULES.

These rules may replace the standard rules if less realism and quicker results are wanted. This system also scales well for use in situations of vehicles vs. people. Sides make standard initiative rolls. Side goes on its initiative. Player controlling character using the weapon rolls to-hit, with standard modifiers.

Weapon factor (WF) of the weapon used must be equal to or higher than armor points (AP) to penetrate. If not, it will just bounce off.

Examples:

Heavy Machine Gun (WF 2) vs. Iron Armor factor 1 (2 AP) = penetration

Heavy Machine Gun (WF 2) vs. Iron Armor factor 2 (4 AP) = no penetration

Medium Cannon (WF 20) vs. Iron Armor factor 8 (16 AP) = penetration

If weapon penetrates, roll damage. Damage is $1d10 * \text{Weapon Factor} * 10$. If the weapon is a burst fire weapon - such as machine guns, miniguns, gatling guns, or autocannon, damage is again multiplied by 5.

Examples:

Heavy Machine Gun damage = $2 * 10 * 5 * 1d10 = 100-1000$

Medium Cannon damage = $20 * 10 * 1d10 = 200-2000$

Vehicles have 100 constitution points per ton, rounded up.

Examples:

302 ton Cargo Aircraft 30,200 constitution

25 ton Armored Vehicle 2500 constitution

172 ton Boat 17,200 constitution

At its full constitution*.75, the vehicle is Hindered. All rolls are at -20% and max speed is *.75

At its full constitution*.50, the vehicle is Dam-

aged. All rolls are at -40% and max speed is *.50
At its full constitution*.25, the vehicle is Hammered. All rolls are at -60% and max speed is *.25

OPTIONAL RULE: INTEGRATED COMBAT SYSTEM

The Integrated Combat System is offered as an option for those who wish a more seamless, realistic system, as opposed to the rather stylized Cold Space standard combat system.

As in the standard combat system, the chance to hit is 45% at level 1, plus 5% per each level of skill higher than +1. The Integrated Combat System is different in that all conditions are treated as straight modifiers to that basic die roll. Weapons are given a skill rating in the equipment list. The penalty for using a weapon with a skill rating higher than the character possesses is a - 5% penalty per skill level short of the skill rating.

Example:

Eugenia has blade+1 and wishes to use an arc sword, which is rated at blade+3. She is thus 2 short of the skill rating, and gets a -10 to hit with her arc sword.

A person without sufficient skill is a danger to herself as well as the enemy. Any miss which misses the target number by more than 60 will injure the wielder.

Example:

Joseph has no skill with blades but picks up an arc sword dropped on the floor during a combat. His strength is 11, so he has an 11% chance to hit with the sword. If he rolls over 81, however, the arc sword has turned in his hand and he will wound himself.

COLD SPACE ROLE-PLAYING GAME

One need not be of any particular skill level to perform two or three actions in a given round. If a character wishes to perform 2 actions in a round, they may do so provided they take a penalty on each action of -5% per level of skill below +8.

Example:

Penelope wishes to strike twice in the same round with her arc sword, and has the skill blade+3. Her normal to hit would be 55%, but she is 5 skill levels short of +8, so must pay a penalty of -25%, giving her a 30% chance to hit on each of 2 attacks.

If a character wishes to perform 3 actions in a round, they may do so provided they take a penalty on each action of -5% per level of skill below +12, Example: Penelope wishes to strike thrice in the same round with her arc sword, and has the skill blade+3. Her normal to hit would be 55%, but she is 9 skill levels short of +12, so must pay a penalty of -45%, giving her a 10% chance to hit on each of 3 attacks.

- Use of a weapon rated at a higher skill is at -5% per skill level short.
- Penalty for two actions in one round -- 5% for each skill level short of 8.
- Penalty for three actions in one round -- 5% for each skill level short of 12.
- Any miss by over 60% counts as self-injury.

Example:

A person with blade+1 uses a katana(+5):
Chance to hit = $45\% - 20\% = 25\%$
Average damage with a katana hit = 100
Average damage per round = $25\% * 100 = 25$
Chance of self-injury = 15%

A person with a blade+1 uses a shortsword(+1)
Chance to hit = 45%
Average damage with a shortsword hit = 65
Average damage per round = $45\% * 57.5 = 29.25$

Chance of self-injury = 0%.

The low-skilled person will have no motivation to use too difficult a weapon, but they are not penalized excessively if they find that a difficult weapon is all that is available.

Another example:

A person with a blade+3 uses a shortsword(+1)
Average chance to hit = 60%
Average damage with a shortsword hit = 65
Average damage per round = $60\% * 65 = 39$
Chance of self-injury = 0%

A person with a blade+3 uses a katana
Average chance to hit = $60\% - 10\% = 50\%$
Average damage per katana hit = 100
Average damage per round = $50\% * 100 = 50$
Chance of self-injury = 0%

A person of intermediate skill gains little by using a high skill weapon, but they aren't penalized.

Example:

A person with blade+5 uses an arc sword(+3)
Average chance to hit = 70%
Average damage per arc sword hit = 80
Average damage per round = $70\% * 80 = 56$
Chance of self injury = 0%

A person with blade+5 uses a katana(+5)
Average chance to hit = 70%
Average damage per katana hit = 100
Average damage per round = 70
Chance of self injury = 0%

It takes a skilled fighter to get much benefit from using the katana. Multiple attacks per round become a choice that is more reasonable with advanced skill, not an ability that is suddenly achieved at a particular skill level.

COLD SPACE ROLE-PLAYING GAME

Example:

A person with blade +2 makes one attack per round using a katana(+5)
Average chance to hit = $55\% - 15\% = 40\%$
Average damage per katana hit = 100
Average damage per round = 40
Chance of self-injury = 0%

A person with blade +2 makes two attacks per round using a katana(+5)
Average chance to hit = $55\% - 15\% - 30\% = 10\%$
Average damage per katana hit = 100
Average damage per round = $2*(10\%*100) = 20$
Chance of self-injury = 30% per strike = 51% per round

The low-skilled individual does less damage and great risk of self-injury when choosing to make two attacks per round.

Example:

A person with blade+3 makes one attack per round using a katana(+5)
Average chance to hit = $60\% - 10\% = 50\%$
Average damage per katana hit = 100
Average damage per round = 50
Chance of self-injury = 0%

A person with a blade+3 makes two attacks per round using a katana(+5)
Average chance to hit = $60\% - 10\% - 25\% = 25\%$
Average damage per katana hit = 100
Average damage per round = $2*(25\%*100) = 50$
Chance of self-injury = 15% per strike = 27.75% per round

At skill level +3, there is no overall advantage or disadvantage in terms of damage to the enemy in using multiple strike per round, and a significant risk of self-injury.

Example:

A person with a blade+4 makes one attack per round using a katana(+5)
Average chance to hit = $65\% - 5\% = 60\%$
Average damage per katana hit = 100
Average damage per round = $60\%*100 = 60$
Chance of self-injury = 0%

A person with blade +4 makes two attacks per round using a katana(+5)
Average chance to hit = $65\% - 5\% - 20\% = 40\%$
Average damage per katana hit = 100
Average damage per round = $2*(40\%*100) = 80$
Chance of self-injury = 0%

At this level of proficiency, making multiple attacks per round makes sense, increasing one's effectiveness by 33%.

Example:

A person with blade+5 makes one attack per round using a katana(+5)
Average chance to hit = 70%
Average damage per katana hit = 100
Average damage per round = $70\%*100 = 70$
Chance of self-injury = 0%

A person with a blade +5 makes two attacks per round using a katana(+5)
Average chance to hit = $70\% - 15\% = 55\%$
Average damage per katana hit = 100
Average damage per round = $2*(55\%*100) = 110$
Chance of self-injury = 0%

Now multiple attacks give a 58% advantage over a single attack per round.

Example:

A person with blade +6 makes one attack per round using a katana(+5)
Average chance to hit = 75%

COLD SPACE ROLE-PLAYING GAME

Average damage per katana hit = 100

Average damage per round = 75

Chance of self-injury = 0%

A person with blade +6 makes two attacks per round using a katana(+5)

Average chance to hit = $75\% - 10\% = 65\%$

Average damage per katana hit = 100

Average damage per round = $2 * (65\% * 100) = 130$

Chance of self-injury = 0%

Now the multiple attacks have a 73% advantage over a single attack.

This method is more realistic than the standard combat system. In the standard system with its levels of mastery, going from skill+4 to skill+5 more than doubled one's effectiveness as a fighter, even though it implied only 25% more training. Now the transition is more gradual. When using this optional combat system, there might be situations where a person of low skill might choose to perform two actions per round, e.g., run to a position and fire a firearm. They would have very little chance of hitting anyone, but they could get to position and make the others keep their heads down. Also, there may be times a person with a high skill might choose to make only one attack per round in difficult situations: e.g. armored opponents or at long-range.

OPTIONAL RULE: SUCCESS AND FAILURE

An unmodified roll of 00 on the percentile dice is always a failure, even if it should succeed, and an unmodified roll of 01 is always a success.

OR

If a larger guaranteed success/failure zone is required, an unmodified roll of 96-00 on the percentile dice is always a failure, even if it should succeed, and an unmodified roll of 01-05 is always a success.

OPTIONAL RULE: PLOT POINTS

Using this optional rule, the characters and the GM each receive one Plot Point per session. They can be used any time during that session, but cannot be accumulated across sessions. The Plot Point can be used to do one of two things: the player may make any Chance of Success attempt, by anyone, an automatic success or an automatic failure, or it can make a Quality of Success roll, by anyone, either maximum or minimum. The Plot Point can be used at any time on any character.

OPTIONAL RULE: ACTIVE DEFENSE

Using this optional rule, a character who is performing an offensive action may shift points from initiative, to-hit, or damage into an active defense. This defense gives the character effective cover of the amount of points shifted.

For example: Freya shifts 20 points from her to-hit to Active Defense, giving her a -20 penalty to hit and giving her 20% effective cover. Any attack on her must penetrate the cover before it hits her. Active Defense stacks (adds together) with any cover given by the Dash skill, but does not stack with natural cover.

OPTIONAL RULE: NITTY GRITTY

Using this optional rule, the characters have a much higher chance of getting hurt and dying. Some people prefer a chance of any given shot having a chance of killing a character, and this will do it.

Instead of multiplying STR, COOR, AGY, and END by ten, multiply it by five. Leave everything else the same.

OPTIONAL RULE: FLIP DICE

Use the reverse of a Chance of Success as a QoS roll - i.e 57% becomes 75 points Quality.

COLD SPACE ROLE-PLAYING GAME

OPTIONAL RULE: ORGANIZATION BASED SKILLS

If the GM wishes, character skill choices can be expanded by taking skills from various youth organizations rather than scholastic skills. These skills would be taken instead of rather than in addition to the normal skill choice. This opens up skills which may not be normally available to a given character. Some example organizations are listed below:

SCOUTS (MIDDLE SCHOOL)

Firearms, Climb, Adapt, Herbalism, Leadership, Observe, Course, Cook, Ride

SCOUTS (HIGH SCHOOL)

Firearms, Climb, Adapt, Herbalism, Leadership, Observe, Course, Cook, Snare, Survival, Tracking, Weather, Ride, Alertness, Instruct, Organize

EXPLORERS (HIGH SCHOOL)

Firearms, Adapt, Alertness, Analyze, Astronomy, Biology, Climbing, Calc/Comp, Cook, Course, Electronics, Evaluation, Focus, Gymnastics, Herbalism, Leadership, Minerology, Observe, Organize, Overdo, React, Research, Ride, Snare, Tactics, Treatment, Unarmed, Weather

4H CLUB (MIDDLE SCHOOL)

Biology, Carpentry, Chemistry, Cooking, Husbandry, Ride

4H CLUB (HIGH SCHOOL)

Biology, Carpentry, Chemistry, Construction, Cooking, Husbandry, Repair, Ride

MARTIAL ARTS (ANY AGE)

Martial Arts, Alertness, Blade, Dash, Engrace, Focus, Gymnastics, Tactics, Intimidation, Meditation, Melee, Organize, Overdo, React, Sneak

THE Y (ANY AGE)

Climb, Engrace, Focus, Gymnastics, Meditation, Overdo, React, Streetwise, Unarmed

CIVIL AIR PATROL (HIGH SCHOOL)

Alert, Analyze, Computer, Course, Cryptography, Driving, Electronics, Focus, Law, Observe, Organize, Repair, Mechanics, Weather, Pilot

SPORTS (MIDDLE OR HIGH SCHOOL)

Alert, Focus, Engrace, Gymnastics, Intimidation, Psychology, Leadership, Organize, Overdo, React, Streetwise, Strategy, Tactics, Brawl, Blade

HUNTING/SHOOTING CLUB (ANY AGE)

Firearms, Track, Snare, Ride, Taxidermy, Alertness, Organization, Sneak

ROTC (HIGH SCHOOL)

Alert, Focus, Leadership, Organize, plus enter Military Profession at level 2 (non-com)

ROTC (COLLEGE)

Choose from skill list of chosen military profession, plus enter profession at level 2 (officer)

RESERVIST/NATIONAL GUARD (ADULT)

Choose from skill list of your chosen military profession - i.e. Army = Army Reserve.

ARTISTIC CLUB

(Various types - Painting, Musical, Debate, Dance, Cooking, Etc.)

Cook, Convince, Disguise, Engrace, Linguistics, Music, Painting, Sculpture, Taste, Writing

AMATURE THEATRICALS

Blade, Disguise, Music, Engrace, Taste

COLD SPACE ROLE-PLAYING GAME

OPTIONAL RULE: INTENSIVE TRAINING

When running specific profession-intensive campaigns, such as a Spy-oriented campaign, or a Ranger-oriented campaign, replace the character's first year in that profession with intensive training in that profession. This allows the characters to function competently at their profession after only one year.

Example Intensive Trainings:

Spy

Cryptography, Disguise, Entice, Linguistics, Observe

Ranger

Insertion, Demolition, Firearms, Survival, Unarm

Scout & Survey

Pilot, Planetology, Survival, Astronomy, Fire-arm

Thief

Sneak, Streetwise, Sleight, Picking, Alert

Police

Law, Firearm, Psychology, Intimidate, Evaluate



It's a fitting end to a fitting day, sipping her wine in her own special way
Tucked in her room with the shades open wide,
Her eyes are defenceless and they lead me inside
Then the moon comes, lighting up the sky, painting the shadows where I know she'll cry
(chorus)

"Hey, hey, hey, you're all balled up in your rockets 'n' dreams, love
Lost... in all your rockets 'n' dreams "

Nothing to do, and nothing to say, helpless and hopeless and wanting to stay
I see those tears rolling down her cheeks, but then I'm gone, for months and weeks
Bound for Vesta, or maybe Mars, in my spaceship, chasing stars
(chorus)

"Hey, hey, hey, I'm all balled up in my rockets 'n' dreams, love
Lost. in all my rockets 'n' dreams "

"Rockets 'n' Dreams" Bruce Springsteen, #25 hit, April 1985

COLD SPACE ROLE-PLAYING GAME

APPENDIX B: THE COLONIES



COLD SPACE ROLE-PLAYING GAME

EXTRA-SOLAR COLONIES

System	World	Colony Name	Founded	Parent	Capital
A. Centauri A	Roosevelt	Roosevelt	1952	USA	Liberty
	Washington	Washington	1955	USA	Lee
	Jefferson	Jefferson	1956	USA	Monticello
A. Centauri B	New Washington	New Washington	1968	USA	Olympia
	New Missouri	New Missouri	1956	USA	Truman
	New Alaska	New Alaska	1958	USA	Northstar
Barnard's Star	Novya Minsk	Novya Minsk	1953	USSR	Stalin
	Novya Sibirsk	Novya Sibirsk	1955	USSR	Nikitagrad
E. Eridani	IV	Falcone CC	1959	Italy	Montefiore
		DeGaulle CC	1959	France	Dunkirque
		Free Poland	1961	Indep.	Krakow
		Xin CC	1961	China	Xin
		Chiba CC	1963	Japan	Chiba
		The Shah's Iran	1963	Indep.	Persepolis
	V	Gilbert	1958	CCA	Penzance
Eta Cassiopei A	III.1	Kazakh	1960	USSR	Tashkent
		Pampas CC	1960	Argentina	Bahia
		Burgas CC	1960	Bulgaria	Burgas
		Zaragoza CC	1960	Spain	Zaragoza
		HautZaire CC	1961	Zaire	Kisangani
		Kronstad CC	1961	S. Africa	Ladysmith
		Panjal CC	1963	Pakistan	Gujrat
Eta Cassiopei B	III	Ural	1960	USSR	Chelyabinsk

COLD SPACE ROLE-PLAYING GAME

S. Draconis	I.9	Amazonas CC	1963	Brazil	Recife
		Haiphong CC	1963	Vietnam	Haiphong
		Faisal CC	1965	Saudi Arabia	Faisal
		Tepui CC	1965	Venezuela	Angel
		Shangsi CC	1966	China	Taiyuan
	I.10	Severn CC	1963	CCA	Bristol
	I.14	Waikato CC	1963	CCA	Whangarei
	IV	Nasser CC	1964	Egypt	Zagazig
		Kamal CC	1966	Iraq	Karkuk
		Sandzak CC	1966	Yugoslavia	Split
		Haifa CC	1967	Israel	Elat
		Johore CC	1967	Malaysia	Taiping
		Plzen CC	1967	Czechoslovakia	Plzen
82 Eridani	IV	Baikal	1965	USSR	Alma-Ata
Tau Ceti	III.2	Ploesti CC	1966	Rumania	Ploesti
		Lagos CC	1966	Nigeria	Benin City
		Inchon CC	1966	S. Korea	Inchon
		Altos CC	1967	Bolivia/Peru	Sierra Blanca
		Cockpit CC	1967	Jamaica	Negril
D. Pavonis	II	Jersey	1966	USA	Space City
E. Indi A	III	Adelaide	1970	CCA	Geelong
O. Eridani	IV A	Petersen	1973	USA	Sprague
	IV B	Deccan CC	1975	India	Warrangal
		Somme CC	1978	France	Amiens
		Pfalz CC	1978	E. Germany	Mannheim
		York CC	1978	Canada	Kitchener
		Medan CC	1980	Indonesia	Surabaya

COLD SPACE ROLE-PLAYING GAME

SOLAR SYSTEM COLONIES

World	Colony Name	Founded	Parent	Capital
Luna	American Luna	1952	USA	Luna City
	Lunar S. S. R.	1952	USSR	Tychograd
	W. German Luna	1957	W. Germ.	Bonn Luna
	E. German Luna	1957	E. Germ.	Liepzig Luna
	Chinese Luna	1957	China	Hong Kong Luna
	Indian Luna	1958	India	Madras Luna
	Lunar Japan	1958	Japan	Kobe
	French Luna	1958	France	Copernique
	Lunar Australia	1959	Austr.	Aliceport
	Polish Luna	1959	Poland	Gdansk Luna
	Lunar Canada	1962	Canada	Beaverton
	Rep. of Vietnam	1965	Indep.	Saigon Luna
	Vietnam Luna	(1965)	Vietnam	Da Nang Luna
	N. Korean Luna	1969	N. Korea	Yalu
	Lunar Free State	1977	Indep.	Liberdad
	Kepler Republic	1977	Indep.	Keplertown
	Estonian Luna	1982	Estonia	Talinn
	Mongolian Luna	1985	Mongolia	Ulan Batar
	Nigerian Luna	1988	Nigeria	Kaduna
	Mars	US Mars	1952	USA
USSR Mars		1952	USSR	Stalingrad
Mars Japan		1957	Japan	Nara
Mars Canada		1957	Canada	Regina
Mars Britian		1957	England	Liverpool
Chinese Mars		1957	China	Changdu
E. German Mars		1958	E. Ger.	Lubek
W. German Mars		1958	W. Ger.	Koln

COLD SPACE ROLE-PLAYING GAME

	Kiwi Mars	1958	N. Zealand	Paihia
	French Mars	1959	France	Le Mans
	UN Mars Colony	1959	UN	Colonia Martialis
	Martian Poland	1961	Poland	Gdansk
	Iranian Mars	1963	Iran	Esfahah
	Mars Vietnam	1965	Vietnam	Hue
	Colombian Mars	1966	Colombia	Medellin
	Mars Australia	1966	Australia	Wollongong
	Bulgarian Mars	1972	Bulgaria	Varna
	Rumanian Mars	1975	Rumania	Timisoara
	Mars Egypt	1976	Egypt	Giza
	Chilean Mars	1978	Chile	Valparaiso
	S. Korean Mars	1983	S. Korea	Pusan
	Portuguese Mars	1985	Portugal	Santos
	Mars Korea	1985	N. Korea	Kanggye
Ganymede		1952	USSR	Leningrad
Callisto		1952	USA	Eisenhower
Elara		1954	USSR	Gorky
Europa		1955	CCA	Port Elizabeth
Thebe		1955	USA	Patterson
Ceres		1960	UN	None
Vesta		1961	UN	None
Pallas		1963	UN	None
Hygiea		1965	UN	None

COLD SPACE ROLE-PLAYING GAME

APPENDIX C

MOTHER'S MILK SKILLS

WHAT ARE MOTHER'S MILK SKILLS?

Mother's Milk Skills are the skills a character has learned before age ten. Always keep in mind that the real purpose of Mother's Milk skills is not to give more skills to competent adult characters, but to enable a child-character to be played. Mother's Milk Skills should therefore always be appropriate to a child in that culture. For example, a child with a skill in drinking would be extraordinarily rare in American culture.

SELECTING THE CHARACTER'S MOTHER'S MILK SKILLS.

The easiest way to determine what Mother's Milk Skills a character has is to determine what background the character has. The skills should also be appropriate to the specific family conditions of the character. Look at the initial Cash of the character as an indicator. Is this the child of penniless immigrants working their way through low-paying jobs? Then skills like Streetwise and Endear and maybe Brawl might be appropriate. Are the child's parents rich? Then perhaps Engrace or Taste or Evaluate. From a rural background? Maybe Husbandry or Tracking or Weather.

The Player and the GM should decide where the character is from - for example: St. Louis MO. or a ranch in Montana, or a little town in West Virginia, or Miami FL. Where the character comes from should be a big aid in deciding what Mother's Milk Skills the character may have. A kid from a ranch in Montana is not going to have Maritime Skills. A kid from St. Louis is not going to have Rural Skills. The skills chosen from the skill sets available should make sense given the character's hometown.

The Skill Sets listed here are collections of related skills. For example, Maritime skills all relate to shipboard tasks. These Skill Sets are grouped under "Appropriate Skill Sets by character background." Find the Resources which fit your character, then choose four skills from the skill sets listed for those Resources.

Example: Joe Black from a ranch in Montana. Resources: Rural Moderate:

The GM asks questions about Joe's childhood to the Player, and finds that Joe helped out a lot on the ranch, roping and branding cattle, and loved to go hunting with his dad. The Player and GM together decide that Joe should have Riding from the Rural set, Rope from the Wilderness set, and Firearms and Tracking from the Hunting set.

COLD SPACE ROLE-PLAYING GAME

MOTHER'S MILK SKILLS

SKILL SETS

Skill Sets	Mother's Milk Skills in Skill Sets
<i>Rural</i>	Herbalism, Husbandry, Riding, Smithing, Weather
<i>Urban</i>	Goad, Linguistics, Negotiate, Operate, Streetwise
<i>Technical</i>	Calc/Comp, Electronics, Mechanics
<i>Artistic</i>	Cook, Music, Painting, Sculpture, Taste, Writing
<i>Social</i>	Endear, Engrace, Evaluate, Taste
<i>Sport</i>	Alert, Blade, Climbing, Dash, Gymnastics, Riding
<i>Psychological</i>	Adapt, Goad, Entice, Psychology
<i>Scientific</i>	Biology, Chemistry, History, Mineralogy, Research
<i>Medical</i>	Drug, Herbalism
<i>Wilderness</i>	Adapt, Course, Rope, Survival, Weather
<i>Martial</i>	Focus, Martial Arts, Leadership, Meditation, Sneaking
<i>Criminal</i>	Brawl, Blade, Melee, Pick, Sleight, Sneaking, Stash, Streetwise
<i>Hunting</i>	Bow, Firearms, Snare, Sneaking, Survival, Tracking
<i>Maritime</i>	Course, Rope, Steer, Weather

APPROPRIATE SKILL SETS BY CHARACTER BACKGROUND

Resources	Recommended Mother's Milk Skill Sets
Urban Affluent	<i>Martial, Artistic, Urban, Social, Sport, Psychological</i>
Rural Affluent	<i>Rural, Hunting, Social, Sport, Maritime, Artistic, Wilderness</i>
Urban Moderate	<i>Technical, Urban, Sport, Martial, Social, Artistic, Scientific</i>
Rural Moderate	<i>Rural, Wilderness, Artistic, Social, Sport, Hunting, Maritime</i>
Urban Poor	<i>Urban, Artistic, Sport, Psychological, Medical, Criminal</i>
Rural Poor	<i>Rural, Artistic, Sport, Medical, Wilderness, Hunting, Maritime</i>

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CHARACTER DESIGN WORKSHEET

MOTHER'S MILK SKILLS:

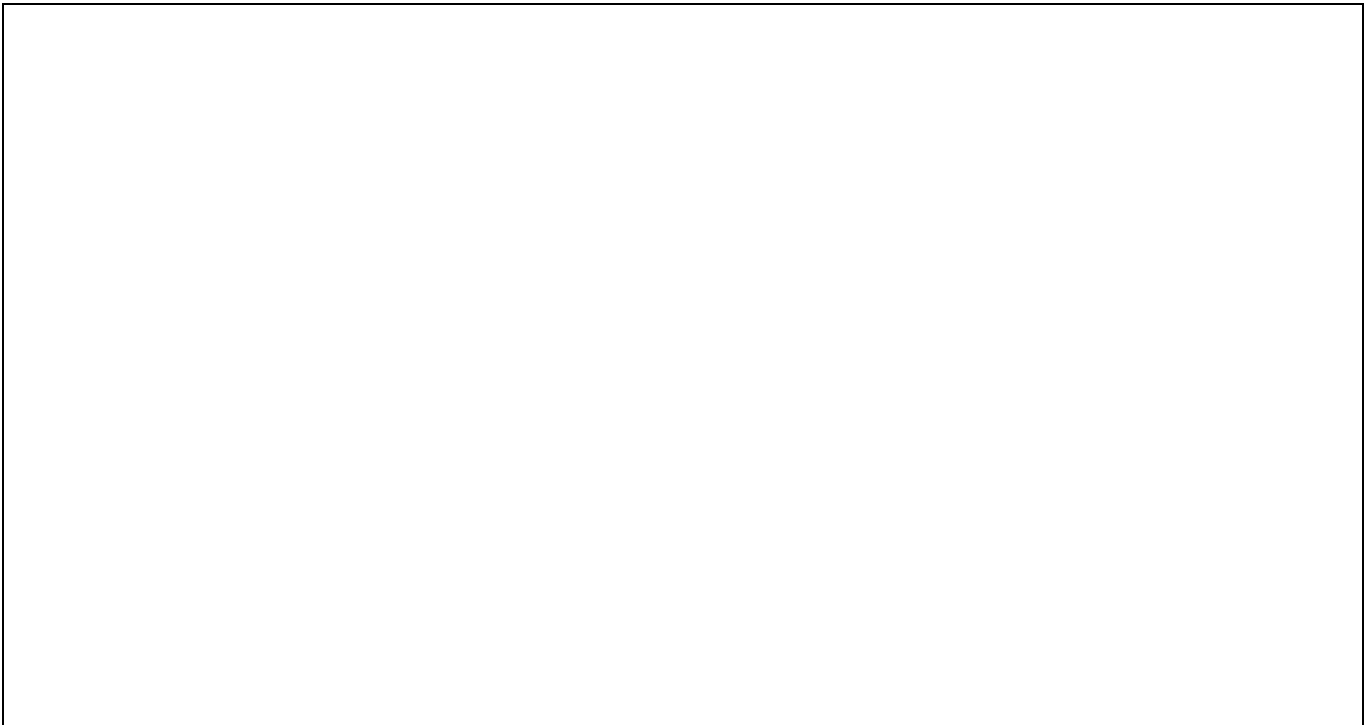
INITIAL STATS:

STR _____ COOR _____ AGY _____ END _____
 IQ _____ LUCK _____ CHAR _____

Year by year record

Year	Employment/School	Skill Earned	Cumulative Skill	Promote?	Pay	P.D.
10	_____	_____	_____	_____	_____	
11	_____	_____	_____	_____	_____	
12	_____	_____	_____	_____	_____	
13	_____	_____	_____	_____	_____	
14	_____	_____	_____	_____	_____	
15	_____	_____	_____	_____	_____	
16	_____	_____	_____	_____	_____	
17	_____	_____	_____	_____	_____	
18	_____	_____	_____	_____	_____	
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42	_____	_____	_____	_____	_____	
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51	_____	_____	_____	_____	_____	

52	_____	_____	_____	_____	_____	_____
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64	_____	_____	_____	_____	_____	_____
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66	_____	_____	_____	_____	_____	_____
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77	_____	_____	_____	_____	_____	_____
78	_____	_____	_____	_____	_____	_____
79	_____	_____	_____	_____	_____	_____
80	_____	_____	_____	_____	_____	_____
81	_____	_____	_____	_____	_____	_____
82	_____	_____	_____	_____	_____	_____



EQUIPMENT SHEET

CLOTHING AND ARMOR

KITS

ELECTRONICS

ACCESSORIES

WEAPONS

MISCELLANEOUS EQUIPMENT

VEHICLES
