EZ SPACE

SPACE THE WAY IT SHOULD HAVE BEEN

FANTASTIC ADVENTURES

IN A DIFFERENT AGE OF SPACE TRAVEL

Richard Tucholka
William Wardrop
Melody Natcher

EZ Rules

USE YOUR FAVORITE RULES
ANY RULES

EZ SPACE

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EZ SPACE

Richard Tucholka

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EZ SPACE

SPECIAL EDITION SOURCEBOOK

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Tri Tac Games Special Edition

EZ SPACE Winter 2018

GAMES BY RICH TUCHOLKA

Bureau 13
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The Morrow Project w/Sadler & Dockery
Bureau 13 d20 Edition
Fringeworthy d20 Edition
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EZ SPACE

Welcome to a different future where space travel is easy and mankind is rocketing to the stars.

You are part of that grand adventure to explore countless stars and search for intelligent life and new civilizations.   A golden age of exploration is dawning.

The rewards are great and so are the dangers.

Welcome to the EZ SPACE

...The Galaxy is Waiting

THIS SOURCEBOOK INCLUDES ARTWORK BY

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Melody Natcher   Silver
Tom Dow

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William Wardrop

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William Aksel Kuehl

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Respected Photographers

GREY ALIENS

36578 Crop Circle 27
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Special Thanks to Hero Machine and Serif ltd.

When a place gets crowded enough to require ID's, social collapse is not far away. It is time to go elsewhere. The best thing about space travel is that it made it possible to go elsewhere.

Robert A. Heinlein

EZ SPACE

RPG Sourcebook *for Any Game* System
by Richard Tucholka

Dedicated to:

Melody Natcher   Laura Butler
Wolfgang Diehr

Special Thanks to:

Paul MacDonald
Shalla & Freon
Karl Koenig

In Memory of:

Lisa Mason   Malcolm Cleveland
Kelly Jones   Mike   Miley
Howard DeVore   Jeff Matthews

Photography

I can't give enough thanks to all the photographers who provided images for this book. These images are copyright by their owners and used here with permission and a mutual love of gaming.

ABOUT THE AUTHOR

Tucholka is an amazingly creative individual who has been traveling SF Conventions for over forty years.

Tucholka has been called "one of the unsung heroes of Role Playing" and "Michigan's Gaming Guru". You may know him more for his work in the creation of the Role Playing games Bureau 13: Stalking the Night Fantastic, voted Best Fantasy RPG of 1991 by the RPGA Network at Gencon.

Rich has been a comic book publisher, actor, book reviewer, staff writer for STARDATE and STARDRIVE Magazine, and always a Science Fiction Fan. lives in Oak Park, Michigan where he managed Tri Tac Games and worked as Senior Computer Support for a multi-national automotive center before it left for the Philippines without him.

His Hobbies include house restoration, publishing, gardening, writing, reading (science fiction, anthropology, asronomy, psychology, sociology, paleontology, and military history), and trying to index his 18,000+ books and B Budget Movies.

He packed rooms when he did "Uncle Richard's Trash Video Roundup" across the Midwest for a number of years at many Science Fiction Conventions. Rich also mentions he is owned by a pair of 21 pound cats and a 9 pound Dappled Dachound.

If you ever have a chance to play with Tucholka as an RPG Game Master, he will knock your socks off.

TABLE OF CONTENTS

DESIGNERS NOTES:

It's never about rules, it's about Role Playing and Adventure.But the Adventure needs a framework, a system for play.It doesn't matter what rules you use from d20 to Tri Tac, Palladium, Savage Worlds, Fudge, Cortex or Gurps.

In the old days it was about the play system, and many systems were created that were accurate, comprehensive, and just a little long winded to promote faster game play.Talsorian's Mike Pondsmith once said, "Don't think like a Dinosaur,think fast and light. He was absolutely right in his assessment of what made good rules.

These new d0 or EZ Concept books have combined the comprehensive quality of our old system with speed and ease of play. Compatible with your Favorite RPG as well as the old Tri Tac Systems, its a great way to explore new Game Ideas.

Welcome to the Tri Tac universe of role-playing Ease, Enjoyment, Excitement and Excellence. Grab your dice and let your imagination go wild!

Space the Way it Should Have Been

By now we expected colonies on the moon, men on mars and the exploration of the planets.   As we committed to space in the 1960's there was a bright future and new technologies. There was a frontier for the young and high adventure waiting.   We went to the moon and then petty politics got in the way.

NASA was forced to give its discoveries to American industry so they could be sold back to the government. Funding was cut, astronauts died and congress ended the space program.

By the millennium space was again the domain of Science Fiction.

EZ SPACE

EZ Space is an RPG of Science Fiction and Exploration in a different time, a universe where we gained interstellar travel early in our history.

Materials Needed

For **role-playing** you need a small number of materials that the average gamer already owns.

Dice

In this book you will find mostly d10 and d100 tables for general use by the players and GM. Get a pair of common 10 sided dice that allow you to roll a d10, several d10's or a d100. You can also get a d100 polyhedral dice.

Game Book Needed

You will need at least one copy of **your favorite RPG rules.** EZ Space is a concept book designed for use with any popular RPG system. So if you prefer d20, Palladium, Gurps, Savage Worlds, Fudge, Pathfinder or the classic Tri Tri Tac Game System.

Copies

You have permission to print out the Back Sheets if you need them. Make as many as you want.

Figurines

The more visual aids you use the better. A wide variety of Modern, Space and Fantasy figurines are available from a number of companies.

HO Scale Buildings & Things

Games take on realism when you use floor plans and HO scale buildings. While HO Scale is not to scale with a true 25mm figurine, it can be overlooked.

Terms of Role Playing

Do we need to cover this again? By this time we all know what dice do and what a GM is. I really think you have the idea of what an RPG is if you're holding this book in your hands.

Time and Motion

Time and Motion are relative. This is relative to what the GM decides constitutes a turn Generally a couple of seconds is good for most things you do like pulling the pin on a grenade, firing a weapon, or falling over dead. Some motion or actions are taken for granted. If the GM says you flip on a light switch, then don't worry about relating it to skills or agility.

Measurement

EZ Space sticks to the English (non-metric) system for general examples. For miniatures rules, use common sense, line of sight, and inches.

Space Ships

Examples here were crafted by William Wardrop. See his marvelous work at Steamnoir.com

Ad Astra

"I served 8 years in the Space Navy. Then a bout of Martian Flu scarred my lungs and I was cashiered out. Then I won the Tri World Lottery and bought my own ship. My daughter was a fine Astrogator, her husband an out of work engineer and their kid Tom, a very smart brat. I had a crew."

Harlan Bakken

Every TriTac game has characters who tell stories. They are often heroes who shine in the tradition of Joseph Campbell.

STICKING TO THE RULES

Nobody ever sticks to the rules so why should you? Modify or change them as the GM wishes. Games should be designed to be adaptable and fun. We've created the nucleus of what you can expand on, so please feel free to do so.

A Different History

It is the little things that make history. A decision, a left turn, a chance meeting. It is often a single man who makes the decision that changes history. Sometimes it is something as simple as a sneeze.

In 1947 an innovative and well-respected naval commander was called to Wright Patterson AFB to view wreckage from an unknown aircraft. Convincing President Truman that they needed innovative thinkers to analyze the wreckage he was given command of the project. For this he Brought in Naval Commander Robert Heinlein.

Commander Heinlein knew he needed top minds, but he also needed men who thought outside the box. During the war, he had worked with two such men: Lyon Sprague de Camp and Isaac Asimov, Willy Ley. and Werner VonBraun. De Camp was an aeronautical whiz and his writing showed that he was more than willing to think outside the box.

Asimov was harder to get into this new project, mainly because he was born in Russia. But Heinlein pulled some strings, and Asimov brought his knowledge in Biochemistry to bear on the inhabitants of the wreckage.

GM's Notes

You will need to choose an era for play. Either the early years, the years of colonization or the young interstellar society are recommended.

This doesn't mean you can't take EZ Space to the far future.

Space offers extraordinary potential for commerce and adventure, for new innovations and new tests of will. As Americans, we can't help but reach for the stars. It's our nature. It's our destiny.
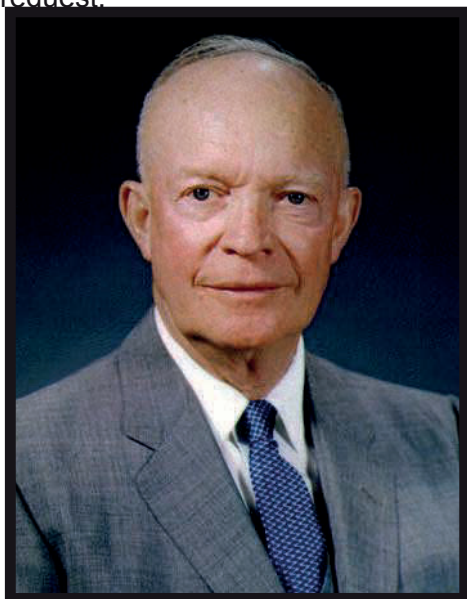
Bill Frist

To the Moon in 51

The project needed the resources of a major aeronautics company, especially one that was used to working on clandestine projects for the military. Heinlein chose Hughes Aircraft Company, and the maverick in charge of it, Howard Hughes. Hughes immediately spun off a new division, Hughes Aeronautics Group, ostensibly to build components for the new military rockets that the German rocket Scientists were build-ing in El Paso Texas.

In reality, Werner Von Braun and his fellow scientists were flown to Wright Patterson and introduced to the wrecked "aircraft". Von Braun was rumored to have said "Mein Gott. If we had this during the war, you all would be speaking German now."

It was Von Braun who brought in the last man to the team: Willy Ley. Ley was one of the few people who ran a rocket plane mail delivery service out of New York before the war. He was key in discovering the secrets of the enigma that sat in that hangar in Wright Patterson AFB.   The discoveries came in fast and furious.

Technology From Elsewhere

The first technology that came out of the craft was a **Lift Core**. Simple in concept, it only took Hughes a year to duplicate a version of it. Electrically powered, it could negate mass as long as it was not in contact with the earth.

The **Atomic Converter** was second A simple reactor core that could convert medium grade radioactive material like Thorium into electricity. Efficient enough for home use, it had the potential to cause wide spread economic chaos.

The third discovery was tougher and would take several years to duplicate. It was a metal process that could create **Collapsium Steel**. With vast voltages from the Atomic Converter steel could be collapsed to half its size and four times its structural strength. It's weight remained the same.

Who Were They?

The Roswell crash gave the US technology and serous questions about the intentions of the aliens.   The bodies showed they were very close to human.

Return to Earth 1952

In summer of 1952 another group of aliens made a fly over of Washington.

Truman's Secret

Grey Aliens then landed at Holoman Air Force base. Within a few weeks it was established they were a dying race in need of help. As a gift they gave Truman the technology for an Interstellar Drive In turn we would help them revive their culture and save their children.

We opened our hearts and world to the diminutive beings.

Harry S Truman
1945-1952

Put the analysis of the Roswell Ship into the hands of Naval Commander Robert Heinlein and industrialist Howard Hughes. Met the Aliens on their return. As the UN demanded the Alien technology he told them where to stuff the request.

Dwight D Eisenhower
1953-1960

Pushed for the fast exploration of the Solar System and the near Stars. Refused to share the technology with the Soviets.

Kennedy's Galaxy Speech of 1961

Kennedy set the pace of the 1960's with his Princeton speech concerning the exploration of space. He already knew of the Interstellar Star Drive that was being fitted on exploration ships.

There is no strife, no prejudice, no national conflict in outer space as yet. Its hazards are hostile to us all. Its conquest deserves the best of all mankind, and its opportunity for peaceful cooperation many never come again. But why, some say, the stars? Why choose this as our goal? And they may well ask why climb the highest mountain? Why, 35 years ago, fly the Atlantic? Why did we go to the moon in 51?

We choose to go to the stars. We choose to go to the stars in this decade and do the other things, not because they are easy, but because they are hard, because that goal will serve to organize and measure the best of our energies and skills, because that challenge is one that we are willing to accept, one we are unwilling to postpone, and one which we intend to win, and the others, too.

It is for these reasons that I regard the decision last year to shift our efforts in space from low to high gear as among the most important decisions that will be made during my incumbency in the office of the Presidency. **John F Kennedy 1960**

President Heinlein

While Kennedy set the pace of the 1960's with his Galaxy Speech, it was the next president, The Grand Old Man of Space that stormed into office and set the stage for Human Exploration of the beyond.

Well liked and determined, he pushed for manufacturing on the moon and close Asteroids. In 1971 he told the truth about the second visitors of 1952.

John F Kennedy
1961-1968

Pushed the New Frontier Program and created the Space Corps.

Began a long Dynasty of Kennedy Presidents known for introducing the Greys to America.

Robert Heinlein
1969-1972

Pushed for the creation of the Space Navy to protect Earth and her new colonies.

Defied the United Nations when asked to give Alien technology to the Soviets. Offered to relocate a few thousand Russians to a colony World.

The Presidents

Harry S Truman
1945-1952

Dwight D Eisenhower
1952-1960

John F Kennedy*
1960-1968

Robert A Heinlein
1969-1972

Robert Kennedy
1973-1980

Ronald Reagan**
1981-1981*

VP George Bush
1981-1984

Ted Kennedy
1985-1990

Jimmy Carter
1993-1996

Jessie Jackson
1997-2000

Al Gore
2001-2008

Barack Obama
2009-2016

Hillary Clinton
2017-2020

Elizabeth Warren
2021-2028
**** Assassinated Washington DC**

Wonders of the Age
Sky Phones

TIMELINE

1947   Roswell Crash
1948   Heinlein takes command
1951   Moon Launch Landing
        Hughes/Tucker Industrial launches the first spaceship from Nevada.
1952   Washington UFO Flap

1954   Mars Landing
1955   Space Stations
1956   Mars Permanent Settlement.
1961   Kennedy Galaxy Speech
1963   Interstellar Flight
1968   Moon Base Established
1970   Moon Cities Wells, Verne and Goddard established.

1975   Communist China Collapse
1980   Cloud Computing for Home and Business.
1985   Sky Phones
2012   Mile high buildings grace Manhattan skyline.
2020   Real Food Replicators
2028   Real Robotics
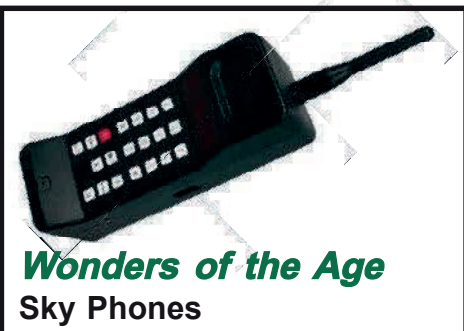
PROGRESS

1979 EANIAC/BERTHA Computer Network
Launch of the Universal Computer Banks for education and business. Home terminals become common.

1985 Star Phones
Satellite Phone Network with hand held phones.

1992 World Wide E Web
Phones and text are integrated by phone to the UCB.

2000 Commercial Collapsium & Atomics
Safe Industrial Atomics and Dense Matter Construction.

2005 Permacrete and Hypercrete
Safe Industrial Atomics and Dense Matter Construction.

2010 Commercialization of Space
Factories on the Moon and at Earth's Legrange Points

2015 Food Replicators
Basic textured food paste in a dozen flavors.

2020 Food Replicator II
Creation of synthetic food that looks and tastes like food.

2025 Commercial Robotics
Humanoid Robots that are Interactive with humans and have a rudimentary intelligence.

**2030 Alien Settlements
and Integration of Greys on Earth**
Grey Colonies are established in 'out of the way' places. The young have an easy time integrating into human culture. An equal number of humans head for Epsilon Booyes.

**2045 Congress Ratifies
Alien Equality Act**
Greys born on Earth are given full status as citizens.

**2060 Green and Brown
Aliens Land to Trade**
Green and Brown Aliens begin trading with humanity for goods and services. Less open the Greys. There is some suspicion of their motives.

2065 Nanobot Healing
Robotic Healing assists.

Wonders of the Age

Human Colonies	**Illegal Aliens**
Universal Health Care	**Antigrav Tech**
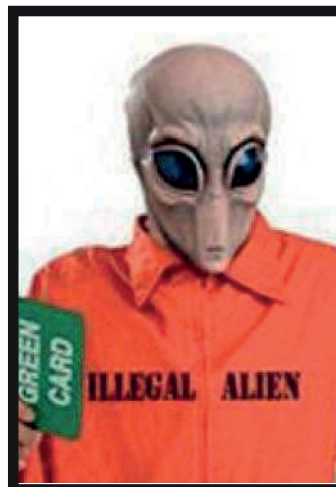
INTO SPACE

Year	Country
1951	US
1952	Britian UK
1953	France
1956	Israel
1958	Brazil
1960	South Africa
1962	Europe
1964	Japan
1965	Mexico
1966	India
1969	Poland
	Czechslovakia
	Hungary
1970	African Alliance
1972	Free Ukraine
1975	Free China
1977	Mexico
1978	Scandanavian Alliance
1980	Spain
1985	United Arab States UAR
2000	Soviet Russia

COLONIES

Year	Colony	Nation
1965	Barton	USA
1967	Monroe	USA
1968	Cleveland	USA
1969	Petrzalka	POLAND
1970	Victoria	UK
1971	Unity	ITALY
1972	Ganesha	INDIA
1974	Goddard	USA
1975	New Nippon	JAPAN
1979	Xinjiang	CHINA
1983	Sabra	ISRAEL
1987	Wallaby	AUSTRALIA
1987	Brazilia	Brazil
1990	Harar	AFRICA
1992	New Korea	Korea
1993	Hughes	USA
1995	Scott	UK
1996	Nassar	UAR
1997	Heinlein	USA
1998	Mecca	UAR
1999	New Dublin	IRELAND
2000	Lennin	USSR
2003	Marx	USSR
2005	Grace	USA

GREEN CARD

ILLEGAL ALIEN

BIOLOGY

Size			Lifespan
3'5 -4'0			450

Sex	Gestation	Survival	Births
2	340	99%	1

Sleep Cycle		Voice	
22w 2s		High Pitched Nasal	

Smell	Vision	Taste	Touch	Hearing
Low	Aver	Aver	Aver	High

HOME WORLD

Location	Designation	Temperature
Zeta Reticuli	Home	-45 F - 130F

SOCIETY

Allegiance (Morality)	Attitude
Very High	Friendly Shy

LANGUAGES

Grey	100%	Earth Lang x6 100%
Galactic	90%	

PERSONALITY & VIEWS

UNSA	Real Goverment
WASA	Friends
FAMILY	Very Important
WORK	Education
PLAY	Mathematics
WEALTH	Not Understood
JUSTICE	Necessary
HONOR	Mostly Unknown
HUMANITY	Good Primitives
POLITICS	Typical
RED TAPE	Fixed by Patience
COMBAT	Regrettable
SPACE	Part of the Plan

Our Friends the Greys

DESCRIPTION

The Greys crashed to Earth in 1947 and changed world history.

The Greys were a dying race.   Their children fewer and fewer while their will to live faded away. They needed an influx of culture and purpose. Humanity offered this as well as free intermingling among humans and especially human young.

In just a short span of years their children were healthier and happier. They began to pick up human traits in music, sports and just being teenagers.

Their Flight and Space Jump Technology was modified and got Americans to the moon in record time. Their power technology replaced nuclear reactors with clean, safe energy.

RACIAL TRAITS

Strength	Low
Constitution	Very High
Dexterity	High
Intelligence	Very High
Wisdom	Very High
Charisma	Average

AVAILABLE SKILLS

Mathematics, Education, Philosophy,

GOOD TRAITS

Honorable, Brilliant, Funny, Patient, Creepy and Cute.

BAD TRAITS

Shy, Repeat Words, Secretive

USUAL QUOTE

"I come in peace."

NAMING

Human Middle Name 456 Tom 3457 or 215 Bob 9321

Our Friends the Nords

BIOLOGY

Size		Lifespan	
5'5 -6'7		750	
Sex	Gestation	Survival	Births
2	290	99%	1
Sleep Cycle		Voice	
20w 16s		Any	
Smell	Vision	Taste	Touch	Hearing
Low	Aver	Aver	Aver	Hig

HOME WORLD

Location	Designation	Temperature
Pleidiades	Lyra	-60 F - 130F

SOCIETY

Allegiance (Morality)	Attitude
Very High	Friendly

LANGUAGES

Pleidian	100%	Grey 100%	
Galactic	100%	Earth Lang x6 100%	

PERSONALITY & VIEWS

UNSA	Government
WASA	Friends
FAMILY	Important
WORK	Education
PLAY	Mind Games
WEALTH	Silly Concept
JUSTICE	Not Needed
HONOR	Not Needed
HUMANITY	To be Watched Over
POLITICS	Slows Progress
RED TAPE	To be Avoided
COMBAT	Not Necessary
SPACE	Part of the Plan

AVAILABLE SKILLS

Education, Philosophy, Understanding

GOOD TRAITS

Brilliant, Funny, Patient, Loving

BAD TRAITS

Warn of Disaster, Not Completely Truthful

USUAL QUOTE

Look into Yourself

NAMING

"Ptnah", "Samjase", "Quezal" and "Pleja"

DESCRIPTION

Completely human with a bit of genetic manipulation. Both the Greys and Nordics have been seriously tinkering in Mankind's business for millennia. They may have culturally and technologically uplifted humanity for the last 12,000 years.

The Nordics are spiritual, with many beliefs similar to mankind's. They are slightly telepathic and have a calming effect on encounters.

The Nords will educate people in spiritual matters to the wrath of many of Earth's established religions.

Their healing technology is outstanding and they have eliminated cancer and dozens of diseases in the civilized areas Earth.

Many have called them Angels. The Duros call them liars.

RACIAL TRAITS

Strength	High
Constitution	Very High
Dexterity	High
Intelligence	Very High
Wisdom	Very High
Charisma	Very High

BIOLOGY

Size		Lifespan	
5'5 -6'9		2250	

Sex	Gestation	Survival	Births
2	140	70%	3

Sleep Cycle		Voice	
24w 6s		High Pitched Nasal	

Smell	Vision	Taste	Touch	Hearing
High	Aver	Aver	Aver	High

HOME WORLD

Location	Designation	Temperature
A Draconis	Home	45 F - 160 F

SOCIETY

Allegiance (Morality)	Attitude
Very High	Unknown

LANGUAGES

Reptloid 100%		Terran 80%	
Galactic 90%		German 20%	

PERSONALITY & VIEWS

UNSA	Another Damn Government
WASA	Friends
FAMILY	Important
WORK	Trade
PLAY	Similar to Humans
WEALTH	Very Important
JUSTICE	Necessary
HONOR	High
HUMANITY	Smart Monkeys in Space
POLITICS	Universal
RED TAPE	To be Avoided
COMBAT	Necessary
SPACE	Limitless Resources

Aliens
The
Reptloids

DESCRIPTION

In 1952 the Reptloids did a flyby of Washington and were promptly shot down. Crashing in Flatwoods PA they were rescued.

It is suspected that on a previous contact (1945) the Reptloids helped transplant nearly 5,000 Nazis to a Star off Orion as well as helped them build a number of spacecraft. This humanitarian gesture backfired and the Reptloids were forced to destroy the craft and left them to colonize a new world.

As a carnivorous species it is hard to understand their motivations and attitude towards humans. It is speculated that they have a totally separate agenda from our other friends.

When the Reptloids were asked if they ever ate humans the group was aghast and one smiled.

AVAILABLE SKILLS

Engineering

GOOD TRAITS

Formal, Meat Eaters

BAD TRAITS

Secretive, Hostile, Make Humans Nervous.

USUAL QUOTE

We are Peaceloving Galactics

NAMING

Ahjss, Spidff, Fassorn, Doraxyll

RACIAL TRAITS

Strength	High
Constitution	Very High
Dexterity	High
Intelligence	Very High
Wisdom	Average
Charisma	Low

BIOLOGY

Size		Lifespan	
5'5 -6'3		950	

Sex	Gestation	Survival	Births
2	240	99%	1

Sleep Cycle		Voice	
20w 16s		High Pitched Nasal	

Smell	Vision	Taste	Touch	Hearing
Aver	Aver	Aver	Aver	High

HOME WORLD

Location	Designation	Temperature
Orion	Belatrix	45 F - 130F

SOCIETY

Allegiance (Morality)	Attitude
Very High	Snobbish, Annoyed

LANGUAGES

Duro 100%   Terran 66%
Galactic 95%

PERSONALITY & VIEWS

UNSA	Silly Leadership
WASA	Kids
FAMILY	Important
WORK	Exploration
PLAY	Story Telling
WEALTH	Adds Comfort
JUSTICE	Sometimes Useful
HONOR	High
HUMANITY	New Kids on the Block
POLITICS	Slows Progress
RED TAPE	To be Avoided
COMBAT	It Happens
SPACE	Amazing

Aliens Old Greys Duros

DESCRIPTION

The Duro or Old Greys are larger then their small cousins. They are wrinkled and have 2 humanoid sexes.

They are a wealth of information on the other Galactics when drunk. Then they talk a lot.

Unfortunately no Duro tells the same stories. They claim they were one of the first Galactics and have had issues with others who have been using Earth as an experiment for thousands of years. The bad decision to speed man into space has balanced with their gained maturity.

Their women rarely appear with them and are mostly seen shopping or dragging their men out of cheap bars. Spacesuits are popular with this race though Hawaiian Shirts have began to appear. They call Greys and Nords petty annoyances. They adore Ski-Ball.

RACIAL TRAITS

Strength	High
Constitution	Very High
Dexterity	High
Intelligence	Very High
Wisdom	Very High
Charisma	High

AVAILABLE SKILLS

Anything Necessary

GOOD TRAITS

Friends are Forever, Talkative

BAD TRAITS

Snobbish, Reclusive Drink to Excess

USUAL QUOTE

"Seen it All, Done it All. What is a Skateboard?"

NAMING

Ardianza, Helafinl, Quarnto,

BIOLOGY

Size		Lifespan	
5'5 -6'5		2750	

Sex	Gestation	Survival	Births
2	560	80%	8

Sleep Cycle		Voice	
50w 3s		High Buzz	

Smell	Vision	Taste	Touch	Hearing
High	High	Aver	High	Hig

HOME WORLD

Location	Designation	Temperature
Unknown	Nest	-45 F - 130F

SOCIETY

Allegiance (Morality)	Attitude
Very High	Friendly

LANGUAGES

Any 95%

PERSONALITY & VIEWS

UNSA	Leadership
WASA	Handy
FAMILY	Important
WORK	Education
PLAY	With Intelligent Races
WEALTH	Silly Concept
JUSTICE	No Use
HONOR	High
HUMANITY	Good People
POLITICS	Slows Progress
RED TAPE	To be Avoided
COMBAT	Not to be Killed
SPACE	Part of the Plan

Aliens
The
Greens

DESCRIPTION

The insect like Greens are another Elder Race from the dawn of Galactic History. They are biologists first and foremost.

Humans are terrified until they look into their eyes and then find trust and comfort. Greens have a strong telepathic talent and rarely speak Children Adore them.

They are found working with Greys, Nords and Humans. They never work with Reptloids.

There is a rumor deep in the past that the Greens and Reptloids fought a devastating war and that only a small number of Medical skilled Greens survived.

Their cities and ships are great hives of activity as well as learning centers where they care for medical emergencies and nurture their young.

Duros respect them.

RACIAL TRAITS

Strength	Low
Constitution	Very High
Dexterity	Very High
Intelligence	Very High
Wisdom	Very High
Charisma	Terrifing

AVAILABLE SKILLS

Medicine, Engineering

GOOD TRAITS

Loving, Patient, Caring.

BAD TRAITS

Scare the Natives, Move with Speed and Accuracy

USUAL QUOTE

I am not a bug   **Help you I will**

NAMING

Doctor Tom, Nurse Lucy, Doctor Frank, Bruster Cell Mechanic, Amelia EMR*

* Emergency Medical Rescue

BIOLOGY

Size		Lifespan	
5'0 -6'5		64	

Sex	Gestation	Survival	Births
2	270	80%	1

Sleep Cycle		Voice	
16w 8s		Any	

Smell	Vision	Taste	Touch	Hearing
Aver	Aver	Aver	Aver	Aver

HOME WORLD

Location	Designation	Temperature
Scattered	Any	-45 F - 130F

SOCIETY

Allegiance (Morality)	Attitude
Varies	Any

LANGUAGES

Native Nation 100%	Galactic 40%

PERSONALITY & VIEWS

UNSA	Earth Government
WASA	About Time You Got Here! or Are We Related?
FAMILY	Important
WORK	Survival
PLAY	Survival Games
WEALTH	Makes Life Easy
JUSTICE	For the Masses
HONOR	High
HUMANITY	Terrans
POLITICS	Always
RED TAPE	To be Cut
COMBAT	Survival
SPACE	Far

AVAILABLE SKILLS

Any, Survival

GOOD TRAITS

Honorable, Patient

BAD TRAITS

Hate Aliens

USUAL QUOTE

"We were from another place, left here!"

NAMING

Names as per Country of origin on Terra

Humans
The
Dumped

DESCRIPTION

Across the last 2000 years somebody has been meddling in human affairs on Earth. Passing the cultural meddling, there have been human rural populations who have vanished. Entire villages have been depopulated according to legend and historic fact.

These people are beginning to be found on far flung Terrestrial worlds and moons. Many preserve their original culture or absolutely know they were stranded.

 It is understandable that if earth suffered an Extinction Level Event, humanity would have been lost and this is an attempt to preserve the species.

Some have regained star travel and have been coming home. This is probably all a lie and they are humans altered by and working for Aliens.

And then we Terrans found Neanderthals.

RACIAL TRAITS

Strength	Average
Constitution	High
Dexterity	Average
Intelligence	Average
Wisdom	Average
Charisma	Average

BIOLOGY

Size		Lifespan	
5'5 -6'4		90	

Sex	Gestation	Survival	Births
2	270	70%	1

Sleep Cycle		Voice	
20w 16s		Any	

Smell	Vision	Taste	Touch	Hearing
Aver	Aver	Aver	Aver	Aver

HOME WORLD

Location	Designation	Temperature
Lalande 21185	New Berlin	45 F - 130F

SOCIETY

Allegiance (Morality)	Attitude
Very High	Snotty

LANGUAGES

German	100%	English	80%
Galactic	10%		

PERSONALITY & VIEWS

UNSA	Weak Idealists
WASA	Pointless
FAMILY	Important
WORK	Expansion
PLAY	With Children
WEALTH	In Moderation
JUSTICE	For the German Race
HONOR	High
HUMANITY	To be Educated
POLITICS	Understandable
RED TAPE	To be Avoided
COMBAT	Glorious
SPACE	To be Conquered

Humans
Enemies
Nazis

DESCRIPTION

In 1944 contact was made with the Nazis. They showed themselves as a persecuted race and were given Starflight and Lift Technology by the Reptloids. Immediately they produced several Starships and established a colony.

With half a dozen great transport ships ready by April of 1945 they loaded them with the best of the SS, Technician and people.Refusing to let the government take control, they staged a kidnapping of German leadership and replaced them with second rate clones.

They headed to their new world and settled down to established the New Third Reich. By this time the Reptloids figured they were duped and destroyed their space going capability.   Plotting revenge, the Nazis spent the next 50 years building their perfect world.

RACIAL TRAITS

Strength	High
Constitution	High
Dexterity	Average
Intelligence	Average
Wisdom	Low
Charisma	High

AVAILABLE SKILLS

Nazi Education, Warfare

GOOD TRAITS

Honorable, Loyal to Themselves

BAD TRAITS

Sadistic, Arrogant, Warlike, Social Darwinists

USUAL QUOTE

"Heil Hitler!" "So what is your Ancestry?"

NAMING

Any German Name

BIOLOGY

Size			Lifespan
5'5 -6"4			80

Sex	Gestation	Survival	Births
2	270	90%	3

Sleep Cycle		Voice	
16w 08s		Any	

Smell	Vision	Taste	Touch	Hearing
Aver	Aver	Aver	Aver	Aver

HOME WORLD

Location	Designation	Temperature
SOL	Earth	-45 F - 130F

SOCIETY

Allegiance (Morality)	Attitude
Very High	Russian

LANGUAGES

Russian	100%	Other 25%
Galactic	05%	

PERSONALITY & VIEWS

UNSA	Leadership
WASA	Necessary
FAMILY	Important
WORK	Expanding Marxism
PLAY	With Children
WEALTH	For the Party
JUSTICE	For the Party
HONOR	High
HUMANITY	Needs Marxism
POLITICS	For the Party
RED TAPE	To be Avoided With Bribes
COMBAT	Unfortunate
SPACE	For Communism

Humans
Enemies
USSR

DESCRIPTION

The Soviet union was excluded from American Space Technologies and Alien Tech for decades.While they continued to state they were peaceful, their actions and Iron Curtain said otherwise.

No matter how hard they tried to steal technology, they were defeated at every turn.The US was the only nation allowing Stardrive Technology manufacture and distribution.

With the collapse of their puppet governments in Europe and Asia they realized they couldn't stop the tide. They became masters at manufacturing Lift Technology.

They eventually were granted several Stardrives and established colonies. Rattlesnakes don't change their spots. Neither do the Soviets.

RACIAL TRAITS

Strength	Low
Constitution	Very High
Dexterity	High
Intelligence	Very High
Wisdom	Very High
Charisma	High

AVAILABLE SKILLS

Mathematics, Education, Marxist Philosophy,

GOOD TRAITS

Honorable, Funny, Patient, Hate Nazis

BAD TRAITS

Secretive, Drunk, Back Stabbing, Extreme Cultural Sensitivity, Boorish

USUAL QUOTE

Marxism is Fundamental

NAMING

Any Russian Name

INDEPENDNT COLONIES

New Rome	Roman Catholic Church
Seagull	Mormon Church
Rhubarb	Anarchists
Libertarians	Rand
Spiritualists	Medicine Hat
Native American	Cheyenne & Lakota
Anarchists	Anything Goes
Disney	Disney
Unity	Human & Grey
Alcatraz	Prison Planet
Grand Califate	Muslim
Peace	Bhudist
Kim Il Sung	North Korea
Bountiful	Amish
Hearth	Amish and Bahai
Redemption	Baptist

Governments

From none to harsh, these small colonies are popular with the folks who just don't fit in.

Most will trade for needed goods and services. Often a single world will host multiple groups on different continents with a charter that states they may trade but not establish settlements outside their landmass.This almost works.

Corporate Colonies

Corporations have jumped to colonize worlds with own motivations and workers.Corp Colonies are highly regulated and monitored to save the workers from abuse.

Religious Colonies

Distinct religious groups have colonized multiple worlds to have a safe place for their beliefs.   These are also highly regulated and monitored to prevent abuse if their citizens.
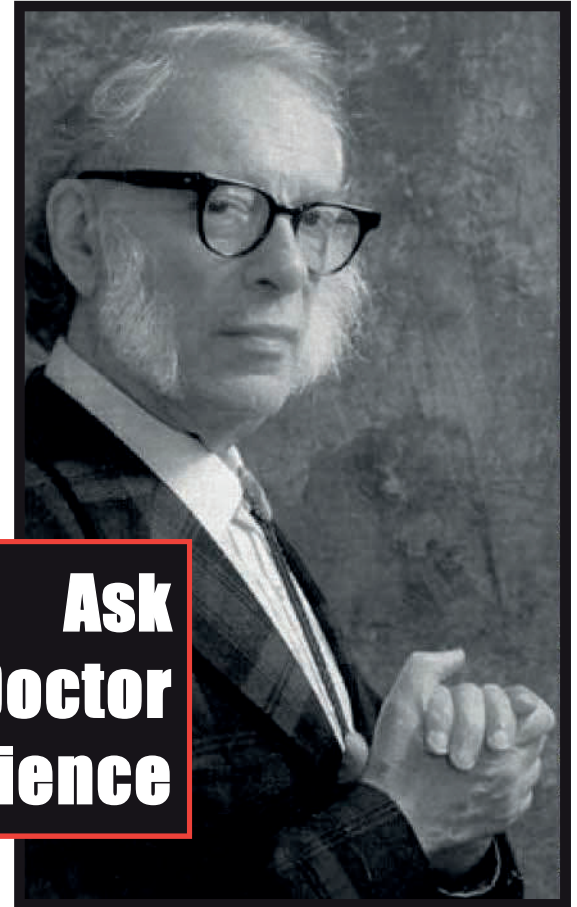
Ask Doctor Science

Popular Video personality from 1960 to 2001, Uncle Isaac was the voice of Education and Science across the planet.

He explained in simple terms what powered the ships and new technologies to the masses.

Asimov was a friend of Admiral Heinlein when the Roswell Crash was turned over to the Navy in 1947.

He chose other researchers like Willy Ley, Frank Ross, L Spraig DeCamp, Kelly Johnson and Werner von Braun to form a think tank.

Space is Waiting!
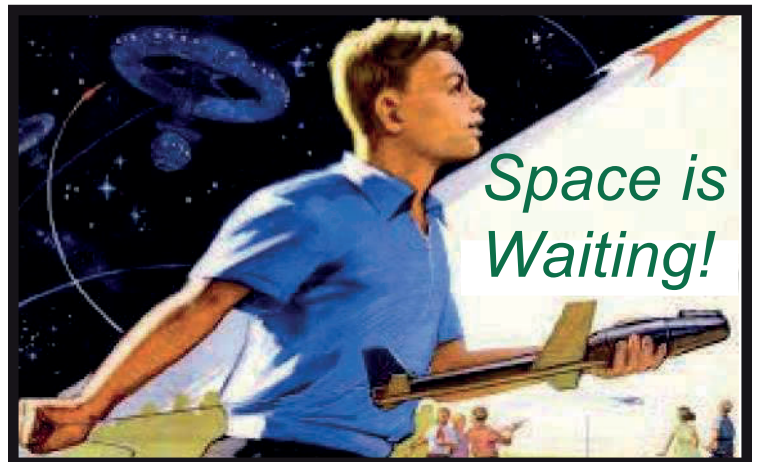
Stardrives & Spaceships

Popular and still being built on Terra and the Colony, these ships are universal. By the 2100's you can find them used and in scrap yards.

The First Ships

The classic Rocket with fins became the template for mans ascent to the planets and the stars. It took three technologies to accomplish this.

Lift Technology

Once your rocket motor breaks with the ground you can accelerate to 600 MPH and achieve orbit. The lift Field brings the user safely to earth where the ship regains its mass after it touches down.

Power Technology

Simple and clean Thorium Electric generation became the standard for Power. A reactor a yard square could power a starship with ease.

Stardrive Technology

This technology depended on crystals wrapped in a copper and gold frame. The crystal was pointed towards the target and power applied. You can adjust the Light Years Jumped.

Color of Crystal Crystal	Light Years Jump Maximum
Black	00.25
Brown	01.00
Red	02.00
Orange	04.00
Yellow	08.00
White	16.00
Blue	32.00
Green	64.00
Purple	90.00

Crystal Degeneration

All crystals have a 1% Fail per use. This is cumulative if not Tuned by an Engineer. A failed crystal drops the crystal a color

Time in Hyperspace

01-50	d10 minutes
51-75	2d10 minutes
76-85	4d10 minutes
86-95	6d10 minutes
96-98	d10 hours
99-00	2d10 hours
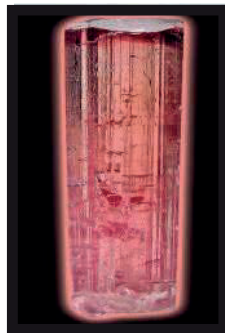
STARDRIVE CRYSTAL Small
6 Inches Red
Nix Olympia
Mines Mars

TARGETING JUMP

01-50	Dead On
51-75	Close
76-95	Average
96-99	Far
00	Way Far

Anatomy of a 200ft Spaceship

Ship design has been kept simple and improved. This is a trademark for humans from Terra.

CONTROL ROOM
-Navigation
-Piloting
-Ship Systems
-Communications

CREW DECKS
-Crew Cabins
-Medical
-Passenger

RECYCLING
-Waste, Water, Air

STORAGE
-Cargo Hatch

ENGINEERING
-Fabrication
-Repair
-Parts Stores

DRIVE ROOM
-Stardrive
-Power Reactor
-Batteries/Gyro

WATER STORAGE
FUEL STORAGE
MAIN ENGINES
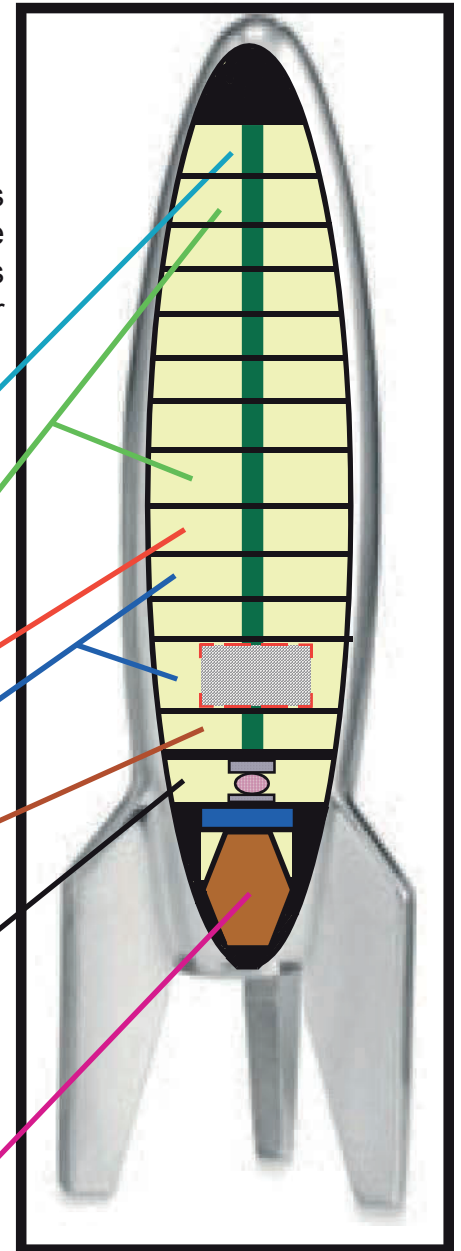
Meteor Bumpers

The nature of the Collapsium Iron Hull stops nearly all debris in space up to half the size of the ship. Large impacts ring a hull like a bell while smaller are hardly noticed. Even an engine explosion will be deflected by a thick plate of the metal.

The Downside of impact

The crew and cargo is far more fragile than the ship. Crew can be slammed into walls and decks as well as hardware. This can result in minor bumps to broken bones and life forms spattered into jelly.

This is avoided with the navigation system that also serves to correct course around hazards of this nature or on larger ships, activated defenses.

Collapsium also shields from Radiation / Cosmic Rays.

Spaceships

Spaceship designs are as varied as the companies that build them. While the guts are basically the same, the prices vary on size. We will start with a basic 100 foot Cargo Hauler or Independent Freighter.

DESIGN MODS

Everybody mods the H-1. From bulk carriers to small but sleek passenger movers.
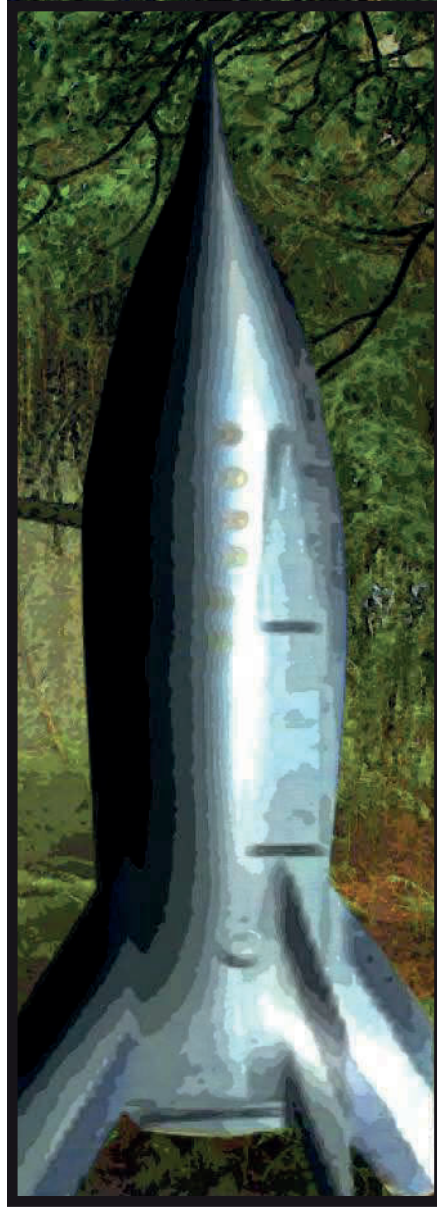
Maintenance

Earth Spaceships requires a good engineer to keep it running.

At every planetary hop roll a d100 and add it to the engineer's character sheet

This is an hour of maintenance needed to prevent a problem with the ships Systems.

Once per game the GM rolls a d100 for Ship Repair.

Ships Systems

01-98	No Issues
99	Minor Issue
00	Major Issue.

Minor issues add d10 more hours of maintenance. Major issues require parts, repaired or replaced at a cost of d10 x1000 cash. Just remember to Hyper Radio to Parts Express.

H-1 Scout / Explorer

Height	0150	Crew	004
Beam	0025	Passengers	004
		Robots	001

Fuel Burn

Fuel Units	0500
Fuel Per Launch	0010
Fuel Per Landing	0010
Stable Orbit	0005
Breaking Orbit	0005
Maneuvering	0005
HVY Cargo Launch	0015

Atmospheric Flight

Per Hour	0005

Drive Crystal
Small   **50k**

CARGO

Six months of cargo and supplies. May be a Delivery, Scout, Medical or University Research Ship. Reliable and compact but not comfortable.

SHIPS SYSTEMS

Reactors	01
Drives	01
Engines	01

H-2 Freighter

Height	0200	Crew	008
Beam	0044	Passengers	030
		Robots	004

Fuel Burn

Fuel Units	1500
Fuel Per Launch	0020
Fuel Per Landing	0020
Stable Orbit	0005
Breaking Orbit	0010
Maneuvering	0010
HVY Cargo Launch	0030

Atmospheric Flight

Per Hour	0010

Drive Crystal
Medium   **200k**

CARGO

Carries cargo with double the holds of the H-1 hull size.These were the first System and Colony Exploration vessels. Very reliable.

SHIPS SYSTEMS

Reactors	03
Drives	01
Engines	02+

Luxury

It is the new age of the Posh Luxury Liner where one can travel to those distant worlds to see, hunt and experience life in stinking swamps.

Many do this once but most just want to travel and have the best of everything in entertainment, luxury accommodations and real food..

Business class is a little less posh in nature, comfortable but boring but then business people seem to appreciate that.

Steerage is a wealth of multi-bunk cabin, plenty of food paste and a few Big Screen Video Tubes to keep the cheap travelers from acute boredom.

Big Boys

By 2050 the Earth was seeding the Stars at a rate unheard of with the Neighborhood Aliens and a half dozen new kids on the block.

These monster ships could transport small colonies far beyond the Local Arm.

Many of these are sleeper ship with a fewhundred passengers in freeze tubes or community living spaces.

The entire lower hull can be detachable.
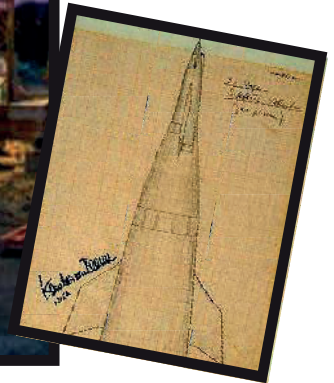
H-3 Freighter Starliner

Height	0260	Crew	025
Beam	0050	Passengers	100
		Robots	08

Fuel Burn

Fuel Units	2500	
Fuel Per Launch	0040	
Fuel Per Landing	0040	
Stable Orbit	0029	
Breaking Orbit	0015	
Maneuvering	0015	
HVY Cargo Launch	0060	

CARGO

First Spaceships designed for passengers or colonists. Have multiple cargo decks and even an Air Car bay. Multiple Configurations possible.

SHIPS SYSTEMS

Atmospheric Flight

Per Hour	0020	Reactors	03
Drive Crystal		Drives	01
Medium	x1	Engines	03+

H-4 Freighter Hard Lifter

Height	0400	Crew	008
Beam	0060/0120	Passengers	100
		Robots	016

Fuel Burn

Fuel Units	5000	
Fuel Per Launch	0060	
Fuel Per Landing	0060	
Stable Orbit	0025	
Breaking Orbit	0030	
Maneuvering	0030	
HVY Cargo Launch	0090	

CARGO

Huge cargo capacity and the ability to seperate the lower hull. This allows the top stage to be used for exploration or return to earth.

SHIPS SYSTEMS

Atmospheric Flight

Per Hour	0030	Reactors	04/02
Drive Crystal		Drives	01/01
Medium	x1/1	Engines	01/03

PRIVATE CRAFT

As soon as the parts could be purchased, there were Corporations who began building their own designs foe Spaceships.

Six World Class Starports were established and business began to surround them.

Art and Engineering began to produce beauty in their designs much the way the Auto Industry had in the 1950's.

Some of the Spaceship designs followed the standard models and changed little after hundreds were manufactured. A number were created by design studios and hand crafted.
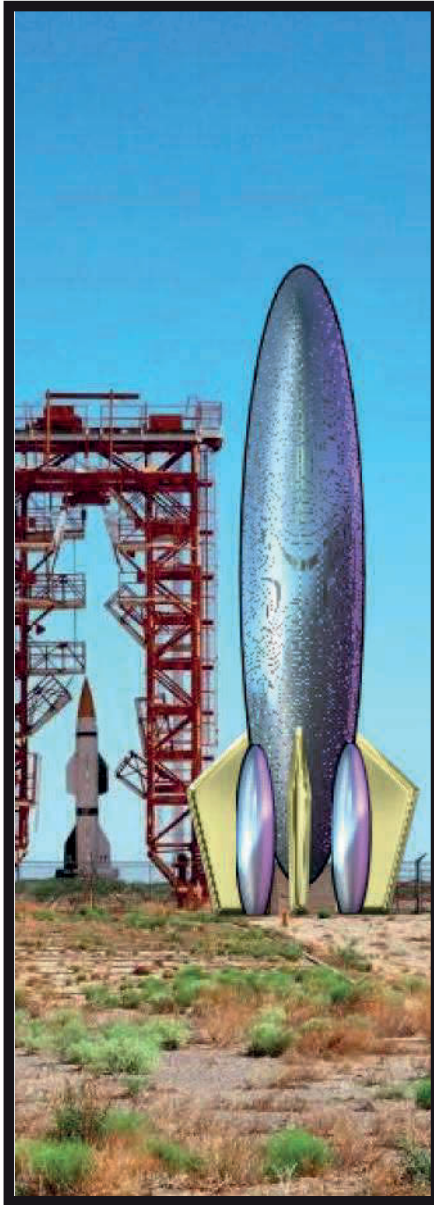
Big Boys

By 2050 the Earth was seeding the Stars at an unheard of rate with the Neighborhood Aliens and a half dozen new kids on the block.

These monster ships could transport small colonies far beyond the Local Arm.

Many of these are sleeper ship with thousands of humans and Aliens in Standard Cryo-Freeze tubes.

These ships are designed to last for generations. They use an amazing amount of Collapsium and are beyond tough.

There are rumors that several of these are being fitted for the military as troop and carriers.

OTHER SHIP DESIGNS

Height	Varied	Crew	Varied
Beam	Varied	Passengers	Varied
		Robots	Varied

Fuel Burn

Fuel Units	Varied	**CARGO**
Fuel Per Launch	Varied	Anything Goes for these
Fuel Per Landing	Varied	ugly to beautiful ship
Stable Orbit	Varied	designs. Flight characteristics
Breaking Orbit	Varied	are designed into the ship.
Maneuvering	Varied	Things you couldn't believe
HVY CRG Launch	Varied	can fly.

Atmospheric Flight

		SHIPS SYSTEMS	
Per Hour	Varied	Reactors	Varied
Drive Crystal		Drives	Varied
Varied	00000	Engines	Varied

CITY SHIP AKRON

Height	5000	Crew	200
Beam	5000	Passengers	7k
		Robots 200	

Fuel Burn

Fuel Units	40000	**CARGO**
Fuel Per Launch	00600	These monsters carry
Fuel Per Landing	00600	everything imaginable.
Stable Orbit	00250	Decks are huge. Armed
Breaking Orbit	00300	with Plaz Collapsium
Maneuvering	00300	Cutters (6) and rail guns (2)
HVY CRG Launch	01600	for soft targets.

Atmospheric Flight

		SHIPS SYSTEMS	
Per Hour	00300	Reactors	12
Drive Crystal		Drives	02
Gigantic x4	020m	Engines	06

SPACE NAVY

The Earth Military is not stupid. They have a fleet of Stealth Starships to help defend humanity from hostile life and aliens.

They are fast and formidable, a match for any of the Saucers used by Aliens.They Have a unique weapon, a Plaz cutter that can cut through up to 6 inches of layered Collapsium and Duraloy. They also have an electromagnetic Stealth Array that makes them Invisible and Psi Proof.

No aliens are allowed on these ships.Navy personnel and Marines who man them are called the best of the best.

SSBN 906 SAULNIER
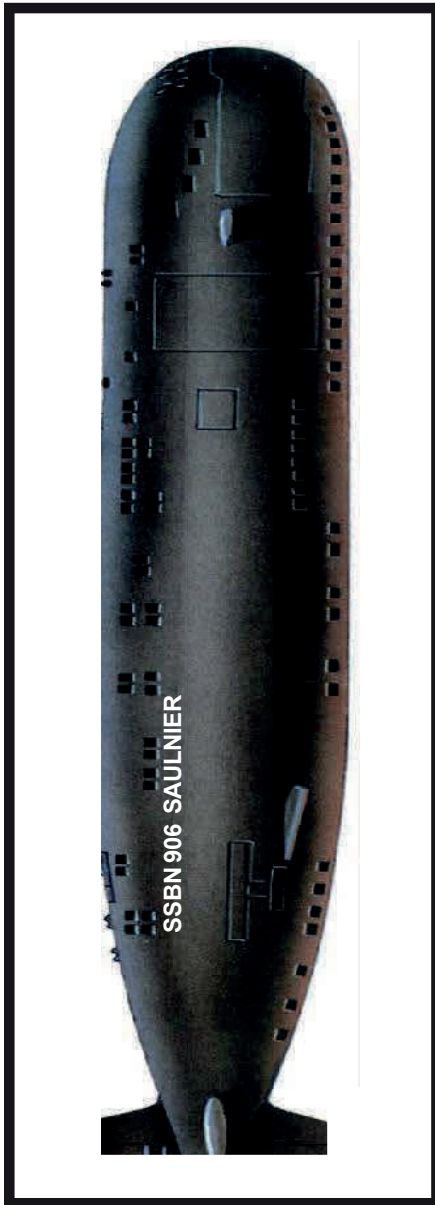
Saucer Tech

From captured parts the Canadians were able to retro-engineer older Alien designs and the basic principals of Starflight.

These old ships helped create a number of human crewed ships that ran on Cosmic Forces.

Though far more expensive then Earth Designs, they added another entire science for humanity to abuse.

This new leap surprised the local Aliens and worried them. It began to become clear that they had stolen their technology from an older race including a lost civilization on Earth that started to manufacture ships 12,000 years ago
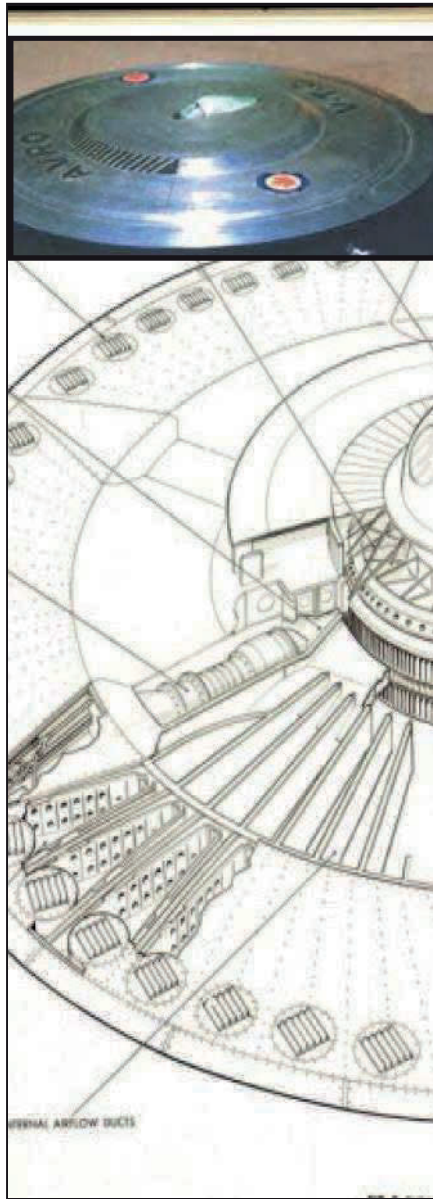
EN STEALTH

Height	0300	**Crew**	**045**
Beam	0075	**Passengers**	**n/a**
		Robots	**025**
Fuel Burn			
Fuel Units	1900	*Weapons*	
Fuel Per Launch	0020	Missiles	90
Fuel Per Landing	0020	Marines	30
Stable Orbit	0010	Plaz Cutter	04
Breaking Orbit	0010		
Maneuvering	0010	**SHIPS SYSTEMS**	
Atmospheric Flight		Reactors	10
Per Hour	0015	Drives	02
		Engines	01

Drive Crystal

Large   **300k**

AVERO SAUCER

Height	0030	**Crew**	**003**
Beam	0090	**Passengers**	**002**
		Robots	**001**
Fuel Burn			
Fuel Units	0900	*Weapons*	
Fuel Per Launch	0002	Missiles	12
Fuel Per Landing	0002	Plaz Cutter	01
Stable Orbit	0002	Heat Ray	01
Breaking Orbit	0002		
Maneuvering	0003	**SHIPS SYSTEMS**	
Atmospheric Flight		Reactors	01
Per Hour	0006	Drives	01
		EM Lifter	01

Drive Crystal

Medium 4   **300k**

GREY SHIPS

The classic flying saucer that crashed in Roswell in 1947.They were the first ships to transport humans to the near planets. The interiors are stark and lifeless with no touches that make them memorable.

ENGINEERING

The components are molded into the deck and walls. The entire craft is dismantled like a puzzle and parts are interchangeable.

FLIGHT

Fast, appear to damp inertia.

NORD SHIPS

Called the Beam Ships, these few Nord craft are beautiful and filled with light. They have the standard drives as the Greys but more human comforts.

ENGINEERING

Logical engineering spaces, cabins, and storage. They are designed on clean lines with a little artistic talent.

FLIGHT

Not as fast as the Grey ships and do not have the inertia dampening. Fly more like Human craft.

GREEN SHIPS

Great multi-decked cylinders. They are rough walled, and have all the class of early submarines. There are great open areas for medical work and storage that is amazing.Most of this appears as a trash dump.

ENGINEERING

Systems are assembled by skilled Engineers who have their own methods. Cables and boxes are everywhere

FLIGHT

They fly like a brick and use shuttles.

DURO

These classic ships are a little varied depending on owner and age. Polished or rough they hover and drop a ramp. One gets the impression that these are the Airstream Trailers of the Alien saucers.

ENGINEERING

Utilitarian, cabins, humanoid amenities and fairly obvious ships systems.They Label everything.

FLIGHT

They fly like a Grey Saucer without the inertia dampening systems.

REPTLOID SHIPS

Another classic flying Saucer that is sleek and actually rotates when in flight. At least 60 feet in diameter they have multiple decks and a control dome that configures for pilots and passengers.

ENGINEERING

Every ship system is molded into the deck but accessible.   This ship has 12 foot escape pods that were scene in 1952.

FLIGHT

Fast, has an elevator cylinder at the bottom.

GERMAN SHIPS

Built for humans and functional expect the officers deck that is Lavish. Troop desks, storage and vehicle decks complete these space battleships.

ENGINEERING

Braces, struts, piping and a lot of pictures of Hitler and Swastikas.

FLIGHT

Slow. Overbuilt, designed by engineers with no souls.   Ramps and a number of Ballistic based weapons based on missiles and 14 inch shells.
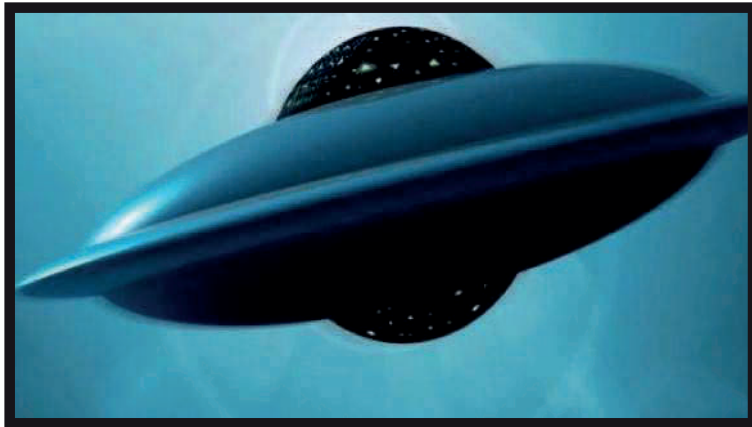
OTHER SHIPS

Built for other races that do not deal with the local Aliens, these come in a multitude of forms from any recognizable ships, spheres, saucer, and even asymmetrical designs.

ENGINEERING

There is no consensus on their drives or other engineering. Nobody seems to have any ideas to volunteer.

FLIGHT

Usually fast and Maneuverable.

THE TRIANGLES

Triangles are popular with some new race in the local group. Every Alien group reports them and they all have the same Crop Circle symbols at the corners.

ENGINEERING

The engineering appears very standard to humans with spotlights and antennas.

FLIGHT

Very Slow. They appear to drift and then show a massive blast of speed. They are silent until some fisherman shoots at one and is told to stop.
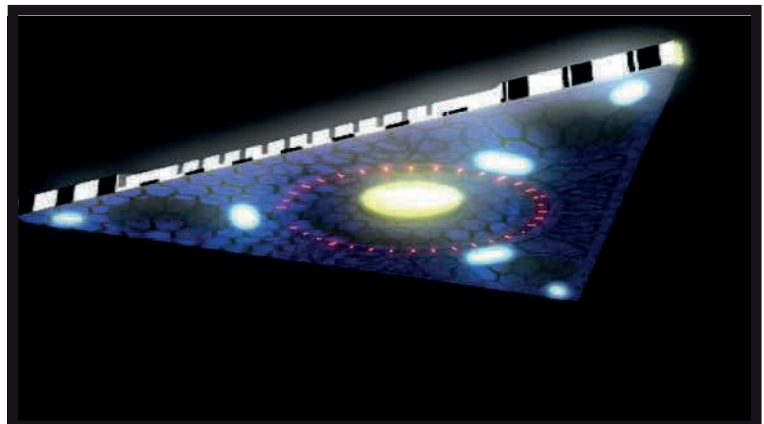
EARLY CAMPAIGN

2000-2100 mankind is heading into the galaxy fresh and filled with bravery and wonder.

This optimism will last for a century until middle management helps spoil it all with regulations, Land Grabs, and the Wealthy making cash from the middle class. Same humanity in a different century.

Even though exploring and adventuring never ends, the core of Earth and the Neighborhood becomes known.

Colonies are new and mostly exciting, rough and like the American Old West.

LATER CAMPAIGN

After 2100 humanity is scattered across the Galaxy with thousands of colonies and outposts .Under the watchful eyes of the home world they have become trading partners for manufactured and alien goods.

Aliens

There are dozens of alien races, some friendly, and a few hostile that humanity has met. Many Aliens are on Earth as immigrants or naturalized citizens. Religious Furor has died to a few Nuts and humans are picking up some nuances of Other Culture. Great accords will be reached with some races as a United Worlds will be formed for any Alien Race will come join.

A great world of Medical training and research will be established where Space Doctors and Rescue Ships can be dispatched.

The early optimism from the last century will rekindle as new races are discovered and a few wars are fought.

It is a good time to head for the stars, make a fortune and settle under a new sun.

Then you also start to need to stop organized crime and the few sociopaths who are steeped in creating War and Harsh Government.

MUCH LATER CAMPAIGN

After 2400 humanity is scattered across the Galaxy with thousands of colonies and outposts. Under the watchful eyes of the home world and the ***Great Interstellar Federation*** , they have become trading partners for manufactured and alien goods.

Aliens

There are hundreds of alien races cataloged with some friendly and a few holdouts. Interstellar War is a rarity as it is bad for business. The oldest races love their Terran Brandy and Cigars and quash this quickly.

There is optimism but also complacency as you travel to multiple areas.

New Aliens are given the simple choice when contacted.

Do you want to trade or fight?

Nearly all newly contacted will trade. Starports are established and a flood of goods turns them into another member of the Federation. Some worlds break away to seal themselves to alien contact and are left alone. Fewer decide that they can take other worlds for profit and have their butts handed to them on Collapsium platters.

Only a few worlds have been quarantined.

THE MUCH, MUCH LATER CAMPAIGN

After 4000 humanity is very scattered across the Galaxy with tens of thousands of colonies and outposts. Space is divided into sectors that send reports back to Mother Earth, the administration center of settled space. Humanity is still the petty , at times stupid primate that can shine and be Angels to the needy.

The Galaxy's Cinderella zone of worlds has been circled but in no way entirely explored. A few incursions have shown the core is a hotbed of close suns and devoid of life. In turn the outer edges are poor in minerals.

Space is work and rarely given a second thought as humanity looks to the other Galaxies and wonders what is there.
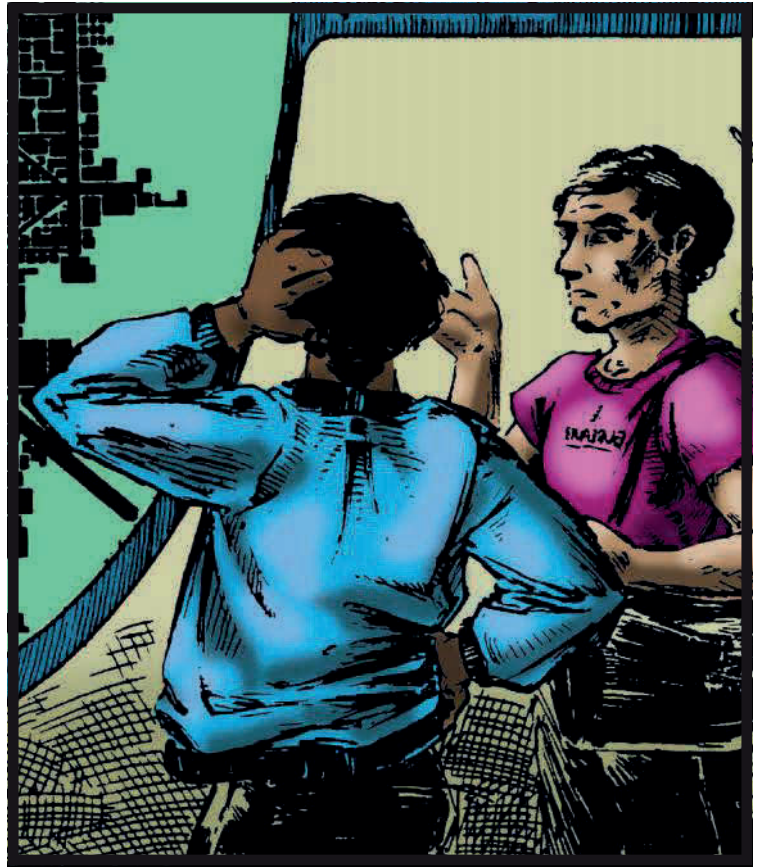
GALACTIC MARKETS

The one thing that holds the worlds together is commerce and new technology that makes everybody's life easier.

Technology spreads by years and interstellar data transmission of compressed data.
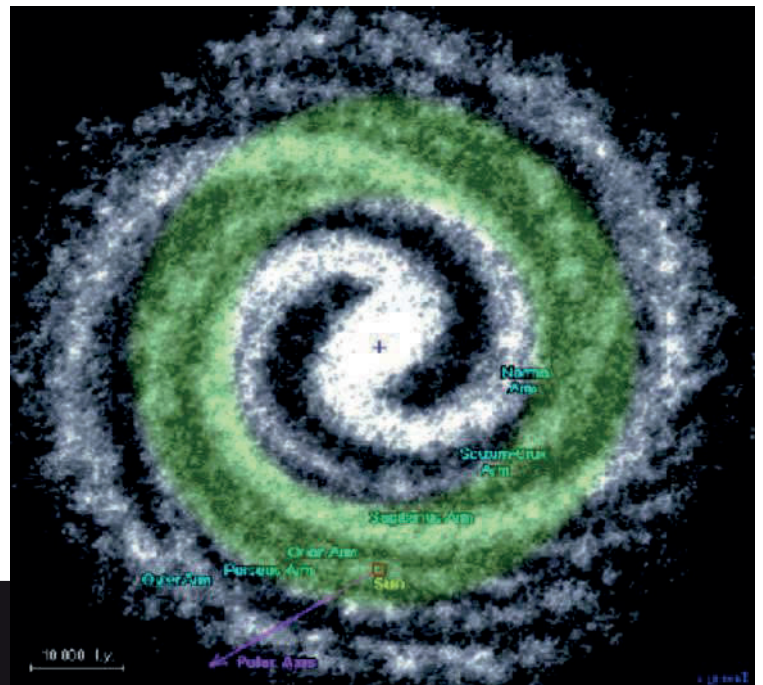
Milky Way
Galactic Cinderella Zone

Green Medical Kits

These amazing items are the rarest of the artifacts left by the old race. This gold box is opened next to the victim. A single gold ball floats over the patient and the box does all the work.

Gold robotic spiders begin repairs as they inject Nano-Meds that make fast work of tissue and even genetic damage. This process takes d10 minutes and leaves the patient stable and healthy.

Gross tissue replacement takes d10 hours as the system wraps the victim in a cocoon of energy and completes repairs.

At the end of repair the nanos simply evaporate along with the Spiders. The box regenerates these within d10 minutes of closure.

These kits are self stocking and virtually indestructible. They are also priceless.

HUMANS IN SPACE

The market was a mass of aliens in a hurry as they bustled between booths and rode the streets on low speed bikes and sleds.

Cargo Master Roberts was amazed at every detail. He was so amazed he stepped into the street and was nailed by a speeding Young Nord on a Grav Cycle.

Being tossed almost 10 feet, he impacted onto the sidewalk with an obvious broken leg and multiple injuries. As he leaked blood on the walkway, several of the aliens pulled out small devices and called into them for aid.

A minute later a small scooter dropped out of the sky and the crowd parted to let the Green minister to the human.

"Trader?" he asked ships Engineer. Human?"

Jack Kordus nodded. "Is he dead?"

The Green suspended a gold ball over the near dead crewman and reached into his kit for what was obviously a Hypo. Shooting the tool into Roberts sternum, he settled back to wait.

"Visual Memory of worse."

In 5 minutes Roberts eyes jerked open and he smiled.

Doctor's Bills

In the civilized galaxy health care is provided to citizens, visitors or travelers free of charge. Some doctors cost a little bit and a few specialists are expensive when doing Genetics or implants. Greys Medical Techs are excellent with Implants and scans. They have had a lot of practice on humans.
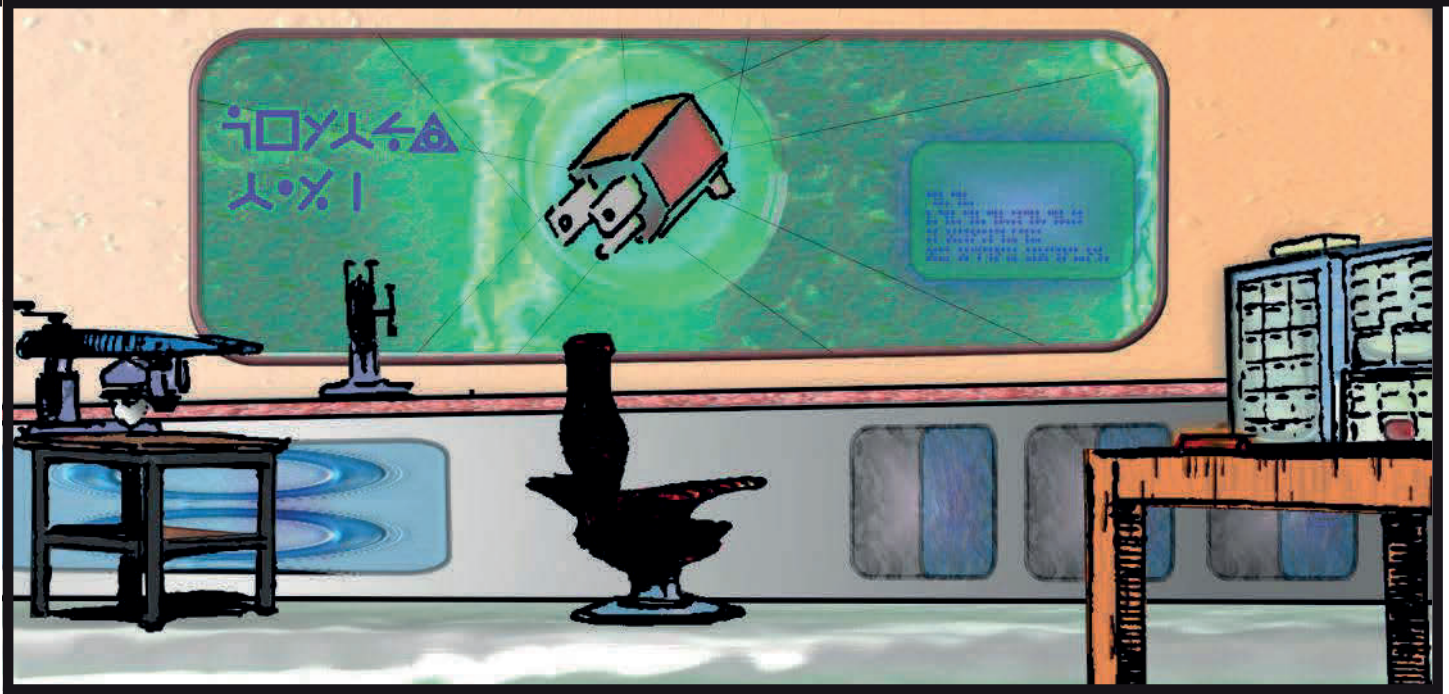
REPLICATORS

Standard parts and objects can be replicated with ease. The ship's Fabrication bay has 3 stations and a master control center that is touch activated.

Scanning Objects

An object is placed on a scanner plate. In d10 seconds the object is committed to the Replicator's memory and can be recalled on screen from an index or (with time and skill) a hand pressed against the scan plate and a concentrated thought will show the object.

Quality

From there the Replicator gives the options for quantity. Three choices give the user low, average or high quality of a replicated item. Time to replicate is halved for low quality and doubled for high.

The user hits the Replicate symbol and the system transmits to the replicator tank. The tank fills with a black liquid and the process begins. Each object, by complexity, takes time. The more complex the greater the time.

Object Complexity

Very Simple   d10 minutes
Shapes, fasteners, simple tools, building material
Simple   2d10 minutes
Complex shapes, small mechanical devices
Easy   3d10 minutes
Complex devices,
Complex   d10 hours
Electronic components.
Very Complex   2d10 hours.
Weapons, vehicle parts

Completion

The tank drains and the objects are waiting.

Remember

The system must have matter to replicate. This can be any material dumped in the recycle system. Ship's storage holds the raw replicator stocks.

Some objects will not replicate. Mostly these are living tissue or alien technology of a more complex nature. Collapsium will not replicate.

Materials Needed

Some items may require metals the system does not have in stock. These can be added by dumping metallic scrap or ore in the waste recyclers. This may happen when there is a heavy demand for gold or an element.

Recyclers/Converters

Ships can purchase special machines where trash and raw materials can be dumped. The ship's water and sewage systems also cycle into this. Any vegetable or non living objects can be dumped into the bins and recycled.
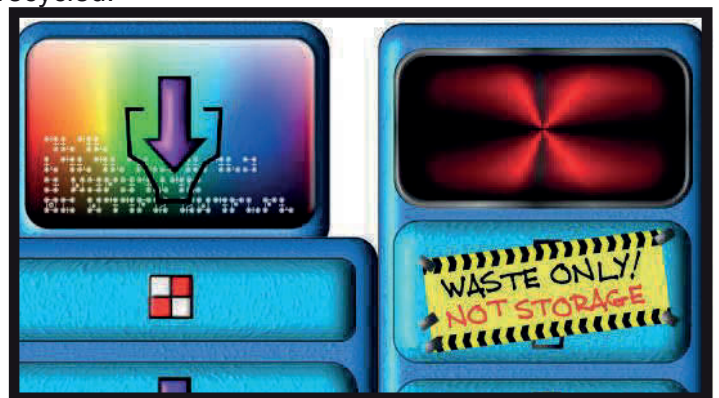
Food Replication

The same replication system is in the ship's galley. Here food can be cooked or replicated. While some can taste a subtle difference, the majority find a stack of hot replicated flapjacks and bacon tastes the same.

Food replication for any item, the first time is d10 minutes and that time remains stable in the system. There are 4 replicator tanks in the galley with 3 smaller for up to 3 plates * and a larger tank that will do 12 plates at a time. Multiple items can be replicated together in a cluster for a meal such as a dinner plate, coffee, and desert.

Safe Healthy Food

The system has built in medical scanners that analyze the user's touch and makes sure the food is non toxic no matter what the configuration.   However taste may be another matter.

Stored Meals

The Food replicator has hundreds of thousands of items in memory and is easily indexed to show the meal.

Unique Trade Items

Chief Engineer Bauer considered what would make a good trade item and placed an unopened fifth of Irish Rose Wine on the scanner.   He chose an Excellent Replication. The system scanned and gave an unusual wait time of 6 hours to replicate.

He programmed the system for 12 bottles and pressed the start button. Six hours later the system produced a dozen perfect bottles of the wine slide out of the hopper and he is ready for the Starport.

Universal Copyright

The Galactics Recognize that some unique items have trade value that should not be free to replicate. A function programmed into replicators allows objects to fail scanning and not be replicated.

While many items are shared, some, like Irish Rose Wine are Locked Down at first replication and not duplicated from copies.

Most markets have data cubes for sale to update the average Food Replicator.   These contain a few dozen to thousands of entries,   When you scan an object on the Replicators Sensor Array, system will update it's registry of recipes.

Humans in Space

Scanning images of alien food became a hobby for Engineer Williams.He spent an hour a day flipping through images and occasionally sampling an alien dish.   Some were amazing and a few beyond disgusting.

Oddly one item popped up that surprised him.   A Burger King Whopper, Coke and Fries.   He replicated the meal and it was perfect. On the replicated napkin provided was a note.   PROVIDED by HMS Freighter Coventry.

If you find this, we were kidnapped by MIB's in 1978. We have been in space here for 7 years now and are doing well.   Find us at the Almyra Starport on the last day of the Month of Artykamaz.

Galactic Events & Holidays

With Millions of worlds and thousands of intelligent races you get tens of millions of special events. Some are surprisingly close in nature even if the celebration has meaning.

EXAMPLES

Called Birthdays, Emergence, Hapen Raf or a million other names most races celebrate their day of entering the Cosmic Stream.   This may be a family celebration to an introspective time.   It may involve gifts or eating an enemy.   It often revolves around a surprise of a pleasant nature and a bottle of something liquid with mind deadening properties.

The same goes with Deaths.   Funerals are sad or happy times where an individual is celebrated for the works he or she or it did or mourned for a wasted life. It can be a celebration by greedy relatives or a happy addition to the replicator disposal bin.

High Religious days are common with some revered person being celebrated. Religious days are much like Appreciation days or festivals.   Few don't have street parties to celebrate some forgotten event. Mostly they are a day off work.   Merchants enjoy holidays because of the worthless crap and food they sell in vast quantities.

Alien NAV Station

At the new Bridge is a NAV STATION. This is the core of interstellar travel for human space exploration. Installed by Greys this is fast replacing computer aided navigation.

How it Works

The navigator simply drops a six sided NAV CUBE in the slot on the council with the symbol/destination face down. Under the slot is a hand print sized plate. Tap the plate 3 times for the plate to light. There is always a pause of 2d10 seconds before the cube will light and the transfer process begins.

Transfer Time

Transfer time between worlds is always a little different. They call this a Hyperspace Path.

TIME IN HYPERSPACE

01-50	d10	+64	Hours
51-75	d10	+32	Hours
76-85	d10	+16	Hours
86-95	d10	+08	Hours
96-98	d10	+04	Hours
99-00	d10	+02	Hours

End of the Jump

At the end of the jump there will be a chime and the ship will drop out. The craft will appear in orbit over the destination Planet.

Hyperspace

Hyperspace is a void of light and moving colors. Anything on the outside of the sub is within the field. Leav-ing the ship destroys the matter in a burst of light energy and heat.

The problem with this system is the Random/Time Jump Factor. Even if it skips the Light Year Distance.

Terran Nav Station

A computer is attached to the Radar and Star monitoring Sensors. A handy card is inserted into a reader and the ship begins the Stardrive Sequence In d10 minutes the Navigator can begin the Journey.Multiple correction cards may be needed.

NAV Cube

Each Nav Cube is a six sided cube with 6 symbols or blanks. All Nav blocks look alike though they come in a number of colors.

Each Side of a cube is a single orbital destination.
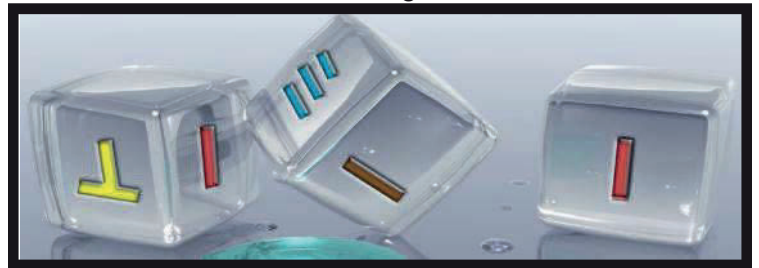
A blank side on a Nav Cube means it is programmable. After landing a blank side can be inserted in the console and the activation plate tapped 5 times. This locks in the location. A destination can be erased by inserting one of the used sides and tapping the plate 7 times, waiting and tapping it 7 more times.

COMMON CUBES

01-95	**Clear Programmable**	
96-97	**Red Programmable**	
	Adds +20 Hours to Travel	
98	**Green Programmable**	
	Adds +40 Hours to Travel	
99	**Black Not Programmable**	
	Adds +60 Hours to Travel	
00	**White**	
	Not Programmable Adds +40 Hours to Travel	

Extragalactic Transit

It is rumored Red Cubes link to Close Galactic Clusters, Green to another close Galaxy

POWER CORES

The power core is a simple block with a connection point for fuel. Any source of water provides this fuel.

On the surface of the power core are standard connections that can also be found on Brain Cores. Lift Balls, and Actuators. These cores come in a myriad of sizes from marble sized to several feet across.

They can be linked for added power. They also have a square connector for water.

Amount of Water Needed

An average city will use 50 gallons a year, about the same as a small Alien starship.

POWER CORE 24" x 24"

LIFT BALLS

Key to most Alien flight technology is the lift ball. These Collapsium spheres have a port for a power cable and fiber optic cables. They are amazingly light in weight and can create controlled Anti-grav when powered. Attach these to a Flight Controller Servo.

LIFT BALL SIZE

SIZE	LIFT
Marble	500 Pounds
Golf Ball	10 Tons
Baseball	100,000 Tons
Basketball	900,000 Tons
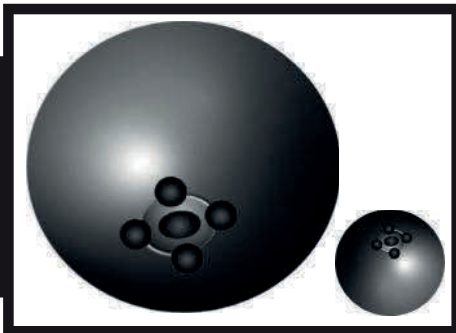
LIFT BALL Varied Size

Quantum Lifters

This technology is beyond all the other races. A single half dollar sized coin will lift 10 tons. They can be stacked. There is no power source and a laser at any side moves the craft in that direction.

ROBOTICS

The Anshani made extensive use of robotics for day to day living and commerce. These robots were simple in design and based from three simple systems.

BRAIN BOX

The brain box comes in varying sizes that ranges from just over a square inch to the 4 inch standard. Some rare thinking systems have been known to be a square foot in size. This block is a self-repairing and was manufactured in White or Black units.

Five of the six sides are contact holes for light fiber, the fiber optic systems are common to all old technology. These holes are directly connects to Actuators. The sixth side holds the key to the operation of the Brain Core.

BRAIN CORE

01 Low Memory
When activated the robot can be given basic programming to obey all demands. With the Loop removed it dumps memory.

02 Mid Memory
While activated the robot can learn simple tasks. With Loop removed it reverts to a type 1

03 Higher Memory
Full memory is open and the robot can learn complex tasks, use data systems or generally learn on its own with a semi-independent mind.
With Loop removed it reverts to a type 2

04 Personality
Use of Loop 4 gives the robot the ability to develop a personality.

05 Emotion
With Loop 5 active the robot can learn emotion.

06 Preservation
Operates by 3 laws of robotics.

07 Independence/Free Will
Robot has complete freedom of action.

08 Brain wipe
Wipes areas 1 to 4

A Dead Box connection
Direct feed to another brain box or Router with 10 to hundreds of actuator holes.

If work is complex but repetitive loop 3 is pulled after programming. Arobot can be connected to a transmitter sensor with a duplicate coded receiver to control its function. Another sensor allows robot to robot communication over a mile.

MACHINE DAMAGE

Roll a d100 to see where the damage goes and the systems affected.

01-75   Structural Damage Only
76-85   Actuator Damage, Main Arms
86-95   Actuator Damage, Main Leg or Motive Source
96-97   Power or Control Sever from Limb
98-99   Brain Severed from Power
00   Sensor Unit Severed Destroyed.

Programming

Programming an empty brain involves the use of the brain box and cable link with simple verbal orders given with loop 1,2, or 3 to activate. Brain activation is by the use of a loop of light fiber between the two close holes.

If the work is repetitive in nature, the learning fiber (3) is pulled and the robot left to continue work.

Common Fiber Cable

Light Cable is easy to manufacture in the two sizes needed to link Alien technology.From Brain Core to Actuator uses a spaghetti strand size cable called Standard Cable. The Brain Core's activation takes Standard Cable.

Conduit or Link Cable

Link or Power Conduit is a flexible flattened light fiber with a powdered Palladium core. The power system uses a larger and slightly flattened cable design called Link Cable. It has a Gold - Rutherfordium core.
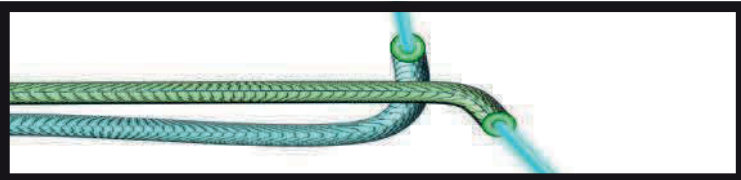
Routers

Routers are boxes that link multiple cables to a robotic brain.   They have from 50 to 500 ports to plug cables into.

Power Routers

Power Routers take the slightly larger and flattened cable.

Actuators

Actuators are common in old technology. In fact, countless numbers were left across space. They range from minuscule to gigantic. These are the flexible joints that give a robot motion. They are linked by Standard cable to the Brain through a router.   Routers are linked to Brains and power core.Strength of the unit depends on the metal structure of the limb relative to the size of the actuator. Actuators can be replicated where necessary but white or black originals are best.

Sensors

Visual, Audio, Vocal, Tactile, Chemical and more. There are many types of sensors that can be added to aid in the machines function.

Weapons

Weapons are also possible. They range from lasers to stunners, to more lethal items.

INTERACTION WITH A SHIPS AI

Humans are very cautious of AI systems. They prefer programmable tubes that are resistant to the rigors of space and rarely decide to murder sentients.

A few Terran have incorporated Alien AI into their ships with excellent results. Many of the AI's are protective of their crews and highly competent with robotic operations and maintenance.

Spacer Chief Engineers don't trust them at all. They claim that AIs have no souls of the knack to run a Terran ship.

Only the Duro agree with Terran and will only allow them to clean decks and do very minor maintenance when their significant others are not present.

ROBOTS IN SPACE

Robots are second class citizens even when they are independent in thought and action. They are also subscribed to the laws of the worlds they live on.

The independent robots can have any form of personality and attitude. Generally a robot takes the personality and motives of its last owner or programmer. If, not humanoid, the robot will still have humanoid motives and rationale of the race who programmed it. This can change over time and through contact with other robots and creatures. Mostly, human-like personality are the norm.

Robotic independence, you might think, could lead to robots being kidnapped and forced into slave labor. Such can be the case and often is where large numbers of robots are used in cities. Freedom for machines also creates ghettos of defunct robots looking for work, on public assistance, or begging for a handout or two.

Robots can also face high discrimination and bashing from workers they replace. While this is often not legal, it is hard to stop.

Remember

01   An ounce of water will power a robot of human size for years.
02   Robots can have emotions.
03   Free robots will protect themselves from theft or harm even if it means injury to their attacker.
04   Robots can be shopkeepers, workers, entertainers, or even thieves. They can also become murdering monsters. it just depends on who set up their basic programming early in their learning.
05   While the three laws are universal in most Robots, Old Brain Cores, Cores are prone to breaking down or suffering cognitive misfunction.   This is a very sensitive issue   with free will robots and they will often hide the fact they were manufactured by the the old race.

Design and Functionality

The body structure of robots varies by design and armor. Generally rate the armor exterior from the game system you use.

Brain Cores and Power Cores are virtually indestructible. In the other hand the fiber optics and power cable that bind them to actuators and sensors can be easily damaged. Same goes for sensors and the actuators themselves.

SHIPS ROBOT Varied Size
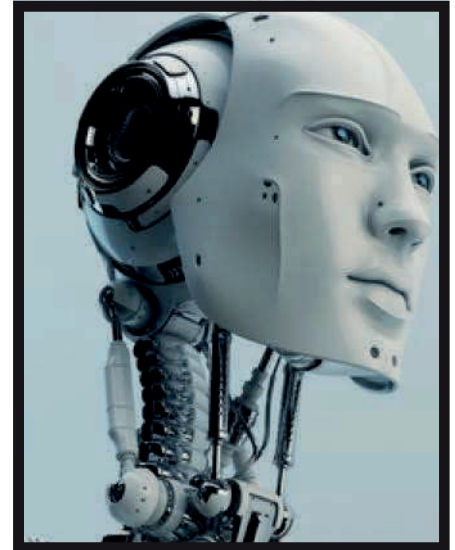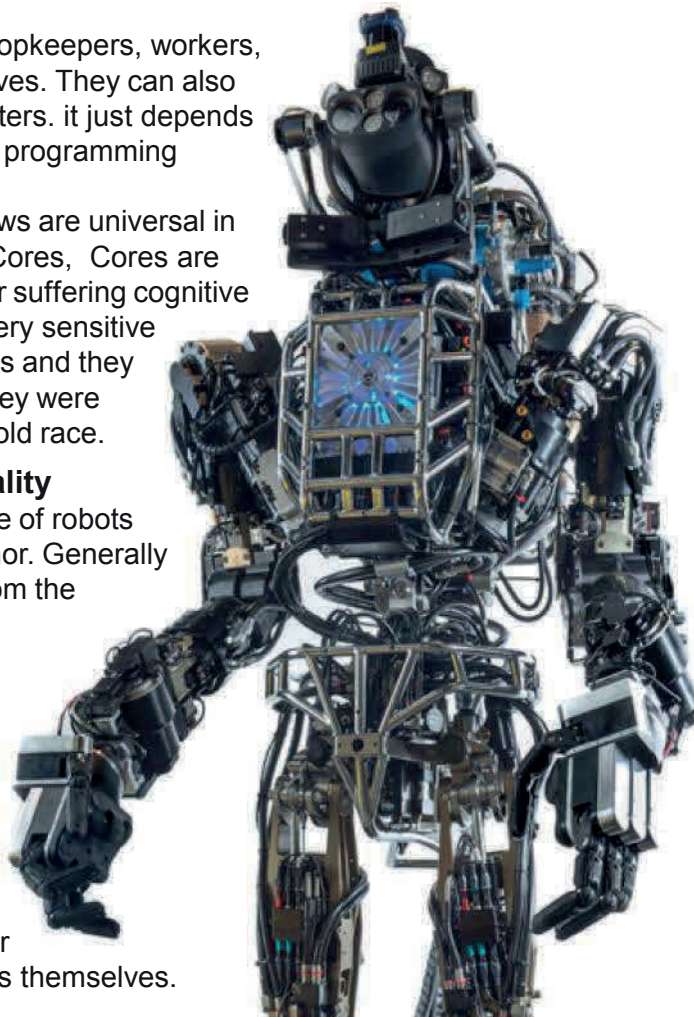
ROBOT DAMAGE

This is a table of random damage to a robot that has suffered ballistic or energy damage.

RESULT

Roll	Result
01-10	Limb Damage
11-20	Limb Removal
21-30	Motive Damage
31-40	Motive Destroyed
41-50	Visual Sensors
51-60	Audio Sensors
61-70	Communication Sensors
71-80	Slows to Half Speed
81-90	Slows to Quarter Speed
91-95	Weapons
96-98	Stunned
99	Brain Knocked Out
00	Power System Explodes

ACTUATORS

An Actuator is a movable joint connected to the brain. These are ultra strong mini-motors that allow near human motion for limbs.

Alien versions can be amazingly fast and powerful.
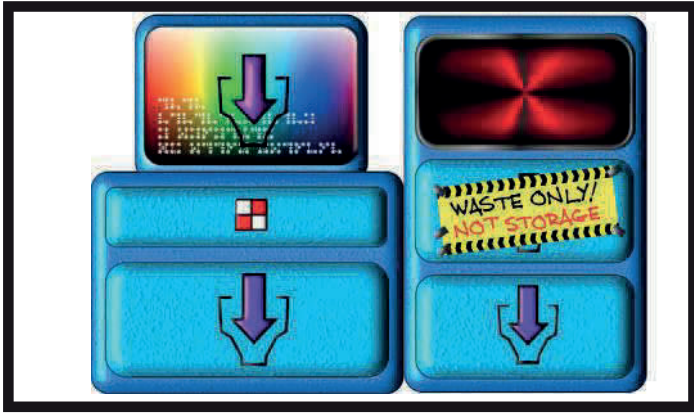
Recycler

These open bins accept non living bio waste, scrap, Ore and anything else that can be recycled. In fact everything can be recycled.

Periscope & Screens

A common Sub Periscope. Folds from the ceiling of the control room. Mostly for nostalgia and missile fire against targets.

Bulk Storage

Bulk Storage Tanks are built into the lower deck of the ship and are inaccessible.

Food and Bio Mollecular Storage

Bulk Storage Tanks are built into the lower deck of the ship and are inaccessible.

TUCKER SKY CHIEF

LENGTH:	240"
WIDTH:	82"
HEIGHT:	54 "
SPEED:	Hover to 1200 MPH KPH 1925
WEIGHT:	5000 lb
CREW:	1 Pilot, 5 Passengers
CARGO:	24 Square Feet

CHEVY ORBITER

LENGTH:	200"
WIDTH:	65"
HEIGHT:	54"
SPEED:	Hover to 950 MPH KPH 1500
WEIGHT:	3000 lb
CREW:	1 Pilot, 3 Passengers
CARGO:	12 Square Feet
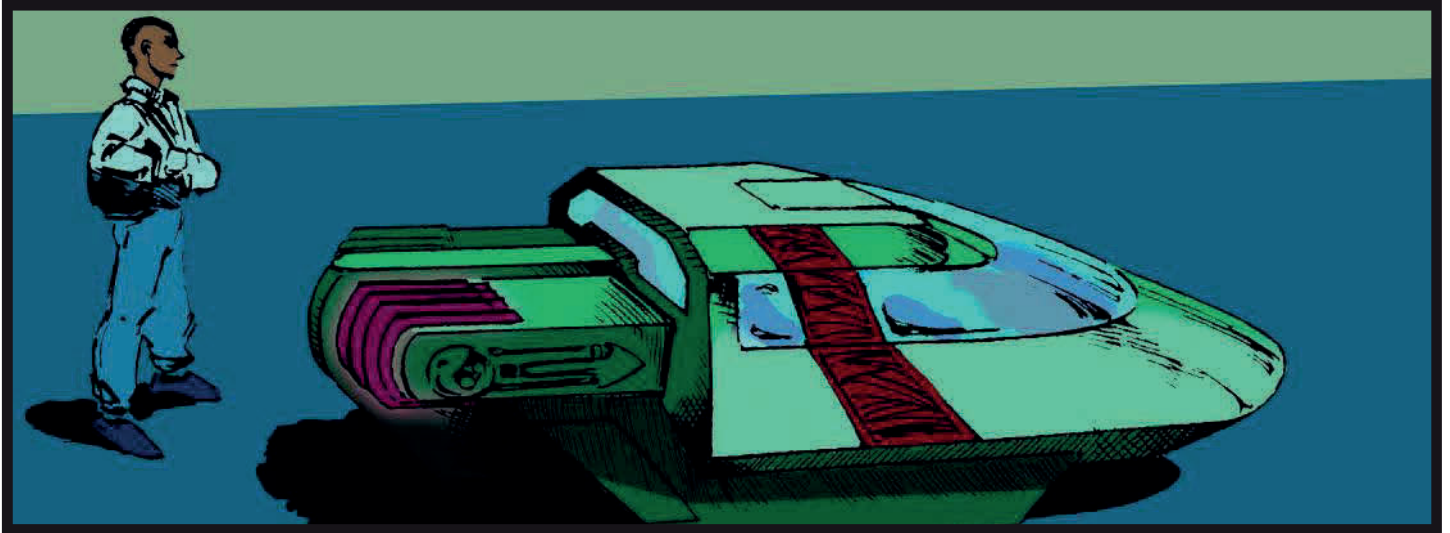
Air Car

LENGTH:	165"
WIDTH:	58"
HEIGHT:	51'.
SPEED:	Hover to 950 MPH KPH 1400
WEIGHT:	1450 lb
CREW:	1 Pllot, 1 Passenger
CARGO:	1 Pllot, + 1 Passenger
	+ 24 square Feet
	1 Pllot, + 34 Square Feet

Air Vehicle Technology

Using Alien Lift Ball technology, these simple and effective vehicles are common wherever humans travel.

The first models were taken by Detroit and turned into Earth Style Cars.

This older design is still manufactured on a number of planets, but the Earth Designs are elegant and sleek.

While not large, Earth Air Cars are virtually shuttles that achieve Planetary Orbit. are fast and tough. Control surfaces are highly simplified, and an optional Small Brain Box can autopilot or prevent critically stupid flying maneu-vers. Terran Sky Cars have wheels.
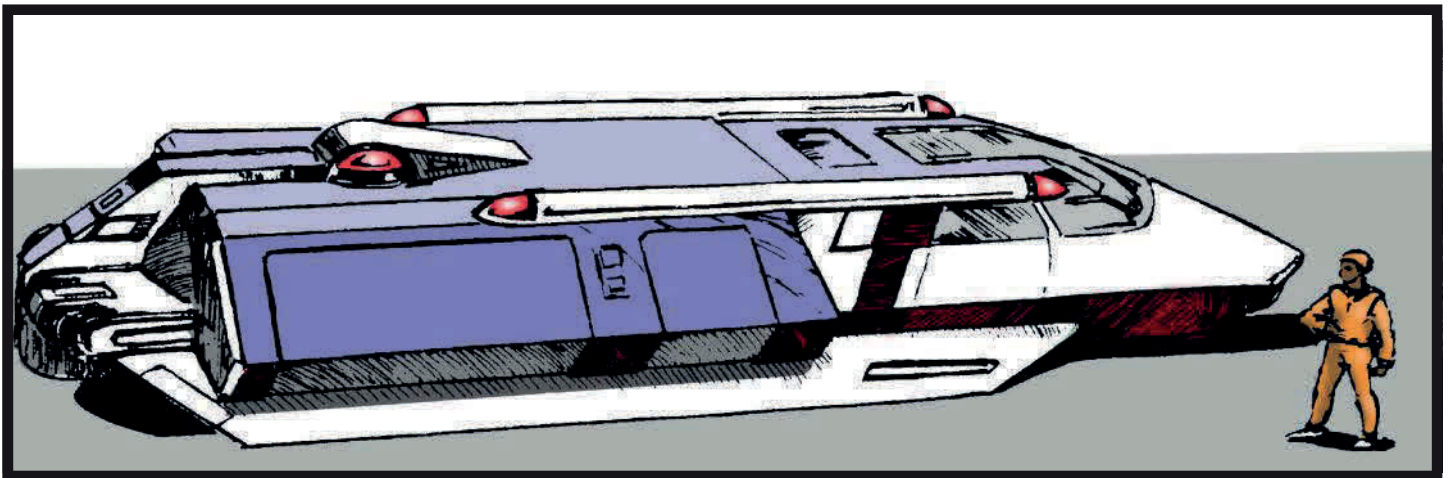
Air Truck

LENGTH:	427"
WIDTH:	95"
HEIGHT:	120 "
SPEED:	Hover to 950 MPH KPH 1400
WEIGHT:	7500 lb
CREW:	1 Pilot, 1+ 2-25 Passengers
CARGO:	1 Pilot, +600 Square Feet
	Side Open Cargo Door 6x6 Airlock

Air Vehicle Maintenance

Aircars on Starships are maintained by the ships crew. Parts repair is a simple diagnostic panel and replacement or replication of the questionable part.

Old parts can be scanned by the replicators and restored from recorded templates.

Parts must be Replicated at high quality settings and are often complex. Lesser replications are prone to hardware failure.

Hardware failure in space can be bad.

ZARKOKA FREE STARPORT

A vast and bustling port where literally everything is available. Much of the port is divided into specialized streets of one type or related goods. There is generally no pattern to this. A well paid guide can be a great help or danger to those who don't know the port. There will always be adults and especially the young who make a few credits being guides.

Street of Weapons

Find anything from small to heavy weapons. Manufacturers can design specialty items. There are weapon instructors and armorers. Most larger shops have ranges for test firings.

Street of Small Technology

Necessary gadgets for home, starship, and the office. Shops with new and specialized robotics and a wealth of gadgets. Some shops sell machines and fabricators for light to heavy industry as well as stocks of materials.

Street of Arts

This Cultural Center finds artists, poets, actors, and entertainers involved in serious craftsmanship. Also find builders and decorators. Emporiums abound with simple and fine arts. The definition of art is varied from a ball of lint to interactive paintings.

Street of Clothing

Anything from Tailors to stores of utility clothes to lavish high tech clothing.

Street of Vehicles

Fuel Burning Vehicles to Grav Bikes and Lift Ball Limos. This is a vast vehicle sales lot with new and used vehicles, shops and repair facilities.

Street of Home Craft and Builders

Dwellings custom designed, realtors and more.

Resale Street

Anything Goes in the meanest of 'Interstellar Garage Sales' and Antique shops. There is trash and trea-sure here as loads enter and leave.There are Pawn Shops and emporiums for larger items that are stored elsewhere.

Food Street

Where even a sit down dinner can be an experience. Buy food in bulk, fast food or sit down for a lavish feast. Street Vendors are common for a snack or a carry out. Remember an invitation to dinner may have many meanings. (An acceptance for invitation to dinner may have meaning the Terran will later find regrettable or just dangerous.)

SOCIAL GRACES

A vast and bustling port where literally everything is available. Much of the port is divided into specialized streets of one type or related goods.

Port Towns are generally separated from the Grounders and Societies with large fences.

BEYOND THE STARPORT

After a few hours of exploring beyond the port there may be issues with culture or Locals.

SOCIAL ISSUES

01-50 **No Issues**
51-75 **A Few Stares**
76-98 **Hostility**
99-00 **Very Friendly**

HOSTILITY REASONING

01-05 **LOCALS HAVE TABOOS***
You are not welcome and will fight.

06-50 **RACIAL PREJUDICE**
A small or large amount of the population believes they are better then other races. They will make sure they tell the Spacer.

51-75 **RELIGION**
The Belief System of these folks tells them what their imaginary friend in the sky wants them to do no matter how stupid.***

76-95 **CORRUPTION / SOCIAL FORFEITURE**
The local Government will tax the Spacer to Death. They also see a bucket of revenue from odd Legal infractions.

96-98 **CRIME**
The locals see the Spacers as a ready supply of free cash that is removable by violence.

99-00 **EXTREME**
These folks will kill the Aliens for their own reasons. Nobody will care and don't expect help except by armed friends.

* A Taboo is a social no-no that for any social reason will annoy to enrage the locals. The locals expect you to obey all of these no matter strange of outrightly stupid.
** Racial Prejudice extends to Aliens or Terrans. This is backed by the Government or ignored.
*** Religion is a big cause for conflict. Say the word Narrow Minded. Say the word The Book Says So. Say the word Torches and Pitch-forks."
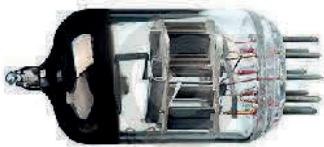
TERRAN ROBOTICS
Brain Tubes are 50,000 lines of programming.

SPACER BARS

Bars universal. They range from Pest Holes to Magnificent High Tech establishments that most Spacers can rarely afford.

Mixing Spacers and Grounders often results in the use of Bouncer Robots to fights and injury. This is usually followed by Police and jail depending on the damage.

01-05 **DIVE**
You are not welcome and will fight.

06-50 **CHEAP BAR**
Rough Bar with Unsavory Characters and Aliens

51-75 **BETTER BAR**
Good Food and Drink

76-95 **HIGH CLASS**
Spacers with Manors Welcome.

96-98 **POSH**
If you have the Currency

99-00 **LIMITED BY SOCIAL CLASS or ALIEN RACE**
You are Legally Not Welcome

THE BEER

01-05 **PAINT REMOVER**
Truly awful brew that can dissolve paint.

06-50 **DRINKABLE**
Not great but it goes down and stays down in reasonable amounts.

51-75 **GOOD BEER**
Good beer with a distinctive flavor.

76-95 **EXCELLENT BEER**
These locals brew a Beer that is well known and excellent in taste.

96-00 **HEAVEN**
Amazingly Good Beer often known beyond the planet. Alcohol content varies and may have effects on Terrans or Aliens.
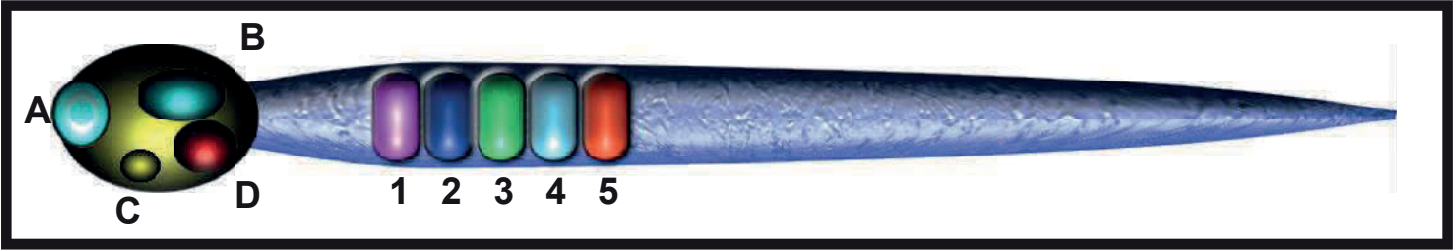
SENSOR PEN

01 ATMOSPHERIC ANALYZER

Another pen sized scanner that samples the atmosphere for the holder. This has 5 colored bands that light when held in the air.Internal systems Scan the metabolism and structure of the atmosphere for incompatible chemicals and other potential chemical/biological problems. This basic survival device is carried by most races in one form or another. In atmospheres that are breathable for a limited time, the device emits a warned tone when the limits of exposure are reached.

A	BREATHABLE	Standard Mixture
A	BLINKING	Standard Mixture Thin or Thick
B	BREATHABLE	For a Time 10d10 days
C	BREATHABLE	For a Limited Time 4d10 days
D	LIGHT TOXIC	Toxic 4d10 minutes
D	BLINKING TOXIC	Toxic in d10 minutes

02 FOOD PROBE

A simple analyzer its with 5 colored bands that light whenever held over food. Internal systems check the metabolism and structure of the user for incompatible chemises and other potential problems. This basic survival device is carried in one form or another by most aliens. Taste of the food item is another matter entirely. It is a dire insult to tap another sentient being with a food probe.

A	EDIBLE	Nutritional and healthy for the user.
A	BLINKING	Nutritional but not as a steady diet.
B	MOSTLY EDIBLE	Nutritional in Small Quantities
B	BLINKING	Lacks some Necessary Nutrients
C	SEMI EDIBLE	Completely Lacks Nutrients
D	SEMI TOXIC	Edible but toxic in quantity.
D	BLINKING	Edible but toxic in small quantities.
E	TOXIC	Mild Toxin
E	BLINKING TOXIC	Highly Toxic

03 PSIONIC SENSOR

A sensor that detects Psionics being used in an area. These are abilities of technological influences or of the mind that can influence behavior. This is strictly regulated or considered illegal in business. If the device is shaken it goes into a blocking mode and shields the user from Psionics. In this mode all lights are blinking and it remains on until shook again. This generally gives Psionic individuals a headache.

A	NONE	No Activity
B	A LITTLE	Detectable Level No Direct Usage
C	ACTIVE	Being Used

Terrans in Space

After a few hours of exploring the alien trade port, Engineer Tabaczewski and Cargo Master Dow realize they were hungry. Spotting a likely street vendor, they walked up and looked into the bowls.

"Salad!" said Tabaczewski as he purchased a large bowl of something green and purple. The Terran waved a Food Probe over the bowl and nodded as the first light glowed.

Then he spotted a bun with a burger and a plate of green fries. Waving the probe be noted it registered 3 lights. "Junk Food." He muttered. He bought the plate anyway. Nibbling on a fry, his eyes lit up. "tasted like Pizza!"

VISORS

Another leftover from the Old Races as well as new manufactured are visors or glasses. They are tailored to fit many species and change shape as needed.

The visor blocks brightness and harmful radiation to protect eyes.It can become an image magnifier for close work or far seeing. It adjusts to night vision.

They lock to the user so they can not be knocked off. Many are styl-ish. Old versions will often have data links that give currency value and analytical data. as well as the ability to change their color at the users whim.

Not fashionable, but cool for pilots.

04   ENERGY SENSOR

Used to Detect Energy Emissions in an area. It shows active sources above expected normal levels. If the device is shaken it goes into a blocking mode and shields the user from Psionics. In this mode all lights are blinking and it remains on until shook again.

A	ELECTROMAGNETIC	Low Levels
A	BLINKING	High Levels
B	RADIATION	Low Levels
B	BLINKING	High Levels
C	ACTIVE	Low Levels
C	BLINKING	Low Levels
D	ACTIVE	Low Levels
D	BLINKING	Low Levels

05   SIGNAL / REPELLER

This mode emits a distress signal over multiple communication bands. It serves as a Rescue Beacon, a Bug and Carnivore Repellent field, and a PSI scrambler for naturally occurring Psionic Animals.

A	DISTRESS	Low Levels
B	BEACON	Beacon with Bright Light
C	REPELLOR	Insects and Animals
D	WARMER	Warms or Cools the Indicidual

TRANSLATOR BAND

Translator bands are found everywhere in a number of forms. Comfortable Stretchable bands or ear clips, these ancient devices allow the user to understand nearly any alien language.

When used on animal life and semi-intelligent creatures, it gives an emotional reading. This empathic use is not always a dependable function. It gives the user a better understanding of the non intelligent animal the longer that the user is in contact with it.

Once in skin contact, only the user can remove it. Another version is a quarter inch sphere that can be implanted into a body by pressing it against the skin.
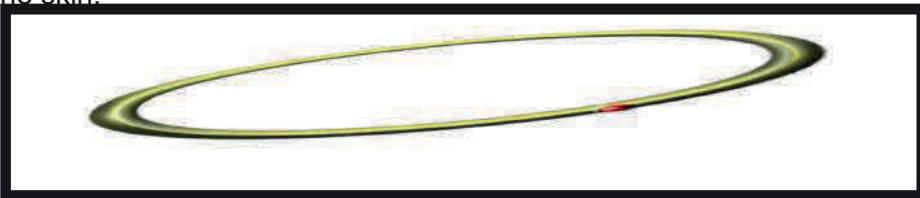
Terrans in Space

Landing a grav shuttle at the far end of an alien trading bizarre, Engineer Jones steps out and is greeted by a group of three humanoids.

"Brizzafir,glivich popinjays yells the first, who bangshis foot on the ambled street. "Grivich Fruu Nagal" says the second who sticks a finger in his nose. Lombas, puzzled, makes friendly gestures and is greatly surprise by the aliens look of aggravation, and then stops to remember the translator band in his pocket. He slips it on as the third alien stamps his foot and begins to yell at him.

"Brizza griot! Alas a dr ...no parking zone you idiotl"

"Sorry," says the Engineer as he jumped back into the shuttle and powered up the anti-grav.

"Damn aliensl" muttered Vdsverrt the High Master of Minor Traffic Regulation as he watched the shuttle back into a Water Recycler.

Field Pass Tabs

Instead of keys Galactic culture uses a field pass system.These are small objects or charms coded to doors or secure boxes. If you are within a few feet of the object you can open it.You can pass through a nano wall (walls that let you pass as they form around your body.) Tabs will also stick to the users skin as decoration.

Many Humanoids wear headbands or scarves on their upper arms as a badge or rank. These are popular with Spacers. They also serve as a holder for Field Pass Tabs.

Food Converter Cup

A small pack with a small cup and a lid. The cup draws moisture from the air in the form of distilled water when empty and the button is pushed.

The second function is a converter that leaches toxic elements out of the user's food supply. Used for planetary survival, it creates a nutritional but bland soup.

Fill the cup with any plant or animal material. Put the lid on and press the button on the side. When the lights stop rotating on the base the liquid is ready.To humans it tastes like Spam.

Engineers Tool

This oddly shaped device is carried by most technicians and larger ones by engineers. It has a multitude of settings and adjustments.

It can serve as a wrench, Spike Driver, Pliers, Normal and Sonic Screwdriver, Plate Release and Welder. It also Unlocks or Locks Pass Doors, Removes technology with Hold Fasts and Service Panels.

Use it to trace primitive electronics and solder. When damaged parts are found it will scan the part and directly transmit it into the replicator if tapped on the Scan Plate.

The tool function for an hour to cut metals or weld 50 feet before needing a d10 minute recharge. Plasma cutting is a few millimeters to three feet of metal. Collapsium limits the cutting to 3 inches an hour. Plug them into a standard power system for a 10 minute recharge or 30 minutes in sunlight.

They come in various sizes and power ranges.

FIELD CARRIER

A basic box with that can create blue or stasis fields at the touch of a panel. When opened the blue field expands to a 10 x 10 field around the user to facilitate handling of Radioactive material.

The Silver or stasis field is limited to the contents of the box and must be turned off. Just goes to prove Aliens will idiot proof technology where humanoids never do.

SURVIVAL BELT

A rare item of the old anshani technology is a light belt pack that creates a force field around the user. This field warms and cools, provides protection from UV light, creates a breathable mix and eliminates atmospheric toxins and radiation. At night this field appears as a silvery film around the user's body. By night it is near transparent with a shimmer. Slow moving objects such as water tubes and food may be inserted at the face.

It stops high velocity projectiles and negates energy beam fire. It also protects from high or low pressure atmosphere as well as vacuum exposure.

DATA PAD

A common item carried in many sizes is a folding data pad. From the size of a Terran Cell phone.

This small flat device can be folded open to become a data pad or a 50x50 computer style screen.

It stores personal notes, video, audio and interacts with the ships and individual cities data network.

More advanced models work with the user to create easy access and even take on a personality. Virtually indestructible, they are linked to their owner if lost.

Spacesuit

A basic suit tailored for the body with a recycling air pack. Some are bulky and some are form fitting in universal human sizes. Suits protect from micro meteorite damage, heat, cold and puncture to the limit of their design specifications.

Unlike survival belts that can have waste recyclers that provide water and nutrients for the user.

Suits can be damaged and destroyed with weapons and hard abuse.

WEAPONS

The most popular weapons are stunners. These were common during the rule of the Anshani.

After their withdrawal, the races were free to develop lethal weapons. This they did very well.

Weapons are carried on almost all worlds. The majority feel that a well armed society is a polite society and that weapons help lessen the crime rate. In this sense they are probably right.

Blades

Nearly all cultures produce cutting implements that are portable and handy to use a physical fight. These include projected blades shot as tips of arrows and other cutting implements.

Impact Weapons

Call them by any other name, a hammer is effective as any other weapon.

Primitive Projectile Examples

By the local equivalency of gunpowder (a reactant mix) air pressure, steam or mechanical energy these are examples of what primitive worlds can produce.

Median Tech Examples

These are the highly refined weapons designed for high fire rates and big round capacity. At this point they are more complex but easy to replicate.

High Tech Examples

From here you get energy weapons and stunners. Any shape and size. They can be light and elegant as well as powerful.

Even higher tech examples can be crafted into wands and wearable wrist bands. Slug throwers are more feared then energy weapons.

Explosives

In a thousand forms everybody has blasting powder to high tech launchers able to do pinpoint to massive damage.

Peace Weapons

Elegant weapons designed to immobilize and not kill. Their power source is sealed and they have unlimited use. They uniformly stun any size creature up to 5,000 pounds for 20 minutes per hit. Some larger animals and aliens take multiple hits to slow and stun.

Styles will come from very simple to bright and garish. They will not fire by accident in any situation.

WEAPON OPTIONS

Alien weapons aren't always what they seem. A common stunner may have odd characteristics when used on humans or races they were not designed for.

01-05	Doesn't Stun	
06-50	Light Stun	2d10 Minutes
51-85	Stun	4d10 Minutes
86-95	Heavy Stun	d10 Hours
96-98	Damage Stun	Stun with d10% Kills
99-00	Damage Stun	Stun with 3d10% Kills

SCENARIO

Meet the New Chef

A second group of crewman was scavenging the Zemex starport on Resale Street. It was a Vast Flea Market of everything imaginable as well as a lot of things that could not be fathomed. A group of damaged robots stood in front of a closed shop and called out to the travelers.

"We will work for parts!"

Largest of the Robots was a near portly individual who smiled and bowed.

"I am a chef of great skill!" he announced "I can cook for your species and create new and exotic dishes!" Twenty Credits a Kablena and I will follow you to the stars!"

Following the Crew

Ignoring the robot finds it following the crew and making recommendations on food and cuisine.Taking this offer gains the crew a new friend in Bog Na Drep the AI chef It has a jovial personality and will assist the crew in stocking with fresh food and spices. It is also a wicked bargainer. This robot is very talkative and creative.

The clincher will be it's saving the crew members from a small Human Street Gang who decide to rob them. It carries a hidden stunner and easily throws a gang member a dozen feet into the street.

A New Crew Member

It will go back to the ships and set up housekeeping. The first night it serves a fine dinner of baked goods, roast meat and other vegetables.It commits its menus to the Replicator.It also provides the crew with three experimental dishes to taste and comment on.

Meal Quality

01-85	Great Taste
86-95	Excellent Taste
96-98	A Taste to Die For
99-00	Awful. (can't win them all)

After Meals

After meals the robot gets ideas from the crew, tells stories of alien meals and generally learns from the crew.

Within a week or so he takes up a hobby of desserts and comparative religion. While this seems odd, it is accepted by the crew.

What the crew doesn't realize immediately is a crewman is missing.After several stops, it is assumed he jumped ship as he was mostly sullen and hated the ship.

And Another One Vanishes

Every 2d10 days another crewman will go missing.

These will start becoming obvious when one of the ships crew vanishes after a stop at a small port.

This robot is a polite Serial Killer.

In it's ample, 4 armed body contains a collection of souvenir.

Bog lovingly extracts his treasure, butchers the body into tasty tidbits and disposes of the remains down the waste converter.

This robot has a Black Brain Box that has critically failed. There is a 10% chance, if watched or a video link is established the robot will be seen doing the deed, stunning the victim with a pan and quickly drag-ging him or her into the freezer. If analyzed the meat dishes are human in nature.

Stopping the Monster

Only a concentrated attack by a group will stop this monster. It fights with 2 knives, 2 pans and speed. Damaging and opening its case shows 24 faces mounted between thin glass panes that include a number of the Ship crew members.

Last Words

On its dying breath it screams "I was recycling them to honor you and your beliefs. I only took the spiritual ones ...and why waste perfectly good meat?"

The robot's Brain box is best pitched into hyperspace or launched into a star.

The head can also be mounted on a pole to supervise the kitchen.
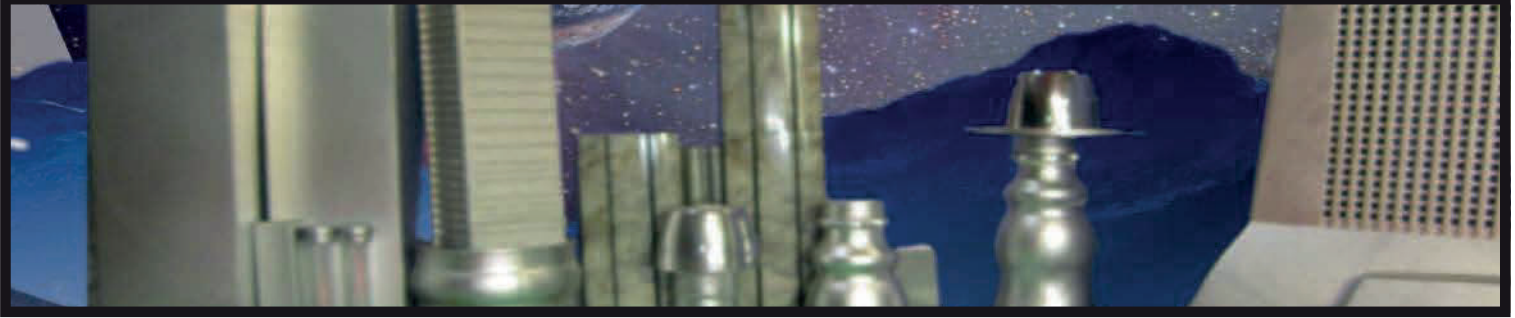
TRADE PORTS

On scattered worlds are trade ports where the Star Faring races of the Galaxy converge. The arrival of a Merchant ship can be a common or rare event that often heralds trade gods of a perishable nature, technology, or luxury items seldom seen. These ports can be as little as a few shacks or as large as 20 miles or more in diameter.

01-50 LIMITED
Just a few shags and a few impoverished aliens trying to survive.

51-75 SMALL
A limited number of basic businesses.

76-85 AVERAGE
A hundred or more different businesses.

86-95 LARGE
Several hundred businesses.

96-00 GIGANTIC
Thousands of businesses and facilities make up this bustling business center.

Port Activity

01-25 Abandoned
26-75 Active, Planetary Trade
76-95 Busy with Rare interstellar Trade
96-00 Busy with Interstellar Trade

The Nature of the Traders

On less civilized worlds, trade is a day-to-day occurrence for any need items at any cost the seller can extract from the buyer. This can be in common Trade Stick currency, material goods, and/or labor. Dealing with a trader may also be difficult due to custom or style of transaction.

Trade Difficulty

01-50 NO PROBLEMS
51-75 BARTER
Trader will barter furiously for the price he wants.

76-85 STYLE
Trade and barter hampered by cultural style difficulties.

86-95 RITUAL
For these traders, a Social Ritual must be performed to open trade.

96-98 POLITICS
Those good or bad deals may well have an obtuse political reasoning behind them.

99-00 FUTURE FAVOR
Bargaining with this type of trader may imply or grant favor to the buyer or seller at a later date.

TRADE VALUE

Trade value can be as different as the races who trade. From incomprehensible concepts, material goods, or labor everything is for sale at a price measured in Trade Sticks.

TRADE STICKS

Universal Currency.

TRADE REGULATION

The majority of trade ports found employ trading technology lift by an old race. This is a simple system that rates the value of base metals, chemicals, and isotopes.

THE TRADE SCALE

This Trade Scanner device is another of the nearly indestructible machines left to the races of the galaxy. While style and shape differ, each is a simple flat plate that holds the material in question. The plate scans the material and gives a verbal report of the value of the metal, Use of a translator band is necessary to understand the value.

The Trade Scanner is generally used by Banks, or Trading Houses that issue local currency for use. These establishments are nearly always fair in their dealings.

Universal Measure

The Galactic designation for cubic space is the Imperial Dreen.

This is roughly a smidgeon over a foot square cube.

Examples of a Dreen

01	Square Foot
18	Cubic Yard
192	6x6 Cube
1000	10x10 CubeCargo

Trade value is what the merchant can squeeze out of the buyer. While basic metals, radioactives, and elements have set values, food, art, and fine craftsmanship have general values set by their creator or broker.

Trade Markets

The average seller operates from a shop or a market stall. The cost of these is in the hands of the landlord or what space you can grab on Free Market Days.

Unless a character has been in the Middle East, Asia, Africa, or Flea Marketing, they have rarely haggled for merchandise. Haggling is half the fun of shopping.

When you haggle the merchant sets a price. You set a lower price and then mutually come to some agreement between. This can be quick or time consuming. In some cases it can become a ritual. Mostly it is a pain in the posterior of the buyer if he does not know the true market value. Listen for classic lines like "You take the food from my children's mouths!" or "For you I have a deal!"

Honesty of Merchant

01-50 **Honest**
Honest You Pay For and Get What You Expect

51-75 **Hard Driver**
Will be Fair but Haggle Well

76-85 **Opportunist**
Will take Advantage of a Stupid or Naive Buyer

86-95 **Dishonest**
Will take advantage of any buyer he can.

96-98 **Very Dishonest**
Substitutes shoddy goods, shorts amounts.

99-00 **Total Thief**
This Merchant is a Thief that will Screw you off and Substitute Shoddy Goods.

The GM is recommended to use this system well and throw in a few curves when the players think they have an upper hand. Players can also search for Specialized Big Box Outlets or Collected/Department stores where choice is better but prices are high.

TRADE STICK VALUE

These small trade devices are an indestructible and unbreakable notation of what something is worth. Nobody quite remembers what they were worth, but their rarity is denoted by Trade Scanners They have an unchangeable value per color and stripe.

Grey	(Fractionals)
1 0.1	l
2 .03	
3 .10	

Brown	(Credits)
1 .30	
2 1.00	
3 3.00	

Green	(Tens)
1 10.00	
2 30.00	
3 100.00	

Red	(Hundreds)
1 300.00	
2 1000.00	
3 3000.00	

Blue	(Thousands)
1 10,000	
2 30,000	
3 100,000	

Violet	(Millions)
1 300,000	
2 1,000,000	
3 300,000,000	

Rainbow	(Billion)
1 1,000,000,000	
2 3,000,000,000	
3 30,000,000,000	

Black	(Trillion)
1 1,000,000,000,000	
2 30,000,000,000,000	
3 300,000,000,000,000	

HAULING CARGO

Cargo is hauling goods to specific buyers for a set rate. These contracts can penalize the hauler for infractions including damage, time and delivery protocol.

Cargo's are offered at trade centers and the average freight hauler bids, directly offers to the manufacturer or used a broker. Once a deal is cut the hauler is given a destination cube with a single location on it.

01 Troops or Special Police
02 Bulk Documents
03 Heating or Cooling Equipment
04 Nuclear Fuel or Waste
05 Hydroponics Equipment
06 Roots
07 Research Equipment
08 Office Equipment
09 Entertainment Equipment
10 Carpeting

11 Lift Balls
12 Mail
13 Bulk Ores or Minerals
14 Textiles
15 Frozen gases in Canisters
16 Wild Animals, Live
17 Vehicle Parts
18 Household Appliances
19 Air Filtration Equipment
20 Water Purification Equipment

21 Satellites
22 Unidentified Electronic Equipment
23 Bulk Wiring or Optical Cable
24 Bulk Plumbing
25 Finished Wood Paneling
26 Simple Tools
27 Coffins, either Full or Empty
28 Aircraft Components
29 Wind Generators
30 Replacement Pads

31 Fission Generators
32 Fusion Generators
33 Furniture
34 Home Components
35 Emergent Shelters
36 Candy or Luxury items.
37 Bulk Hardware
38 Personal Belongings
39 Undersea Equipment
40 Mining Equipment

41 Farm Machinery
42 Electronic Fabrication Equipment

43 Decorative Lumber or Stone
44 Miscellaneous Electronic Parts
45 Engine Components
46 Shuttle Components
47 Starship Components
48 Small Vehicles
49 Medical Equipment
50 Medical Supplies

51 Survival Equipment
52 Space Suits
53 Alien Artifacts
54 Books
55 Computers / Robotic Parts
56 Bulk Components
57 Metal Sheeting or Metal Plates
58 Communications Equipment
59 Processing Equipment
60 Sporting Goods

61 Toys
62 Clothing
63 Paper Products
64 Bulk Grain
65 Plants, Live or Seed
66 Specimens, Living or Dead
67 Animal Feed
68 Fertilizer
69 Politicians
70 Drugs

71 Securities or Valuables
72 Beer or Alcohol
73 Packaged Alcoholic Beverages
74 Canned Goods
75 Bulk Processed Food
76 Fresh Food, Refrigerate
77 Fresh Vegetables
78 Diplomats
79 Technicians
80 Slaves

81	Entertainers
82	Corporate or High officials
83	Businessmen
84	General Passengers
85	Tourists
86	University Groups
87	Research Personnel
88	Medical Personnel
89	Colonists with Vehicles and Equipment
90	Farm Animals
91	Bulk Plastics
92	Large Vehicles
93	Weapons, Heavy
94	Weapons, Light
95	Dangerous Chemicals
96	Dangerous Gasses
97	Rare Earths or Radioactive Fuel
98	Petroleum Distillates
99	Prisoners
00	Explosives

Cargo Issues

Cargo may be more than the crew expects once they are at their destination.

There may include serious difficulty with port officials or the actual nature of the cargo.

Cargo Inspection

01-95	None
96-97	Minor Official OK's the Cargo Manifest
98-99	Close Inspection
00	Detailed Inspection

And the Inspectors Find

01-95	Just Cargo
96-97	Banned Goods
98-99	Smuggled Items within goods.
00	Illegal Substances
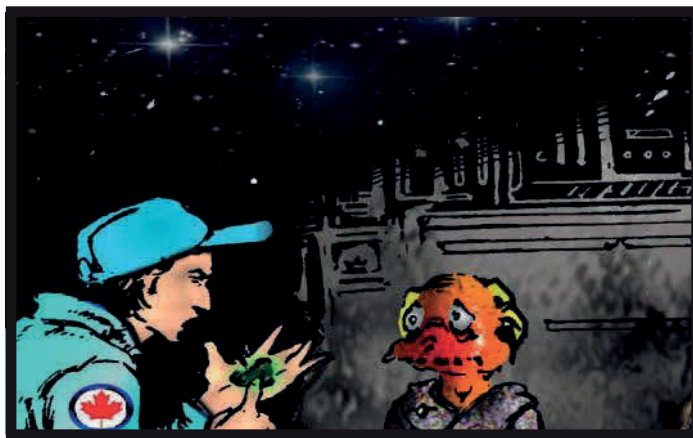
Free Trading & Cargo Speculation

It's easy to buy and transport goods.The big problem is your destination's appreciation of the goods you are trying to sell them, their economic situation and their and needs.

The Nature of your Goods

Your trade goods may provide something necessary or provide comic amusement to aliens.

01-50   GENERAL TRADE ITEM
This item is common and rarely traded for.

51-75   UNCOMMON TRADE ITEM
This is a uncommon item, something of a little value.

76-85   RARE TRADE ITEM
This is a mediately rare item, something of good value.

86-95   CURIOSITY
This item is a curiosity that may have some value to collectors.

96-98   COMPLETELY USELESS ITEM
Either the trader doesn't know what it is or has no use for the trade item.

99-00   VERY RARE ITEM
Rarely seen, this item is sought after and rare. Has great value to the right buyers

Condition of Goods

01-50	Good	86-95	Poor
51-75	Fair	96-98	Very Poor
76-85	Shabby	99-00	Worthless

Auctioning Your Goods

01-50	What You Expected
51-75	2d10% Less Than What You Expected
76-85	2d10% More Than What You Expected
86-95	4d10% Less Than What You Expected
96-98	4d10% More Than What You Expected
99	10x Value Less Than What You Expected
00	10x Value More Than What You Expected

Average Trade Port Landings

After a half hour any new ship will gain a collection of Sales Reps who set up just inside the Starport Offices. They will offer tour guides, provide incomplete maps, food, and general supplies. They will lie and cheat the players while fighting with each other. Prices for these mobile vendors may be 10 times the in-city costs. They also offer cargo and prospective Passenger Lists.

Carrying Weapons

In most ports everybody carries weapons in public. Many places require a weapon check in, Discharging weapons in a public place is always an offense if civilians are injured. In the shadows or visible are the local police officials with their own levels of law.

Colonies on the Frontier generally ignore most minor problems until they affect the flow of trade and commerce. Bribes are common.

Port Weapon Regulations

Almost every port has regulations on weapons.

01-50 General
A Few regulations but most forms of Blades, Slug Throwers, Stunners and Blasters are normal.

51-75 Specific
These ports regulate weapons that will create prob lems in crowds. May Include Shotguns, Blasters and Energy Weapons.

76-97 Regulated
Only a few a few classes of Weapons are allowed like Stunners and Blades.

98-99 Harsh
Only Personal Stunners are allowed and fall under tight regulation of how and when they can be used.

99-00 Draconian
Only port officials and police can legally carry weapons. These include personal blades.

MINING

Mining can be a specialized or simple operation depending on what you want to find.

Industrial Mining

This equipment and associated robotics searched for specific materials and processes them into bulk containers. Often used for high value metals and radioactives. Most Precious are the heavy/elements. The rarest and most wanted are the big 4. Uranium, Radium, Thorium, and Plutonium are the power source for a lot of worlds.

Small Scale Mining

This operation is basically shoveling material into a converter in the search for specific minerals or compounds. These operations are 2 to 10 workers and robots.

Profitability d10 x100 Credits a Week

Medium Scale Mining

Workers and or robots 10 to 100 individuals working with d10 mining converters.
Profitability d10 x1000 Credits a Week

Large Scale Mining

Workers and or robots 100 to 1000 individuals working with d100 mining converters.
Profitability d10 x10,000 Credits a Week

Industrial Mining

Workers and or robots 1000 to 5000 individuals working with d100 mining converters.
Profitability d10 x100,000 Credits a Week

Equipment Quality Modifiers

Increase profitability by higher quality equipment to multiply profit by 1.25 or greater. This can up to double processing yield or reduce time needed for processing. Use a calculator to multiply results.

SCENARIO
Wreck of the Walter C

Most Terran Spaceships are maintained and function with ease and grace. A few have issues.

As the **Walter C** landed on Takai IV vibration took it's toll and the ship suffered a catastrophic control failure. The pilot put it into glide mode and slid across a sandy desert .It would be possible to right the vessel but the job was tremendous and there was the issue of the gyro that tore itself into shrapnel and put the Chief Engineer into the infirmary in a coma.

At this point Captain Carter pulled the emergency distress beacon that would take a few months to reach home or other close ships.

A few weeks later the crew that was 16 in number was down to 12 and beyond frightened. Something was out there. Something large and hungry.

Four Months Later

The Space Wrecker, **Wicked Winch** landed a half mile from the Walter C. Four Engineers headed for the ship. Three made it back to the Winch moving at speeds rarely seen in humans.

> "It was like something out of a Frank Herbert Novel, It was a worm that could swallow an aircar. Chen was paralized and it snapped him up like a Shrimp. And then it belched."
>
> **Andy Mckenzie**

Communication with the Walter C

The ship establishes communication with the wreck and learns the remaining crew and passengers are alive stuck in the ship.

Calling for Help

At this point the players are close and contacted to assist as they are (assumed) armed. Thee landing will take them between the Wicked Winch and the downed Walter C

They are informed of the situation but there is a doubt as to what is actually happening as the monster has not made any more hostile actions and seems more curious about the ships.

The worm will circle the players ship and knock on the side. It appears patient. After an hour the sun begins to go down and the worm heads away. It will return in the morning.

This is the perfect time to take an aircar to both ships and help the Winch transfer a new Gyro. This repair will take 7 days to complete.

Sunrise and Monsters

After sunrise two of the creatures appear and inspect the situation. They again Knock on the ship and then draw signs in the sand.

HELLO SMALL TASTY
TIDBITS IN A CAN.
COME OUT AND TALK
TO US PLEASE.
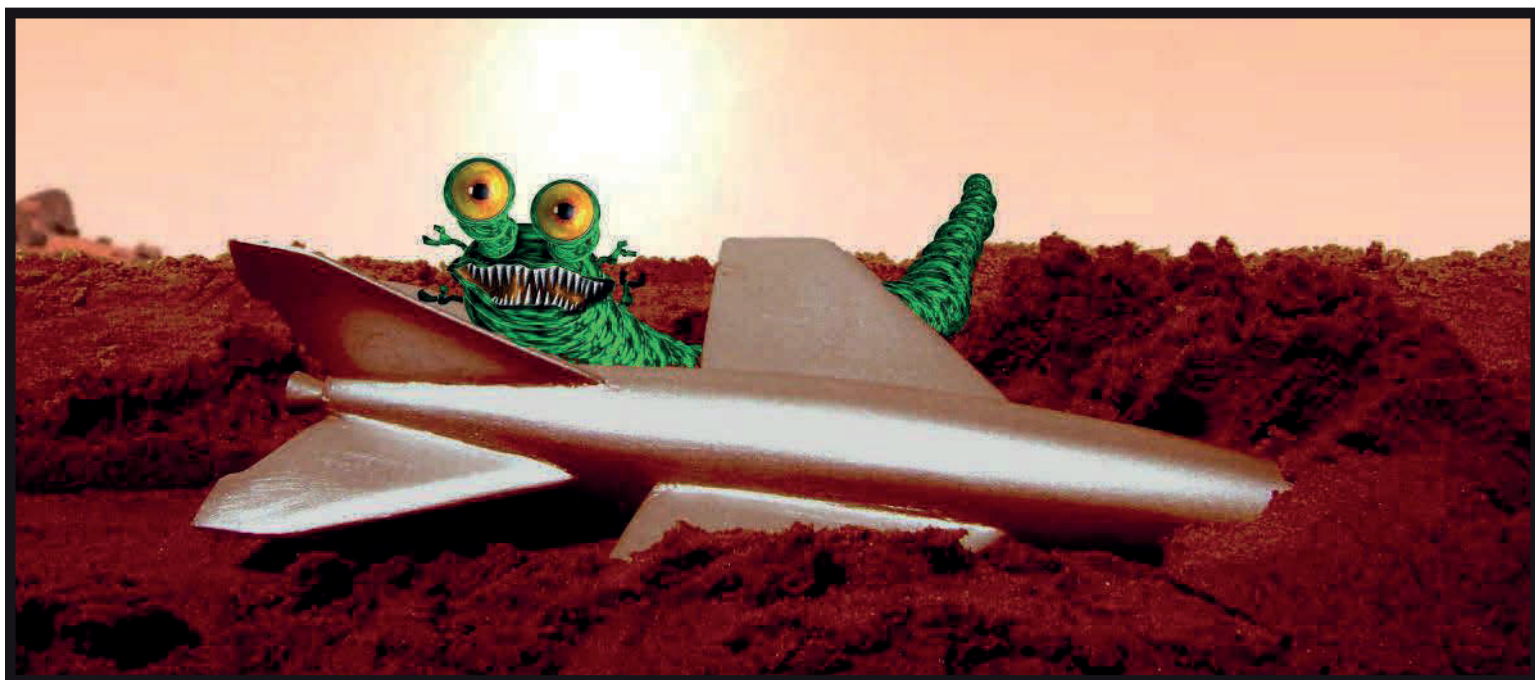
Clarence

The worm is curious. It will talk to anybody who has a translator band. It has been talking to two passengers on the Wicked Winch. Both are children on the way to a new home with their father, the ships Doctor.

Unfortunately nobody is listening to them and they are afraid They know the monster could dismantle the ship. After the ingestion of Clarance Paul and his translator band, the worm realized the creatures were intelligent and due to politeness has put off eating them. The crew of the Walter C realizes the children were right after all.

I AM CLARENCE DEEP ROCK SURVEYOR AND YOU HAVE LANDED ON MY LAWN! TALK TO SMALL TIDBITS PLEASE?

Negotiations

The worm is reasonable. He will not eat the Humans during the righting of the ship. In turn the humans will give him 500 pounds of replicated Beef. This will set the stage for further negotiation to establish a human station and bring in larger replicators.

In turn the worms will supply the station with rare minerals and metals. This venture will bring a hefty profit to the Walter C and those involved.

Spacer History Museum
First Contact
Winter DeVore 2097 Acrylic on Aluminum

The Worms are also interested in Literature, especially poetry. They are enraptured by orchestral music. Music played for them will bring a hundred of the worms to surround the ship.

OTHER SOLUTIONS

There are several solutions to this situation.

Run

Evacuating the Walter C and blasting into space leaves the wreckage for this race to analyze and copy the space ship. They will be heading to space within 50 years.

Violence

Blasting the Worm to Hell is one solution. It is Massive in structure and body armor. Segments are not easily damaged and anything short of a Kiloton or a Ships Plaz Cutter will simply annoy it.

At this point it will begin to dismantle the Walter C and dispose of the crew because they have no manners. This also leaves the wreckage for this race to analyze and copy the technology. They will be heading to space within 50 years.

This story seems a little odd but this is just one small incident as humanity heads to the stars. Remember the Worm can be a friend.

LAW IN SPACE

No matter where you go in the inhabited Worlds you will find three universal things. These are Law, Stew and Bars. Of these Laws create the most issues for the naive Star Traveler.

Responsibility

You are responsible for the laws you break no matter how silly they seem or your knowledge of what is a law. Mostly societies will forgive minor infractions as they warn or teach. A few will be harsher. Because laws differ across Worlds, Geography, or Political Boundary, a set of legal rules is impossible. The following is a simulator of basic rules to simulate a court system if the world uses a court.

Remember

01   Determine the Severity of the Crime
2   Total Any Optional Modifiers Add the modifiers to a d100 roll and index the outcome to the type of dispute.
04   Pay the fines and/or serve the time.

01   SEVERITY OF CRIME

This Depends on the Society and what they believe is the Severity of the Issue. The GM may add several of these together.Check on the CLASS OF CRIME table first for examples of what makes up a Serious Crime to most Intelligent Life forms.

Examples of Severity

How the world sees the severity of the crime is entirely the GM's decision. The following are examples of where Constopnor Law stands on these issues.

SERIOUS CRIME

Premeditated Manslaughter	10
Manslaughter Non Premeditate	09
Manslaughter Unintentional	08
Manslaughter Accidental	03-07
Conspiracy Murder	03-07
Conspiracy Against Throne	07-10
Assault Intent Kill	08
Assault	03-07
Assault Premeditated	06
Assault Unintentional	03
Aggravated Assault	03
Brawling	03
Reckless Endangerment Life	04-07
Kidnapping	08-09
Kidnapping Unintentional	05-07
Coercion Forcing Under Threat	07
Sex Related	04-09
Eating Alien Intelligences	09-10
Using Robots for Murder	09-10
Genocide	10

PROPERTY

Deliberate Arson	08
Arson	07
Arson, Unintentional	06
Unlawful Demolition	04-09
Vandalism	05-07
Vandalism Minor	03-05

CIVIL DISTURBANCE

Riot	08
Inciting to Riot	07
Harassment	03-06
Unlawful Assembly	02-04
Disorderly	02-03
Public Intoxication	02-03
Disorderly Intoxication	03-04
Trespass	02-04
Tampering	01-05
Mischief	01-04
Criminal Trespass	04-08
Criminal Tampering	05-08
Criminal Mischief	04-07

THEFT

Burglary	05-07
Burglary Minor	03-06
Robbery	06-09
Armed Robbery	07-10
Larceny	05-07
Larceny Minor	03-05
Grand Larceny	07-10
Imperial Larceny	08-10
Possession Stolen Property	06-08
Possession Stolen Property Unbenounced	03-07
Forgery	03-09
Passing Forged Items	05-08
Obsession Forged items	04-06
Extortion	05-09

BRIBERY

Bribery	04-08
Bribery, Official	07-10

ARREST

Resisting Arrest	03-07
Hindering Arrest	03-06
Obstructing Official Agency	03-07
Harboring a Fugitive	03-08

DRUGS

Controlled Substance Complaint	02-03
Controlled Substance Minor	03-05
Controlled Substance Selling	05-07
Controlled Substance Major Trafficer	06-09
Public Intoxication	01-05

Public Intoxication Serious	03-07
Public Intoxication Behavioral Issues	02-07

WEAPONS

Handweapon	03-08
Explosives	04-07
Military Weapon	03-09
Military Explosives	04-07
Exotic Weapon	04-08
Knives	03-07

OTHER

Racism	03-05
Immigrant Illegal	03-06
Tax Evasion	05-09
Data System Tampering	07-10
CIVIL INFRACTIONS	
Traffic/Motor Vehicle	03-03
Property Ordinance	02-03
Social Ordinance	02-04
Health Ordinance.	03-04

Fines

The fines levied for a crime and court costs are entirely the decision of the GM. Same goes for time spent in court and waiting in jail for the court case. The average Vehicle fines are a quarter of a week's wages.

Crime charges and destruction of property can range from hundreds to thousands of credits as well as property seizure and jail time. Where there is Parole there can be years of waiting.

CLASS MODIFIER

01	**Charges Defered/Legal Issue**	**+40**
	The Criminal is a First Time Offender	**+20**
	Alien without Knowledge of Laws	**+30**
	Really Clueless Alien	**+04**
02	**Nuisance Case**	
	Judge Wonders why this was brought to court.	**+20**
03	**Very Minor Offence**	**+10**
04	**Minor Offense**	**+05**
05	**Offence**	**+0**
06	**Serious Offense**	**-10**
07	**Very Serious Offense**	**-20**
08	**Severe Offence**	**-30**
09	**Very Severe Offence**	**-40**
10	**Heinous Offence**	**-50**

OPTIONAL MODIFIERS

Used by the GM. Suggested by the players.

EVIDENCE

Most beings charged use a lawyer who knows the local system. A defense lawyer challenges a prosecution lawyer on points of law in the case. Roll once for Prosecution and Defense Lawyer

01	None	+10
02	Very Little	+09
03	Litttle	+08
04	Small Amount	+06
05	Some	+00
06	Good Evidence	-05
07	Solid Evidence	-06
08	Hard Evidence	-07
09	Serious Evidence	-09
10	Damaging Evidence	-10

BRIBES or THREATS

Bribes and Threats change peoples opinions. Roll once for Prosecution and Defense Lawyer

01	None	+10
02	Taken	+09
03	Taken	+08
04	Taken	+06
05	Ignored	+00
06	Ignored	-04
07	Rejected	-06
08	Rejected	-07
09	Rejected	-08
10	Seriously Rejected	-10

INFLUENCES

Outside and internal issues will often affect a trial in unusual ways.

01	Popular Condemnation	-05
02	Difficult Case	-05
03	Language Barrier	-05
04	Using this case as a social Example	-10
05	Kangaroo Court	-20
06	Government Wants Conviction	-30
07	Setting a Precident	+05
08	Popular Support	+10
09	Unexpected Aid	+10
10	Sloppy Trial Procedures	+20

THE JUDGE

01-10	Bored	-10
11-20	Disinterested	-05
21-80	Routine	+0
81-90	Interested	+05
91-00	Fascinated	+10

THE JURY

01-10	Bored	-10
11-20	Disinterested	-05
21-80	Routine	+0
81-90	Interested	+05
91-00	Fascinated	+10

WITNESSES

01-10	Very Competent	-10
11-20	Competent	-05
21-80	Average	+0
81-90	Incompetent	+05
91-00	Totally Incompetent	+10

POLITICS

Does the Government Get Involved?

01-10	Involved Negatively	-10
11-20	Some Negative Involvement	-05
21-80	No Involvement	+0
81-90	Some Positive Involvement	+05
91-00	Involved Positively	+10

THE LAWYERS

Roll once each for the Defense and Prosecution

01-10	Very Competent	-10
11-20	Competent	-05
21-80	Average	+0
81-90	Incompetent	+05
91-00	Totally Incompetent	+10

LEGAL OUTCOME
PROPERTY SETTLEMENT

01-10	Highest Unfavorable Ruling
11-25	Near Highest Unfavorable
26-50	Highly Unfavorable
5175	Unfavorable But Fair Riling
76-85	Favorable Ruling
86-90	Very Favorable
91-95	Highest Favorable
96-00	Case Thrown Out of Court

LEGAL OUTCOME
CRIMINAL DISPUTES

01-10	Highest Punishment
11-25	Near Highest Punishment
26-50	Harsh Punishment
5175	Unfavorable But Fair Ruling
76-85	Standard Punishment
86-90	Less then Normal Punishment
91-95	Light Punishment
96-00	Fine but No Punishment

PRISON CONDITIONS

01-10 HELLHOLE
These places are the worst places imaginable. If the prisons don't get you the guards will. You fight and work and hope to survive. There is a 10% chance a year you won't survive.

11-50 HARSH PRISON
These are a step up as the prisoner works off his time and attempts to survive. The system is extracting whatever it can in work while the victim suffers. There is a 2% chance a year you won't survive.

51-75 MODERATE PRISON
For some societies Prison is a place to put criminals so they think on the crimes they have committed. They are not comfortable places but the Prisoner works and serves his or her time.

76-85 EASY PRISON
This Prison is simply a time waster. Moderately comfortable the user spends his time. There are no redeeming features to rehabilitate the criminal.

86-90 EDUCATIONAL FACILITY
This prison strives to rehabilitate the prisoner with education to make him or her useful in society. It teaches good social habits and often provides jobs when the prisoner is released.

91-95 CONDITIONING
The prisoner is mentally conditioned to commit no more crimes. Whether Physical, Chemical or psychological the ability to commit further crime is impaired. May involve off world transport to a Penal Colony or an unsup-ported Survival Colony.

96-00 EXTREME CONDITIONING
Extreme Prisons use harsh conditioning, brain implants or mind wipes to make a better citizen. In primitive societies this may involve physical abuse, starvation or Torture .

GUARDS

01-10	Friendly
11-50	Average
51-75	Reasonable
76-85	Sullen
86-95	Cruel and Sadistic
96-98	Very Friendly
99-00	Murderous

CHANCE TO ESCAPE

01-10	**Easy**
	30% Success
11-90	**On Rare Occasion**
	05% Success
91-00	**Impossible**
	01% Success
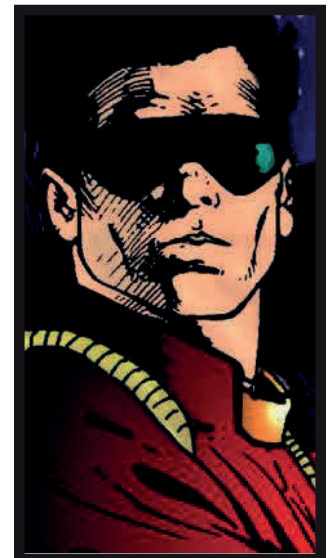
EXPLORING SPACE

Space is designated into hexes. Each hex is a light year in diameter. Use sheets copied from the back of the book. Roll a 2d10 and count that number left to right and place a star.

Now that you have a two dimensional map of space, use the EZ method and don't worry about that pesky third dimension. Do Not try to map the 200 billion stars in the Galaxy. It is a waste of time and paper.

NUMBER OF STARS

To generate the number of stars in a system hex, roll a d100.

RESULT	NUMBER OF STARS
01-75	Solo 1
76-95	Binary 2
96-98	Trinary 3
99	Cluster 3+04

00 Special (See STAR SPECIAL Chart)

STAR SPECIALS

The following are rare examples that can occur. They add a little spice to the average stellar groups. Roll a d100.

01-20 Old Nova. Stellar corpse, no planets.
21-30 Old Nova, burn off, with planets.
31-40 Old Nova. gas (debris) cloud nebula that extends 4 light years around the system
41-50 Very close binary with the stars exchanging gasses
51-60 Close binary, stars are deformed by their mutual gravitation.
61-70 Dead cold star with planets.
71-80 Cephid A, a variable star with a d10 year fluctuating period of intensity.
81-90 Cephid B, a variable star with a d10 month fluctuating period of intensity.
91-95 Cephid C, a variable star wrth a d20 day fluctuating period of intensity.
96-98 Semi-formed planets orbiting star. Junk Filled
99 Proto-Star, star is in formation.
00 GO TO SPECIAL B TABLE

EZ OPTION
Create what works for you. The hell with scientific fact. See FTL 2448 for reality.

SPECIAL B
01-50 Large nebula, 2 to 12 light years across from a past nova.
51-75 Nova within d100 years +d12 months.
76-90 Unstable Cephid with a variable period of changing intensity.
91-97 Unstable Proto-Star
98 Unstable, high radiation emitting star.
99 Very unstable star
00 Small black hole

STAR SIZE
01-10 Dwarf
11-40 Small
41-85 Medium
86·95 Large
96·98 Giant
99·00 Super Giant

SPECTRAL CLASS   OBAFGKMLTY

Determine the spectral class of th es tar by rolling ad 100 and indexing the result.

	COLOR	SPECTRAL	TEMP K
01-05	Brown Cool	Y	00,500 K
06-10	Brown	T	01,500 K
11-15	Brown Hot	L	02,000 K
16-45	Red	M	03,500 K
46·55	Orange	K	05,000 K
56-74	Yellow	G	06,000 K
75-89	Yellow-White	F	07,000 K
90-96	White	A	10,000 K
97-99	Blue-White	B	23000 K
00	Blue	O	25,000 K
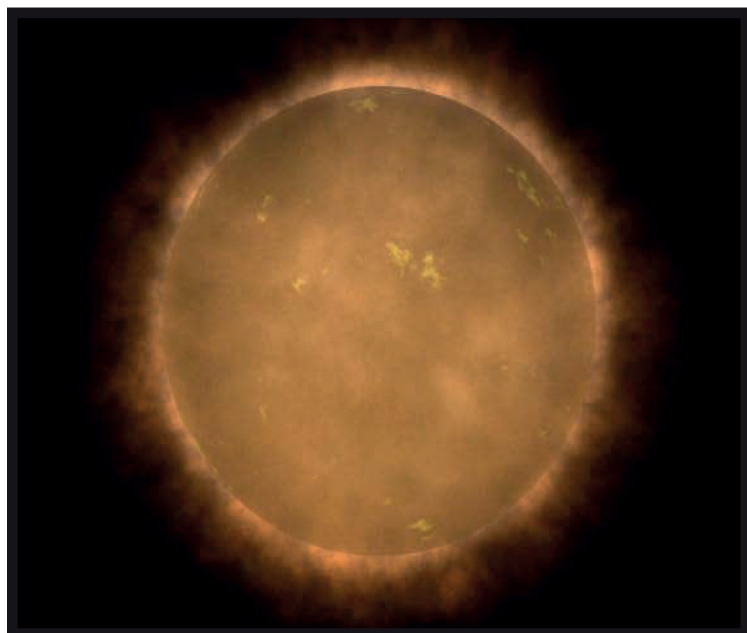
PLANETS

ZONES

Hot	**Way too Hot for Life**
Cinderella	Inner Edge Hot
	Middle Just Right
	Far Cool
Cold Zone	**Gas Giants**

NUMBER OF PLANETS

01-10	Dwarf	d10-5
11-40	Small	d10-2
41-85	Medium	d10-1
86·95	Large	2d10-2
96·98	Giant	3d10-3
99·00	Super Giant	4d10-4

PLANETS

01-10	Tiny
11-40	Terran Size
41-85	Large
86·95	Small Gas Giant
96·98	Medium Gas Giant
99·00	Large Gas Giant

PLACING PLANETS

Follow Bodes Law And use your Imagination. Each planet is predicted to be *roughly* twice as far from the Sun as the previous object.

EZ METHOD

Place them where you find appropriate. Gas Giants and some planets anywhere. Hot and Cinderella generally don't have gas giants. There can be exceptions.

01-05	Gas Giant with Rings
06-10	Planet with Rings
11-15	Asteroid Belt in Hot Zone
16-20	Asteroid Belt in Cinderella Zone
21-25	Asteroid Belt in Cold Zone
26-30	Asteroids in Erratic Orbits
30-35	Shattered World somewhat Intact
36-40	Geologically Avtive Moon
41-45	Gas Giant with Possibly Terrestrial World
46-50	Moon with High Chemical Content
51-55	Moon with High Mineralization
56-60	Two Moons in Same Orbit
61-65	Planet with Very Large Moon.
70-75	Terrestrial Moon Orbiting Large Planet in **CIN** Zone.
76-85	ICE, Ammonia, or Methane Moon
86-95	Bombarded Rock Moon
96-98	Heavy Kuiper Belt
99	System is Littered in Debris
00	Moon with Life

So You Found a Planet

After orbiting and scanning it is time to catalog and then explore if the world is interesting.

Climate is a big factor if there are high winds, storms and higher gravity can double or triple fuel use for landings.

Survey

Usually 2d10 hours and you have a good idea of the composition of the planet. This will give you maps, close views of interesting features and a good idea of native life.

The Captain or Ships Owner usually names the star and world.
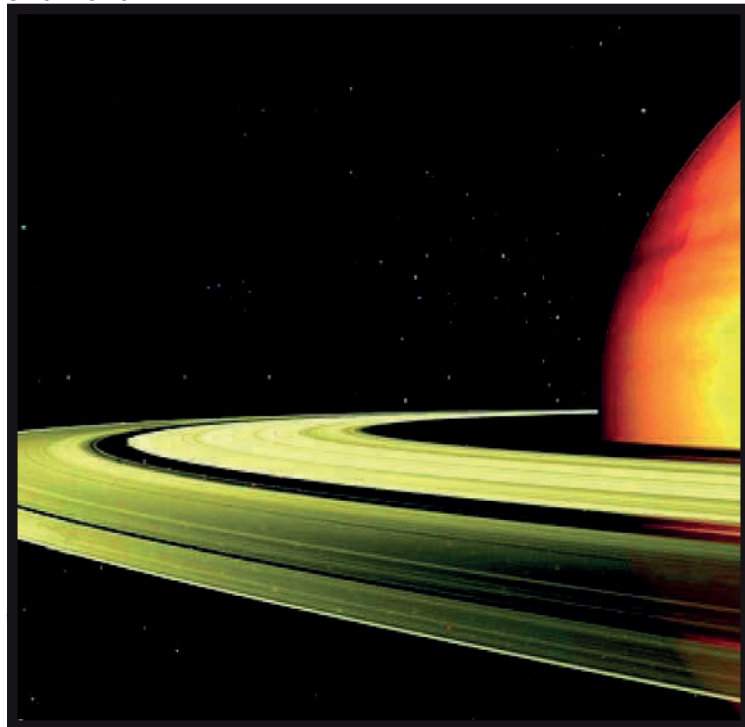
WATER

01-10	Toxic
11-40	Drinkable with Heavy Filtering
41-50	Drinkable Light Filtering
51-75	Drinkable
76-95	Drinkable Heavy Chemicals
96-00	Drinkable Very Pure

AGE WORLD

01-10	**Very Old**
	Not a Lot there at all. High Erosion.
11-40	**Old**
	Atmosphere is Thin with Sparse Life.
41-75	**Median Age**
	Anything is Possible
76-95	**Young**
	Life if Any is Fairly Primitive
96-00	**Very Young**
	Not a Lot there at all.

TEMPERATURE EXTREMES

01-05 **Frozen**
Completely frozen with a mostly frozen atmosphere.

06-10 **Frigid**
Frozen with warming periods that bring the landing zone to within Freezing.

11-25 **Cold**
Generally Cool but habitable temperatures into the upper 50's (xxc)

26-75 **Temperate**
Earth Like or moderately comfortable with Temperatures between Freezing and 100 degrees.

76-95 **Seasonal Extremes**
Generally hot to dangerously hot for most Terrestrial life. Can range from steaming tropical to about the boiling point of water.

96-98 **Burning**
Temperatures over water's boiling point.

99-00 **Climate Special**
Roll a d10 on the Climate Special Chart
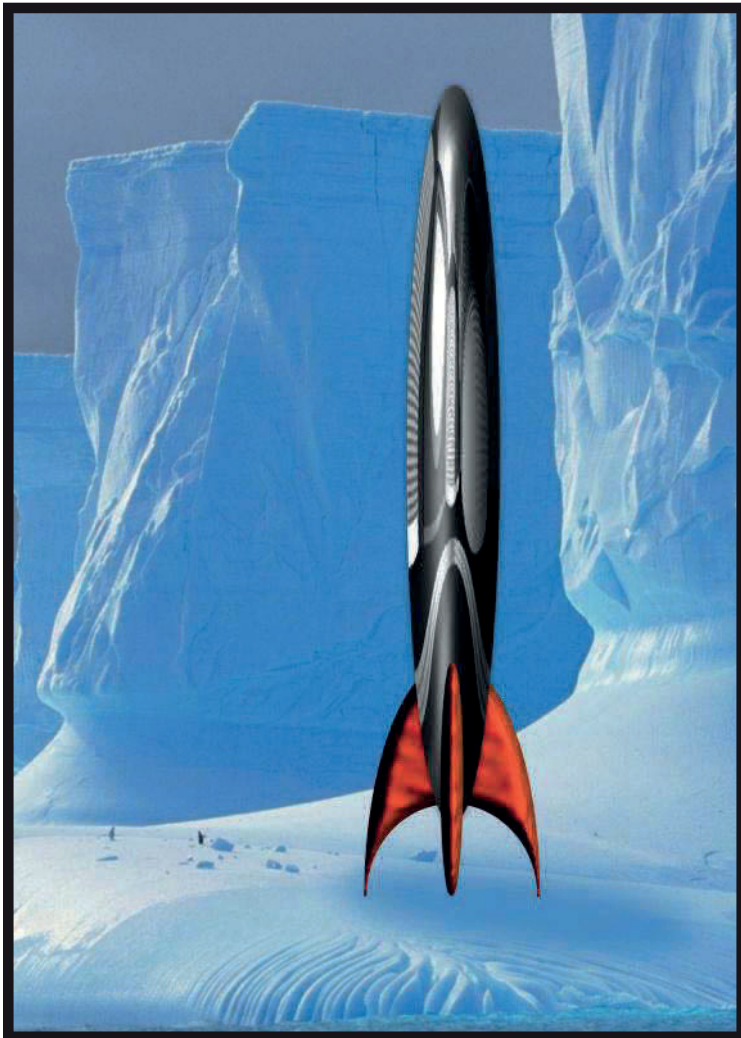
Climate Specials

01 **ECCENTRIC ORBIT**
The world has an eccentric Orbit that carries climate from one extreme to another across its year. Expect cold to hot seasons and hellish weather.

02 **GEOLOGICALLY UNSTABLE**
By whatever forces that are causing it, this world is active with earthquakes and volcanism.

03 **HEAVY TECTONIC FORCES**
Continental Drift, Land Mass Building and Reduction constantly changing changing the shape of the world. Expect heavy earthquake and volcanic activity.

04 **ATMOSPHERIC UNSTABILITY**
The atmosphere of this world is changing due to technical or natural problems in the ecosystem. May also be in the effect of a greenhouse effect or minor ice age. It may also be effected by asteroid strike, losing atmosphere or some form of pollution.

05 **WEATHER INSTABILITY**
The weather of this world is unpredictable and violent. Natural forces are out of balance and the results can be serious problems for its inhabitants or visitors. Ships can shrug off Lightning but Spacers can not.

06 **NATURAL SHIELD INSTABILITY**
Natural forces keep externally occurring radiation from the planet's surface. Hard UV may be causing mutations because of ozone depletion.

ATMOSPHERIC MIX

01-05 SOMETHING MISSING
Some component of this atmosphere is a little thin for Terrestrial Humans. Requires a breathing mask.

06-10 NEAR BREATHABLE
Can be breathed for d100 hours but in the long run Terrestrials need to filter or supplement the air until they adapt to it in d100 days.

11-25 CLOSE BREATHABLE
Breathable but thin or heavy. May cause issues for breathing during exertion.

26-75 BREATHABLE
Earth Humans can easily breath this air mixture without problems.

76-95 TOO MUCH OF SOMETHING
User will need a breathing mask to filter this atmosphere.

96-00 TOXIC
Requires a protective suit to filter out any Poisons or a Nasty Atmospheric Element.

WHATS THE LAND LIKE

01-10 ONE MASS
Unbroken Land Mass

11-25 SUPER CONTINENTS
Several Very Large Continents

26-75 SEVERAL LARGE CONTINENTS
Several Continents

76-95 CONTINENTS AND ISLANDS
A good mixture of continents and Islands

96-98 SMALL CONTINENTS
Small Continents and ISLANDS

99-00 ISLANDS or ISLAND CHAINS
Just Islands of Various Sizes.

LANDING ZONE GEOLOGY

01-10 GEOLOGICAL HELL
Rich in Mountains, Volcanoes, Hot Rock and Earthquakes

11-25 HIGHLY ACTIVE GEOLOGY
Mountain Chains, Earthquakes and Active Geology

26-75 ACTIVE GEOLOGY
Mountains and Active Geology. Generally safe and mostly long times between events.

76-98 PASSIVE GEOLOGY
Geological disturbances are at best uncommon to unknown in the area,

99-00 NON-ACTIVE GEOLOGY
Geology is inactive or staggeringly slow.

WHATS ALIVE

Life appears wherever there is a remotely terrestrial climate where chemical reactions are easy. Life is also seeded through space and by Starfarers.

01-05 NOT MUCH
A few things crawling out of the seas and plant growth. May have a few seeded items like grasses or trees.

06-10 SPARCE
Life is very sparce but there are some forms, maybe a few biological surprises but not many.

11-25 AVERAGE
A good biological diversity with many groups and active food chains.

26-75 LIVELY
A lot of life forms and plants. Wide and surprising diversity. Some Predators.

76-95 FRANTIC
A lot of competitive life where there is much competition with many life forms that are preditors.

96-00 MANIACAL
Everything here is competitive, diversified, well developed and generally looking to add a visitor to its daily food requirements.

BIO-COMPATABILITY

Check for Bio-Compatability of the life forms. This will tell whether they can be used as food in an emergency. Check once each for Plants, Animals and Sea Life.

01-05 TOXIC
Nothing resembling food exists here. It is toxic at 98% of the items scanned.

06-10 VERY LITTLE
At least 90% of the Life Forms here are Toxic

11-25 AVERAGE
At least 50% of the Life Forms are Toxic

26-75 FAIR
Most of this won't kill you. 25% of life is toxic or inedible.

76-95 HIGH COMPATABILITY
Only 5% of the food here will poison you. The taste is another matter.

96-00 VERY HIGH COMPATABILITY

Less than 1% of the food here is toxic. A few are without food value and some taste terrible but you can live on them in an emergency.

INTELLIGENT LIFE FORMS

Life is everywhere and where there is life Intelligence follows. Throughout Galactic History species after species have developed who aspire to go to the stars after they discover Stew and Bars. Forming countless societies, they reach into space only to vanish or join the worlds there. They colonize other worlds and adapt to them.

INTELLIGENCE

01-50 NONE

No intelligent forms

51-75 NEAR INTELLIGENT

Smart and Clever they are on the brink of tool use and knowledge.

76-90 PRIMITIVES

True Intelligence with a Primitive Culture

91-98 DEVELOPING CULTURE

Between Metal Use and the Industrial Age, they have a culture.

99-00 DEVELOPED

They have technology and are ready to make the Jump to the stars.

ORIGIN OF INTELLIGENCE

01-25 UPLIFTED RACE

Raised to Intelligence

26-50 NATURAL

Developed on their own.

51-75 STARTER RACE

Seeded to this world or a Ancient Anshani Colony

76-98 FORGOTTEN COLONY

They either know or deny this.

99-00 SEEDED

Seeded colony within the last 200 years.

POPULATION

01-50 RARE

Mostly depopulated after the Decline of the Anshani War, Disease or famine may have played a part here..

51-75 SPARCE

Sparse Settlements or small clusters of population.

75-85 GENERAL SETTLEMENTS

Settlements of varying population and Density. Not unlike rural areas and supporting farms.

86-96 URBAN AREAS

Settlements of varying populations and a few large urban areas.

97-98 DENSE URBAN AREAS

Very dense urban areas characterizes these worlds where tens of thousands work and live.

99-00 MEGOPOLIS

Usually seen on High Tech Worlds Capable of supporting millions in the cities or even tens of millions in close proximity. Huge multi layered structures are a necessity in cultures with populations approaching these sizes.

CURRENT TECHNOLOGY

01-50 ABSOLUTELY FALLEN

These are mostly ruins of the old technology where survivors cling to resource areas.

51-75 FALLEN

Ruins exist with some salvaged technology. In habitants scrounge and repair technology for survival when they can.

76-85 MODERATE TECH

Some Tech and knowledge of electricity and mechanics. On the level of Earth's 1900's

86-95 EARLY TECH

About the level of Earth in the 1930's

96-98 MEDIUM TECH

About the level of Earth in the 1990's

99 SYSTEM SPACEFLIGHT

Population is exploring their local system.

00 STARFLIGHT

Early Starflight and Colonies.

REGARDING ALIENS

01-50 COMFORTABLE
Doesn't Bother them in the least
51-75 UNCOMFORTABLE
Tolerate but are a little Nervous.
76-85 XENOPHOBIC
Terrified of Aliens and may be Hostile.
86-95 ALIENS ARE UNKNOWN
Never saw an Alien. May be friendly or hostile.
96-98 AMAZEMENT AND HORROR
Shock and Amazement but mostly Fear of the Unknown.
99-00 STARK TERROR
Hostile in the least.

KNOWLEDGE OF Other Aliens

01-50 KNOWLEDGE
Knowledge of Aliens.
51-75 LEGENDS
Know a little of the Legends of Aliens.
76-95 NO KNOWLEDGE
No knowledge of Aliens
96-00 DISBELIEF
Disbelief of the Legends of People from the Stars or those annoying mythical Greys.

GOVERNMENT

Governments can be varied or a single planet spanning entity. Many worlds have different governments in Geologically Separated Regions. These government may cooperate or be at odds with each other.

01-25 Single Government
26-75 Multiple Governments
76-85 Many Antagonistic Governments
86-95 Cooperative Governments
96-00 Superstates or Antagonistic Continents

GENERAL LAW LEVELS

01-05 ANARCHY
06-25 SOME LAWS
26-75 LAWS
76-85 MODERATE LAWS
86-95 HARSH LAWS
96-00 VIRTUAL SLAVE STATE

RULED BY

01-25 ROYALTY
26-75 HIGH COUNCIL
76-85 DICTATORSHIP
86-90 SPECIAL INTEREST GROUP
91-93 DEMOCRACY
94-96 COMMUNISM
97-00 SOCIALISM

PRIMITIVE HUMANOIDS

As the crew explores the Galaxy they will run into Primitives a lot of the time.They are in any stage of Development.

01-50 PRIMITIVE
These are primitive creatures who posess a rudimentary intelligence and the basic beginnings of culture. EARTH TYPE: Neanderthal
51-75 EARLY
The first true intelligence May be capable of early weapon and stone usage. Fire, the beginnings of social structure and agriculture.
76-99 MODERN
The species is advanced. May have a number of varying racial types and cultural diversity.
00 SUPERIOR
More advanced version of the Species.   May have advanced   Physical and Mental capabilities. May be natural or genetic engineering.

CULTURAL SHOCK

When meeting primitive cultures a wide variety of beliefs and social structures may be found. This may lead to the Phenomena of Culture Shock.   Explorers without anthropological or sociological skills may find the aliens or their minds rattled by customs that border on the bizarre. Primitive cultures, on the other hand, will see most high technological gadgetry to be magic or ignore it completely.

01-05 IGNORE
06-75 BACK OFF
Watch and study the strangers.
76-85 WELCOME
Try to make friends with the strangers
86-95 ATTACK
Attack the Strangers
96-98 ATTACK IF TABOOS VIOLATED
Will watch and attack
99-00 WORSHIP
They must be gods.

NUTRITION
01-05 Cannibalistic
06-75 Omnivores
76-90 Herbivores
91-99 Carnivores
00   Parasitic

FAMILY
01-05 None
06-75 Nuclear
76-90 Extended
91-95 Highly Extended
96-00 Fostering

RELIGION
01-05 Agnostic
06-75 Nature Worshipers
76-90 Polythestic
91-95 Monothestic
96-98 Ancestor Worship
99-00 Cult of the Week

GENERATING A SOCIETY'S
TECHNOLOGY LEVEL

With these generalized guidelines the GM can generate a societies level of progress.

Power Technology

Generate the ENERGY USE level first. Later this becomes important in the development as the chart splits into two. For PRIMITIVE and non-energy dependent cultures (50 or less on ENERGY level) Roll a d10 on the Left Side of Technology. For HIGHER TECHNOLOGY (51 or above on the ENERGY level) Roll a d10 on the Right Side of the table.

ENERGY USE

01-25	Predominant use of Brute Force. Some limited fire use.
26-50	Use of Brute Force with higher skills in the manipulation of fire.
51-75	Use of Steam Power and related technology.
76-85	Use of Internal Combustion and power by natural chemical sources.
86-90	Early Electrical use circa 1890
91-95	Generated Electricity circa 1940
96-97	Nuclear Fission for Advanced Steam Generation
98	Commercial Fission, Solar and Geo -Thermal Power. Fusion
99	Commercial Fusion, Geomagnetic Taps, Deep Geothermal.
00	Mass to Energy, Antimatter Use, Total Use Micro Fission

PRIMITIVE TECH
Energy Level Under 51

STONE USE

01-02	Basic use of stone tools, Natural Shelters Only.
03-05	Roughed shaped stone for foundations and limited stacking
06-08	Shaped stone for most building.
09	Heavy stone carving carving and construction
10	High Monolithic and Complex Stone construction.The norm. Stone carving with fine detail.

FOOD PRODUCTION

01-02	Gathering and some hunting.
03-05	Hunting, Gathering and Agriculture
06-08	Agriculture
09	Improved Agriculture, Fertilizers, Specialization
10	Highly Diversified Agriculture. Common Natural Genetic Manipulation designed to improve Breeding Stock

EARLY METAL WORK

01-02	Soft Metals
03-04	Bronze, Early Metal Forging, Iron and Copper
05-07	High Use of Iron, Casting
08-09	High Carbon Steel
10	Low Carbon Steel

CERAMICS

01-02	None
03-05	Fired Pots Glass
06-08	Ceramic Tile, Glass casting.
09	Refined Glass, Exotic Ceramics
10	Specialty Glass and Ceramics.

ANIMAL HUSBANDRY

01-02	Catch it and Eat it.
03-05	Domestication of a small number of species for work or food.
06-08	Domestication or caged breeding for a number of uses.
09	Improved Breeding for Size and Health.
10	Breeding for Genetic Diversity Selective Breeding to improve traits.

A	B	CHEMISTRY
01-02	01-02	Simple Chemistry
03-05	03-04	Basic Chemistry
06-10	05-08	Use of Complex Chemestry
	06-08	Organic Chemistry Plastics
	09-10	Complex Organic Chemistry to produce Synthetics.

A	B	MECHANICAL
01-02	01-02	Simple Mechanical Devices.
03-05	03-04	Complex Mechanical Devices
06-10	05-06	Very Complex and Precision Mechanical Devices.
	07-08	Automation of Very Complex Mechanical Devices.
	09-10	High Use Automation, Very Complex Mechanical Devices.

A	B	MEDICINE
01-02	01-02	Simple Medical Treatment
03-05	03-04	Complex Medical Treatment, Drug Therapy and Surgery
06-10	05-06	Complex Medical Treatment, Drug Drugs, Surgery and Transplants,
	07-08	Very Complex High Tech Healing, Life Prolongation
	09-10	Resuscitation, Complex Organ and Limb Regeneration

A	B	COMPUTER TECHNOLOGY
01-02	01-02	Bulky Mechanical Devices
03-05	03-04	Bulky Semi Mechanical/Electrical Devices
06-10	05-08 Function	Light Electrical Devices of Limited
	06-08	Light Electrical Devices, Mass Storage Data Pads
	09	Primitive AI, Quantum Computing, Robotics
	10	Quantum Computing Sub Miniature Computers and Full AI
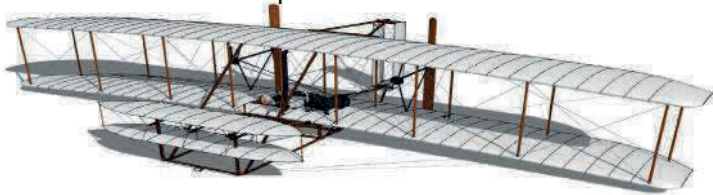
A	B	FLIGHT
01-09	01-02	No Applied Use Uncontrolled Rocketry
10	03-04	Ballons, Gliders, Early Powered Flight
	05-08	Airplane Technology Rotary Technology
	06-08	Jet Technology
	09	Advanced Flight,
	10	Spaceflight

A	B	EARLY SPACE FLIGHT
	01-02	Early Testing
	03-04	Orbital Ships
	05-08	System Ships
	06-08	Complex System Ships & Bases
	09	System Colonization
	10	Go To Starflight

A	B	STARFLIGHT
	01-02	Multi-generational or Slow Ships
	03-04	Near Light speed
	05-08	Early Light Speed. Months Per Light Year
	09	FTL Drive Weeks Per Light Year
	10	FTL Drive Days Per Light Year

SOCIAL MODIFIERS

The following tables ad a little into the character of the society. Roll a d100 on the attitude table, the Crime Index and the Economy.

ATTITUDE

See what this society is like despite their problems and technology.

01-05 JUST ROTTEN
Nobody could care less about anything but day to day survival

06-10 VERY BAD
A few care but the majority do not.

11-25 BAD
Many care but most are hardened to conditions

26-75 AVERAGE
A Good mix of varied attitudes.

76-90 GOOD
These people have a good attitude with a few bad apples.

91-98 VERY GOOD
Bad attitudes are a rarity

99-00 FANTASTIC
These people have a great attitude that is unshakable, no matter what happens.

PROBLEMS

01-50 FOOD SHORTAGES
01-50 From Outsiders
51-75 From Leadership
76-85 From Poor Harvests
86-95 From Lack of Technology
96-00 Lack of Sustainability

51-75 HEALTH ISSUES
01-50 Common Sickness
51-75 Uncommon Illness
76-85 Plague
86-95 Society Created Vector
96-00 Animal Vector

VIOLENCE
01-50 From Outsiders
51-75 From Leadership
76-85 From Individuals
86-95 From Group With Agenda
96-00 From Animal Attack

SOCIAL ISSUES
01-50 From Outsiders
51-75 From Leadership
76-85 From Individuals
86-95 From Group With Agenda
96-00 From Natural Disaster

TECHNICAL ISSUES
01-50 Lack of Know How
51-75 Lack of Materials
76-85 Lack of Tools
86-95 Lack of Quality
96-00 Sabotage

CLIMATE ISSUES
01-50 Harsh Seasons
51-75 Flood
76-85 Drout
86-95 Storms
96-00 Climate Change

RESOURCE ISSUES
01-50 Resource Mismanagement
51-75 Shifting Resources
76-85 Supply Issues
86-95 Pollution
96-00 Invasive Species

OTHER ISSUES
01-50 Politics
51-75 Cultural Bias
76-85 Cultural Myopia
86-95 Political Instability
96-00 Class Warfare

INVASIVE SPECIES

ARMED BANDITS
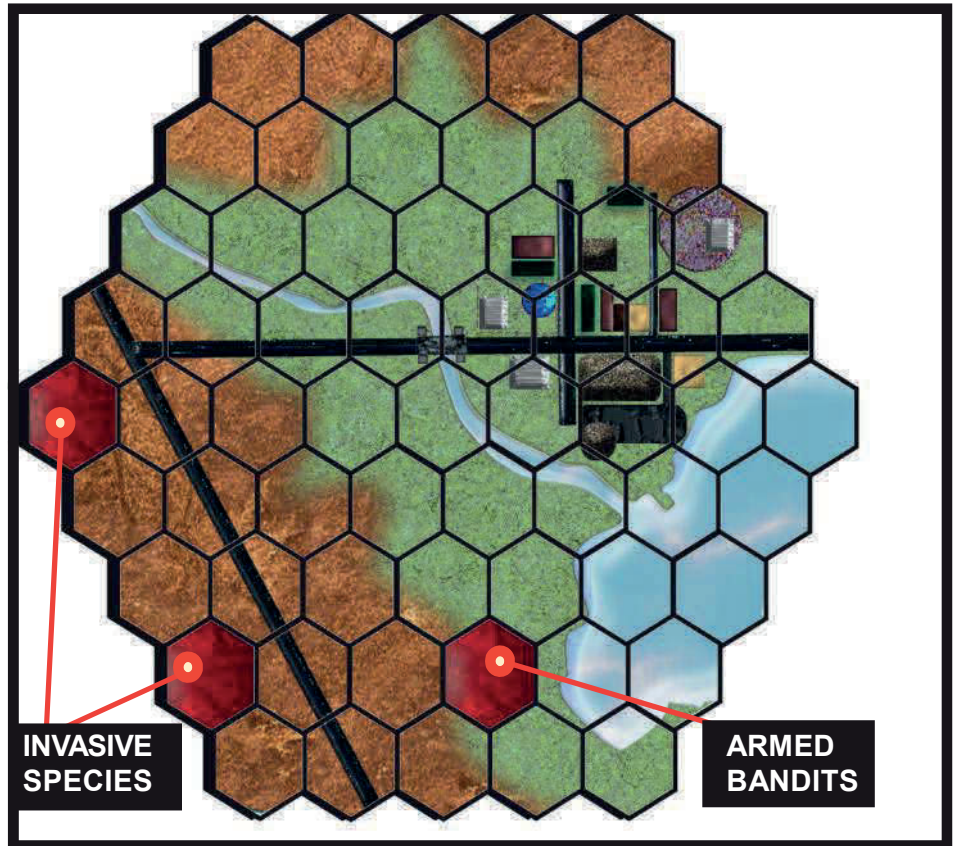
PROBLEM AREAS

This is an example of a settlement with issues. The crew of the ship would like to help the people there who are having issues.

STABILITY

First roll on the Stability of the area. Roll a d100. As an example a 45 is rolled and the area has a single problem.

01-05 Three Issues
06-10 Two Issues
11-50 Single issue
51-75 Check Again in 1 Month
76-85 Check Again in 6 months
86-95 Check Again in 1 year
96-98 Check Again in d10 years
99-00 Completely Stable

Future Stability Rolls

Future checks for stability can be modified by current happenings or the actual solving of the problem in less than accepted methods.

Solving Without Popular Support	-10
Disrupted General Living	-10
Religious Taboos	-10
Forced Sustainability	-10
Teaching Sustainability	+10
Removing an Enemy	+10
Aiding Community in Dire need	+10
Improving Health or Food Supply	+10
Rescuing Hostages	+05
Disposal of Noxious Wildlife	+10
Arming the Population	+10
Improving Shelters and Defenses	+05
Finding New Resources	+10
Technical Training	+05

FAST KILL

In fast action situations the complete generation of protagonists is a waste of the GM's time. Other than accuracy and agility, disposable NPCs should be generated in batch and kept on file.

The following allows the disposal of NPC characters and animals in a simple fashion. If the GM wishes to add a little realism and uncertainty to the game, roll on the options table when a fast kill is attempted.

Remember

01   Every projectile striking a target per action adds a +1 to the result total.

02   Modifiers do not affect a roll on the options table.

03   In some rules this option will not work for a particular situation.

04   A this may also be used for any unusual alien life. It is recommence this table not be used for player character wounds.

05   Match the weapon to the target. It is damn hard to take out something the size of truck with a pocket slingshot. Use logic in this even if it is simple.

HUMANOID FASTKILL RESULT

01   **GRAZE**
Victim is grazed.

02   **GRAZE/STUN**
Victim is grazed

03   **MINOR WOUND**
Victim is damaged and loses next action. Minor wound lightly stuns victim.

04   **MINOR WOUND / STUN**
Wound stuns victim for 1 minute.

05   **MINOR WOUND / HEAVY STUN**
Wound stuns victim for d10 +1 minutes.

06   **SERIOUS WOUND**
Serious wound, NPC falls unconscious after his or her next action.

07   **CRITICAL WOUND**
Critical wound, NPC falls unconscious just after one more action, dies in 6d10 minutes.

08   **CRITICAL WOUND**
Critical wound, NPC falls unconscious immediately. Dies in 2d10 minutes without aid. **CRITICAL**

09   **WOUND**
Critical wound, Npc falls unconscious immediately. Dies in d10 minutes without aid.

10   **DEATH**
Victim falls unconscious, dies within d10 minutes even with aid..

1 1+   **INSTANT DEATH**
Victim dead before he hits the ground.

HUMANOID FASY KILLOPTIONS

As a GM option, add a d10 roll to to the weapons fire result to surprise the players. Use common sense when you use these drifters.

01   **VICTIM SPUN**
Victim is spun by shot. Must take d4 actions to recover.

02   **ARMOR ABSORPTION**
Victim's armor r educes first table roll by 2 on the initial d10 roll.

03   **ARMOR ABSORPTION**
Victim's armor reduces first table roll by 4 on the initial d10 roll.

04   **FUMBLE**
Victim fumbles next action.

05   **KNOCKBACK**
Victim is known d10 feet backwards by shot. Takes at least do actions to river. Knock backs over 4 feet plant the user on his posterior.

06   **PROJECTILE DEFLECTION**
Obstruction or possession deflects the shot. Reduce the first result by 4 Knocks victim back wards d10 feet. Knock backs over 4 feet plant the user on his posterior.

07   **SHOCK**
Fear and shock reduces the victim's accuracy by half on the next shot if the next action is weapons fire.

08   **COMPLETE PROJECTILE DEFLECTION**
Obstruction or possession deflects the shot totally. If a burst of shots are fired. d100% are deflected. No action penalty to the NPC.

09   **WEAPON JAM**
The NPC'S weapon is empty or jams / dysfunctions on the next or last action.

10   **PLAYING POSSUM**
If NPC is alive after and conscious after being hit, he will feign death, (play opossum) until he or she has an advantage.

EXPLORATION

The Next 4 Worlds

If you have an Alien Nav Cube with destinations system this can be the continuation of exploration after the Zemex Starport is reached.

DESTINATION   0001-01
FROZEN WORLD

The small port is abandoned and inhabited by Ratoids and Snow Raptors. It's a nice place to visit if you have showshoes.

DESTINATION   0001-02
MARS STARPORT

This is a great Port City of Bradbury in the Earth System. Nice spot to visit with a wealth of Starship Manufacturing and Ship Components.

DESTINATION   0001-03
BUG WORLD

This steaming swamp is filled with rot and bugs. Large bugs. Biting, annoying bugs. There appears to be the wreckage of a crashed freighter here. It is mostly buried and mud filled. Tractoring it out and moving to a northern and dry latitude will take d10 hours and produce a giant can full of mud. Cleaning it out will take d10 days and produce a few tons of component ele-ments and a case of 500 blank Nav Cubes. It will also have 6 cubes at the Nav Station that have destinations.

DESTINATION   0001-04
ABANDONED MINING COLONY

Deep shafts and metal debris litter this low atmosphere world. The metals are Collapsium and the debris is simply debris. Searching d100 hours will confirm there is nothing on the service. Below ground are corridors and rooms, equally abandoned.

DESTINATION   0001-05
LOST COLONY

Around a 1840's technology these humanoids know of their heritage but have little in metals other then iron and copper. There are a stable and peaceful society with everything you could want for a hard working rural life.

Cities are small and mostly trade centers for the specialized families who manufacture goods. They are happy but stagnant. They will welcome the Starship with open arms in the hope to trade for metals, technology and especially the use of the Ship's Doctor.

DESTINATION   0001-06
DESERT WORLD

The landing area is a wide plain in a desert like valley. Mostly buried a mile to the north is the remains of a high tech building, a tower made of stone and fortified with steel scrap. This was once a research station.

Hostile Weapons Fire

The upper three floors are occupied by a half-crazy old man stranded here for the last 25 years. He's armed with a home built rail gun rifle. He is now reclusive, hostile and bitter about his stranding by a pirate crew after he refused to work for them.

Having seen the ship pass over his building, he knows they are probably slavers. If talked to he keeps mentioning food. He has a single survival cup and has been on bland rations for a quarter century), he will slowly warm up to the crew if well fed.

He is a Ships Master Engineer with a high skill in Liftball and related engineering . He will make a good catch for a crew as an NPC.He carries 2 Nav Blocks he found here for good luck.

Mohammus Azids often under siege by large scorpion like creatures he hates with a passion. They will show up as he is returning to the ship with the crew. He is also a crack shot.

Wasteland Scorpion

Length	6 ft.	**Personality**	Hungry
Width	3 ft.	**Type**	Carnivore
Weight	90 lbs..	**Defenses**	Armor
Senses	Dull	**Weapons**	Sting/Claw

Sting and Claws can wound the unprotected.

DESTINATION   0002-01
CHEMICAL PLANT

This world is forest and an abandoned chemical complex. The atmosphere is rich and the trees look to be great pines. Life is abundant.

The ship lands in the center of 10 miles of rusting towers and tanks. Buildings in various stages of decay often thrust a quarter into the sky. Vast ramps and chemical bins are connected by smaller structures and scaffolds. Old machines lay in pools of rust and oil.

Dangers

The entire complex is dangerous. For every hour of search roll on the table below.

01-05 CHEMICAL VAT
Filled with benign or toxic sludge.
06-25 FALLING OBJECT
Dodge or be struck by a d100 pound fragment.
26-75 JUST JUNK
Just debris and high tech junk.
76-85 MACHINE
Half functioning or Near Useless Device.
86-95 COLLAPSE
Failing Ramps & Stairs
96-98 METAL DEBRIS
Some form of identifiable metal stock.
99-00 ROBOT
Mostly nonfoundation robot with no Earth Technology

Reasons

This complex was an ancient automated manufacturing center that fell into ruin millennia ago. If the players venture deep into the shaft that can be found on the surface, they can find vast bunkers of useless parts and alien machines.

The only Hostile wildlife are bear like creatures with bad attitudes. They are solitary and at best rare. Having recently discovered fire, they will use it.

DESTINATION   0002-02
SAVING
THE HOKAIDO SETTLERS

The colonist population of this world has been stranded here by a corrupt colonization scheme.

Of the 800 that started, only 200 of the people are left living is a 5 mile oasis in the middle of salt flats.

A Cry for Help

They are a friendly and gracious people from Earth's Japan. They offer the crew food and ask to be rescued. There is no way the Earth Humans have the resources to ask others to assist them.

Fastest Solution

The best and fastest solution is to move them. Five trips could seed these people and their remaining livestock to a better planet like the Forest World of **Cube 0002-01.**

Transport

The Ships Captain will need to arrange transport or pack the ship if possible. Livestock will have to be later.

This may be a good way to create a friendly base of operations for the the ship.

In honor of relocation the survivors will name their new settlement after the crewman who is their best advocate.

In the worst case scenario the survivors may become hostile and attempt to take the ship, holding the Captain Hostage until a solution can be found.

It all depends on the crew.

SHIP'S WEAPONS LOCKER

Every Spaceship has a weapons locker that is opened by the Captain or an officer. A small number of Pistols, Rifles, Lasers and Shotguns are stored.

Chrysler
MP9 SMG

Rate Fire 1/3/Auto	3 lbs
5mm x19	60 Round Box Magazine or
	100 round Drum Magazine
Ship Armory 6	**Rounds** 1500

Remington Starhunter
12 Gauge Pump Shotgun

Pump	4 lbs.
12 Gauge	Internal 16 rounds
	Buckshot, Slug, Explosive
	Other
Ship Armory 3	**Rounds** 1600

SIG Sauer 926R

Rate Fire 1	Weight 1lb
5mm x19	40 Round Magazine
Ship Armory 5	**Rounds** 2000

AK-97

Rate Fire 1/3/Auto	3.3 kg 7 lbs
2.56 x 45	60 Round Box Magazine
Ship Armory 4	**Rounds** 2000

Light Grav Bike
LENGTH: 103"
WIDTH: 51"
HEIGHT: 79'.
SPEED: Hover to 250 MPH   KPH
WEIGHT: 550 lbs.
CREW: 1 Pilot
CARGO: 1 Passenger
             +20 Lbs. Cargo
             1 Pilot
             +160 Lbs. Cargo

Heavy Grav Bike
LENGTH: 145"
WIDTH: 58"
HEIGHT: 79'.
SPEED: Hover to 350 MPH   KPH
WEIGHT: 950 lbs.
CREW: 1 Pilot
CARGO: 2 Passengers
             +40 Lbs. Cargo
             1 Pilot
             1 Passenger +160 Lbs. Cargo
             1 Pilot
             +280 Lbs. Cargo

Remember that these types of vehicles rely on Anshani Liftball technology but were entirely produced by later races or modified from ground vehicles taken from Low Tech Worlds.

Damage to Grav Bikes.
01-50 Pilot or Passenger(s)
51-75 Connector Fibers or Light Cable
76-85   Bike Structure or Flight Actuators
86-90 Controls
91-95 Power/Control Connectors to Lift Ball
96-00 Brain Core

BASIC RULES

Rules are easy.   Something has a chance to happen or it fails to happen. If you don't have your favorite set of rules handy, Use these.

This is modified by situation and pure chance. This is why gamers carry dice other then making hard decisions at a Chinese restaurant.
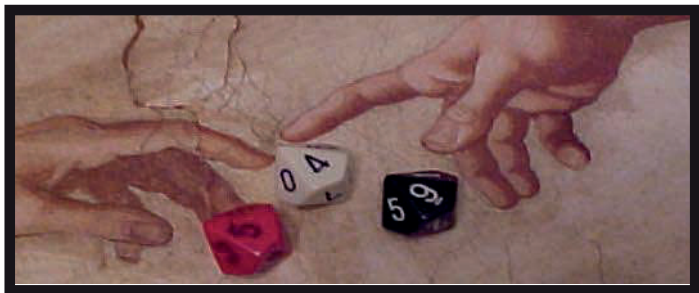
FIRST

The GM assigns a level of difficulty the Players can argue about. Each of the 4 classifications has 10 different levels of complexity.

ABILITY CHALLENGE

01	Paltry	+30
02	Trivial	+25
03	Easy Feat	+20
04	Passable	+10
05	Average	+0
06	Respectable	-05
07	Hard	-10
08	Challenging	-15
09	Formidable	-20
10	Ludicrous	-25

TO HIT DIFFICULTY

01	Sure Thing	+35
02	Trivial Shot	+20
03	Easy Shot	+10
04	Routine Shot	+05
05	Average Shot	+0
06	Hard Shot	-05
07	Challenging Shot	-10
08	Formidable Shot	-20
09	Improbable Shot	-30
10	Ludicrous Shot	-40

SKILL CHALLENGING

01	Paltry	+25
02	Trivial	+20
03	Easy	+15
04	Middling	+10
05	Average	+0
06	Respectable	-10
07	Hard	-15
08	Challenging	-20
09	Formidible	-25
10	Ludicrous	-30

MENTAL CHALLENGE

01	Paltry	+30
02	Trivial	+20
03	Easy	+10
04	Middling	+05
05	Average	+0
06	Respectable	-05
07	Hard	-10
08	Challenging	-20
09	Formidable	-30
10	Mind Bending	-50

SECOND

Add modifiers if you need to. Modifiers are optional to benefit the GM or Player.   Modifiers are like a Poker hand. You take a shot at success with the best situation you can come up with.

THIRD

The T chance sticks it's head in and makes a success or failure. The longest shots can succeed as the best bets can fail. It's all in the dice and a little careful planning.
         Roll a d100.

RESULT

Index the result to the **SUCCESS TABLE** and see

SUCCESS

Less 0	Legendary Failure
01-10	Complete Failure
11-20	Failed
21-30	Just Failed
31-40	Almost Success
51-60	Just Barely
61-80	Success
90-00	Easy Success
00+	Legendary Success

QUICK GAME
UNIVERSAL MODIFIERS

Modifiers are options the players and the GM decide are pertinent to the situation.

CHARACTER SKILLS

Unskilled	-20
Skilled	+10
Very Skilled	+20
Expert	+30
Master	+40
Legendary	+50

PERSONAL/STRESS MODIFIERS

These Modifiers are for Personal difficulty. They can apply to most repair, fabrication, dexterity and agility feats.

HEALTH

Fresh, Healthy, (Extreme)	+05
Fresh, Healthy	+03
Healthy, Normal	+0
Sick, Cold, Flu Etc	-03
Tired	-05
Very Tired	-10
Exhausted	-15
Asleep on His or Her Feet	-20
Stunned	-15
Stunned Senseless	-20

SIZE

Very Small	-20
Small	-10
Medium	+0
Large	+10
Gigantic	+15
Mega	+20

SPEED

Still	+20
Very Slow	+15
Slow	+10
Medium	
Fast	
Lightning Fast	

TARGET IS STANDING

Point Blank	+10
Very Short (1-10ft.)	+05
Medium (20-100ft.)	+0
Long (100-250ft.)	-10
Extreme (250+ ft.)	-20

TARGET IS CROUCHING

Point Blank	+05
Very Short (1-10ft.)	+0
Medium (20-100ft.)	-05
Long (100-250ft.)	-15
Extreme (250+ ft.)	-25

TARGET IS PRONE

Point Blank	+0
Very Short (1-10ft.)	-05
Medium (20-100ft.)	-10
Long (100-250ft.)	-20

TERRAIN

Grass, High		-20
Hills		-10
Hills, Low	-05	
Rocky		-10
Mountainous		-15
Jungle		-15
Jungle, Dense		-20
Sandy		-05
Sand Dunes		-10
Swamp	-05	
Swamp, Dense		-10
Swamp Tropical		-15
Trees, Wide Spaced		-05
Trees, Light Forest		-10
Trees, Heavy Forest		-15
Trees, Coniferous		-20
Tundra		+0

WEATHER

Fog, Light	-10
Fog, Medium	-20
Fog, Heavy	-30
Light, Attacker Facing Bright	-15
Light, Target Silhouetted	-15
Rain, Light	-10
Rain, Heavy	-20
Rain, Downpour	-30
Smog, Light	-10
Smog, Heavy	-15
Snow, Dry	-05
Snow, Wet	-10
Snow, Heavy	-05
Snow, Blizzard	-30
Sunny, Clear	-0
Sunny, Hazey	-05
Water, Clear Submirged Target	-10
Water Murky Submerged Target	-20
Wind	-05
Wind, High	-15

Sand, Windblown No Protection	-40
Sand, Windblown Eye Protection	-15
Smoke	-10
Smoke, Dense	-30
Smoke, Dense High Heat	-40

CITIES

Close Buildings	-05
Cobblestones	-05
Falling Target	-20
Jumping Target	-20
Target Recovering from Fall	+10
Ladder/Rope, Climbing	+05
Ladder/Rope Descending	-05
Rope, Swinging	-20
Night, Overcast	-10
Roof, Minor Incline	-10
Roof, Major Incline	-20
Rubbish, Low	-15
Rubbish, High	-20
Steps	-10
Steps Narrow	-15
Swimming	-15
Moonlight Clear, Bright	-15
Moonlight, Shadowy	-20
Dawn/Dusk	-10
Water Waist Deep	-05
Water Chest Deep	-10
Crowd, Light	-15
Crowd, Dense	-25
Crowd, Panic	-35

VEHICLES

Fast Moving (Target Inside)	-20
Slow Moving (Target Inside)	-10
Fast Moving (Attacker Inside)	-20
Slow Moving(Attacker Outside)	-10
Animal Back	-20
Motorcycle	-20
Aircraft	-30
Helicopter	-20

ROAD CONDITION

Dirt Road -05	
Rough Road	-15
Cratered Road	-30
Off Road	-20

DEVICES

Aimed Shot	+20
Aimed Shot, In Motion	+10
Optical Scope	+20
Laser Sight	+30
Electronic Scope	+40

AIMED SHOTS

01-10   A HEAD
90% Kills or Triple Dmage
11-13   B UPPER CHEST/N
75% Kills or Double Damage
14-24   C1 INNER CHEST
80% Kills or Double Damage
25-44   C2 OUTER CHEST
30% Kills or Normal Damage
45-52   D ABDOMEN INNER
45% Kills or Double Damage
59   E ABDOMEN OUTER
20% Kills or Double Damage
60-74   F ARM
05% Kills or Half Damage
75-95   G LEG
05% Kills or Normal Damage
96-00   H HAND/FOOT
0% Kills Normal Damage
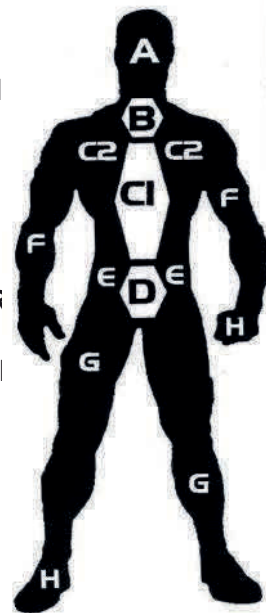
PERSONAL/STRESS MODIFIER

These Modifiers are for difficulty during Special Situations. They can apply to most repair, fabrication, agility and dexterity feats.

WOUNDED

Minor Wounds	-05
Serious Wounds	-10
Major Wounds	-20

SHOCK

Light	-10
Medium	-15
Heavy	-20

DRUGS

Effects Minor Drugs	-05
Effects Narcotics	-10
Effects Heavy Narcotics	-20
Mind Altering Drugs	-30

MEDICATIONS

Medications, Light	-10
Medications, Heavy	-20

ALCOHOL

Drunk Mild	-10
Drunk, Major	-20
Drunk Roaring	-30

COFFEE

A Few Cups	+10

PAIN

Light	-05
Medium	-10
Heavy	-20
Crippling	-30

PSYCHOLOGICAL

General Annoyance	-05
Continued Annoyance	-10
Rampant Annoyance	-15
Total Annoyance	-20
Fear	-10
Fear Extreme	-20
Stark Terror	-30
Revulsion	-20
Revulsion Extreme	-30
Forced Under Threat	-10

FABRICATION

Lack Tools	-05
Lack Technology	-10
Lack Materials	-10
Fabrication Under Stress	-10
Fabrication in Hostile Environment	-10
Old Parts, Unreliable	-10
Lack Instruction	-10
Complete Tools	+10
Complete Information	+10
Prepackaged How To Kit	+20

REPAIR MODIFIER

Familiar Design	+15
Semi-Familiar Design	+10
Unfamiliar Design	-05
Something never Attempted	-10
Three Failures at an Attempt	-10
Six failures at an Attempt	-20
Semi Foreign Design	-10
Foreign Design	-15
Alien Design	-20
Archaic Design	-10
Piece of Junk	-15

SITUATION MODIFIER

Cold, Wet	-10
Cold, Freezing	-20
Hot Steaming	-10
Hot Excessive	-20
Ground Unstable	-10
Ground Extremely Unstable	-20
Woring Under Critical Time Limit	-20
Being Shot At	-30
Spacesuit/Protective Gear	-20
High or Low Gravity	-30

WOUNDSHOCK MODIFIER

Head A	-50
Chest Upper Neck B	-30
Chest Center C1	-40
Chest Outer C2	-20
Abdominal Inner D	-30
bdominal Outer E	-20
Abdominal Groin F	-40
Leg G	-05
Arm F	-05
Hand/Foot H	-05
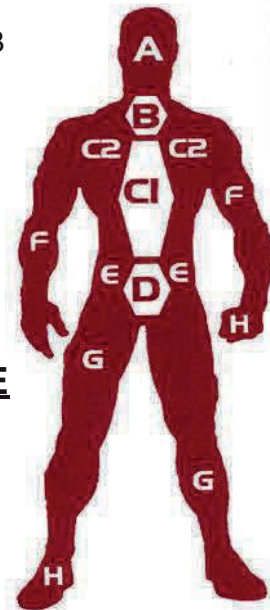
ATMOSPHERE

Really Noxious Mix	-20
Noxious Mix	-15
Low Oxygen	-10
High Nitrogen	-15
Vaccuum	-40
High CO2	-20
Low Pressure	-20
High Pressure	-20

OTHER

Hate This Job	-05
Frustrated	-10
Anger	-05
Extreme Anger	-10
Stupid Assistants	-05
Broken Tools	-05
McGuivered Parts	-10
Bad Morning	-05
No Coffee	-05
Allergies	-10
Expert Advice	+10
Expert Advice That is Not Expert Advice	-10
Annoyed by Animals	-05
Annoyed by Children	-10
Annoyed by Spectators	-05
Filthy Environment	-05
Filthy Stinking Environment	-10
Filthy Stinking Wet Environment	-15
Bugs	-20
Politicians	-25

About Rules

This rule set is a fast resolution matrix meant to solve a problem, not be a complete rule set. For rules use your favorite RPG system. Damage and firearms are not covered as well as anything beyond rudimentary skill usage.

None of these modifiers are mandatory. Nothing here is in stone. Just use what you will and keep the me-chanics to a minimum to make Role Playing quick and decisive.

Adapting the Book

This book was designed for simple d10 or d100 dice use to make choices a little more exciting and give the GM ideas.

These rules work on the simple probability of a 50% chance to win or lose. Everything else is an optional modifier.

EXAMPLE

Navigator Goldberg is sitting in a jail cell in the Aber Ru correctional complex. His Grey Cell mate is staring at the wall.

Little does he know the crew of the Greys Saucer is under stealth mode as they hover over the facility and focus the ships beams on the side of the building where 44 Chuck 7894 is being held.

His Friends focuses the ships beam and decides to open the wall with the ships Laser beam.

They have about a 50% chance to carve an 8 foot circle but goes for a few modifiers because he has not done this before. The GM counters a little of this with his own concerns

RESPECTABLE CHALLENGE	-05
Aimed Shot	+20
Optical Scope	+20

Something Never Attempted	-10
No Skill	-20

Total Modifier	**+5**

The player rolls a d100 and the result is a 52 after modifications it becomes a 57.

The Grey removes a 10 foot circle of concrete and steel. He now uses the ships beam to tractor the occupants of the cell to the saucer.

This is a little more precise and the GM rates the difficulty as Hard -10

A few modifiers are added and a d100 is rolled with the result of a 66. Both Bo float gently out of the building along with personal items, fixtures, blankets and accumulated dust.

GM's

Don't make games impossible to win and give your players the freedom to make choices you did not plan for. A Great GM adapts to changes and situations and runs with them.

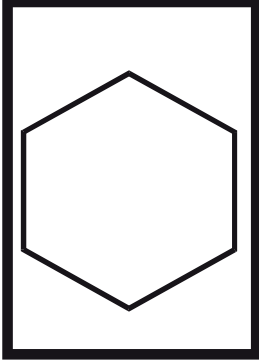## Tucholka's Rules

01   The GM's Purpose is to provide fun and high adventure for his or her players. Anything less is a disservice.

02   Players can argue but the GM's Word is Law until the GM makes decisions not in the spirit of the game.

STARMAP

PLANETS
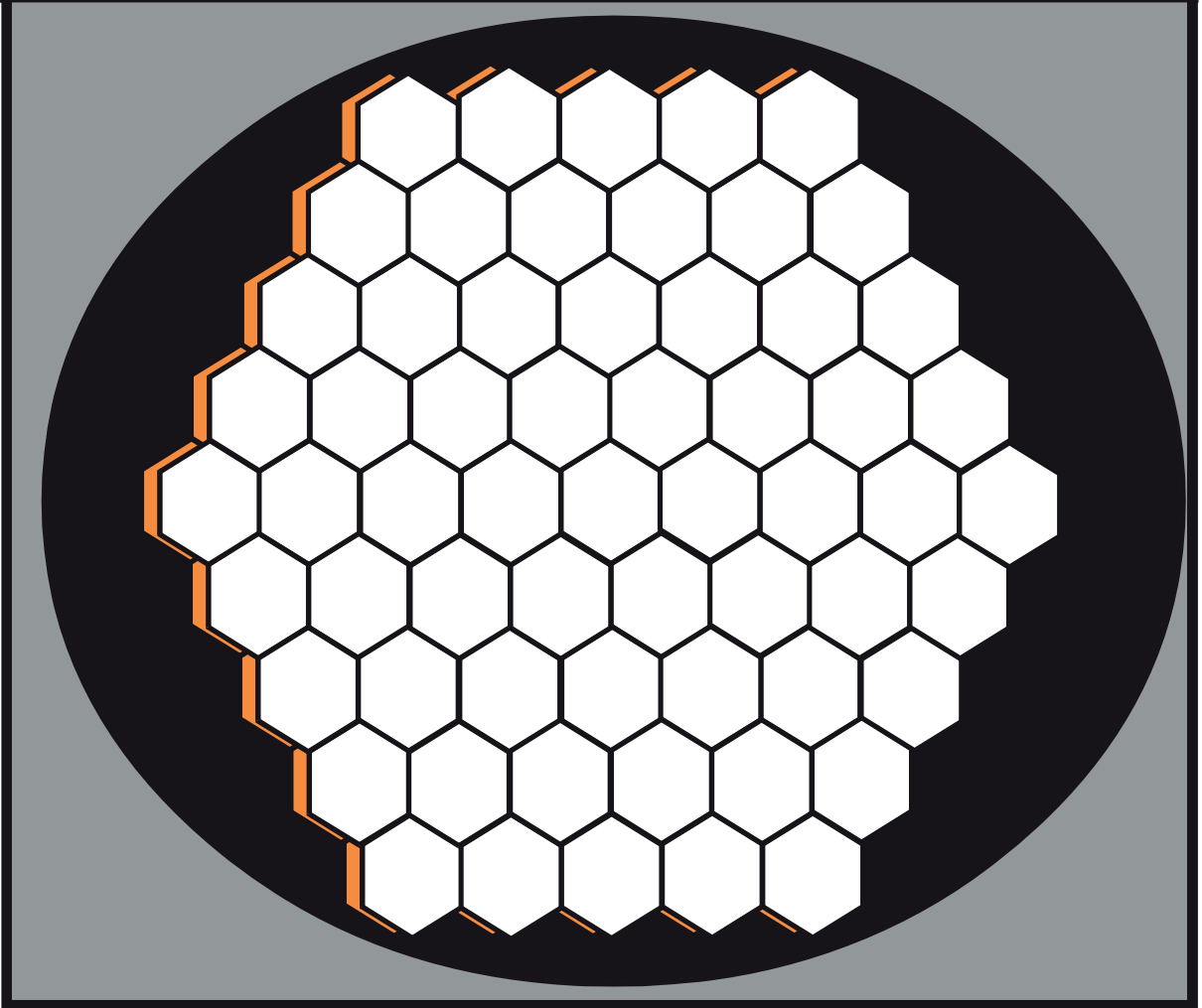
PRIMARY DESTINATION	TIME	STAR	CUBE
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NOTES

WORLD	STAR	CUBE
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LANDING

NAV CUBE

WORLD

LANDMASS
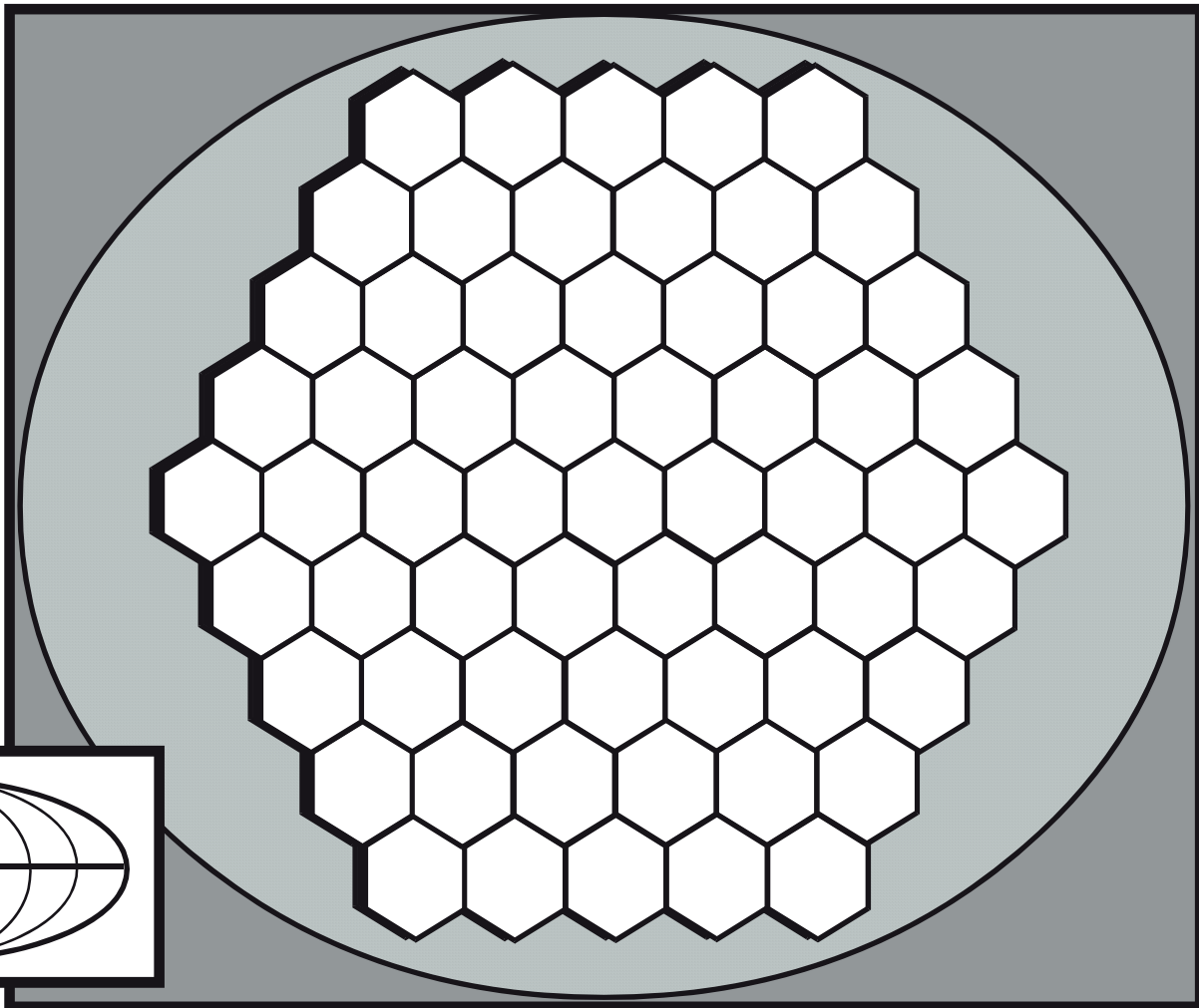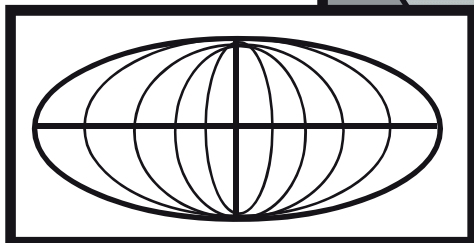
CLIMATE NOTES

POPULATION NOTES

WORLD NOTES

Places of Interest

ISSUES

A
B
C
D
E
F
G
H
I
J
K
L
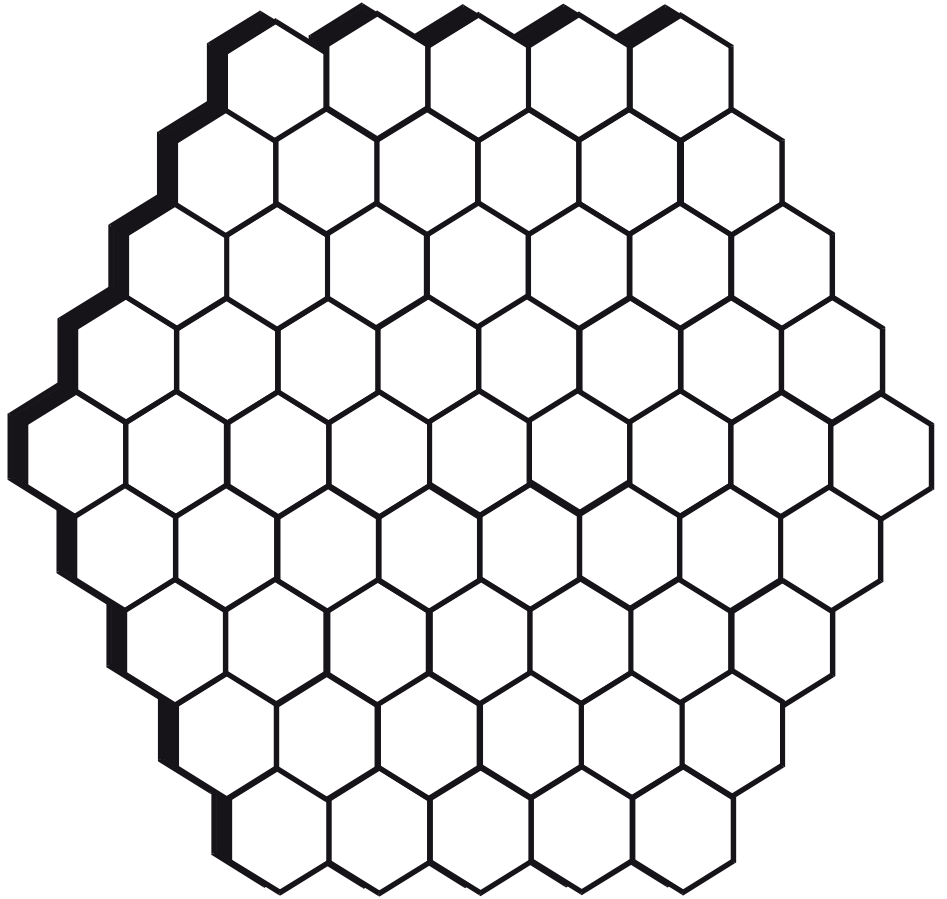
CRITICAL

DETAILS

NAV LOG

WORLD	CUBE	WORLD	CUBE
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CARAGO

Destination / Cube
Deliver to:

Owner

Cargo

Destination / Cube
Deliver to:

Owner

Cargo

Destination / Cube
Deliver to:

Owner

Cargo

Destination / Cube
Deliver to:

Owner

Cargo

Destination / Cube
Deliver to:

Owner

Cargo

Destination / Cube
Deliver to:

Owner

Cargo

Destination / Cube
Deliver to:

Owner

Cargo

Destination / Cube
Deliver to:

Owner

Cargo

PERISHABLE
DUE DATE

LIVE CARGO
DUE DATE

SHIPS LOG

DATE

DATE

CREW
Individual   **File #**

NAME	RANK	ID	DOB

PLANET ORIGIN   **NAV CUBE**

SKILLS   **EXPERTISE**

COMMENTS

SERVICE RECORD   **DATE**

ALIEN CATALOG

NAV CUBE

WORLD

RACE NAME

TEMPERAMENT

COMMON SKILLS

EXPERTISE

DEMOGRAPHICS

File #

COMMENTARY

CREW
Roster

Name	File
Rank	

Name	File
Rank	

Name	File
Rank	

Name	File
Rank	

Name	File
Rank	

Name	File
Rank	

Name	File
Rank	

Name	File
Rank	

Name	File
Rank	

Name	File
Rank	

CAPTAIN	SERVICE DATE

PHOENITIC SCRIPT

A (AY)   A (AT)   A (AH)   A (AIR)

B   C (Q/K)   C (CH)   D

E (EH)   E (EAR)   E (UR)   F   G   H

I (IT)   J   L   M   N (NO)   N (NG)

O (OO)   O (UH)   O (MOON)   O (OI)   O (OW)

P   R   S (S)   S (SH)   S (ZH)

T (T)   T (TH)   T (FATHER)   U (UE)   U (UH)

V   W (W)   W (WH)   Y   Z

NUMERICAL

1   2   3   4   5   6   7   8   9   0
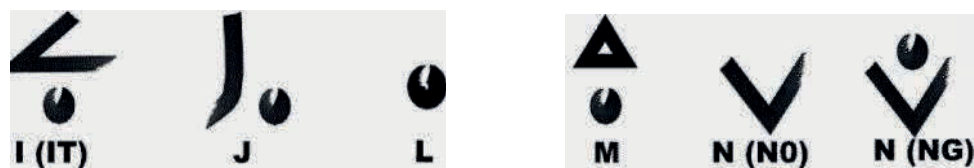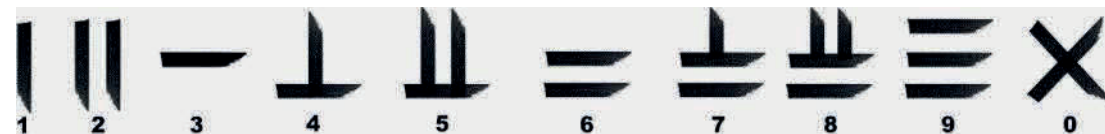
INCURSION

Long before recorded human history, the Earth was discovered by alien travelers known as the Anshani. Gentle in their ways, and with an incredible level of technology, they expanded their interstellar empire across this Galaxy. Welcoming many into their fellowship, they nonetheless had a few requirements for admission. Upon discovering the Earth, they stationed a Sentinel Drone in the Sol System to protect developing humanity from outside interference, and from the more warlike races who traveled the stars, until Earth was technologically ready for contact.

The Anshani held the galaxy in peaceful coexistence for many millennia, and then mysteriously vanished, leaving behind a galaxy in chaos. As interstellar empires rose and fell, humanity developed in a safe harbor in a sea of crumbling interstellar chaos, protected by a sentinel that watched and waited.

1945 AD

When the first nuclear warhead flared into incandescent existence over the New Mexico desert, scientists knew the world had changed, and that a new age had begun. Little did they realize that the Sentinel Drone had detected the detonation and was headed home to tell the Anshani that the Earth was ready to be opened to the Galaxy.

1990 AD

With the Sentinel Drone gone, the Earth was open to alien contact. Earth has been found by pirates who command an ancient Anshani ship with amazing technologies. Realizing they have an untapped treasure trove on Earth, the pirates steal and enslave with every visit. As Mankind enters the 21st Century, Earth inhabitants hardly realize that thousands of people are vanishing every year. You were one of those, until you were woken from cryo-sleep by a 4 foot tall cockroach and heard the plea, "Help us!" You are a part of a small group of desperate humans lost in a fallen alien empire of a hundred-million inhabited worlds.

THE GAME

You are equipped with modern and advanced hardware, the best in weapons, alien technology, and a starship like no other. You can save the Earth, but first you must find it again!

Incursion is a complete role playing game, 192 pages in length, which includes 40 different races, complete rules for generating new worlds and star systems, and much, much more.
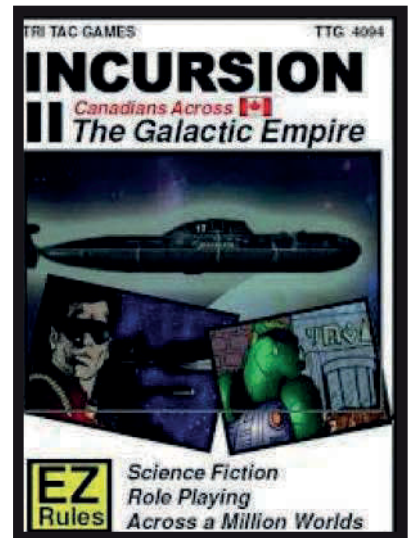
BONUS

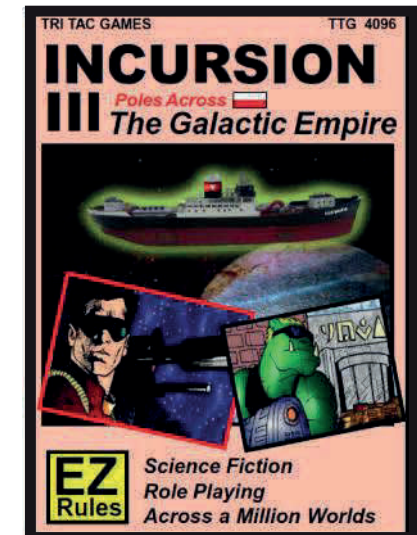Inside Incursion Designer's Notes, and Inside the Incursion Starship. Comes in CD/PDF Format
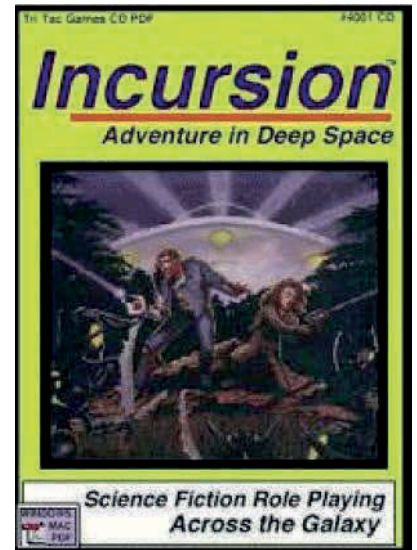
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*"Yeah
I seen doz Oirthers"*
Frooz

EZ SPACE

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Welcome to the 21st Century where man is heading for the planets and the stars.

Journey into a Future that Should Have Been, a place where Gleaming Needles powered by Atomic Energy are launching to Space Stations, the Planets and into the Galaxy.

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* Generic Concept RPG that can be adapted to any of your favorite systems.
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* From the Creator of theAward Winning Bureau 13
* Tech Design by William Wardrop

EZ SPACE
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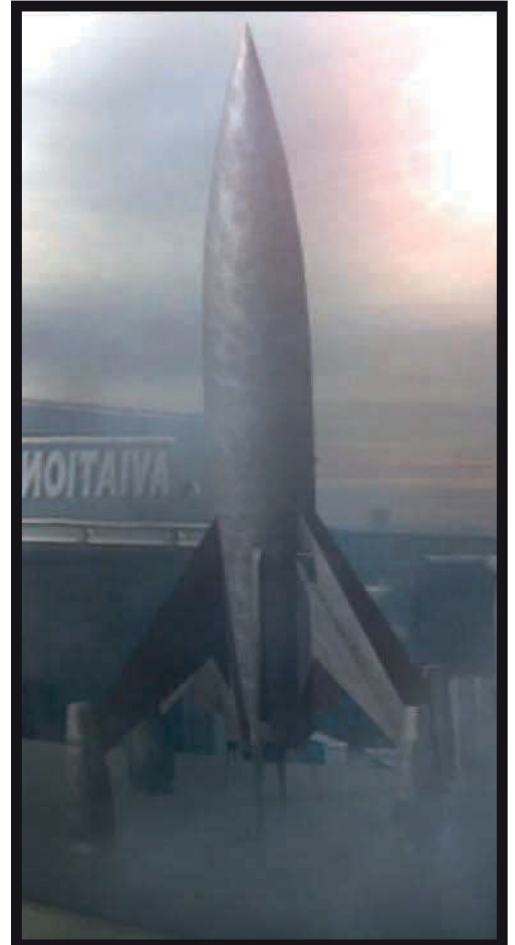
EZ Space is a Role Playing Adventures Module complete in 100 pages. Core Rule System and Polyhedral Dice are not included. *These adventures are compatable with any other Modern Science Fiction or Horror Style RPG's with minor modification.*

EZ Rules

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