



# FRINGEWORTHY



SCIENCE FICTION ROLE PLAYING

## Tri Tac Games

Because of the popularity of Many of the Tri Tac RPG's that have been out of print and the Requests by Gamers and Fans, Tri Tac Games has brought back the 1983 edition of the original **FRINGEWORTHY** in this PDF Format.

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Tri Tac Games

# FRINGEWORTHY



**SCIENCE FICTION**

**ROLE-PLAYING**

by

**Richard Tucholka**

# Tri Tac Games

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# FRINGEWORTHY

1.2 MILLION YEARS AGO

Before the dawn of history, a race of beings called the Tehrmelern created a vast network of inter-dimensional pathways that spanned both space and time. For hundreds of thousands of years, the Tehrmelern traveled and traded the space-time alternate worlds, spreading their love of peace.

Almost overnight, an unforeseen terror ended the Tehrmelern, leaving their greatest creation to those who would follow.

1990

A Japanese research team investigating the ecological effects of an unusually warm Antarctic summer made a startling discovery which was destined to challenge mans role in the universe.

The alien building they found in the melting Antarctic ice contained a 25 foot gleaming silver ring. The party stepped through the black center of the ring without harm. They turned and to their surprise, one of the expedition had vanished without a trace.

After an hour, Sayuri Tanuma reappeared from the ring with a wonderous story. She told of portals and walkways that lead to other worlds, alternate Earths, and to a strange guardian called Schmert who had given her a rhyme and a key to the portals. In her outstretched hand, she held a softly glowing crystal.

The United nations took control of the first portal station as a second was found in Canada and a third deep within the Soviet Union. It was quickly discovered that only one person in one hundred thousand possessed the unknown mental quality which allowed them to use the alien pathways.

The UN began a desperate, world-wide search to find and train explorers of this greatest frontier. The world press labeled the paths "Fringes" as the Interdimensional Exploration Teams were established. These IDET personel became the first humanity to cross the Fringes. Young, old, rich, poor, from every nation they came.

These are the FRINGEWORTHY, sent to unlock a modern day Pandora's box.....or die trying.

As humanity began its adventure to the stars and beyond, they failed to realize that the Tehrmelern's enemy was still out there, waiting.....

# Fringeworthy

Fringeworthy is a role-playing game of interdimensional and planetary exploration set in the very near future.

You will become an explorer of the greatest frontier ever opened to a limited number of mankind. You will travel to other times and see histories that never were. You will see alien life in many forms and walk to the stars on pathways that cross infinity.

You are the elite who can cross through the portals to that dimensional fringe.

You are one in one hundred thousand.

You are the Fringeworthy.

Fringeworthy has been written to be "realistic", concise and easy to play. It was designed by role-players who understand the problems of running a game with overlong text and complex, time consuming systems that detract from play.

The hardest part of Fringeworthy will be the necessary design of the worlds. This task is left to the gamesmaster who will be guided by a large appendix of ideas and useful information.

## Materials Needed

- A One or more copies of Fringeworthy
- B Paper, pencil, notebook, and index cards.
- C A set of common polyhedral dice {the more the better}. These include four sided {d4}, six sided {d6}, eight sided {d8}, ten sided {d10}, twenty sided {d20}, and percentile dice {d100}.
- D One to twenty players and a gamesmaster.
- E A pocket calculator, home computer or slide rule may be helpful, but not necessary.
- F Miniature figurines and buildings are handy at times for placing the setting for your adventure. There is a remarkable realism when you can see the situation unfolding before you.
- G Photocopies of Character, Equipment, World sheets are almost a must.\*
- H A great imagination or a Bachelors degree in history.
- I Time to plan and a place to play.

## Photocopying

\* Photocopying is for personal use only. Any resale of Fringeworthy playing aids is a violation of copyright laws and punishable by legal action. If you are interested in producing playing aids for Fringeworthy, contact Tri Tac Inc. for information.

## The Ed Powers Story

As you progress through the ideas and systems of Fringeworthy you will meet and get to know one of the IDET explorers.

The life of Ed Powers will guide you through this book as an example of how to use the game systems.

This is the saga of Ed Powers whose life begins here.

### ONE IN A HUNDRED THOUSAND

At 32 years of age Ed Powers was a content computer programmer in a large banking conglomerate in the Midwestern United States.

Ed was a bachelor with few family ties, who spent most of his non-working hours watching television and occasionally bowling on Thursday nights. Sometimes he had a few beers with the office crew.

Like most of the world's population, Ed was fascinated and a little frightened when the Fringe Paths were discovered. Soon the excitement wore off and Ed went back to his day to day routine.

Ed Powers did not know he had that special quality that made him Fringeworthy.

You will find the rest of Ed's story throughout the text.

## Terms

### ROLEPLAYING

Is the ability of the game player to design a character he wishes to become with that character's strengths and limitations. The character is guided through a series of adventures and general living by a Games Master. The player makes the characters decisions, right or wrong, as he continues his characters life within the framework of the game.

### GAMESMASTER

The records keeper and designer of the adventure. This is the person who sets the stage of events your player character will experience. The abbreviated term for Games Master is GM.

### PLAYER CHARACTER

The individual created by the player for the game. This character is controlled entirely by the player. Player characters may also include animals as long as they are played true to intelligence, personality, and temperament. Non-human aliens may also be player characters at the GM's descretion.

### TEHRMELERN

The race that built the Fringepath and Portal system.

### MELLOR

The ruthless enemy who drove the Tehrmelern from their worlds and dimension spanning transit system.

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The race that built the Fringepath and Portal system.

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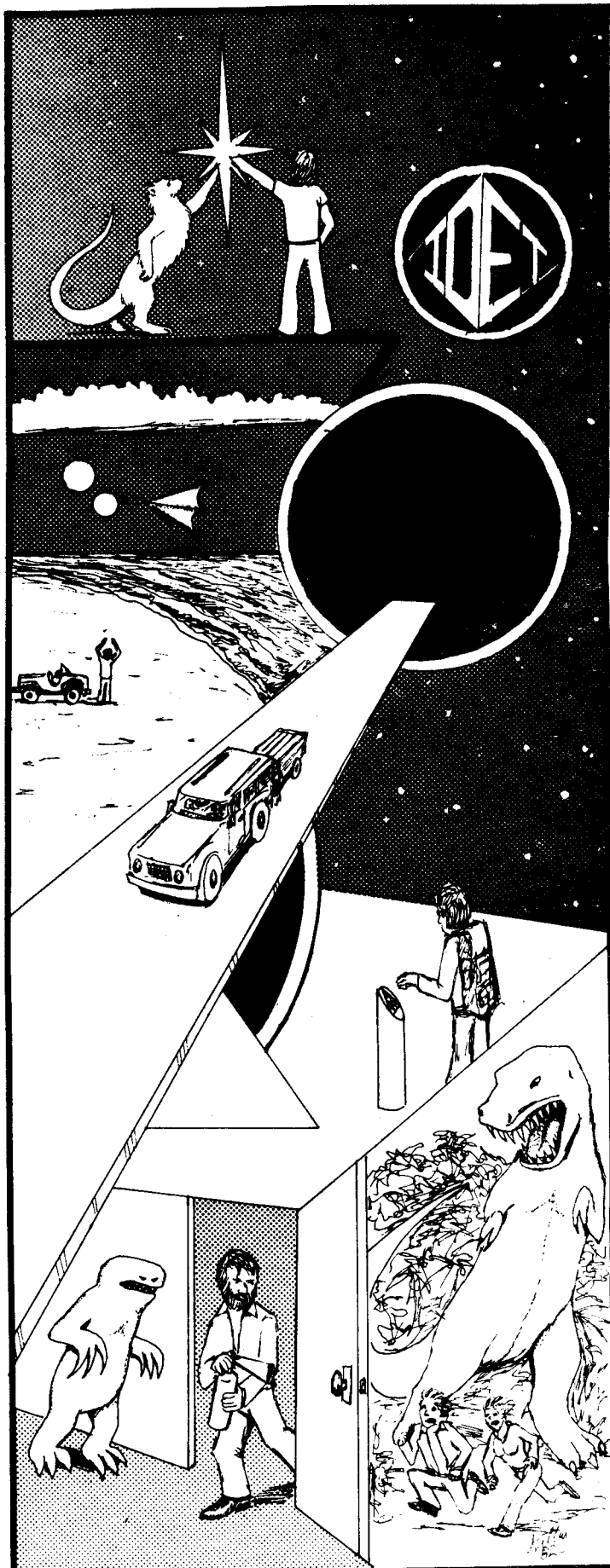
The ruthless enemy who drove the Tehrmelern from their worlds and dimension spanning transit system.

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## NOTES TO THE GM

- 01 Never let your players gain control of the game. Your decisions should be final.
- 02 In the same vein, don't keep absolute control over your players. Let them make their own decisions and mistakes.
- 03 Be reasonable. Let a player state a valid argument. Be willing to change a ruling without making it a habit.
- 04 The invincible character is no fun for the GM or other players. Changing or fudging a character's stats should not be allowed. Often a character with low to mediocre stats becomes more interesting and fun to play than any super-character.
- 05 Make your players work for their supplies and wealth. See what they can do without, not with. Don't be afraid to destroy some hardware and vehicles.
- 06 Don't design killer adventures. A grim, bloodthirsty GM is no fun for players.
- 07 Always give players a way out of difficult situations. You may be forced to fudge a dice roll to their benefit. This is not the sign of a weak GM, but a good one who understands the difference between bad luck and a bad decision.
- 08 Inconsiderate, ridiculous and homicidal players should be removed from the game at the first possible opportunity. There is no room in a role-playing game for fools who get others characters killed and spoil an adventure.
- 09 A little humor in the game makes it a lot more fun. Don't get too wrapped up in fun or your credibility as a GM will suffer as slapstick GM's provide little enjoyment to more serious role-players.
- 10 Be fair and honest with your players. You are the person they trust enough to guide them through an adventure. Though the previous remarks should not be considered the last word on gaming, they may help to make a game more enjoyable for all. Being a GM can have the greatest potential for ego-boost when the designing and running of that game is long and pleasantly remembered.

FRINGEWORTHY is designed to be a continuing campaign or a small adventure game. The worlds and problems on the Fringepaths are as limitless as the imagination of the GM. A single world may take many adventures to cover or be a one-shot fast happening. Players may explore a great many worlds or become stranded until a way out is found. Use the Mellors to keep players on their guard and remember that necessity is the mother of invention.





# Character Generation

The world press quickly named the stations a Fringe dimension between worlds. The term "Fringe" became popular and soon anything connected with the alien transit system began to be prefixed by the term. "Fringe-Path", "Fringe-Gate", "Fringe-World", and finally the explorers themselves became, "Fringeworthy".

This ability to travel the Fringe Paths became the most elusive quality ever searched for by the IDA. No one common factor linked the people who were Fringeworthy.

The IDA's one asset was the first key crystal that glowed softly in the presence of Fringeworthy persons.

As the crystal was displayed in countries throughout the world, thousands flocked to see the alien artifact.

## The Ed Powers Story

"I'M WHAT?"

She was a good looking lady from the companies accounting office and Ed didn't mind taking her to see the alien crystal on three days display at the State capitol.

The crystal was one of those "Fringe" finds he had read about a few months back. They were supposed to be the keys that unlocked the rings that went to other worlds.

In truth Ed didn't really care much. He knew only one in a hundred thousand had that special something that made the portals work. Most people in business were unconcerned with the Fringes because they were useless for wholesale economic development.

People quickly passed the crystal under it's heavy glass shield. Guards watched the lines of the curious and the hopeful. Uniformed military and IDA personel scrutinized the crowds.

As they passed the crystal Ed saw it was a small, dull blue, pyrimid of glass. It was not at all impressive.

Ed jumped as the crystal pulsed flaming blue for a second and settled back to a warm blue glow.

Before Ed could take a step away from the display he was surrounded by military and IDA officials. They smiled broadly as the UN representative extended his hand and shook Ed's vigorously.

"Congratulations son," he exclaimed, "You're Fringeworthy."

It took a full two hours for the statement to sink into Ed's dazed mind, but by that time he was being flown to the Hatsumi Antarctic Training Center in Geneva.

Ed's new life had begun.

"HOW MUCH?"

Ed was at first hesitant about becoming an IDET explorer. In his entire life he had explored little more than his home state of Kansas.

His hesitation vanished when the IDA made him a cash offer with benefits and bonuses. Ed signed the forms to bcome an IDET member with lightning speed. Seventy Five Thousand to begin with gave Ed a warm happy feeling.

Ed would soon learn differently.

FRINGEWORTHY

CHARACTER NAME	_____	RACE	_____
OCCUPATION	_____	COUNTRY	_____
COMMAND	_____	AGE	_____ SEX _____
LEVEL	_____	EXPERIENCE	_____

Begin with a blank character sheet starting in the section as seen above.

### CHARACTER INFORMATION

#### NAME

The name of the character you create. The name may be colorful or simple. Characters from foreign countries should be named with "realistic" ethnic names.

#### RACE

The characters general racial description.

#### OCCUPATION

The primary occupation before the character was discovered to be Fringeworthy.

#### COUNTRY

This is the characters country of origin. This may include adopted countries and will not necessarily predetermine race.

#### COMMAND

Is a rank from previous military experience, if appropriate.

#### AGE

The age of the character.

#### SEX

The sex of the character.

#### LEVEL

The current experience level of the character.

#### EXPERIENCE

The number of experience points the character has earned on his or her adventures.

#### EXAMPLE

FRINGEWORTHY

CHARACTER NAME	<u>Edward J. Powers</u>	RACE	<u>Caucasian</u>
OCCUPATION	<u>Computer Programmer</u>	COUNTRY	<u>USA</u>
COMMAND	<u>N/A</u>	AGE	<u>32</u> SEX <u>Male</u>
LEVEL	<u>0</u>	EXPERIENCE	<u>0</u>

STR \_\_\_\_\_ INT \_\_\_\_\_ THR \_\_\_\_\_  
 CON \_\_\_\_\_ WIS \_\_\_\_\_ DOD \_\_\_\_\_  
 DEX \_\_\_\_\_ LCK \_\_\_\_\_ ACC \_\_\_\_\_  
 AGL \_\_\_\_\_ CRZ \_\_\_\_\_ HPT \_\_\_\_\_

## Character Stats

These are the randomly generated numbers that give your character his strengths and limitations. The character sheet above shows the block of 12 statistics you will generate.

### STR Strength

Strength is the power a character can exert to lift or move objects. Each point of strength allows a character to carry 4 pounds with reasonable comfort.

STRENGTH HAS FIVE OPTIONS

- 01 CARRY : 4 Pounds per point of strength with reasonable comfort.
- 02 DEAD LIFT : Double strength use for d4+2 actions.
- 03 DRAG : Four times strength for d4+2 actions.
- 04 COMBAT : To punch or strike with an object or self. See Damage Table Number 12.
- 05 THROW : The limit of distance an object may be thrown. See Appendix.

For your Strength roll 4db and subtract four from the result. Strength ranges from 0 to 20 points in humans.

### CON Constitution

Constitution is the health of the character, his basic life force. Constitution can be reduced by sickness or critical damage to the character. At -1 constitution a character is unconscious. At -3 constitution points a character is dead.

For your Constitution roll 4db and subtract four from the resulting total. Constitution range is 0 to 20.

### DEX Dexterity

Dexterity is the characters measure of hand to eye co-ordination that allows him to do a precision task. This is also the hand to hand combat number that allows physical attacks.

For Dexterity roll 4db and subtract four from the result.

## AGL Agility

Agility is the speed of action of the character, how co-ordinated his or her actions are.

For agility roll 4db and subtract four from the result.

Determine your characters action and movement rate from the table below. Index across from your characters agility.

AGILITY	RATING	ACTIONS	MOVEMENT
01-04	Low	x0.50	x0.50
05-16	Average	x1.00	x1.00
17-20	Above Average	x1.50	x1.50
21-25	High	x2.00	x2.00
26-30	Very High	x2.50	x2.50
31-40	Fast	x3.00	x3.00
41+	Very Fast	x3.50	x3.50

Agility is also used for determining the success or failure of difficult acrobatic stunts, jumping, and the rate of speed of physical combat.

### INT Intelligence

Intelligence is the learning ability of the character you design. A lower intelligence may limit the characters skills but will in no way make him or her any less of a playable character.

For intelligence roll 4db and subtract four from the result. Range of intelligence is 0 to 20.

### WIS Wisdom

Wisdom is the characters ability to use sound judgement in an alien society or learn the purpose of items of unknown function. Always roll under your wisdom on a d20 for success.

Wisdom is found by rolling 4db and subtracting four from the result. The range of wisdom in humans is 0 to 20.

### LCK Luck

Luck helps the player in adverse situations, mostly when he needs that extra point on the dice to make a fortune or not fall off a thousand foot cliff. This use is at the discretion of the Games Master. Luck does not effect situations of combat or equipment failure. Luck can be used for repair percentages.

Luck is always a critical roll. Luck adds 1 or 2 points to a successful use when rolling percental dice {d100}. Always roll under your luck on a d20 for success.

For luck roll 4db and subtract four from the result. Luck has a range of 0 to 20 for all characters.

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## CRZ

Charisma is the rating of a characters personality and physical appearance. Charisma is mostly irrelevant when dealing with non-humans.

## Charisma

## Skills

From the following table of skills pick the areas of knowledge you wish your character to have. Concentrate skills in specialized areas or have several areas of general experience.

## THR

Throw is the characters ability to physically propel an object toward a target in the hope of hitting the target. Always roll under your throw on a d20 to hit a target.

Your ability to throw is also limited by four modifiers.

- 01 ATTACKER / DEFENDER MOVEMENT
- 02 SIZE / SPEED OF TARGET
- 03 STRENGTH / APPLICABLE MODIFIERS

For your ability to throw add your ratings of Strength, Accuracy, and Dexterity. Divide the result by 3. Round fractions down to the nearest number.

$$\frac{\text{STRENGTH} + \text{ACCURACY} + \text{DEXTERITY}}{\text{DIVIDE BY 3}}$$

## Skill Types

Skills have five different letter prefixes that designate their acquisition.

- W WORK EXPERIENCE
- T TECHNICAL SCHOOL
- M MILITARY EDUCATION
- H HIGHER EDUCATION
- S SELF TAUGHT

Choose any one letter for your characters education, then any skills with that letter prefix. Any military training allows the character to use any skills with the prefix M. Self teaching is the hardest way to acquire skills. These are mostly for the character who wants a special skill not in the realm of his or her education. The initial taking of a Self Taught skill requires the loss of an additional skill. As the character increases in level and experience any new skills are allowed without this penalty.

Extra-Legal skills are always self taught skills.

Medical skills are acquired in a different process than normal skills. If you decide to have a doctor as a character use the Medical Skills section after the main skills columns.

## DOD

## Dodge

Dodge is the ability to avoid a physical strike or move out of the way of a thrown or dropped object if not surprised. Arrows and high velocity projectiles cannot be dodged. Always roll under your dodge rating on a d20 for success.

For your ability to dodge add your ratings in strength and agility. Divide the result by 2, rounding fractions down to the nearest number.

$$\frac{\text{STRENGTH} + \text{AGILITY}}{\text{DIVIDED BY 2}}$$

## ACC

## Accuracy

Accuracy is your base number for projectile weapons combat. Combat modifiers are added to this number. Always roll a d20 under your accuracy to hit.

For accuracy roll 4d6 and subtract four from the result.

## HPT

## Hit Points

Hit points are the physical structure of your character. Hit points are the total number of points a character can take in damage before he or she is incapacitated or killed. At 0 hit points a character is unconscious. At -10 hit points the character is dead.

Hit points are the product of STRENGTH added to double your CONSTITUTION rating with the addition of a d10.

$$\text{STRENGTH} + 2x \text{ CONSTITUTION} + d10$$

## FRINGEWORTHY

CHARACTER NAME Edward J. Powers RACE Caucasian  
 OCCUPATION Computer Programmer COUNTRY USA  
 COMMAND N/A AGE 32 SEX Male  
 LEVEL Ø EXPERIENCE Ø

STR 11 INT 9 THR 11  
 CON 14 WIS 9 DOD 11  
 DEX 12 LCK 7 ACC 12  
 AGL 12 CRZ 8 HPT 43

SKILLS	LEVEL	SKILLS	LEVEL

# Skill Generation

Skills are an integral part of the generation of your character. A skill is a specialized area of knowledge and training a character has developed. Each point of skill level gives a player a +5% chance to accomplish a task relating to that skill. Levels for skill range from 0 to 20 maximum. As a player gains experience he can develop existing skills or entirely new skills.

## REMEMBER

- 01 Choose a primary occupational skill. Your starting level for this skill is d4 +4.
- 02 Choose two skills relating to your primary skill. Start their level at d4 +2.
- 03 Index from your intelligence to find the number of additional skills you can have. Start these skills at a level of d4.

## INTELLIGENCE                      ADDITIONAL SKILLS ADDED

01-04	Slow learner	06
05-09	Average learner	12
10-16	Excellent learner	15
17-19	Fantastic learner	19
20	Genius level	24

## SKILLS DESIGN

Ed's job of computer programming is his primary skill. His two other occupational skills are Higher Math and Accounting.

SKILL	LEVEL	%SUCCESS
Computer Programming	07	35%
Higher Math	03	15%
Accounting	03	15%

Ed's player now chooses 15 additional skills because of his intelligence of 11. For each of these skills he rolls a d4 to determine their starting level.

SKILLS	LEVEL	SKILLS	LEVEL
<u>Programming</u>	<u>7</u>	<u>Chemistry</u>	<u>3</u>
<u>Higher Math</u>	<u>3</u>	<u>Metal Fab.</u>	<u>2</u>
<u>Accounting</u>	<u>3</u>	<u>Plumbing</u>	<u>2</u>
<u>Cuisine</u>	<u>1</u>	<u>Latin</u>	<u>2</u>
<u>Dancing</u>	<u>1</u>	<u>Domestic Tech.</u>	<u>3</u>
<u>Health Care</u>	<u>1</u>	<u>Domestic Eng.</u>	<u>1</u>
<u>Banking</u>	<u>1</u>	<u>Pilot, Vehicle</u>	<u>4</u>

W	T	H	M	S	SKILL TYPES
		H	M	S	Abnormal Psychology
W		H	M	S	Accounting
W	T	H	M	S	Administration
	T		M	S	Air Sea Navigation
	T	H	M	S	Aerodynamics
W	T	H	M	S	Agriculture
	T	H	M	S	Architecture
		H		S	Archeology
W	T	H	M	S	Animal Husbandry
W		H	M	S	Animal Training
		H		S	Anthropology
		H	M	S	Anthropology, Urban
	T		M	S	Aquatic Vehicle Technology
	T		M	S	Aquatics, Diving
		H	M	S	Archery Technology
	T	H	M	S	Art, Commercial
W	T	H	M	S	Art, Drafting
	T	H		S	Art, Painting
	T	H		S	Art, Sculpture
		H		S	Art, History
	T	H	M	S	Astronomy
		H		S	Astrophysics
	T	H	M	S	Atmospherics
W		H			Banking
		H	M	S	Balloon Technology
W	T		M	S	Barbering
	T	H	M		Bio Chemistry
		H		S	Biology, Animal
		H		S	Biology, Human
		H		S	Biology, Marine
			M	S	Blade Weapons Technology
W		H	M	S	Boating, Small
W	T	H	M	S	Boating, Large Power
W	T		M	S	Boating, Large Commercial
W	T	H	M	S	Boating, Sail
		H		S	Brokering, Commercial
		H	M	S	Botany
		H	M		Business Law
W	T	H	M	S	Calligraphy
W	T	H	M	S	Ceramics, Industrial
W		H		S	Ceramics, Classical
	T	H	M		Chemistry, Organic
	T	H	M	S	Chemistry, Inorganic
W		H	M	S	Child Care
	T	H	M	S	Civil Engineering
		H	M	S	Civil Law
	T	H	M	S	Climatology
			M	S	Cold Survival
			M	S	Commando Training
W	T	H	M	S	Communications Technology
W	T	H	M	S	Computer Programming
W		T	H		Corporate Structure
W		H			Corporate Management
W	T	H		S	Cosmetology
W		H	M	S	Criminal Investigation
W		H	M	S	Criminal Law
W	T	H	M	S	Criminal Science
			M		Cryptology
			M	S	Crude Weapons
W	T	H		S	Cuisine
		H		S	Dancing
W	T	H	M	S	Data Manipulation
W			M	S	Demolition
			M	S	Desert Survival
		H	M	S	Diplomacy
W		H		S	Domestic Technology
W	T	H		S	Domestic Trade
W		H		S	Drama, Theater Arts

# Tri Tac Games

W		H		S	Ecology	W	T	H	M	S	Projectile Weapons Technology	
W	T	H	M	S	Electronic Diagnosis	W		H	M	S	Public Speaking	
W	T	H	M	S	Electronic Engineering			H	M	S	Psychology	
W	T	H	M	S	Electronics, Micro			H	M	S	Pilot, Ultralight	
W	T	H	M	S	Emergency Medical Care		T	H	M		Pilot, Prop Aircraft	
W		H		S	Entertainer		T	H	M		Pilot, Jet Aircraft	
W	T	H	M	S	Environmental Engineering		T	H	M		Pilot, Rotary Wing {copter}	
						W	T	H	M	S	Pilot, Motor Vehicle	
W	T	H	M	S	Fabrication, Metal	W	T		M	S	Pilot, Heavy Motor Vehicle	
W	T	H	M	S	Fabrication, Wood		T		M		Pilot, Submersible	
W	T	H	M	S	Fabrication, Plastic							
W		H		S	Fashion				M		Reconnaissance	
		H	M	S	Fencing Technology	W		H		S	Religion	
			M	S	Fighter Pilot	W	T	H		S	Retail Science	
	T	H	M	S	Finance		T	H	M	S	Robotics	
W	T	H	M	S	Food Processing							
	T	H	M	S	Fusion Technology	W	T		M	S	Sanitation Engineering	
W	T	H	M	S	Fluid Systems {plumbing}	W	T	H	M	S	Security	
		H	M	S	Forest Survival				H	M	S	Sociology
						W			H	M	S	Social Work
		H	M	S	Geography		T	H	M	S	Solar Electric Technology	
	T	H	M	S	Geology	W		H	M	S	Swimming	
			M	S	Grenade Weapons	W		H	M	S	Sports {may be specialized}	
			M	S	Guerrilla Tactics		T	H	M		Structural Diagnosis	
W		H	M	S	Gymnastics		T	H	M		Structural Engineering	
		H	M	S	Glider Technology							
							T	H	M		Tax Lawyer	
W	T	H	M	S	Health Care				M	S	Tactics	
W	T		M	S	Heavy Equipment Operation							
		H	M	S	History		T	H	M		Undersea Engineering	
W		H	M	S	Horsemanship		T	H	M		Undersea Technology	
							T	H	M	S	Ultralight Aircraft Technology	
	T	H		S	Interior Design							
			M	S	Interrogation							
W	T	H	M	S	Journalism		T	H	M		Vocational Rehabilitation	
			M	S	Jungle Survival			H		S	Voice	
						W	T	H	M	S	Writing	
W		H	M	S	Labor Relations							
W		H	M	S	Labor Management							
W	T	H	M	S	Language, Additional							
W		H	M	S	Law Enforcement							
		H	M	S	Linguistics							
W	T	H	M	S	Lifesaving							
W	T	H		S	Marketing							
		H	M	S	Martial Arts							
W	T	H	M	S	Mathematics							
		H	M	S	Mathematics, Higher							
W	T	H	M	S	Mechanical Diagnosis							
	T	H	M	S	Metallurgy							
	T	H	M		Microwave Technology							
		H	M	S	Mountain Climbing							
W	T	H	M	S	Mortuary Science							
W	T	H		S	Music Technology							
		H		S	Music, Performance							
	T	H	M		Nuclear Physics							
	T	H	M		Nuclear Technology							
	T	H	M		Nuclear Medicine Assistant							
			M		Nuclear Weapons Technology							
W	T	H	M		Nursing							
		H	M	S	Oceanography							
	T	H	M	S	Optics							
W	T	H	M	S	Philosophy							
			M	S	Photography							
			M	S	Physical Surveillance							
		H	M	S	Physics							
		H	M	S	Political Science							
		H		S	Political Office							

## Extra-Legal Skills

Arson	Fraud
Assassination	Illegal Gaming
Booking {bets}	Kidnapping
Brawling	Organized Crime
Breaking & Entering	Pickpocketing
Computer Crime	Procuring
Counterfeiting	Safe Cracking
Drug Traffic	Smuggling
Electronic-Countermeasures	Tax Evasion
Espionage	Terrorism
Extortion	Theft, Petty
Forgery	Theft, Grand
	Traps



# Language

A character learns one language in his formative years which becomes his native language. As the character gains skills he may elect to learn additional languages.

Intelligence determines the maximum number of languages a character may have.

CHARACTERS INTELLIGENCE	MAXIMUM ADDITIONAL LANGUAGES
01-05	2
06-10	3
11-15	4
16-19	5
20	6

## BILINGUAL CHARACTERS

Characters raised in a bilingual {2 language} environment may have an additional language added to their maximum number of languages.

## REMEMBER

- 01 Start your character with his native language at a level of 20.
- 02 Additional languages may be added up to the character's language maximum.
- 03 If languages are part of the initial skill choice, start their levels at d4.
- 04 Characters that are bilingual have their first native language at a level of 20. Start their second language at a level of 1b + d4. This second language does not count as an additional language on the Maximum Language score.
- 05 A character who studies or stays in a foreign language situation can gain db points of level in that language per year of total immersion. Total immersion is the complete dedication to learning a language. Even if a character has reached his language maximum, he may still learn a new language this way.

LANGUAGE LEVEL	DESCRIPTION	% CHANCE OF COMMUNICATION
01-03	Totally Unintelligible	15%
04-06	Mostly Unintelligible	30%
07-09	Somewhat Understandable	45%
10-12	Almost Understandable	60%
13-15	Understandable	75%
16-18	Fluent	90%
19	Fluent / Can Translate	95%
20	Talks Like a Native	99%

# The Ed Powers Story

Ed Powers, after a more than difficult mission, discovered he was stranded on an alternate Earth. With some disgust he settled down to wait for the next expedition.

The only book in Ed's pack was a guide to conversational Russian. With food plentiful and the weather moderate Ed begins to devote three hours a day to learning Russian.

A year later a second team finds Ed in his well stocked, comfortable shack.

Ed sees the team leader is a Russian.

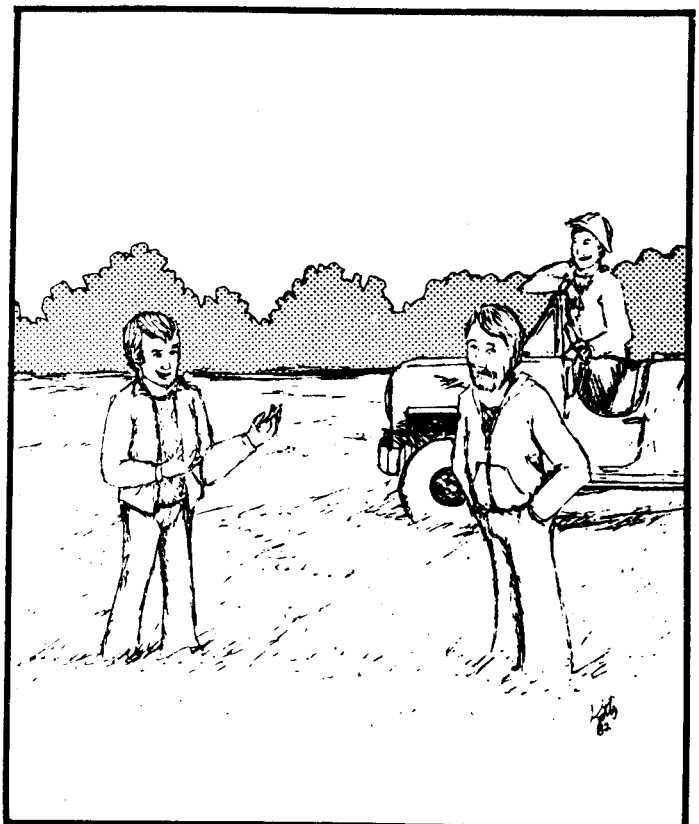
Ed immediately talks to the team leader in Russian to try his newfound skill.

In 12 months of study Ed has gained db in language level through total immersion. For his time of study a db is rolled and he is rewarded with a level of b in Russian.

After hearing Ed's excited burble of his native language, the Russian team leader can only shake his head. Ed is mostly Unintelligible.

## Languages

01 Arabic	11 Japanese
02 Chinese	12 Korean
03 French	13 Latin {modern}
04 Gaelic	14 Polish
05 German	15 Portuguese
06 Greek {modern}	16 Russian
07 Hebrew	17 Spanish
08 Hindi	18 Swahili
09 Hungarian	19 Swedish
10 Italian	20 Welsh



# The Ed Powers Story

## THE GREAT WHITE SOUTH

## Skill Levels

Skill levels {0 to 20} are a measure of the character's ability to perform a task. Each point of skill level is worth +5% on the attempt to successfully accomplish such a task.

Difficulty ratings are the toughness of a task a player wishes to accomplish.

All skill attempts of any importance have a GM rated difficulty potential. This is the number a player must roll or under on a d100 / percent dice roll.

This number for success is modified by resources available, time, and situation.

### REMEMBER

- 01 Each point of skill is worth +5% toward your needed number.
- 02 Related skills from a single player character can be combined for the attempt at a task under the discretion of the GM.
- 03 Skills cannot be combined with those from other players. The highest skill level that is available is the level used for a difficulty modifier. Each individual helping on a task adds +1% on the final totals.
- 04 On the GM's decision the luck roll can be used where a percentage falls short by one or two points.
- 05 An unmodified roll of a 01 on a d100 is always a success. A roll of 00, a crashing failure.

## Difficulty

Difficulty ratings are the scale of difficulty of an attempted task. They can be used for fabrication, repair, feats of agility and dexterity.

DIFFICULTY RATING	% SUCCESS		
01	95%	+ Skill%	+ Optional Modifiers
02	80%	+ Skill%	+ Optional Modifiers
03	65%	+ Skill%	+ Optional Modifiers
04	35%	+ Skill%	+ Optional Modifiers
05	20%	+ Skill%	+ Optional Modifiers
06	05%	+ Skill%	+ Optional Modifiers
07	0%	+ Skill%	+ Optional Modifiers
08	-5%	+ Skill%	+ Optional Modifiers
09	-20%	+ Skill%	+ Optional Modifiers
10	-35%	+ Skill%	+ Optional Modifiers
11	-65%	+ Skill%	+ Optional Modifiers
12	-80%	+ Skill%	+ Optional Modifiers
13	-95%	+ Skill%	+ Optional Modifiers

After a few weeks training in the Antarctic Ed Powers becomes bored.

After two weeks of total boredom he decides to take on the challenge of a hobby. Ed tries to build a still.

From Ed's many skills four are chosen as relevant to the project. The GM breaks the production of moonshine into a two step process. This attempt at a task is divided into still operation and fabrication.

Ed's skills that relate to the project are:

STILL FABRICATION	STILL OPERATION
Metal Fabrication 02 {10%}	Cuisine 01 {05%}
Plumbing 02 {10%}	Chemistry 03 {15%}

The GM assigns the difficulty of the still fabrication as 5 or 20% chance of success. Ed's chance to build the still is 20% plus the percentages of his related skills of Metal Fabrication and Plumbing. His total chance of success is 40%.

{Ed's player must roll under 40% for on a d100 for success.}

A 24 is rolled and the still is complete.

Operation is another matter.

Again the GM assigns the difficulty as 5 or 20% chance of success. Again Ed's related skills are added giving him a total of a 40% chance for operation.

A 99 is rolled on a d100 and Ed's attempt fails miserably.

Never one to quit, Ed tries again in a week.

This time a 12 is rolled on a d100 and Ed watches the first few drops of liquid splash into a beaker.

In this example possible fabrication modifiers were not used.

## Difficulty Randomization

Simple Repair or Fabrication	d4
Repair or Fabrication	d4 +1
Complex Replacement	d4 +2
Complex Fabrication	d4 +3
Very Complex Replacement	d6 +3
Very Complex Fabrication	d6 +4
Speciality	
Fabrication or Repair	d6 +6
Unlikely Fabrication or Repair	d6 +7
Easy Acrobatics	d4
Difficult Acrobatics	d4 +2
Almost Impossible Acrobatics	d4 +4
Impossible Acrobatics	d6 +4
Unlikely Acrobatics	d6 +6
Ridiculous Stunts	d6 +7

This chart allows for the randomization of difficulty by generating a level from general information.

# Tri Tac Games

## REPAIR / FABRICATION

	MODIFIER	
01	Lack of Tools	-05%
02	Lack of Technology	-10%
03	Lack of Materials	-10%
04	Fabrication Under Stress or Combat Situations	-05%
05	Fabrication in Hostile Environments	-10%
06	Old Parts / Undependable	-10%
07	Lack of Instructions	-10%
08	Complete Tools Available	+05%
09	Complete Information Available	+10%
10	Prepackaged "How-to" Kit	+15%
11	Familiar Design, Having {Worked with before}	+15%
12	Semi-Familiar Design	+05%
13	Unfamiliar Design {But you know the function}	-05%
14	Something Never Attempted	-10%
15	More than 3 Failures at This Attempt	-10%
16	More than 6 Failures at This Attempt	-20%
17	Semi-Alien Design	-10%
18	Alien Design	-15%
19	Totally Alien Design	-20%
20	Archaic / Old Design	-05%

## AGILITY / DEXTERITY

	MODIFIER	
01	Attempt at a well known activity while under no stress.	+15%
02	Character has time to plan a complex action in a non-stress situation.	+05%
03	Character plans complex action quickly in a moderate stress situation.	+ 0%
04	Character plans complex action quickly in a stress situation.	-10%
05	Action attempted for first time without practice.	-15%
06	Character wounded, less than half hit points remaining.	-20%
07	Character under weight burden.	-10%
08	Character under heavy or light gravity situation.	-10%
09	Character wounded, arm or leg or less than half of constitution remaining.	-25%
10	Heavy combat or stress situation	-05%

A characters agility may be used in the same way as skill levels to accomplish a difficult acrobatic or balance saving feat. Each point of agility is worth a +05% in an attempt.

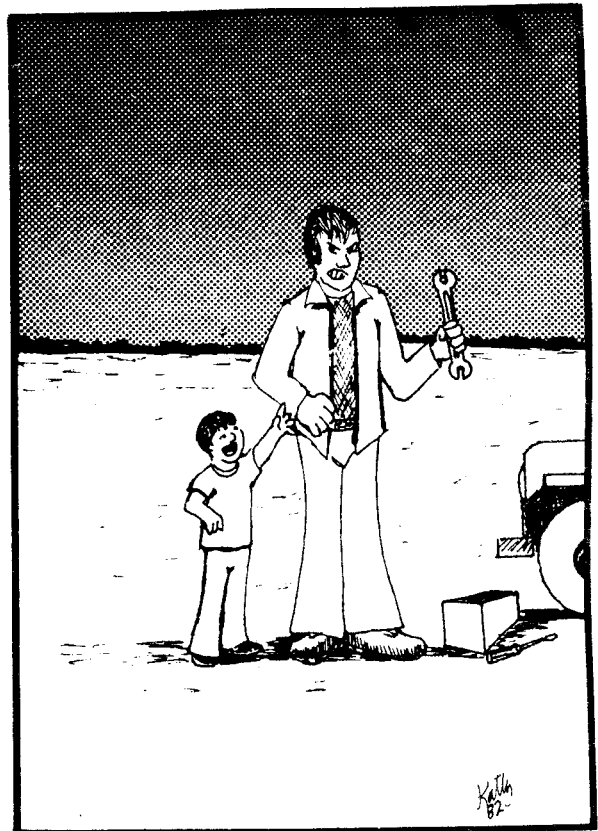
## DIFFICULTY

### Personal Modifiers

Health		Modifier
01	Fresh, Healthy	+05%
02	Healthy	+03%
03	Neutral, Healthy	+01%
04	Neutral, Sick	-01%
05	Sick	-03%
06	Tired, Sick	-05%
07	Tired, Sick, Lack of sleep	-07%
08	Pushed to Limit	-10%
09	Dizzy	-05%
10	Under effects of drugs	-15%

### Distraction

	Modifier	
01	General Annoyance	-01%
02	Continued Annoyance	-05%
03	Rampant Annoyance	-08%
04	Total Annoyance	-10%
05	Pain, Light	-05%
06	Pain, Heavy	-10%
07	Stun, Light	-05%
08	Stun, Heavy	-15%
09	Forced against Will	-05%
10	Forced at Gunpoint	-08%



# Tri Tac Games

## Experience

Experience points are a system of reward points for positive action in the game. With these points characters reach new plateaus of level where they are able to improve and gain skills. With each additional level chances of survival are improved by an increase in hit points.

Experience may be awarded for individual or group action. This experience is usually accumulated by the playing group as a whole and divided equally by characters who survive the game.

### REMEMBER

- 01 Experience is the GM's decision.
- 02 Do not give experience for every small action that adds to the general welfare of the party.
- 03 Do not award experience for killing, looting and unjust mayhem by the players. Negative experience works well to limit players who have their brains in their trigger fingers.

After training and a thrilling year stuck on another world, Ed Powers has gained experience.

Ed is a little tougher and slightly more experienced in his skills use.

At first level Ed gains the roll of a d10 to increase his hit points and a d4 more skill points to increase his levels in old skills or start new skills.

Ed's player rolls a 07 on a d10, bringing his characters hit points to 50. He then rolls a 4 on a d4 for additional skill points.

Ed decides to take a new skill, ECOLOGY, and gives it two of his 4 points. He then increases his cuisine by 1 and his Russian by 1.

Ed's skills are now.

SKILLS	LEVEL	SKILLS	LEVEL
Programming	7	Chemistry	3
Higher Math	3	Domestic Eng.	1
Accounting	3	Metal Fab.	2
Cuisine	2	Plumbing	2
Dancing	1	Latin	2
Health Care	1	Domestic Tech.	3
Banking	1	Pilot, Vehicle	4
Ecology	2	Russian	7

## Levels

### LEVEL TITLES

0 Mellor Bait	08 Team Leader
01 Fringe Fodder	09 Team Commander
02 Green	10 Team Teacher
03 Rookie	11 Director
04 Novice	12 Explorer
05 Experienced	13 Mellor Hunter
06 Pro	14 Fringeworthy
07 Leader	

LEVEL	POINTS	ADDITIONAL HIT PTS. GAINED	ADDITIONAL SKILL PTS. GAINED
01	100-	1000	d10
02	1001-	2000	d10
03	2001-	4000	d10
04	4001-	8000	d10
05	8001-	16000	d10
06	16001-	32000	d10
07	32001-	64000	d10 +01
08	64001-	120000	d10 +01
09	120001-	240000	d10 +02
10	240001-	480000	d10 +02
11	480001-	730000	d10 +03
12	730001-	980000	d10 +03
13	980001-	1230000	d10 +04
14	1230001-	1480000	d10 +05
14+	250,000 per level		d10 +05

## Experience Points

	TOTAL PARTY EXPERIENCE
Exploration and Discovery	100 pts.
Outstanding Exploration	500 pts.
Good Judgement / Sound Reasoning	200 pts.
Outstanding Reasoning / Insight	800 pts.
Outstanding Detective Work	750 pts.
Blending into an alien culture	1000 pts.
Aiding the Needy	400 pts.
Going out of their way to aid	1000 pts.
Risking their lives to aid	2000 pts.
Outstanding Aid	3000 pts.
No use of violence	1000 pts.
Minimal use of firearms	500 pts.
Effective use of weapons as needed	1000 pts.
Avoiding Traps	400 pts.
Outsmarting a superior force	1000 pts.
Out fighting a superior force	500 pts.
Playing in character	100 pts.
Good team organization	200 pts.
Good organization after leadership loss	400 pts.
Killing hostiles	50 pts.
Killing Mellor Types 1 to 3	1000 pts.
Killing Mellor Types 4 to 5	2000 pts.
Killing Mellor Type 6	4000 pts.
Stopping a Mellor Infestation	4000 pts.
Tracking Mellor in human form	500 pts.
Dealing peacefully with aliens	1000 pts.
Accepting alien law	1000 pts.
Not damaging alien culture	1000 pts.
Dealing peacefully with hostile humans or aliens	1000 pts.
Rescue or Emergency Medical Aid to humans or aliens	1000 pts.
Improving a cultures living standard while not interfering with their culture / lifestyle.	1000 pts.

# Tri Tac Games

## Medical Skills

Separate from general skills are the special medical skills a character may have as he or she plays a doctor.

A character who becomes a doctor uses a separate skill and experience system.

### REMEMBER

- 01 The only requisite for becoming a doctor is a minimum intelligence of 12.
- 02 Choose a primary medical specialty. Start this skill at a level of d4 +4
- 03 Choose four other medical skills, starting their levels at d4 +1
- 04 Choose 12 skills from the skill table with the prefix H. Start the skills at a level of d4. A character with military experience may choose from the skills with the M prefix.

## Medical Skill Types

### ANATOMY

The study of the structure of animals and plants.

### ANESTHESIOLOGY

The science of administering local and general anesthetics.

### AUDIOLOGY

The science of hearing.

### AUTOPSY

Medical examination after death to ascertain the cause of death.

### BACTERIOLOGY

The science and study of bacteria.

### BEHAVIOR / MODIFICATION

The study of the total response of an organism to internal and external happenings. The alteration of behavior.

### BIONICS / REPLACEMENT SURGERY

The science of replacing human or animal parts with fabricated parts that perform a similar function.

### BIO-CHEMISTRY

The study of the chemistry of living tissues.

### BIO-PLASTIC SURGERY

The alteration of living tissue to change its shape and general appearance.

### BOTANY

The study of plants and their medical uses.

### BURN TECHNOLOGY

The use of high technology to treat and repair burn damage.

### CHEMISTRY

A working knowledge of general and specialized chemistry in the lab or field.

### COMMUNITY MEDICINE

A knowledge of the medical needs of a community often specialized by country and people.

### DENTISTRY

Science of the prevention, diagnosis and treatment of diseases of the mouth and teeth.

### DERMATOLOGY

Science of the structure, function, and diseases of the skin.

### DRUG THERAPY

The use of drugs to treat diseases and disorders over a period of time.

### GENETICS

The science of heredity and variation, the engineering of traits in living things.

### IMMUNOLOGY

The science of dealing with the reactions of living tissues to foreign biological material.

### INTERNAL MEDICINE

Medicine that deals with the diagnosis and medical therapy of diseases of the internal organs by non-surgical methods.

### MICRO SURGERY

Surgical methods for correcting problems at the microscopic level that often require special equipment.

### MEDICAL TECHNOLOGY

The knowledge and use of the latest in available medical technology and hardware.

### NEUROLOGY

The study of the anatomy, physiology, and pathology of the nervous system.

### NEURO SURGERY

Surgery of the nervous system, restructuring, and general repair.

### OBSTETRICS

The study and care of prenatal life, including birth and infant care.

### ONCOLOGY

The study and care of neo-plastic growths, the formation of new tissues. {cancer / tumors}

### ORTHOPEDICS

Branch of surgery concerned with the correction of deformities and diseases of the muscle and skeletal system.

### OPHTHALMOLOGY

Science of the anatomy, physiology, and diseases of the eye.

### PATHOLOGY

The science of disease and its treatment.

### PARASITOLOGY

The study of parasitic organisms.



# Tri Tac Games

## PHARMACOLOGY

The science of the nature and properties of drugs, particularly in their actions on living tissues.

## PSYCHOLOGY

The science that that studies the functions of the mind.

## PSYCHIATRY

The medical science that deals with the origins, diagnosis, and treatment of mental and emotional disorders.

## RADIOLOGY

The branch of medicine that deals with radioactive substances, x-rays and other radiations for the diagnosis and treatment of disease.

## SURGERY

The branch of medicine dealing with trauma and diseases requiring operative restructuring procedures.

## TOXICOLOGY

The science of the nature and effect of poisons, their detection, and treatment of their effects.

## VIROLOGY

The study of viruses and virus diseases.

## MEDICAL LEVEL TITLES

0	Medic	08	Resident
01	Med School 1	09	Resident 2
02	Med School 2	10	Senior Resident
03	Med School 3	11	Chief Resident
04	Med School 4	12	Doctor
05	Intern	13	Fringe Doctor
06	Intern 2	14	Research Physician

LEVEL	POINTS	ADDITIONAL HIT PTS. GAINED	ADDITIONAL SKILL PTS. GAINED
01	100- 1000	d10	d4 +02
02	1001- 2000	d10	d4 +03
03	2001- 4000	d10	d4 +04
04	4001- 8000	d10	d4 +05
05	8001- 16000	d10	d4 +06
06	16001- 32000	d10 +01	d4 +07
07	32001- 64000	d10 +01	d4 +08
08	64001- 120000	d10 +01	d4 +09
09	120001- 240000	d10 +02	d4 +10
10	240001- 480000	d10 +02	d4 +11
11	480001- 780000	d10 +03	d4 +12
12	780001- 1080000	d10 +04	d4 +12
13	1080000- 1380000	d10 +05	d4 +12
14	1380000- 1680000	d10 +06	d4 +12
14+	300,000 per level	d10 +06	d4 +12

## DOCTOR'S SPECIAL ABILITIES

### RESUSCITATION / CPR\*

For every level of experience a doctor possesses he or she has a 5% cumulative chance to save a victim of Death Shock.

This resuscitation is the attempt to start the victims heart after it has stopped. Each attempt takes d4 minutes. During the attempt the victims constitution remains stable until te attempt succeeds or fails.

Roll a d100, scoring under the doctor's "ability to resuscitate" percentage for success. A successful roll gives the player a second deathshock roll to survive. This can be continued b + db attempts before CPR is no longer effective.

Failure at resuscitation is where the attempt takes over six minutes. At this time the character is hopelessly brain damaged and useless as a player character.

### HEALING

Healing has a base of 5% for every level a doctor possesses.

This ability allows the doctor to repair physical damage. This ability is limited to one use per day per patient. The attempt takes one hour of the doctors time. Healing restores a limited number of hit points.

### CONDITIONS

Well Equipped Hospital	d10
Poorly Equipped Hospital	d8
Adverse Conditions or Field Conditions	d6
Stress Conditions, Under Fire, Poorly Equipped	d4
Worst Possible Conditions	d4 x.50

### RESTORATION

d10
d8
d6
d4
d4 x.50

\* CARDIO-PULMONARY RESUSCITATION

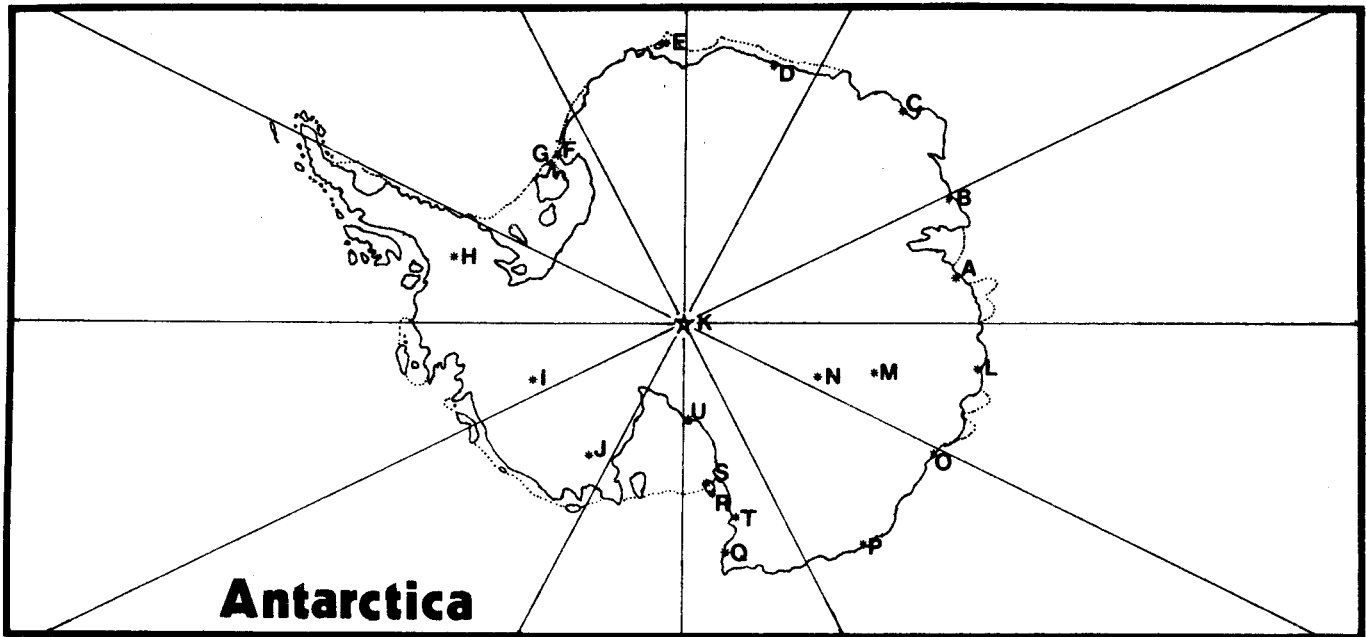
## FRINGEWORTHY

CHARACTER NAME William E. Fastner RACE Caucasian  
 OCCUPATION Doctor COUNTRY Australia  
 COMMAND Colonel AGE 32 SEX Male  
 LEVEL 0 Medic EXPERIENCE 0

STR 08 INT 16 THR 10  
 CON 12 WIS 09 DOD 08  
 DEX 10 LCK 08 ACC 14  
 AGL 08 CRZ 08 HPT 35

SKILLS	LEVEL	SKILLS	LEVEL
<u>Surgery</u>	<u>6</u>	<u>Pilot, Auto</u>	<u>4</u>
<u>Immunology</u>	<u>4</u>	<u>Forest Survival</u>	<u>1</u>
<u>Pathology</u>	<u>2</u>	<u>Cuisine</u>	<u>1</u>
<u>Autopsy</u>	<u>1</u>	<u>Jungle Survival</u>	<u>1</u>
<u>Drug Therapy</u>	<u>5</u>	<u>Swimming</u>	<u>4</u>
<u>Biology, Human</u>	<u>3</u>	<u>Psychology</u>	<u>2</u>
<u>Agriculture</u>	<u>2</u>	<u>Latin</u>	<u>2</u>
<u>Nuclear Medicine</u>	<u>1</u>	<u>French</u>	<u>2</u>
		<u>Health Care</u>	<u>3</u>

# Tri Tac Games



BASE	OWNERSHIP	BASE	OWNERSHIP
A DAVIS STATION	AUSTRALIA	L MIRNY	SOVIET UNION
B MAWSON STATION	AUSTRALIA	M KOMSOMOLSKAYA	SOVIET UNION
C MOLODEZHNAJA	SOVIET UNION	N VOSTOK	SOVIET UNION
D NOVOLAZAREVSKAYA	SOVIET UNION	O WILKES STATION	AUSTRALIA / USA
E TOTTENBUKTA / SANAE	SOUTH AFRICA	P DUMONT D'URVILLE	FRANCE
F GEN. BELGRANO STATION	ARGENTINA	Q HALLETT STATION	NEW ZEALAND / USA
G ELLSWORTH STATION	ARGENTINA / USA	R MCMURDO STATION	USA
H EIGHTS {SKY-HI} STATION	USA	S SCOTT STATION	NEW ZEALAND
I BYRD STATION	USA	T HATSUMI STATION	UNITED NATIONS
J LITTLE ROCKFORD STATION	USA	U BEARDMORE STATION	USA
K AMUNDSEN-SCOTT STATION	USA		

Realizing the importance of their find the Japanese Antarctic expedition, lead by Takahiro Hatsumi, took their evidence to the United Nations. In a surprise move the UN quickly seized the alien installation in the name of all nations.

The furor over this act dissipated when it was discovered only one in a hundred thousand could actually cross the portal to the space beyond.

In weeks the UN formed the IDA, the Inter-Dimensional Development Agency. For the betterment of mankind all nations were invited to participate and benefit from any discoveries made in the Fringe.

The major and minor powers alike cast aside their differences and began to work together. It was common logic that working under the auspices of the UN would ensure no one country would gain a strategic advantage over any other with information or technology secured from other worlds.

In months a permanent Antarctic base was established at the site. The first IDET, Inter-Dimensional Exploration Teams, were formed by the participating nations.

While awaiting the reply from the United Nations Sayuri Tanuma carefully experimented with her new-found ability. In the four days it took the UN to send their own representative she discovered many of the limitations imposed upon the paths. Specifically electrical and magnetic equipment would not function, and nothing could pass only partway through a portal without being drawn all the way through it. She took a walk along the pathway to the first transfer station and stepped through a gate. This led her to a world which was not so different from Earth except for a few minor eccentricities - such as the total lack of human life. She stayed long enough to check the constellations for her position in space. Sayuri left hurriedly, when after a second check she became aware that she had not moved in either space or time. Again within the main transfer station, she used the crystal which she had been given, inserting it into the portal adjacent to the Antarctic gate. She found herself in an installation similar to the one in Antarctica. There was no apparent exit other than the gate. She returned to the station and reset the controls as they were originally. Sayuri went back through the gate to the Antarctica station.

# Tri Tac Games

## PORTALS

Within a month of her first hesitant explorations Ms Tanuma was leader of the first IDET team travelling the fringe paths. Using 10-speed bicycles and simple mechanical cameras they confirmed the first of the multi-universe theories.

The world was shocked to discover that not only would the pathways lead to other worlds in space but into alternate earths as well. Pandora's Box was now open and Earth - our Earth - would never be the same.

Other Earth-based portals were soon discovered and secured by the UN. Of the eight such stations discovered, only four were intact and habitable by human life. One of these, on the Isle De Pascua, was deliberately destroyed by the Chilian government, who would not saction control of the base by the UN. The three remaining stations were immediately put under heavy military guard to prevent a recurrence of this incident.

In the true tradition of freedom of the press the world news media were kept informed of all events and discoveries from the Fringe worlds. Every aspect of the new science was printed again and again until eventually the coverage began to die down from daily reports on the front page to weekly or monthly reports buried beneath other news. Finally the coverage dropped to a single professional journal published bi-weekly.

The world's population-at-large had now accepted the existance of the Fringeworlds and had gone back to worrying about things closer to home.

The UN had another problem: something was killing it's IDET explorers at an alarming rate...

### LOCATION COUNTRY

01	Hatsumi Station	UN ANTARCTIC
02	NW Providence Channel	BAHAMAS
03	Richardson Mountains	CANADA
04	Isle De Pascua	CHILE
05	Sea of Japan	JAPAN
06	Cherskiy Mountains	SOVIET UNION
07	North Sea	GREAT BRITIAN
08	Rebiana Sand Sea	LIBYA

STATION	STATUS	ACCESS	FUTURE
01	ACT	A	M
02	INA	O	X
03	ACC	N	D
04	ACC	I	U
05	INA	O	X
06	ACC	N	D
07	INA	O	X
08	DAM	I	X

### STATION STATUS CODES

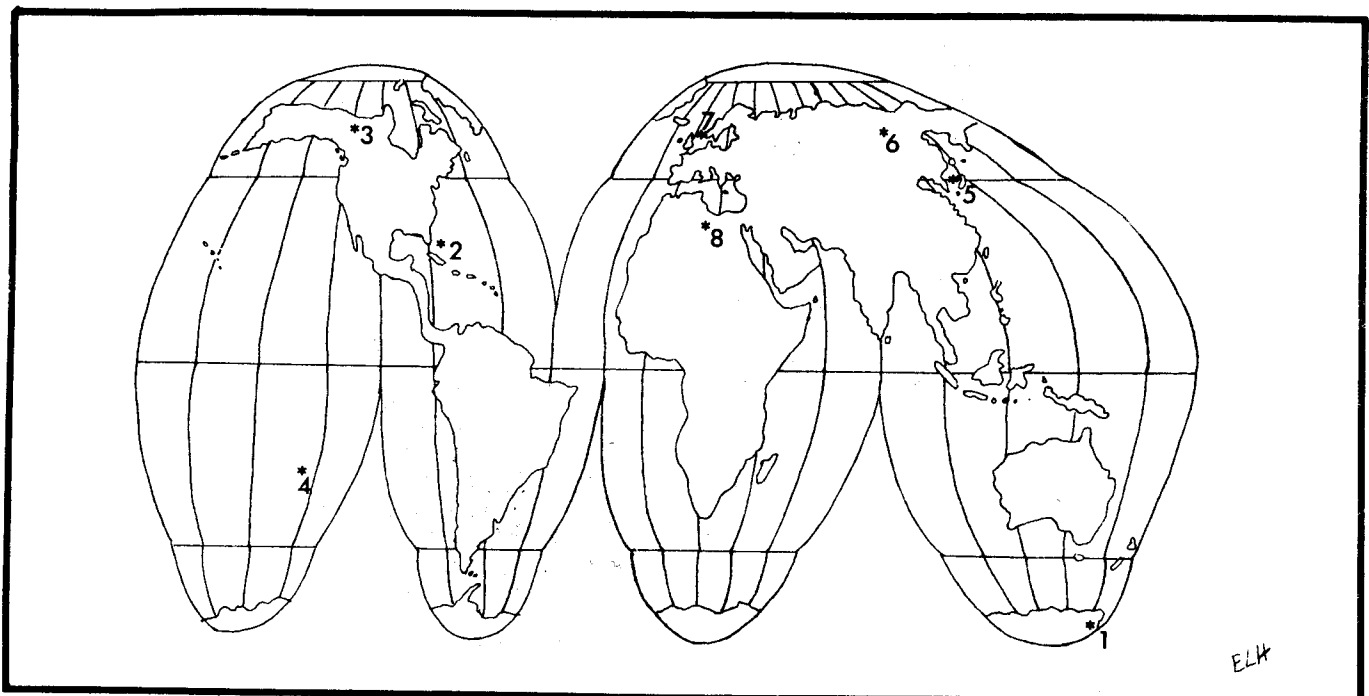
ACT Active, Functional  
 ACC Accessable  
 INA Inactive  
 DAM Damaged

### STATION ACCESS CODES

A Controlled by UN  
 N Held for UN use by host country.  
 I Limited access by host country.  
 O Underwater / Inaccessible

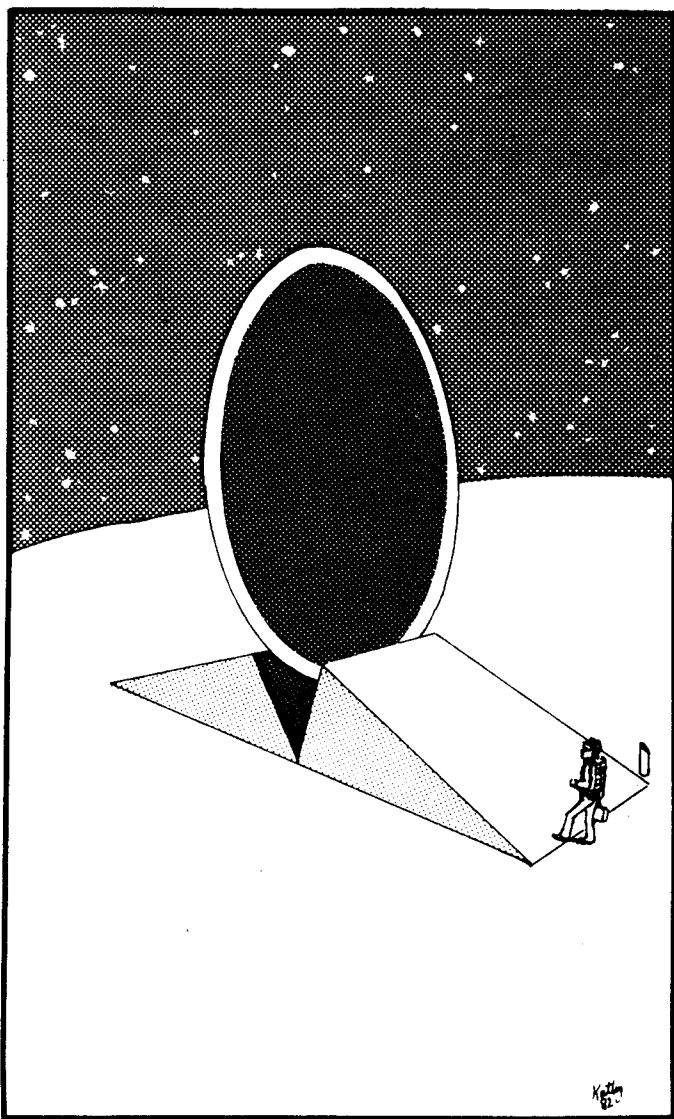
### FUTURE STATUS

M Main operations  
 D To be developed  
 X Not usable at present  
 U Uncertain



ELH

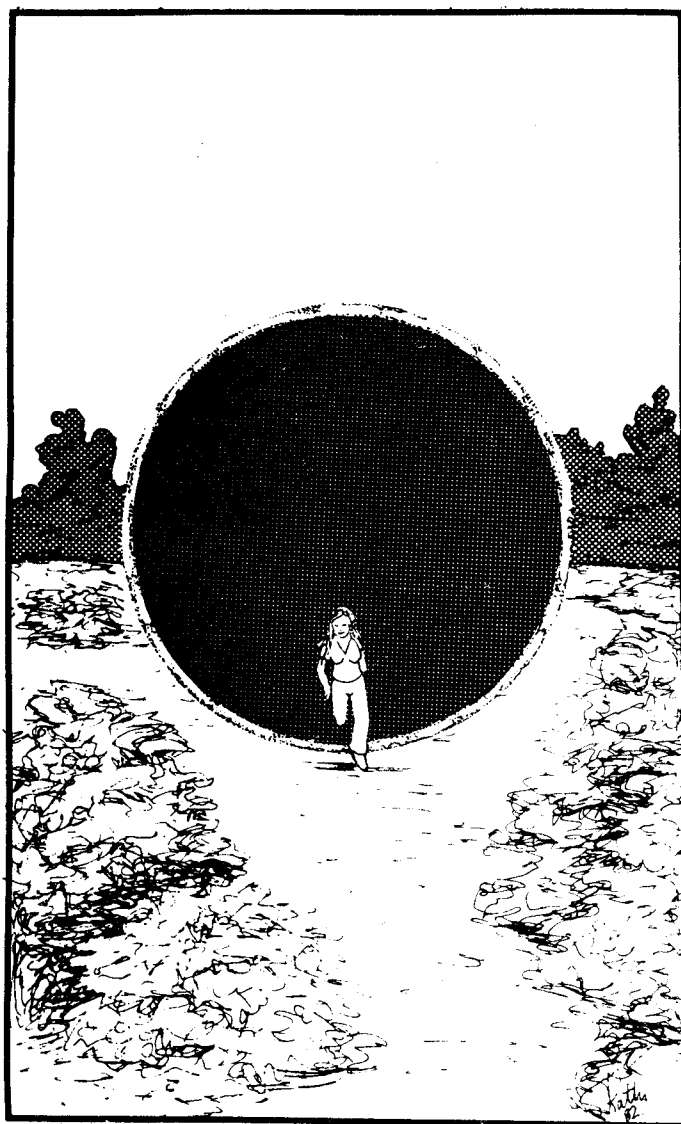
## Tri Tac Games



### TRANSIT PORTALS

There are basically three different types of transit portals in the known path system. Two of these portals are a rotating ring with a dense black center. The so-called planetary portals of this first type also possess a black control pylon located on the right hand side of the ramp. This type of ring is 26 feet in diameter.

The second ring design is only found adjacent to the Transition Platforms and the Fringepaths. This type of ring has the same general configuration as the smaller, but lacks the control pylon. It is assumed that these ring portals are locked into continuous operation. This design measures 53 feet in diameter.



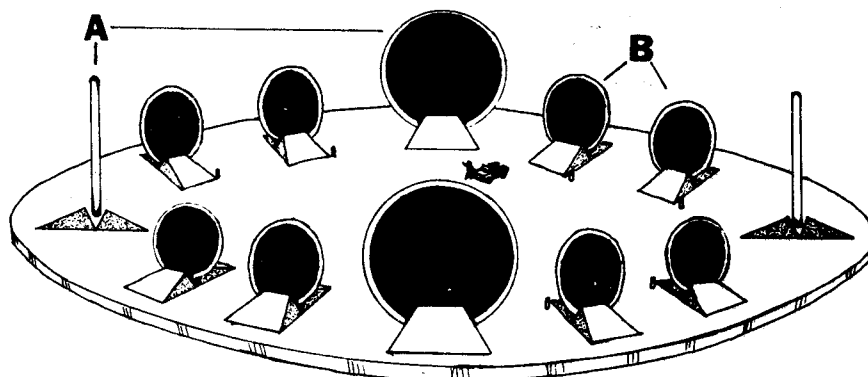
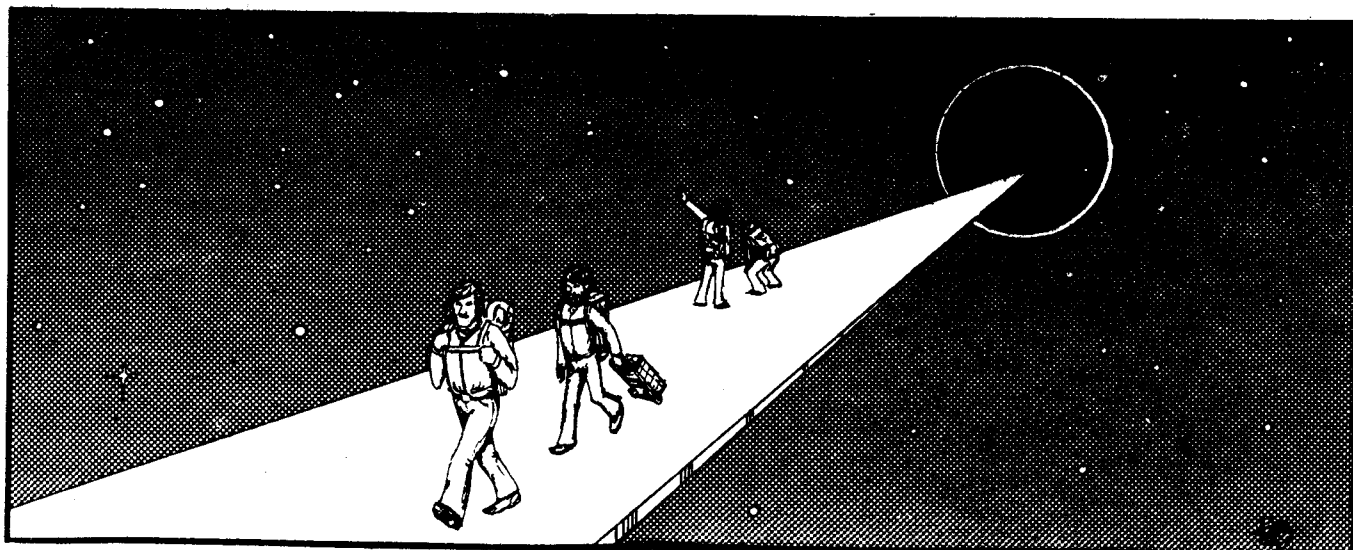
### TRANSIT WARPS

The third type of transition portal has no visible components. Only the Fringeworthy have the ability to see its faint, hazy rainbow outline suspended above the ground. This third type is the most common type of exit portal. It generally leads to populated worlds and alternate earths.

At a distance of 50 feet the rainbow outline begins to fade from the direct sight of the Fringeworthy. At a 100 foot distance there is no visible sign that a warp exists.

From the ring station side of the warp the outline or "rainbow effect" can be eliminated by using the pylons control surface.

It is assumed that this function was designed to be used for undercover work in cultures too fragile to have contact with alien beings. The very fact that these portals were set to these particular worlds and locations gives credibility to the speculation that this entire branch of the system was reset, in the near past, possibly even as late as 1896.



## Platforms

Platforms exist in an extra-dimensional space, designated "Fringespace." It is believed the alien Tehrmelern built their transit ways, the "Fringes" by cutting across the weakest point between the largest number of universes in a Solar System.

Aproximately 600 feet across, the disk shaped platforms seem to be fixed in this extra dimensional form of space.

Stars seen from the edge of the platform show no relation to any star positions catalogued. From time to time the stars have been seen to ripple and change position.

The platforms are climate-controlled with atmosphere, temperature and pressure set at a comfortable constant for human types. The gravity of the platform is a constant .96 on the "up" side. Off the sides and underneath the disc is an area of zero-gravity. Climate control is extended in a 97 foot radius from the platform. Beyond 97 feet the climate control ends, and anyone unlucky enough to drift out that far is subjected to the harsh vacuum and cold of space.

After drifting 47 feet in vacuum objects fall back into real space. It is hypothesized that any mass re-entering normal space in this manner is destroyed in a total matter to energy conversion.

### PLATFORM KEY

- A LARGE TRANSITION RINGS  
Lead only to Fringepaths, no control pylon
- B SMALL TRANSIT RINGS  
Lead to other worlds or realities through other Transit rings or Warps. These rings always have control pylons.

## The Ed Powers Story

As Ed Powers passed through the Transit Ring at Hatsumi Base he stopped near the exit ramp and stared in wonder.

He was standing on a huge disc under a canopy of more stars than he had ever seen. The platform was illuminated with enough light to make the other ten rings visable. Here and there Ed could even see the blinking lights of the control pylons.

Walking to the edge of the disk he looked down to see more stars below.

"Hey, Mellor Bait," the team leader shouted at Ed, "Get a move on, we gotta job to do."

As Ed snapped out of his momentary wonder he began to realize this new job was not going to be a picnic.



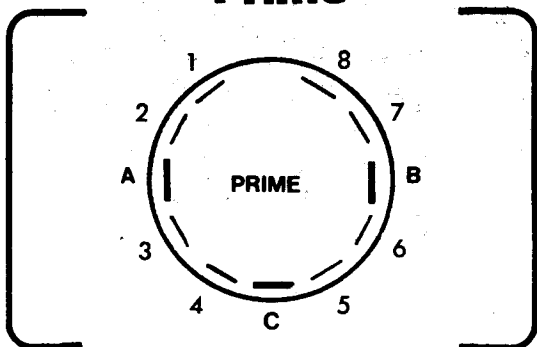
# Tri Tac Games

## Platform

There are four types of platforms in the "Fringepath" system.

- A PRIME PLATFORMS
- B ALTERNATE PLATFORMS
- C SYSTEM PLATFORMS
- D STAR PLATFORMS

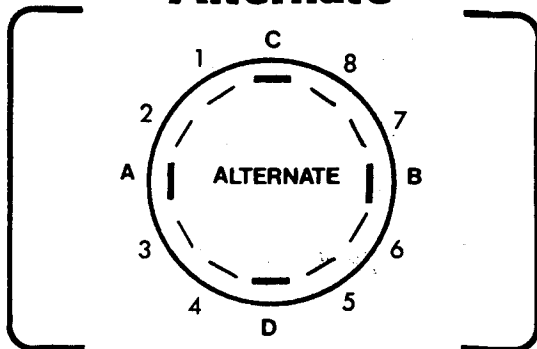
### Prime



- A Path to Prime Negative {}
- B Path to Prime Positive {}
- C Path to Prime Alternate Platform

- 01 Hatsumi Base, Antarctica
- 02 Providence Channel, Bahamas
- 03 Richardson Mountains, Canada
- 04 Isle De Pascua, Chile
- 05 Sea of Japan, Japan
- 06 Cherskiy Mountains, Russia
- 07 North Sea, Great Britian
- 08 Rebiens Sand Sea, Libya

### Alternate



- A Path to Alternate Platform Negative {}
- B Path to Alternate Platform Positive {}
- C Path to Earth Prime Platform
- D Path to Earth System Platform

01-08 are Alternate Worlds of 34 types designed by the GM. See the appendix for eight world examples from the playtest campaign.

### PRIME PLATFORMS

These platforms lead to specific prime worlds. They are characteristic in having eight smaller and only three of the larger rings which are only known to lead to a single world.

### ALTERNATE PLATFORMS

Only different in having a fourth large transit ring. These platforms lead directly to multitudes of alternate worlds.

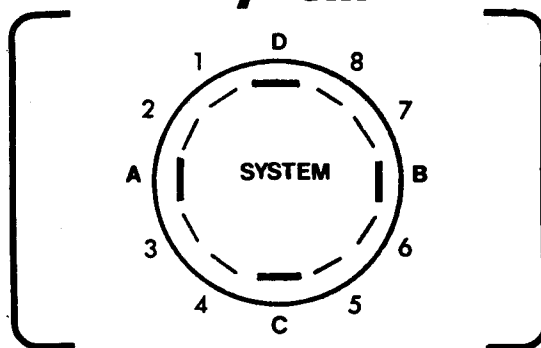
### SYSTEM PLATFORMS

Lead to eight points of interest in a Prime solar system.

### STAR PLATFORMS

Lead to eight other solar systems in the local area.

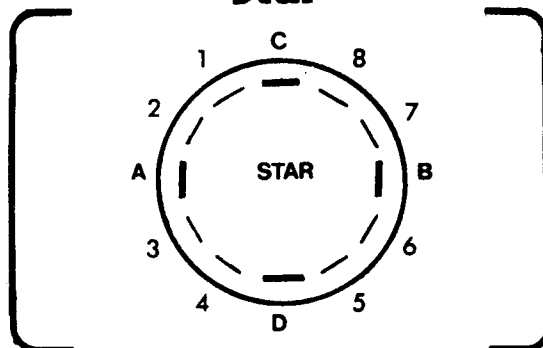
### System



- A Path to System Platform Negative {}
- B Path to System Platform Positive {}
- C Path to Prime Star Platform
- D Path to Prime Alternate Platform

- 01 Surface of Titan
- 02 Surface of Io
- 03-04 Surface of Venus
- 05-07 Surface of Mars
- 08 Asteroid between Mars / Jupiter

### Star

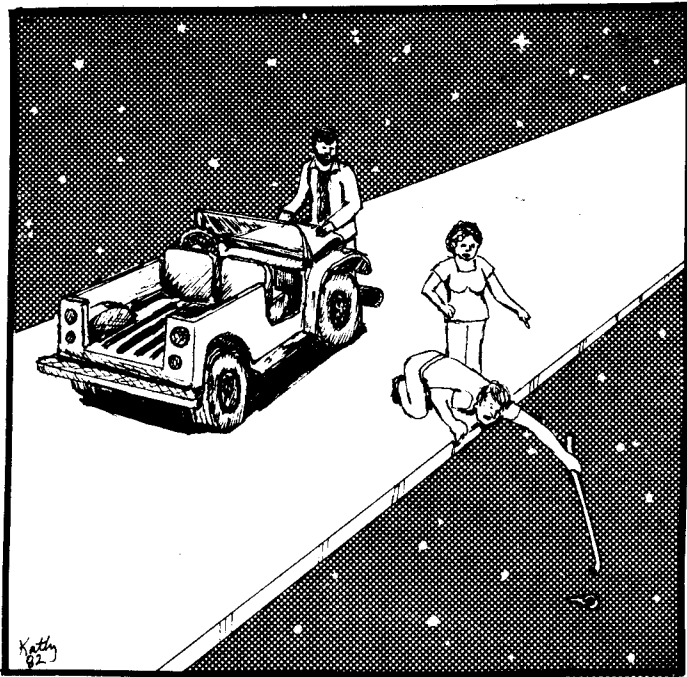


- A Path to Star Platform Negative {}
- B Path to Star Platform Positive {}
- C Path to Prime System Platform
- D Path to next Star Platform

- 01 Alpha Centauri
- 02 Proxima Centauri
- 03 Bernards Star
- 04 Wolf 359
- 05 Lalande 21185
- 06 Sirius
- 07 Luyten 726-8
- 08 Ross 154

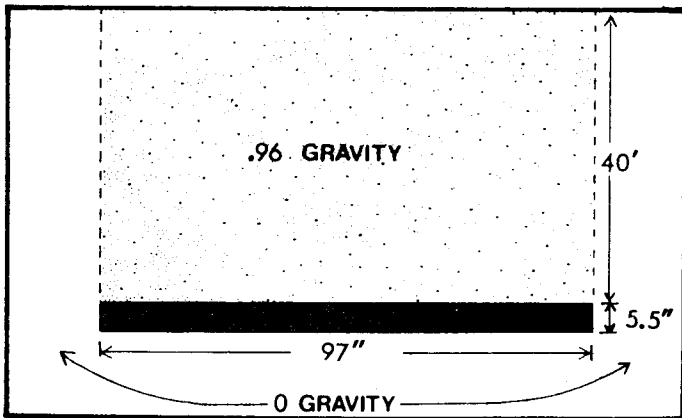
# Platform Mapping

## Pathways



"If they were so advanced then why did they walk?"  
Ed Powers 1991

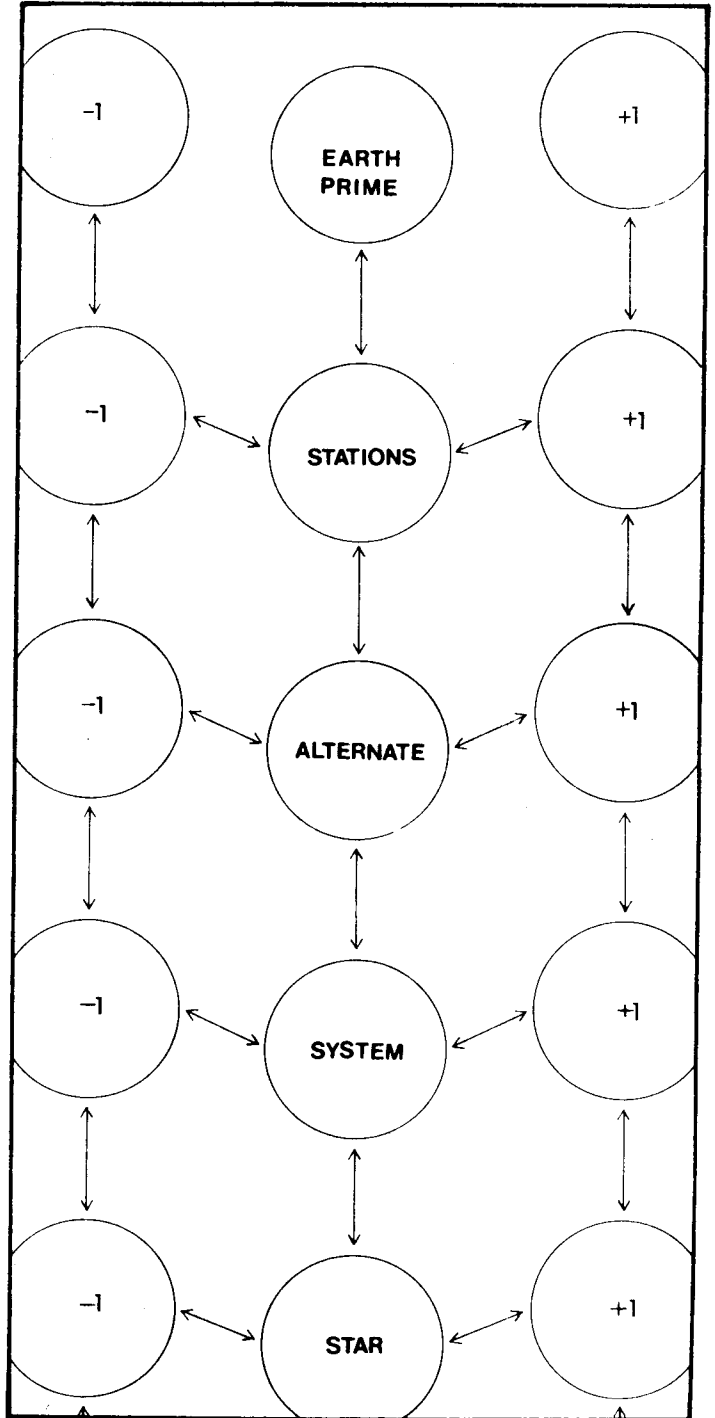
Fringepaths are the walkways between the Platforms. These are the roads that cut across space and other dimensions. The Fringepath appears as an unbroken metal strip that extends miles in length.

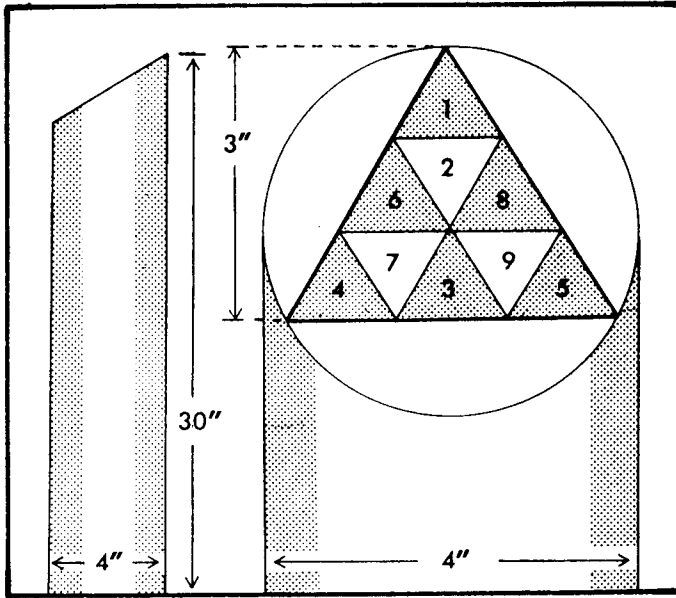


Like the Platforms, the paths have the same, climate controlled, atmospheric envelope. Whether these paths were the tracks for vehicles, a subway-like system, or actually walkways used by the Tehrmelern is conjecture. It is believed an advanced race would use high speed transit to travel such a massive construction as the Fringepaths. Unfortunately the only brief contact with the Tehrmelern is shrowded in riddles. There is some question as to the sanity of the creature that called itself Schmert. Speculations are welcome.

The first explorers through the transit rings discovered they were in a vast network of inter-connected platforms or stations that crossed to other Star Systems and Alternate Dimensions.

In any direction traveled there were worlds without end. To successfully travel the Fringepaths a simple system of navigation was devised. Earth was designated Earth Prime. The direction of the missing Ring on the Earth System Platform was designated North. Platforms West became Earth Negative, East, Earth Positive. Each Platform outward was given a number.





## Control Pylons

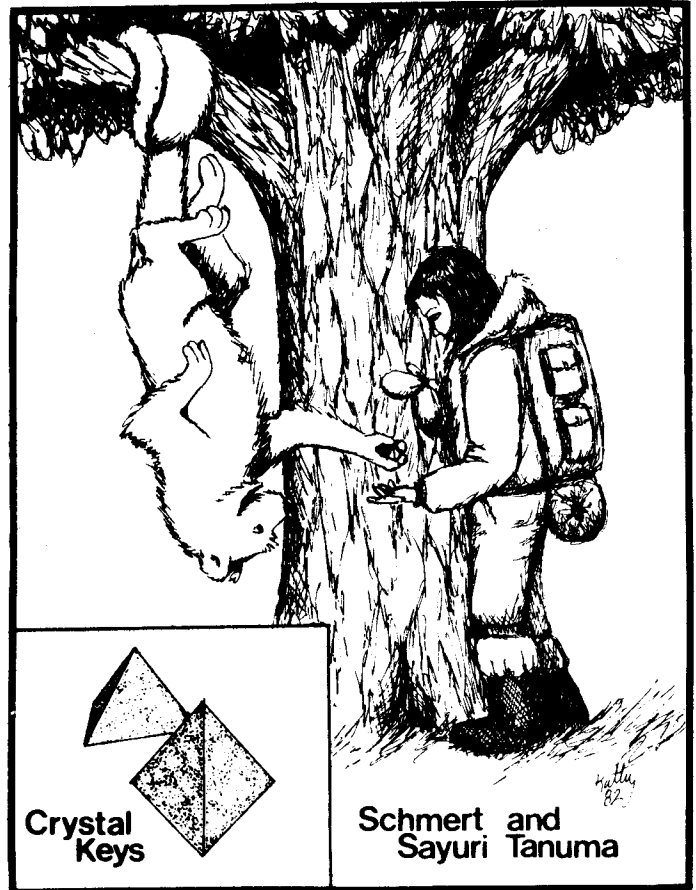
Control Pylons are 30 inches high, 4 inches in diameter. They each have a truncated top which is inset with a triangular pattern of crystals and a single depression located in the uppermost corner of this triangle. Inserting a key crystal activates the system's ability to receive programming changes of a limited nature.

- 01 Is the open depression designed to fit a key crystal. Without the key the portal functions on its last setting. Keys can be removed from the pylon at any time.
- 02 This is the activation indicator light.  
Lit = On                      Dark = Off
- 03 This is the activation button for the control pylon. Pressing it will turn a portal off or on.
- 04 This button activates the hazy rainbow outline in a transition warp. It will remain inert when the portal leads to another ring.
- 05 This button cancels the rainbow effect of setting 04.

Indicator lights 06 to 09 are a set of danger signals. Normally off, they will light up when unusually hostile climate and atmospheric conditions exist on the portal's other side.

LIGHT ON                      LIGHT BLINKS

- |                              |                               |
|------------------------------|-------------------------------|
| 06 Low Pressure              | Vacuum                        |
| 07 Low Temperature           | Freezing                      |
| 0 to -100 degrees            | -101 to -200 degrees          |
| 08 High Atmospheric Pressure | Crushing Atmospheric Pressure |
| 09 High Temperature          | Extreme Temperature           |
| 100 to 200 degrees           | 200+ degrees                  |



## Crystal Keys

The keys to the Tehrmelern Transit System are four-sided crystals in thirteen colors. Each crystal can activate a control pylon equal to or under its rating. This locking system cannot be altered. The crystals' color and function are specific and unchanging.

### TYPES OF CRYSTALS

RATING	COLOR	DESCRIPTION
00	BLACK	Planetary Crystal Allows station to station transport on any world with more than one station. Cannot be used on the platform crystals.
01	GREY	Limited Access Tourist
02	WHITE	Tourist
03	PALE GREEN	Privileged Tourist
04	BROWN	Limited Access Commuter
05	RED	Commuter
06	CLEAR	Privileged Commuter
07	BLUE	Limited Security
08	YELLOW	General Security
09	DARK GREEN	High Risk
10	PURPLE	Quarantine
11	RAINBOW	Top Security
12	ORANGE	Engineers Crystal Operates Tehrmelern heavy machinery. It has no transit capabilities and cannot operate control pylons.

## Tri Tac Games

### Crystal Use

As players find and use crystals they gain an automatic skill:

CRYSTAL USE            LEVEL 0

As they increase this ability they will find the crystals have other useful functions that can be utilized by the Fringeworthy.

These functions include:

- A DEFENSE
- B OFFENSE
- C WARP ADJUSTMENT
- D PORTAL DETECTION

This skill works like a normal skill percentage. For every level of crystal use the player has a 5% chance of properly using the crystal. Roll under this number on a d100 for success. Learning crystal use is slightly harder than the development of normal skills. Three skill points are necessary to raise a crystal use level by one point.

A crystals abilities may function once per half hour and must be held to be used.

#### DEFENSE

Crystals 8 to 12 have the ability to defend their holder from energy discharges. These crystals can absorb up to 10 times their rating in electricity and concentrated light energy. When it has absorbed its limit it becomes useless for defense until discharged by walking through a Warp or Transit Ring.

This function does not stop projectiles, physical attacks, or blast damage.

#### OFFENSE

Crystals type 9 to 12 have the ability to temporarily convert one point of the users constitution into a blast of stunning energy equal to a heavy stun.

A second function of Offense allows the crystal to cut or burn a 12 inch by four inch deep strip from non-living matter.

It is impossible to trigger this function against any life form except Mellor.

#### WARP ADJUSTMENT

A warp may be moved upto 10 feet per day with the use of crystal types 9 to 11. The successful moving of Warp pushes it 10 feet in the direction the user wishes it to go. This is horizontal movement only. A Warp will not move through trees, inhabited buildings, or enviromentally hostile areas.

#### PORTAL DETECTION

A Warp or Transit Ring may be found with this function even if the Fringeworthy user is out of visual range of the portal. If held in the direction of the portal the crystal will pulse with light once every minute for the span of d100 minutes. This ability is limited to 10 miles.

#### ATTUNING

There is a cumulative 1% chance per year a person who is non-Fringeworthy will become Fringeworthy if he or she keeps a crystal in their possession and handle it at least once per year.

01 Any Nuclear or Radioactive material passing through a Portal or Warp decays into inert, non-radioactive material. Shielding does not stop this process.

02 Any electrical storage device is totally drained as it passes through a Ring or Warp. On the Platforms and Paths all electricity is neutralized, with the exception of biologically generated electricity. Shielding cannot stop the drain.

03 Magnetic properties are neutralized within the Fringepath system.

04 Electrical equipment is not damaged by Portal transition. Outside the transit system equipment will function properly if power is available. Magnetic properties will return in d10 minutes.

05 Touching the black center of the portal is a commitment toward transition by the Fringeworthy. A person or object is pulled through regardless of the restraining force applied. A restrained object will break at its weakest point.

06 Only the Fringeworthy can make the transition to the platforms. Any material carried or thrown through a Ring or Warp by the Fringeworthy individual will make the transition. Materials thrown through by a normal person will fall to the floor on the other side of the ramp, without making the transition. A non-Fringeworthy attempting a transition to the platforms can only step through the Ring to the other side of that Ring. A normal person cannot achieve this transition by any means.

07 Portals, Platforms, Control Pylons, and Fringepaths are completely idiot-proof. They are undamagable by any means the players may possess. Weapons fire against the Portal system is met with a return blast of d100 points of burn damage in the direction the attack originated from.

08 Portal transition tends to kill bacteria and harmful virus.

09 Non-intelligent or minimally intelligent life is usually Fringeworthy as are a higher percentage of the very young, the extreme aged, and the mentally unstable.

10 Diesel engines can function on the Fringe Paths, as long as they are manually started.

11 On platforms larger Rings always lead to Fringe Paths. All pathways lead to Platforms.

12 Pylons will always warn of hostile environments or create a Warp away from a Portal Station in a localized hostile area. A warp may also be created if the Ring is buried or underwater.

This function cannot be altered by the players, other than Warp movement as listed under crystal use and function.

# Tehrmelern Worlds

	TYPES
01 ALTERNATE WORLDS	09
02 COMMERCIAL / UTILITY WORLDS	08
03 MILLITARY AREAS	04
04 RECREATIONAL WORLDS	03
05 HOME AREAS	05
06 DANGER AREAS	05

Alternates are the worlds bridged by the Alternate Platforms. These different worlds were the focus of Tehrmelern life and commerce.

**1**

- A ALTERNATE BIOLOGICAL
- B ALTERNATE CLIMATIC
- C ALTERNATE CULTURAL
- D ALTERNATE GEOLOGICAL
- E ALTERNATE HISTORICAL
- F ALTERNATE PSYCHOLOGICAL
- G ALTERNATE PHYSIOLOGICAL
- H ALTERNATE TECHNICAL
- I ALTERNATE TEMPORAL

**A ALTERNATE BIOLOGICAL**  
Where life and intelligence may have developed into far different forms.

**B ALTERNATE CLIMATIC**  
Worlds that have undergone far different climatic changes or upheval than earth.

**C ALTERNATE CULTURAL**  
Earths that gave birth to vastly different peoples and cultures.

**D ALTERNATE GEOLOGICAL**  
These are alternate Earths where geological action produced far different results in the formation of landmasses.

**E ALTERNATE HISTORICAL**  
Earths where history took minor turns from the history we know.

**F ALTERNATE PSYCHOLOGICAL**  
Where humans and animals have different motivations, reasoning, and temperament from the expected norm.

**G ALTERNATE PHYSIOLOGICAL**  
In this alternate humans and animals developed with physical differences which may or may not be obvious to the casual observer.

**H ALTERNATE TECHNICAL**  
Where technological progress is ahead or behind the 1990's technical norm.

**I ALTERNATE TEMPORAL**  
These are alternate Earths where time is retarded by years or centuries. Often these appear identical to Earth history.

Alternates are the most difficult to design and greatest fun for the players. See the appendix for 8 examples.

These are the worlds the Tehrmelern used for industrial purposes.

**2**

- A FARMING
- B FOOD PROCESSING
- C GATHERING
- D HEAVY INDUSTRIAL
- E LIGHT INDUSTRIAL
- F STORAGE
- G TRADE CENTER
- H TRADE WORLD

**A FARMING**  
The natural areas set aside for the production of food materials.

**B FOOD PROCESSING**  
Where food was processed for immediate use or storage. These installations may cover a small area or building complex.

**C GATHERING**  
Worlds with easy access to needed material including mineral, chemical, and biological resources.

**D HEAVY INDUSTRIAL**  
Where large masses of materials were processed for use. These areas may be small or world spanning installations.

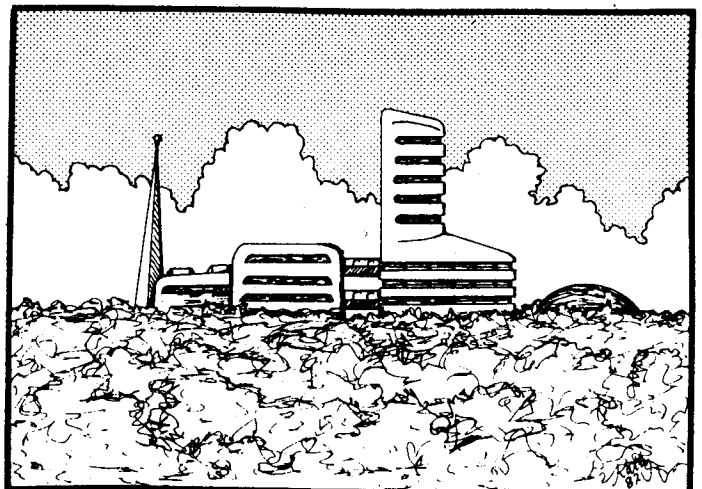
**E LIGHT INDUSTRIAL**  
Small buildings or areas of light or specialty manufacturing.

**F STORAGE**  
These are the areas of materials storage that may be as small as a shed or cover a world.

**G TRADE CENTERS**  
Areas where the Tehrmelern gathered to trade goods and services on a small scale.

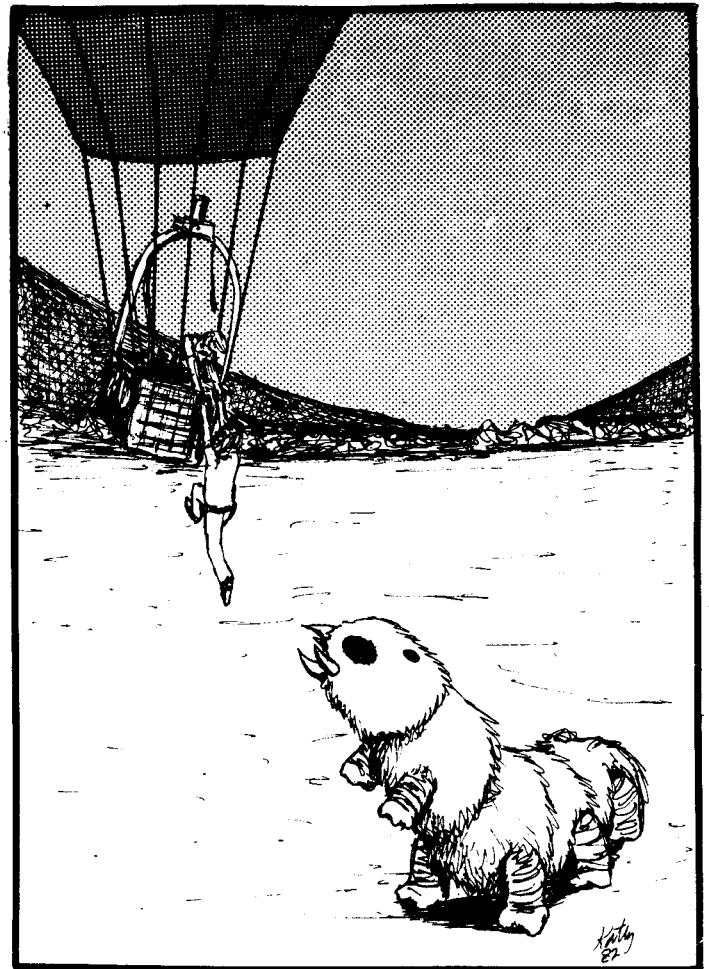
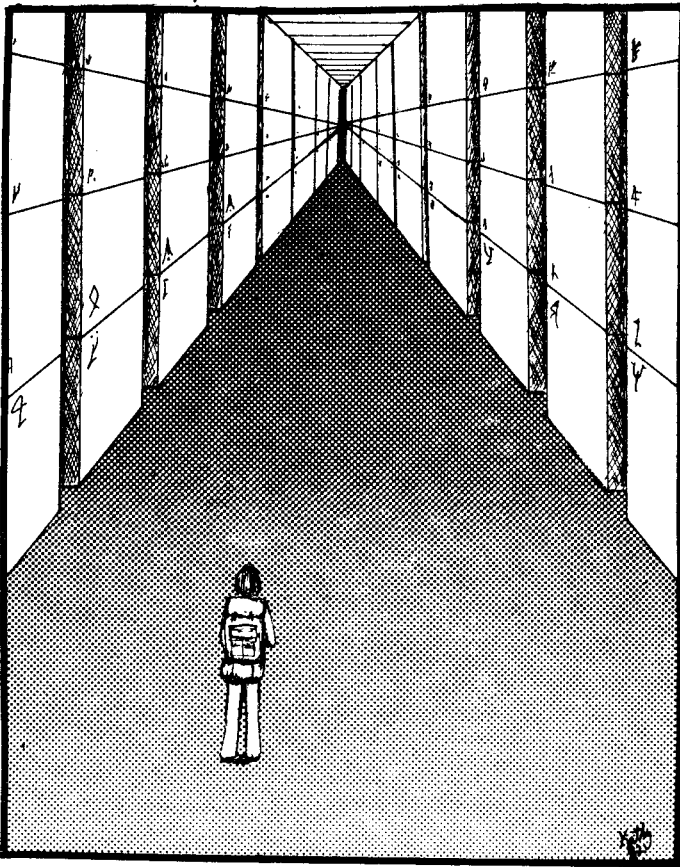
**H TRADE WORLDS**  
Cities or groups of cities where large scale trading was common.

Many of these highly automated areas still exist and may be functional.





## Tri Tac Games



Before the Tehrmelern abandoned the Fringepaths, they began to create a military to fight the Mellor.

With little knowledge of fighting or military tactics they began designing a defense and finally an offense.

- 3**
- A MANUFACTURING
  - B STORAGE
  - C TESTING
  - D TRAINING

**A MANUFACTURING**

These were the light and heavy industrial centers where weapons were designed and created. Many of these were small centers where specific items or components were manufactured.

**B STORAGE**

High security areas where Tehrmelern weapons and hardware were stored.

**C TESTING**

Dead or uninhabited worlds where weapons were tested. Many are still littered with abandoned projects and materials.

**D TRAINING**

Stations and barracks for the individuals who kept Fringepath security in the last days of the Tehrmelern era.

The Tehrmelern had an extensive number of worlds set aside for recreation. The concept of play was an integral part of the social structure of the Tehrmelern.

- 4**
- A NATURE PRESERVE
  - B NATURE PARK
  - C TECHNICAL PARK

**A NATURE PRESERVE**

Areas set aside to protect fragile ecologies or species. Many of these were natural areas of unrepresented beauty the Tehrmelern wished to preserve for future generations.

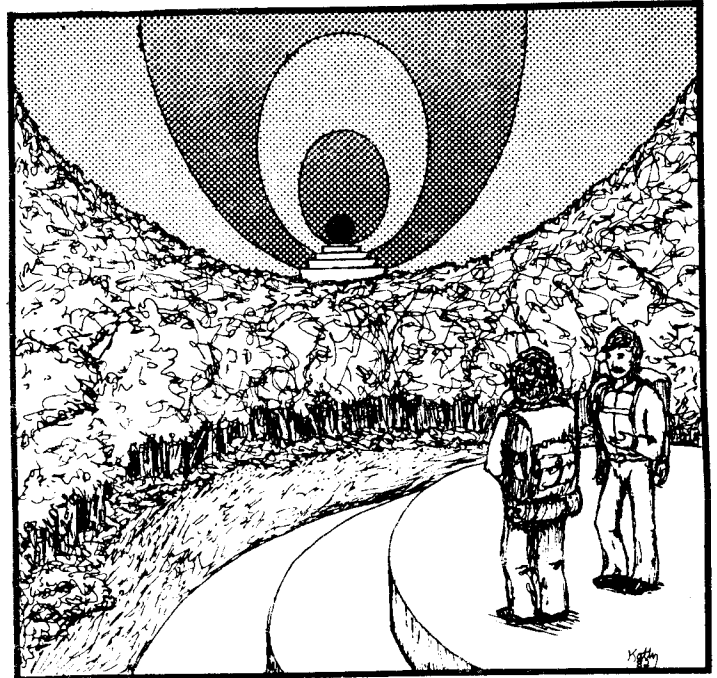
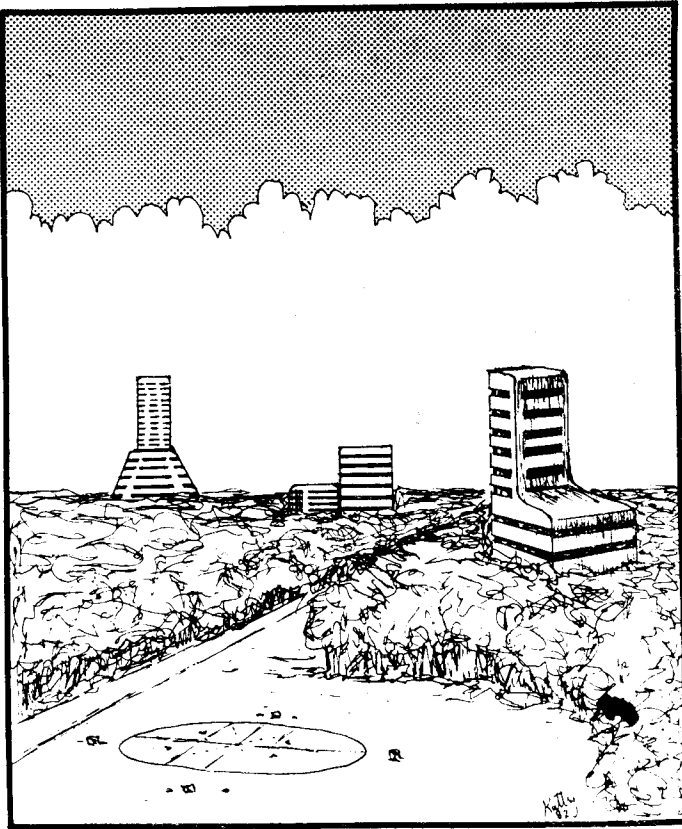
**B NATURE PARKS**

Safe, convenient, worlds designed for simple recreational use. These places often resembled vast picnic areas.

**C TECHNICAL PARKS**

Second to their love of nature, the Tehrmelern loved the concept of amusement parks. From gigantic world-covering complexes to Pocket Stop playgrounds these technological wonders were showplaces of Tehrmelern ingenuity.

# Tri Tac Games



Across the Fringepaths the Tehrmelern left many forms of distinctive home areas. These designs ranged in size from high-tech superstructures to simple bio-engineered plants that served as shelters.

- 5**
- A INDIVIDUAL
  - B SMALL VILLAGE
  - C SETTLEMENT
  - D LARGE SETTLEMENT
  - E LONG SETTLED WORLDS

**A INDIVIDUAL**

Usually a single structure as in the case of the first Tehrmelern contact.

**B SMALL VILLAGE**

From 4 to 24 individuals in one or more structures.

**C SETTLEMENT**

Up to a thousand or more Tehrmelern in a variety of structures and architectural styles.

**D LARGE SETTLEMENTS**

More than a hundred thousand in a variety of structures showing urban planning for aesthetic reasons.

**E LONG SETTLED WORLDS**

Millions of Tehrmelern in large or small groups scattered across a planet with little regard for climate or geography. Unfortunately these worlds have long been abandoned.

These are the areas of greatest danger.

- 6**
- A MELLOR INFESTATION
  - B BATTLEFIELDS
  - C POCKET STOPS
  - D HELLS
  - E OTHERPLACES

**A MELLOR INFESTATIONS**

Worlds where the Mellor have or are in the process of exterminating the native population. The longevity of the Mellor make these areas a continued threat.

**B BATTLEFIELDS**

Often masses of equipment will litter these worlds where the mellor were fought by the Tehrmelern.

**C POCKET STOPS**

Are small enclosed universes, often not more than a few miles across. These were the rest stops of the pathways. Pocket Stops tend, through a minor design fault and non-maintainence, to collect life and objects from near worlds.

**D HELLS**

Are Mellor controlled Pocket Stops designed to trap and kill the Fringeworthy. These areas always have an entrance and a separate exit Portal often seperated by miles of desolation.

**E OTHERPLACES**

These are the worlds the Tehrmelern and Mellor avoided. Otherplaces have the dubious distinction of being totally alien to natural life forms.

# Mellor

MUSHEY MELLOR, HUNGRY FELLOR  
HIDING MIDST THE TREES  
"WHO'S THERE?" I SAID,  
AS IT BIT OFF MY HEAD  
AND GURGLD GLEEFULLY.

Graffiti sprayed on the wall at Hatsumi base after the first Mellor contact.

As the near Fringe-paths were explored, it became evident that many of the worlds had been a battleground.

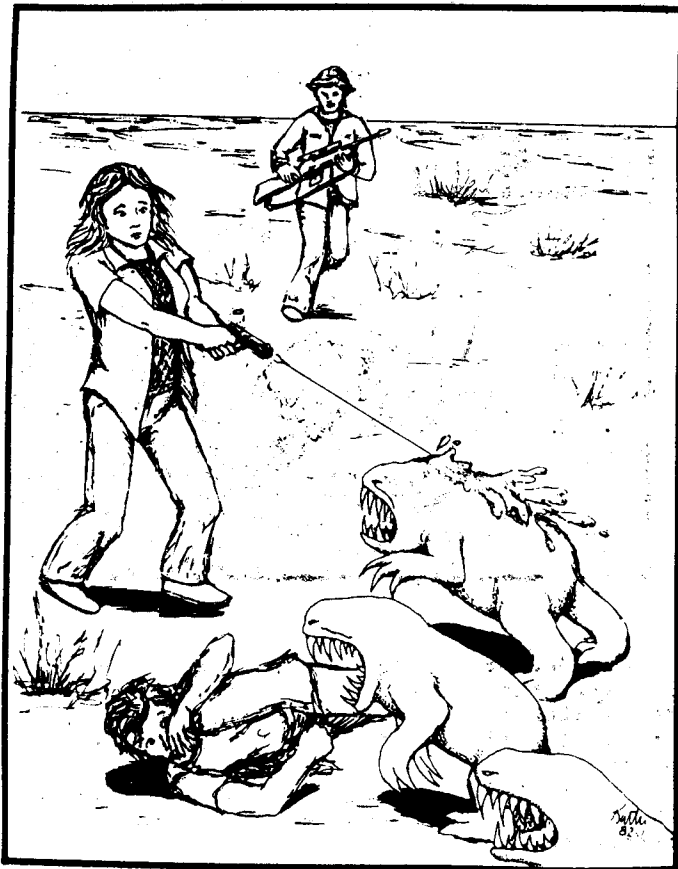
From the rhyme that Schmert gave to Sayuri Tanuma came some of the answer.

MUSHEY MELLOR, FUNNY FELLOR  
RUNNING MIDST THE TREES  
"WHO'S THERE?" I SAID,  
AS I STOOD ON MY HEAD  
BUT NO ONE ANSWERED ME.

Obviously a race called the Mellor were loose on the Fringe-paths, or "Trees". The last two lines gave the impression of the confusion the Tehrmelern underwent. The IDA speculated the Tehrmelern were driven or exterminated from the paths.

It was a frightening realization.

In 1992 the worst of the IDA's fears were proven valid when an IDET team suffered severe casualties during the first Human-Mellor contact attempt. The survivors confirmed all suspicions. The Mellor were still out there and they were hostile.



## WHAT ARE THE MELLOR ?

To the Tehrmelern, the Fringe-linked universe was a vast storehouse of goods and services for the taking. Being a moral race, they took only the resources they needed, leaving in their place a wealth of aid toward developing intelligence and technology.

Despite their peaceful nature, the Tehrmelern realized they had a problem when their appearance often inspired fear and hostility from races unaccustomed to the sight of alien life. After much thought and careful debate, they set to work genetically manipulating a recently discovered non-intelligent life form. The result was a race of semi-intelligent creatures that possessed a self-alterable genetic matrix which enabled them to assume any living form they chose. They were called Mellor.

Without harm, the Mellor could touch an alien and assume that alien's entire range of skills, memory, and personality. The aliens shape could be duplicated to perfection including clothes and personal items.

Under careful guidance, the Mellor became the Tehrmelern's devoted servants and dedicated emissaries to the universe.

For all their technical advancement, the Tehrmelern were more often like peaceful wide-eyed children in an infinite candy shop. They utilized the Mellor to the fullest extent, creating a golden age that lasted more than 750,000 years.

Then the servant Mellor discovered a world containing a hostile intelligence. It inhabited the Mellor, contaminating and sending them on a wave of inter-dimensional genocide. The Tehrmelern were caught unaware. The mutant Mellor spread rapidly, destroying vast areas and contaminating other Mellor they came in contact with.

The Tehrmelern learned to fight and defend themselves the hard way. Near extinction, they put a final plan into effect. They would abandon the Fringes, leaving a few of their kind behind to warn of the Mellor nightmare.

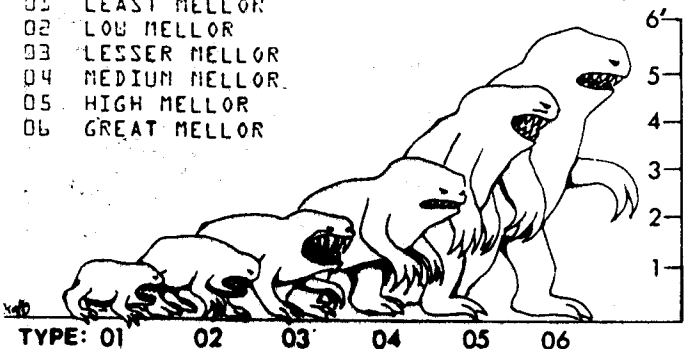
## THERE ARE SEVEN TYPES OF MELLOR

### TYPE

0 The original, uncontaminated Mellor stock.

- 01 LEAST MELLOR
- 02 LOW MELLOR
- 03 LESSER MELLOR
- 04 MEDIUM MELLOR
- 05 HIGH MELLOR
- 06 GREAT MELLOR

### SIZE



## Tri Tac Games

The Least Mellor are mindless carnivorous eaters. They will eat any life in their path. They often congregate in swarms of up to a thousand if food supplies are plentiful. When a least Mellor ingests a mass of food equal to its body weight, it falls into a comatose state for 4 hours after which it divides into two equal Least Mellor.

Because of its fantastic metabolism, a Least Mellor will quickly begin to starve if food supplies are not plentiful. They are not above cannibalism. When food supplies are absolutely non-existent a Least Mellor will go into a state of hibernation that can last up to 14,000 years, reviving when ever a food source becomes available.

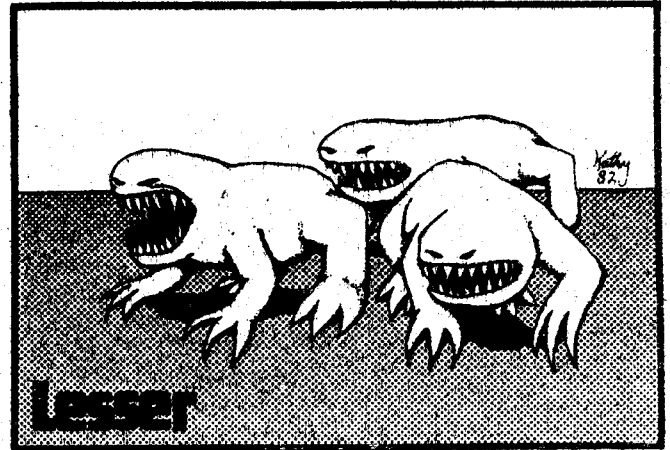
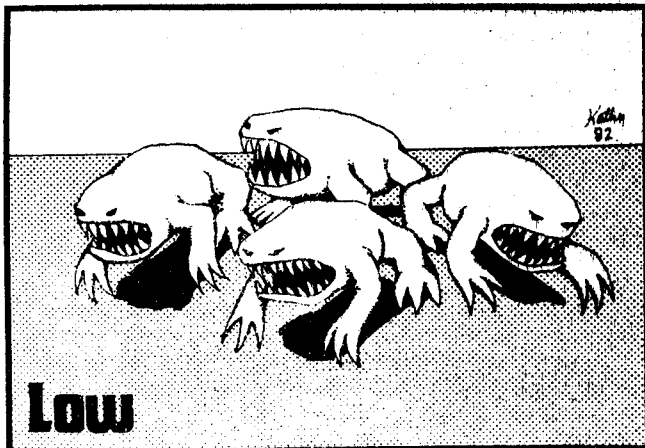


The Low Mellor, like the Least Mellor, is a carnivore. In addition it may take the shape of its last victim for camouflage. It can only assume the forms of lower animals or a mindless copy of an intelligent creature.

The Low Mellor reproduces by injecting a genetic capsule into a half eaten corpse which will be converted into a Low Mellor in 4 days. The newborn Mellor cannot take the shape of the victim it hatches from.

If no victim is available the Low Mellor can split into 2 Least Mellor after a form of hibernation that lasts 4 days.

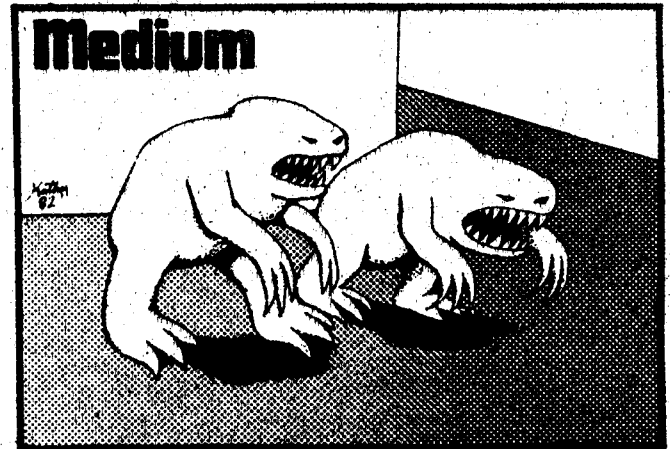
A Low Mellor can also hibernate like the Least Mellor.



Resembling the Low Mellor in eating habits, and hibernation, the Lesser Mellor differs in being even better at copying its victims. At this level the Lesser Mellor becomes more dangerous as it has the slim chance to assume a human form. Fortunately its lack of intelligence and the difficulty of transfer make such an occurrence slight. The Lesser Mellor also has an extra attack that leeches life force from the victim's constitution.

A Lesser Mellor that has managed to take a human's form having an intelligence over 10 can control and see through the eyes of any Least or Low Mellor within 1000 feet.

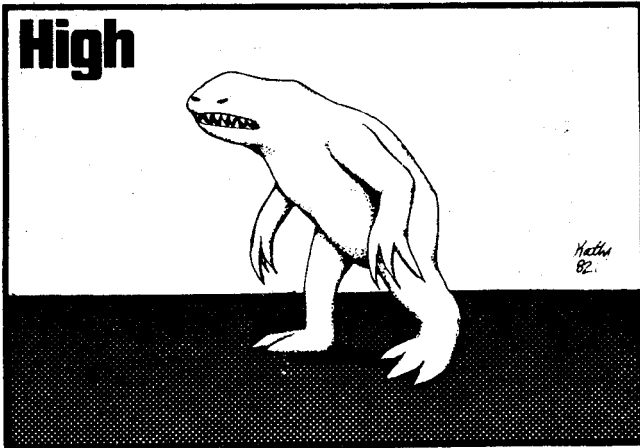
Reproduction is the same as in Low Mellors, creating a second Lesser or two Low Mellor.



The Medium Mellor is like its predecessors in all respects, other than size, strength, and dexterity. The Medium has a better chance of duplication and an improved life force drain.

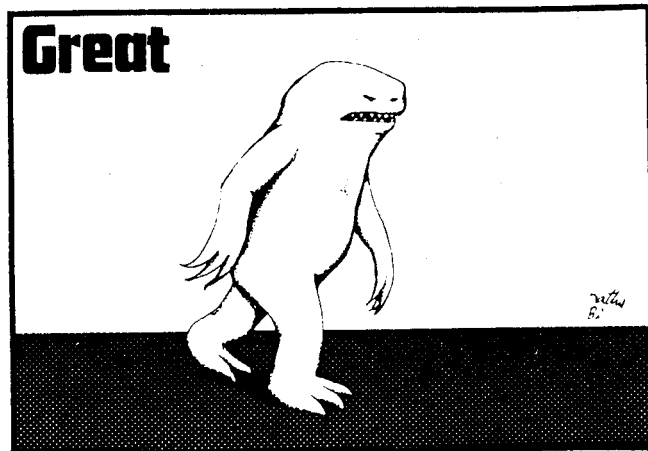
Medium Mellor reproduce as the lessor of their kind, creating a second Medium or two Lesser Mellor.

# Tri Tac Games



The High Mellor are the second most formidable of the Mellor. They possess the same abilities as the lower Mellor forms with some improved characteristics and damage per attack.

The High Mellor can control all previous types of Mellor. It can control other High Mellor possessing less intelligence than itself. Reproduction creates another High or two Medium Mellor.



The Great Mellor are the rarest and most deadly of the Mellor. With nearly perfect accuracy they can duplicate almost any form they choose. They are crafty and intelligent.

Great Mellor are usually accompanied by any amount of lesser Mellor types which they control from up to a mile away. They have keen senses and are almost never ambushed. They have +3 on all initiative rolls.

These pack leaders have the same collapsing genetic code that lets them reproduce into a second Great Mellor or two High Mellor.

MELLOR TYPE	INT	STR	DEX	AGL	CON	HPT
0	06	15	15	15	15	75
01	0	02	10	15	06	10
02	1	03	10	15	08	15
03	04	07	10	14	12	25
04	d10	10	15	12	18	35
05	3d6*	20	17	18	25	40
06	3d6*	30	18	10	40	130

\* or Intelligence of last victim.

MELLOR TYPE	ARMOR	CLAW	BITE	CONSTITUTION LEECH ATTACK
0	03	n/a	n/a	n/a
01	03	4x-50	04	n/a
02	05	d4	d6	n/a
03	07	d6	d10	01
04	07	d6	2d10	1 or 2
05	05	d10	3d10	d4 +1
06	03	d10	4d10	d6 +1

MELLOR TYPE	MEMORY TRANSFER%	SHAPE TRANSFER%	METHOD USED	TIME
0	98%	98%	C	d4 sec.
01	n/a	n/a	n/a	n/a
02	n/a	25%	E	d10 min.
03	25%	50%	E+C	d10 min.
04	40%	75%	E+C	d10 min.
05	75%	95%	E+C	d10 min.
06	95%	98%	C	d6 min.

## MEMORY TRANSFER

The percent possibility the Mellor will be able to duplicate the memories of a victim, when it takes the victims shape. Roll under the percentage on a d100 for successful duplication.

A non-successful transfer leaves the Mellor a mindless killer in the shape of its victim.

## SHAPE TRANSFER

A failure to roll under this percentage on a d100 leaves the Mellor a semi-formed caricature of its victim with flawed proportion, color, or shape.

## METHOD USED

Is the method a Mellor uses to take the form of his last victim.

E Victim must be ingested, at least the brain and spinal nerves.

C Life Force in the form of Constitution.

## REMEMBER

01 When a Mellor begins an attack it usually reverts into its natural form in d10 seconds.

## Mellor Abilities

Mellor types 4 to 6 have the option of having some special resistance abilities.

Roll a d100

### RESULT

01-50	No Special Resistance
51-75	One Special Resistance
76-95	Two Special Resistances
96-98	One Immunity
99-00	Two Immunities

### TYPE OF IMMUNITIES

ROLL A d10

01 HEAT	06 IMPACT DAMAGE
02 COLD	07 ELECTRIC SHOCK
03 PROJECTILE	08 CHEMICAL
04 BLADE / CUTTING	09 BIO-HAZARD
05 FALL DAMAGE	10 RADIATION

**RESISTANCE** Gives the Mellor half damage from a specific type of attack.

**IMMUNITY** Gives the Mellor total freedom from damage from a specific type of attack.

**STERILITY** Any resistance or immunity has the side effect of making the Mellor sterile, unable to reproduce.

## Notes on Mellor

01 The higher the Mellor type the more sneaky and cowardly they become. They prefer privacy for most activities.

02 A cornered Mellor will go berserk attacking with a dexterity and agility bonus of +1.

03 A Mellor will use a victim's skills and memories to the greatest advantage possible.

04 Projectile weapons normally do half damage to a Mellor because of their fluid nature. Blast damage does normal damage to Mellor. Fire does double damage to Mellor.

05 Mellor bleed white in their natural or victims form. Great Mellor bleed the victims natural blood-color if not surprised.

06 Mellor of any type regenerate d4 hit points per minute until killed or burned.

07 The Mellor genetic structure allows for the creation of the same or lesser of the Mellor but never a higher type.

08 Mellors are virtually immortal and immune to aging. Mellor are immune to poison.

09 Mellor disintegrate when killed, as do Mellor fragments. Tissue from a Mellor cannot infect living things.

10 Mellor in natural form leave a sickening sweet stench in the air.

11 Mellor hate all Fringeworthy



Mellor tactics involve infesting worlds by the infiltration of one or a number of higher Mellor. These Mellor quietly design and build an army to take over the planet. After years of hiding, this army will eventually boil out to exterminate every living thing in its path.

A lesser Mellor invasion involves the lower Mellor types in a free-for-all orgy of destruction. A native populace may successfully fight off such an attack but the planet is usually never the same afterwards.

In their last days, the Tehrmelern reprogrammed their transit system to defend against Mellor. Any Mellor in natural form entering a transit ring, warp or platform receives a charge of energy equal to d100 points. For every action the Mellor lives after passing through, another d100 charge is released.

Mellor who take the form of the Fringeworthy are immune to the detection process the Fringepaths possess. Returning to Mellor form on the pathways will trigger the defense system.

Each action a hostile Mellor handles a Crystal Key, it takes d10 in burn damage. Mellor in Fringeworthy form are immune to this effect.

## Early Mellor

On long abandoned worlds, there are still the uncontaminated original Mellor stock. Still loyal and trusting, they wait for the return of the Tehrmelern or the Fringeworthy to command them.

These Mellor are totally pacifistic, naive and childlike in their normal form. Their shape-shifting abilities have the effect of taking only one point of constitution which is recovered. They can hold d100 different shapes indefinitely, remembering each as required.

The bite attack of an infected Mellor will contaminate a normal Mellor, altering it into a type 6 in 3db days.

# Tri Tac Games

## Levels of Play

In FRINGEWORTHY damage is defined as the amount of punishment a character or structure can withstand before ceasing to function.

Damage to a character may come in 3 forms during play.

**01 WHOLE BODY** This is the damage from concussion, shock, and other types that effect a wide body area.

**02 SPECIFIC** Is damage taken in a specific area from impact, high velocity projectiles, and contact burns. These specific areas have only a limited number of the body's structure or hit points. Specific damage that is over the areas total value continues to travel through the body to exit and possibly hit a second target behind the first.

**03 SYSTEMIC** This is continuing damage to a characters health. Systemic damage reduces a characters constitution over a critical period of time. This is mostly in the case of suffocation, poisoning, and metabolic disruption.

Many forms of damage may combine several or all of the types of damage. A fragmentation grenade creates a blast / concussion and possible fragments that hit specific areas.

### LEVELS OF PLAY

FRINGEWORTHY uses two levels of damage for play. This is the GM's decision.

#### LEVEL 1 {FAST PLAY}

Straight hit point reduction, ignoring specific area damage.

**EXAMPLE** Shot in the arm, Ed takes 23 points of damage, walks to the Team Doctor and requests a few Band-aids. While simple and direct, it lacks realism.

#### LEVEL 2 {RECOMENDED PLAY}

This system makes use of the complete medical system including specific area damage, bloodloss, death-shock, and other factors that add realism.

**EXAMPLE** Ed is shot in the arm with 23 points of damage. The bullet shatters the bone adding an extra 5 points on Ed's final damage. The bullet misses an artery. That specific area in the arm can take a maximum of 13 points. Ed takes 13 +5 points of damage as the bullet exits with 10 points of damage / penetration still remaining.

In some ways this system is a little more harsh than taking straight structure without side effects. This system is not recommended for NPC's or animals. See the Fast Kill chart.

## Asphyxiation

Asphyxiation is the condition caused by a lack of oxygen to a living body.

### TYPES OF ASPHYXIATION

TYPE	HIT POINT REDUCTION	CONSTITUTION REDUCTION
<b>DROWNING</b>		
Non Paniced	d4 minute	1 per minute
Paniced	2d4 minute	d4 per minute
<b>CHOAKING ON FOOD</b>		
Non Paniced	1 minute	1 per minute
Paniced	d4 minute	db per minute
<b>CRUSHING WEIGHT ON CHEST</b>	Variable	d4 per minute
<b>DAMAGED OR SWOLEN TRACHEA</b>	Variable	2 per minute
<b>PHYSICAL STRANGULATION</b>		
<b>HANDS</b>	d4 minute	d4 per minute
<b>ROPE / CORD</b>	db minute	d4+1 per minute
<b>CHAIN</b>	db+1 minute	d4 per minute
<b>PIPE</b>	db+2 minute	d4+2 per minute
<b>WIRE GAROTTE</b>	d10 minute	d4+3 per minute

### BREAKING STRANGULATION

#### ONE CHANCE PER MINUTE

Index attackers / Defenders strength

	TO BREAK PERCENT
Attacker has 6 times defenders strength	04%
Attacker has 5 times Defenders strength	11%
Attacker has 4 times Defenders strength	25%
Attacker has 3 times Defenders strength	38%
Attacker has 2 times Defenders strength	50%
Attacker and Defender have equal strength	62%
Attacker has .75 of Defenders strength	75%
Attacker has .50 of Defenders strength	88%
Attacker has .25 of Defenders strength	94%

### ATTACKER DEFENDER MODIFIERS ON STRANGULATION

Attacker is behind victim	-20%
Attacker is in side position	+10%
Attacker is face to face with Victim.	+05%
Attacker has medical skills	-10%
Attacker has combat training	-15%
Attacker has complete surprise	-10%
Attacker has martial arts training	
+1% per level of training	-
Victim has combat training	+15%
Victim has warning of the attack	+10%
Victim has martial arts training	
+1% per level of training	-

### REMEMBER

- At -1 Constitution a character is unconscious
- At -3 A character dies

# Tri Tac Games

## Animal Attacks

CODE	<b>Bite</b>	DAMAGE	CODE	<b>Paw</b>	DAMAGE
BI01	Bite, very small	d 4x.25	PW01	Paw, very small	d 4x.25
BI02	Bite, small	d 4x.50	PW02	Paw, small	d 4x.50
BI03	Bite, medium	d 4	PW03	Paw, medium	d 4
BI04	Bite, large	d 6	PW04	Paw, large	d 6
BI05	Bite, gigantic	d10	PW05	Paw, gigantic	d 8
BI06	Adds 25% on damage because of rip or slash attack.		PW06	Adds 25% on damage because of high strength impact.	
BI07	Adds 50% on damage because of rip or slash attack.		PW07	Adds 50% on damage because of high strength impact.	

### Claw

CL01	Claw, very small	d 4x.25
CL02	Claw, small	d 4x.50
CL03	Claw, medium	d 4
CL04	Claw, large	d 6
CL05	Claw, gigantic	d10
CL06	Adds 25% on damage because of rip or slash attack.	
CL07	Adds 50% on damage because of rip or slash attack.	

### Horn

H001	Horn, very small	d 4x.50
H002	Horn, small	d 4
H003	Horn, medium	d 6
H004	Horn, large	2d 6
H005	Horn, gigantic	2d10
H006	Adds 25% on damage because of impaling attack.	
H007	Adds 50% on damage because of impaling attack.	

### Sting

ST01	Sting, very small	d 4x.25
ST02	Sting, small	d 4x.50
ST03	Sting, medium	d 4
ST04	Sting, large	d 6
ST05	Sting, gigantic	d10
ST06	Adds 25% on damage because of impaling attack.	
ST07	Adds 50% on damage because of impaling attack.	

### Pincer

PI01	Pincer, very small	d 4x.25
PI02	Pincer, small	d 4x.50
PI03	Pincer, medium	d 4
PI04	Pincer, large	d 6
PI05	Pincer, gigantic	d10
PI06	Adds 25% on damage because of scissors type attack.	
PI07	Adds 50% on damage because of scissors type attack.	

### Mandible

MA01	Mandible, very small	d 4x.25
MA02	Mandible, small	d 4x.50
MA03	Mandible, medium	d 4
MA04	Mandible, large	d 6
MA05	Mandible, gigantic	d10
MA06	Adds 25% on damage because of puncture attack.	
MA07	Adds 50% on damage because of puncture attack.	

### Hoof

HF01	Hoof, very small	d 4x.25
HF02	Hoof, small	d 4x.50
HF03	Hoof, medium	d 4
HF04	Hoof, large	d 6
HF05	Hoof, gigantic	d10
HF06	Adds 25% on damage because of high weight impact.	
HF07	Adds 50% on damage because of high weight impact.	

### Tail

TA01	Tail, very small	d 4x.25
TA02	Tail, small	d 4x.50
TA03	Tail, medium	d 4
TA04	Tail, large	2d 6
TA05	Tail, gigantic	2d10
TA06	Adds 25% on damage because of high strength impact.	
TA07	Adds 50% on damage because of high strength impact.	

### Tentacle

TN01	Tentacle, very small	d 4x.25
TN02	Tentacle, small	d 4x.50
TN03	Tentacle, medium	d 4
TN04	Tentacle, large	d 6
TN05	Tentacle, gigantic	d10
TN06	Adds 25% on damage because of crushing attack.	
TN07	Adds 50% on damage because of crushing attack.	

### Misc.

MS01	Trunk, medium	d 6
MS02	Trunk, large	d 8
MS03	Trunk, gigantic	d10
MS04	Stampede, small	d10
MS05	Stampede, medium	2d10
MS06	Stampede, large	4d10
MS07	Stampede, concentrated	8d10

OT01	Kick or Butt See Strength related damage.
OT02	Snake Constriction See Tentacle damage.
OT03	Full Body Impact See Strength related damage, using punch damage.



## Atmosphere

Atmospheric damage is sustained upon entering any environment that has the wrong pressure or atmosphere.

PRESURE	HIT POINT REDUCTION	CONSTITUTION REDUCTION
Vacuum	2d10 Min.	2d10 Min.
Very Thin	1d10 Min.	d 6 Min.
Thin	No Damage	1 Min.
Thin Standard	No Damage	*
Standard	No Damage	No Damage
Heavy Standard	No Damage	*
Heavy	No Damage	1 Min.
Super Heavy	2d10 Min.	d 6 Min.
Dense	3d10 Min.	d10 Min.

\* These atmospheric pressures only effect characters who are exerting a high degree of physical action. Reduce constitution one point per minute until they stop or fall unconscious. At this time they begin to recover constitution normally.

## Corrosive Atmospheres

Atmospheric damage can also be sustained by breathing gasses that damage lung tissue or inhibit proper respiration.

ATMOSPHERIC TYPE	HIT POINT REDUCTION	CONSTITUTION REDUCTION
Light Corrosive	d6 Min.	d6 Min.
Medium Corrosive	d10 Min.	2d6 Min.
Heavy Corrosive	2d10 Min.	3d6 Min.
Light Noxious	No Damage	1 Min.
Medium Noxious	No Damage	d4 Min.
Heavy Noxious	d4 Min.	d6 Min.

Noxious atmospheres are higher in Ammonia, Hydrogen, Methane, Chlorine, Cyanide Compounds, Sulfur Dioxide, and Hydrocarbons. In high concentrations Ammonia, Chlorine, Sulfur Dioxide, and other gasses become corrosive and deadly to unprotected human life.

The wrong mixtures of breathable gasses will also cause side effects as giddiness, dizziness, and respiration problems.

## Blade Effects

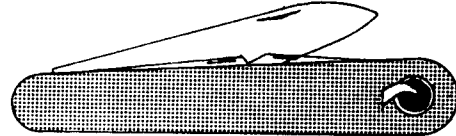
Blade damage is any structural harm that comes from a sharpened, edged weapon. These weapons may be as simple as chipped flint or complex as a fine balanced throwing knife.

Damage from blades depends on specific use by the attacker and in more complex situations, the area hit.

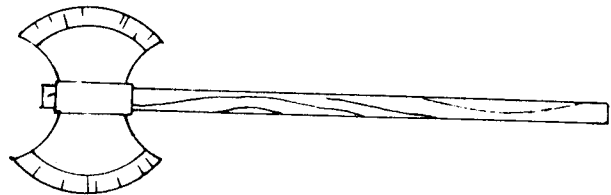
Blade damage is divided into five types.

- 01 STAB {ST}  
To impact, a puncture wound.
- 02 IMPALE {IM}  
A deep puncture wound.
- 03 CUT {CT}  
To impact and continue the damage across a target.
- 04 SLASH {SL}  
A very deep, long cut.
- 05 CHOP {CH}  
Impact from a heavy blade.

Treat any non-direct puncture wounds as standard hit point damage. Impaling and stab wounds may be indexed on the detailed body chart. See equipment for blade weapons and damage by attack.



TYPE Swiss Army Knife  
ST IM CT SL CH  
YEAR LENGTH Weight  
ORIGIN Europe



TYPE Double Edge Axe  
ST - IM - CT SL CH  
YEAR LENGTH Weight  
ORIGIN Universal

# Burns

Any source of heat that damages living tissue is a burn.

TYPE	TEMPERATURE DAMAGE PER ACTION		
	HIGH TEMP		
	HOT	BURN	BURN
Radiant Heat	d4	d6	d10
Flashburn * {blindnes} {sight recovery}	db 10%	d10 40%	2d10 65%
	90%	30%	10%

\* If eyes are not shielded blindness may result from flashburns.

# Effect

Near contact burns usually do not ignite the victim unless the burn is classified as a High Temperature Burn. Any high temperature burn has a 25% chance of causing a flammable object to ignite if the burn lasts more than one action.

TYPE	TEMPERATURE DAMAGE PER ACTION			
	HIGH TEMP			
	HOT	BURN	BURN	INCR
Small area	d4x.25	d4x.50	d4	01
Medium area	d4x.50	d4	cb	02
Large area	d4	d4 +02	db +2	04

BURNING LIQUID SATURATION	TEMPERATURE DAMAGE PER ACTION			
	HOT	BURN	BURN	INCR
Limited spotting	d4	db	d10	+02
Minor saturation up to 25% body	db	2db	3db	+05
Saturation up to 50% body	2db	3db	4db	+08
Heavy saturation up to 75% body	3db	4db	5db	+10
Total saturation up to 99% body	4db	5db	6db	+14

Burning Fragments Phosphorus\*

db 2db 4db

Burn damage continues from the initial damage. Each turn the amount of damage taken will increase by the INCR number until the fire is extinguished.

\* Burning fragments do the same damage as projectiles with the additional ability to burn for d4 points of damage per action until extinguished. Phosphorus fragments burn for d10 actions.

# Fire

Any character may assist the burning victim or object by trying to smother the burn. Each person assisting may add to the amount of burn damage stopped per turn.

TYPE	EXTINGUISHES	DAMAGE TO RESCUER
Bare Hands	db	d4
Roll on Ground	2db	d4x.50
Roll in Snow	3db	d4x.50
Blanket	2db	d4x.25
Fire Blanket	4db	d4x.25
Dry Extinguisher	5db	0
Water Bucket	2db	0
Sand Bucket	3db	0
CO2 Extinguisher	6db	0
Soda Acid	4db	0
Total Water Emersion extinguishes fire.		

# Electrical

To find electrical damage multiply voltage by amperage. Divide the result by 100.

RESULT RATING DAMAGE	CHANCE OF UNCONSCIOUSNES	CHANCE OF DEATH	DAMAGE TAKEN
001-010	10%	0%	d4
011-020	15%	10%	2db
021-030	20%	15%	2db
031-040	25%	20%	3db
041-050	30%	25%	4db
051-060	40%	30%	5db
061-070	50%	40%	6db
071-080	60%	50%	7db
081-090	70%	60%	8db
091-100	80%	70%	9db
101-200	95%	80%	10db
201+	98%	90%	10db

PHYSICAL CONTACT WITH ELECTRICAL SOURCES Roll a d10

- 01-08 One full turn damage, victim thrown by shock.
- 09 Two turns full damage, victim thrown by shock.
- 10 Victim paralyzed to power source until removed.

At death a victim goes automatically unconscious, his or her constitution begins to drop two points per minute. See doctors skills and CPR.

## SURVIVING ELECTRICAL DAMAGE

Any electrical shock that kills has the chance of doing mental damage to the victim. Roll a d100.

- 01-95 There is no mental damage.
- 96-98 Reduce db non physical skills by one point.
- 99 Reduce db non physical skills by d4 points.
- 00 Reduce all skills and physical abilities by d4 points.

# Explosions

Objects are effected in 3 different ways by explosives.

- 01 Energy Blast Damage
- 02 Concussion Damage
- 03 Fragmentation

The first type is appliable only in vacuum. This damage is flashburn damage equal to half of the concussion damage. Flash damage is divided by distance in feet from blast.

The second type of damage is concussion from the blast. This slap of force is reduced by the victims distance from the blast. Divide blast by distance of victim in feet.

The third type of damage is caused by fragmentation that is deliberate or caused by material disintegration. These fragments travel with the same damage penetration as the force of the blast.

### REMEMBER

01 Divide the total points of blast damage by the distance, in feet, of the target from the center of the blast.

**BLAST DAMAGE** Divided by TARGETS distance in FEET from blast = DAMAGE

### MODIFIERS

TYPE	MULTIPLIER	TYPE	MULTIPLIER
Unprepared	Full	Mud	x.50
Prone	x.75	Sand	x.75
Shallow Hole	x.50	Debrece	x.50
Deep Hole	x.25	Rock	x.50
Heavy Walls	x.50	Brush	x.75
Heavy Trees	x.25	Snow	x.75
Light Trees	x.50	Water	x.75

See explosives and grenades in the appendix.



# Impact

Any objects dropped on players may cause damage.

### DAMAGE IN SIX SIDED DICE

WEIGHT OBJECT	HEIGHT OF FALL										
	10	20	30	40	50	60	70	80	90	100	
001-009	0	1	1	2	2	3	4	5	6	7	
010-020	1	2	2	3	4	5	6	7	8	9	
021-030	2	3	4	5	6	7	8	9	10	11	
031-040	3	4	5	6	7	8	9	10	11	12	
041-050	4	5	6	7	8	9	10	11	12	13	
051-060	5	6	7	8	9	10	11	12	13	14	
061-070	6	7	8	9	10	11	12	13	14	15	
071-080	7	8	9	10	11	12	13	14	15	16	
081-090	8	9	10	11	12	13	14	15	16	17	
091-100	9	10	11	12	13	14	15	16	17	18	
101-150	10	11	12	13	14	15	16	17	18	19	
151-200	11	12	13	14	15	16	17	18	19	20	
201-250	12	13	14	15	16	17	18	19	20	21	
251-300	13	14	15	16	17	18	19	20	21	22	
301-350	14	15	16	17	18	19	20	21	22	23	
351-400	15	16	17	18	19	20	21	22	23	24	
400+	16	17	18	19	20	21	22	23	24	25	

# The Ed Powers Story

### SHADOWS

A 35 pound crate is dropped from a 40 foot building to finish off the character Ed who is laying dazed in the street.

The crate will do 4db damage to Ed. As the crate falls Ed makes a wisdom roll when he sees the shadow of the crate.

Realizing his fate he makes a dodge roll and tumbles out of the way as the box smashes into the street.

# Effects

Crushing damage to the head invariably kills the character in situations where there is severe damage to the players head.

Index the size of the object by the damage it does for the chance of Death Shock. Roll above the percentage on a d100 to avoid Death Shock. If a victim fails and is resuscitated roll a second time under the percentage on a d100 to see if the brain is destroyed.

SIZE OBJECT	CHANCE OF DESTRUCTION OF HEAD				
	01-05	06-20	21-30	31-40	41-50
Very Small	0%	0%	02%	04%	06%
Small	0%	02%	04%	06%	08%
Medium	02%	04%	06%	08%	10%
Large	04%	06%	08%	10%	15%
Gigantic	08%	12%	16%	20%	30%

# Falling

When a character falls, there are two choices of fall. The first is the uncontrolled, panic or surprise impact. This type of impact does full damage to the character.

The second type of impact is the controlled impact. The chance of accomplishing a controlled impact is rolled on a d100. The base number to roll for a successful controlled impact is 20 + Agility + one point per level of Martial Arts ability. This controlled impact reduces damage by 50%. {Multiply damage by .50} This ability to control a fall is limited to falls of under 50 ft.

REMEMBER 20 + Agility + 1% per Martial Arts Level.

DAMAGE IN d10

WEIGHT OF HEIGHT IN FEET  
VICTIM 10 20 40 60 80 100 150 200

001-025	0	0	0	0	1	2	3	4
026-050	0	0	0	1	2	3	4	5
051-075	0	0	1	2	3	4	5	6
076-100	0	1	2	3	4	5	6	7
101-150	1	2	3	4	5	6	7	8
151-200	2	3	4	5	6	7	8	9
201-250	3	4	5	6	7	8	9	10
251-300	4	5	6	7	8	9	10	11
301-350	5	6	7	8	9	10	11	12

IMPACT MODIFIERS ON DAMAGE

TYPE	MODIFIER	TYPE	MODIFIER
Water	x.50	Debris, small	.50
Mud	x.50	Debris, medium	.75
Damp Earth	x.75	Branches, light	.75
Sand	x.50	Branches, dense	.50
Gravel	x.75	Coniferous	
Dry Earth	1.00	Branches	.50
Spongy Ground		Partial	
Plants	.50	Parachute	.50

# The Ed Powers Story

Ed Powers was pushed off the top of a building. As an average human he weighs 175 pounds. He is falling 40 feet to the hard street below. When Ed hits he will take 4d10.

Ed attempts a controlled landing. His base percentage of 20 plus his agility of 12 gives him a 32% of success. Added to this his Martial Arts ability {+1% per skill level} gives him a 34% chance of taking half damage.

The player rolls a 77 and Ed splats into the street below. He decides to better his martial arts in the near future.

# Radiation

In cases of radiation exposure multiply the intensity of the radiation by the time spent in the area.

PERCENTAGE OF HOUR IN HOT AREA	RADIATION MULTIPLIER
01-05 Minutes	.06 Accumulation
06-10 Minutes	.12 Accumulation
11-15 Minutes	.25 Accumulation
15-30 Minutes	.50 Half accumulation
30-45 Minutes	.75 Accumulation
46-60 Minutes	1.00 Full accumulation

RADS / HOUR ACCUMULATED	HIT POINT DAMAGE PER HOUR	CONSTITUTION REDUCTION PER HOUR	STRENGTH REDUCTION PER HOUR
0-100	0	0	0
101-150	d4x.25	d4x.25	0
151-200	d4x.25	d4x.50	0
201-300	d4x.50	d4x.1	0
301-400	d4	d4 -1	d4x.25
401-500	d6	d4x.2	d4x.50
501-1000	d10	d4	d4
1001-2000	2d10	d6	d4
2000-4000	4d10	d8	d6

RADS: The intensity of the radiation.

DAMAGE: The hit point damage a character suffers per hour while exposed to a radiation source.

CONSTITUTION REDUCTION: The loss of constitution per hour indexed by the amount of exposure in rads.

STRENGTH REDUCTION: The loss of strength per hour after being exposed to radiation.

Symptoms at 500 rads include nausea, vomiting, and high temperature. At higher doses the victim experiences convulsions and death.

REMEMBER

- 01 Total Radiation Exposure is Accumulated
- 02 Every hour after exposure the total accumulated radiation drops by 2d10 +3 points. This is the characters ability to fight off damage from the exposure.
- 03 At higher levels of exposure a character begins to take constitution and strength damage per hour until the level of exposure drops to safer levels.
- 04 Specialized hospital care adds d10 per hour to the accumulation reduction. Above 500 rads the rate of a characters constitution regeneration stops.

The world Ed and his team were exploring was a total ruin. Blasted buildings and craters surrounded them as far as they could see. As Ed finds a cylindrical artifact he ponders its function and makes a wisdom roll.

Pulling out his solar rechargable partial counter, Ed scans the object and discovers it is radiating 2000 rads.

In the two minutes Ed has examined the object he has taken radiation exposure. Multiplying .06 x 2000 gives Ed's total accumulation of 120 points.

Ed runs like hell.

## Tri Tac Games

### Starvation

To survive, a character must consume a determined amount of food and water.

In situations where intake is low or non-existent, a character begins to burn food and water reserves. When reserves reach 0 the character begins to take damage from starvation and dehydration.

#### RESERVES

**WATER POINTS** Constitution + 20 points for a normal individual. Add one point for every 5 pounds overweight.

**FOOD POINTS** Constitution +20 points for a normal individual. Add one point for every 10 pounds overweight.

#### POINTS NEEDED FOR DAILY SURVIVAL

ACTIVITY	FOOD POINTS	WATER POINTS
STRENUOUS	28	160 2 Gallons
HIGH ACTIVITY	25	120 1.5 Gal.
NORMAL ACTIVITY	20	80 1 Gal.
LOW ACTIVITY	18	40 .50 Gal.
NO ACTIVITY	16	20 1 Quart

#### WATER LOSS - FOOD LOSS

01 Reduce a characters food and water reserves db points whenever daily requirements are not met.

02 At water reserve 0 the character begins to take damage in the form of one point of constitution and d4 hit points.

03 At food reserve 0 the character begins to take d4 hit points of damage per day.

04 Constitution and hit points do not regenerate during periods of water and food deprivation.

05 The restoration of food and water restarts a characters normal regenerative abilities.

06 Hotter climates accelerate this loss.

07 Reserves are replenished by over-supply of food and water requirements.

CLIMATE TYPE	DEGREES TEMPERATURE	MULTIPLY CON LOSS	MULTIPLY HIT POINT LOSS
HOT	85-95	x1.00	x1.00
VERY HOT	96-105	x1.50	x1.50
BLISTERING	110-125	x2.00	x2.00
BURNING	125+	x3.00	x3.00

#### EFFECTS OF DEHYDRATION-STARVATION

At 25% of Con Loss	Nausia, Headache
At 50% of Con Loss	Giddiness, Hallucinations
At 75% of Con Loss	Failing Strength
At 98% of Con Loss	75% Unconsciousness

See Appendix for Food Values

### Strength Related Damage

Index the strength of the attacker by action to find damage to the victim.

Complete surprise by the attacker gives full damage with no modifiers. Non-surprise and face to face situations allow the victim to dodge blows.

STRENGTH	PUNCH OR KICK	OBJECT LIGHT	OBJECT MEDIUM	OBJECT HEAVY
0-05	dbx.25	dbx.50	db	2db
06-10	dbx.30	db	3db	3db
11-20	db	2db	3db	4db
21-30	2db	3db	4db	5db
31-40	3db	4db	5db	6db
41-50	4db	5db	6db	7db
51-60	5db	6db	7db	8db
61-70	6db	7db	8db	9db
71-80	7db	8db	9db	10db
81-90	8db	9db	10db	11db
91-100	9db	10db	11db	12db

#### EXAMPLES

OBJECT LIGHT	Broom Handle, Small Stone
OBJECT MEDIUM	Baseball Bat, Large Rock
OBJECT HEAVY	Tire Iron, Lead Pipe

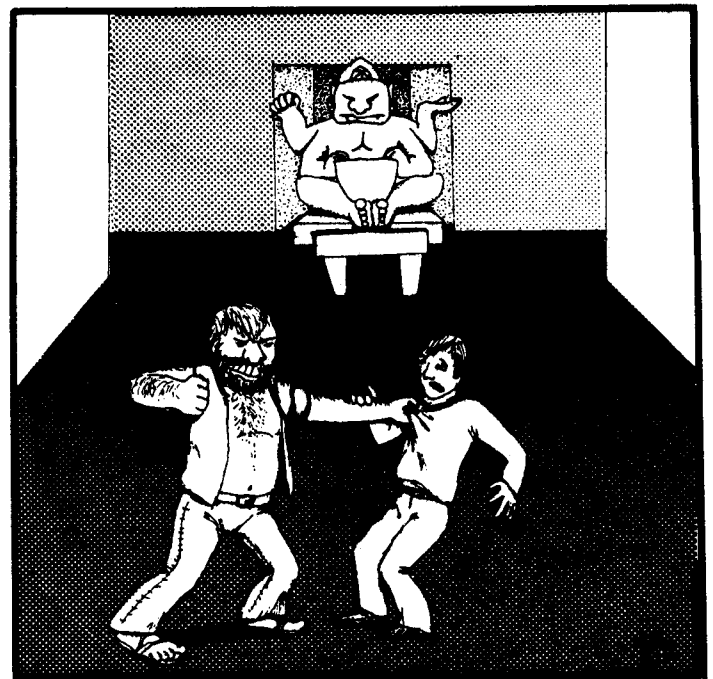
Strike damage is controllable by the attacker. Attackers can use any strength level under their own to base damage from. This allows a character to "pull a punch," lessen damage and not kill a victim.

### The Ed Powers Story

#### THE TEMPLE ON ALTERNATE -1

Furt the barbarian, with a strength of 25, decides to punch Ed Powers who has just committed sacrilege by belching in his temple.

With his massive strength, Furt, can punch for 2db points of damage. Furt decides to lessen his punch to a rating of 5 and teach Ed a lesson of only one point maximum.



# Toxins

Toxins and Poisons are any material, ingested, inhaled, or contacted that does 3 possible types of damage.

## DAMAGE

- A Caustic to Tissues  
Does d4 points of damage per level of toxin, per hour until neutralized.  
Reduces Hit Points
- B Neural Toxins  
Any substances that slow or destroy nervous function  
Reduces Constitution
- C Hemo Toxins  
Any toxins that impare or damage the blood transport system.  
Reduces Constitution

Each poison has an assigned or a variable toxic level. This level is the damage to Hit Points or Constitution per hour, taken by the victim, until he or she passes the critical phase of the poisoning.

## TOXIN RATING CON OR HIT POINT REDUCTION PER HOUR

01	d4 x .25	06	db + 1
02	d4 x .50	07	db + 2
03	d4	08	db + 3
04	d4 + 1	09	db + 4
05	db	10	db + 6

Poison Antidotes for the specific type of poison reduce the loss of Constitution and Hit Points by d4 points per hour.

Antidotes for the wrong type of poisoning have no effect. Each antidote attempt takes one hour to prove successful or unsuccessful.

## REMEMBER

- 01 Roll damage once per hour until the toxin passes it's critical phase.
- 02 Antidotes only effect specific level / types of poisoning. The wrong antidotes have no effect.
- 03 It takes one hour per test of antidote.

## TYPES OF POISONS

### ANIMAL POISONS

Rating 01-08 Critical 4db hrs.  
EFFECT Any a b c d e g h m  
Including snakes, stings, and toxic bites

### PLANT POISONS

Rating 01-10 Critical 4db hrs.  
EFFECT Any a b c d e f g h i j  
Mostly ingested plant toxins

### MISCELLANEOUS PESTICIDES

Rating 01-06 Critical 3d4 hrs.  
EFFECT B g h  
Damages respiration

### RODENTICIDES

Rating 01-06 Critical 3d8 hrs.  
EFFECT B g j  
Damages heart

### NITROGEN COMPOUNDS

Rating 01-08 Critical 3db hrs.  
EFFECT C a b l m k  
Damages blood

### HALOGENATED HYDROCARBONS

Rating 01-10 Critical d4 +1 hrs.  
EFFECT C a b c d e g h i  
Damages heart

### ALCOHOLS AND GLYCOLS

RATING 01-04 Critical 3d4 hrs.  
EFFECT B a b c d g h  
Impairs respiration  
\* Ethyl Grain alcohol reduces wizdom, dexterity, and agility one point per half hour per 02 oz drink.

### ESTERS, ALDEHYDES, KEYTONES AND ETHERS

Rating 01-10 Critical 2d4 hrs.  
Effect A b c k g l m  
Damage to tissues

### HYDROCARBONS

Rating 01-08 Critical 3db hrs.  
EFFECT A a b c f g m  
Damage to tissues

### CORROSIVES

Rating 01-10 Critical 3db hrs.  
EFFECT A c m  
Damage to tissues

### METALLIC POISONS

Rating 01-10 Critical 3db hrs  
EFFECT C a b e h j m  
Damage to circulatory system

### CYANIDES, SULFIDES

Rating 01-10 Critical 2db hrs.  
EFFECT B a b c e h k  
Damage to central nervous system

### FOOD POISONING

BACTERIAL  
Rating 01-04 Critical 2d4 hrs.  
EFFECT B a b c d f  
Impairs respiration

### FOOD POISONING

BOTULISM  
Rating d4 +4 Critical 4d4 hrs.  
EFFECT B a b c h j  
Impairs central nervous system

### ANESTHETICS

Rating 01-06 Critical 4db hrs.  
EFFECT B a e j g  
Impairs respiration

### DEPRESSANTS

Rating 01-08 Critical 4db hrs.  
EFFECT B a g i  
Impairs respiration

## Toxin Effects

### EFFECTS

a Nausia	i Coma
b Headache	j Muscle Tightness
c Vomiting	k Confusion
d Cramps	l Dizziness
e Tremors	m Pain
f Diarrhea	n Fatigue
g Respiratory Difficulty	o Visual Impairment
h Convulsions	

## Exposure

Exposure to extremes of temperature will cause damage if adequate protection is not available.

### PROTECTION

BUFF	This is absolutely no protection against temperature.
MINIMAL	This is the lightest or least amount of clothing available.
LIGHT	This is normal light summer wear, and minimum foot protection.
MEDIUM	This is normal protection for cooler weather.
HEAVY	Winter protection for colder climates with light snow.
ARCTIC	Special cold protection available for survival in hostile climates.
ENVIRO-VAC	High-Tec protection for hostile atmospheres or environments.

DAMAGE FROM COLD  
PER TWO MINUTES OF EXPOSURE

-200	-174	-149	-124	0
-175	-150	-125	0	+25

BUFF	4db	3db	2db	2db	1db
MINIMAL	4db	3db	2db	db	dbx.50
LIGHT	3db	2db	1db	dbx.50	n/e
MEDIUM	2db	db	dbx.50	n/e	n/e
HEAVY	db	dbx.50	n/e	n/e	n/e
ARCTIC	dbx.50	n/e	n/e	n/e	n/e
VAC	n/e	n/e	n/e	n/e	n/e

DAMAGE FROM HOT CLIMATES  
PER HOUR OF EXPOSURE

+100	+126	+151	+176
+125	+150	+175	+200

BUFF	dbx.50	db	2db	3db
MINIMUM	n/e	dbx.50	db	2db
LIGHT	n/e	n/e	dbx.50	db
MEDIUM	n/e	n/e	n/e	dbx.50

## Vehicle Impact

### UNPROTECTED LIFE

Index the MPH speed of the vehicle, generate the damage and multiply it by 2. A controlled impact modifier can be used with the same procedure as a controlled fall. No modifiers or controlled impact is allowed in cases of surprise.

VEHICLE MPH	HIT POINT DAMAGE	CHANCE BREAKAGE	BONES BROKEN
0-25	1d10	10%	d4x.50
26-50	2d10	20%	db
51-75	3d10	40%	db
76-100	4d10	60%	2db
101-200	5d10	75%	3db
201-300	3x5d10	95%	4db
301-400	4x5d10	99%	4db

For damage to passengers involved in vehicle collisions, index the MPH speed for the damage.

### DAMAGE TO PASSENGERS IN VEHICLES

TYPE	MULTIPLIER
Compact Fragile	x2.00
Midsized Fragile	x1.50
Fullsized Fragile	x0.75
Compact Semi-Tough	x1.50
Midsized Semi-Tough	x1.25
Fullsized Semi-Tough	x1.00
Compact Tough	x1.00
Midsized Tough	x0.75
Fullsized Tough	x0.50

### RESTRAINT MODIFIERS

VICTIM IN REAR SEAT	MULTIPLIER
Unrestrained	x1.00
Lap Belt	x0.75
Shoulder Belt	x0.50
Impact Device	x0.25

### VICTIM IN FRONT SEAT

MULTIPLIER	
Unrestrained	x1.25
Lap Belt	x1.00
Shoulder Belt	x0.75
Impact Device	x0.50

\*Bones broken are located by using the detailed body tables.

# Tri Tac Games

## Disease

This set of tables deals with infection, the pathological effect of characters exposed to alien viral and bacterial life.

### BIOLOGICAL COMPATABILITY

The majority of viral and bacterial agents will be so physiologically different as to have no effect on humans exposed.

### ROLL A D100

#### INDEX COMPATABILITY BY ORIGIN

ALIEN WORLD	ALTERNATE WORLD	EFFECTS OF INFECTION
01-97	01-10	No Infection, Bio-Incompatible
98-99	11-97	Goto Severity Table
00	98-00	Goto Severity Table add a +20% Modifier

### SEQUENCE OF INFECTION

- 01 Roll severity of infection on a d10
- 02 Roll incubation of infection d10 on TIME
- 03 Roll length of symptoms and type d10 on TIME
- 04 If CRITICAL phase, roll the starting time after symptoms appear db on TIME
- 05 Roll length of CRITICAL phase db on TIME
- 06 Roll recovery time d10 on TIME

### SEVERITY

		SYMPTOMS			CRITICAL	
		AB	CD	E	%	F
01-25	Light Infection	d4	no	no	no	no
26-50	Medium Infection	d4	d4	no	no	no
51-75	Heavy Infection	d4	d4	d4	03%	no
76-95	Serious Infection	d4	d4	d4	50%	no
96-98	Critical Infection	d4	d4	d4	85%	any
99-00	Terminal Infection	d4	d4	d4	98%	d4

The CRITICAL percent is the chance an infection will go to a critical phase where death could occur. Roll the number of symptoms as indicated and randomize the type from the symptoms tables.

### TIME IN DAYS AND HOURS

01	db +04 Hrs.	06	03 Days +2d10 Hrs.
02	db +06 Hrs.	07	04 Days +2d10 Hrs.
03	db +10 Hrs.	08	05 Days +2d10 Hrs.
04	01 Day +2d10 Hrs.	09	06 Days +2d10 Hrs.
05	02 Days +2d10 Hrs.	10	10 Days +2d10 Hrs.

### TABLE A ROLL A d20

01	No Symptom
02	Mild Gastritis
03	Loss of Balance
04	Fever +d4 degrees
05	Hypersensitivity
06	Blocked Sinus
07	Loss of Appetite
08	Skin Redness / Flush
09	Mild Stomach Cramps
10	Sore Throat
11	Muscle Stiffness
12	Light Sensitivity
13	Increased Thirst
14	Watering Eyes
15	Abnormal Feeling
16	Migraine Headache
17	Sound Sensitivity
18	Shortness of Breath
19	Increased Appetite
20	Irritability

### TABLE B ROLL A d20

01	No Symptom
02	Awful Feeling
03	Dizziness
04	Sweating
05	Itching
06	Nosebleeds
07	Hiccups
08	Drowsiness
09	Insomnia
10	Depression
11	Shakes
12	Mild Rash
13	Irritation
14	Weakness
15	Aches
16	Red Eyes
17	Headache
18	Tingling
19	Numbness
20	Fainting

### TABLE C ROLL A d10

01	Lung Congestion
02	Swelling in Joints
03	Fever +db degrees
04	Bleeding, Eyes, Ears
05	Extremity Numbness
06	Internal Swelling
07	Blurred Vision
08	Intense Muscle Cramps
09	Lack of Coordination
10	Incapacitating Cramps

### TABLE D ROLL A d10

01	Vomiting
02	Boils
03	Diarrhea
04	Ulcerations
05	Convulsions
06	Hairloss
07	Mental Lapse
08	Tremors
09	Choking
10	Dehydration

### TABLE E ROLL A d10

01	Open Sores
02	Loss of Hearing
03	Loss of Sight
04	Paralization
05	High Fever +d10 deg.
06	Hallucinations
07	Glandular Failure
08	Major Weight Loss
09	Internal Bleeding
10	Lung Collapse

### TABLE F ROLL A d10

01	Kidney Failure
02	Coma
03	Liver Failure
04	Heart Failure
05	Mental Problems
06	Digestive Failure
07	Muscle Breakdown
08	Bloodclotting
09	Lieukemia
10	Hemophilia

### CRITICAL ILLNESS

Roll a d20 for every hour of the CRITICAL PHASE

01	Character loses 2d4 Constitution
02-03	Character loses d4 Constitution
04-06	Character loses d4x.50 Constitution
07-08	Character loses 1 Constitution Pt.
09-12	Character is Stable
13-14	Character gains 1 Constitution Pt.
15-17	Character gains 2 Constitution Pt.
18-19	Character gains d4 +2 Con.
20	Infection Breaks, Begin recovery.

Constitution does not regenerate over the characters original score. It cannot be accumulated.



# Tri Tac Games

## TRANSMISSION

01 Animal Vector	01-03 Virus
02 Insect Vector	04-08 Bacteria
03 Airborne	09 Multicell
04 Waterborne	organism
05 Contact with Victim	10 Parasite
06 Plant Vector	
07 Food	
08 Contact with Infected Material	
09 Roll a d8 for 2 different transmitters of the infecting agent.	
10 Roll a d8 for 3 different transmitters of the infecting agent.	

## CHANCE OF TRANSMISSION

Roll a d100 for a percent chance of the agent infecting the victim who contacts it. This percentage becomes the future percentage of a member of that race contracting the infection.

## INFECTION WEAKNESSES

Treatment with the proper drug or procedure can reduce the loss of constitution in the CRITICAL phase. Successful treatment reduces the loss of constitution by d4 every two hours of treatment.

TYPE	
01 Sulfonamides	{sulfa drugs}
02 Penicillin	{penicillium family drugs}
03 Streptomycetes	{tetracycline, broad spectrum antibiotics}
04 Antibiotic Specific	
05 Chemical Compounds	
06 Changes in Body Chemistry	

The ruined world at Alternate -5,7 was a combination of Medieval architecture and modern technology. As Ed and his team progressed across the continent they became increasingly aware the world lacked its human inhabitants.

The third week out two of the team began to complain of dizziness. In four hours they were feverish and vomiting.

Fearing the worst, they pitched camp and waited. In four hours the entire team was sick.

As Ed lay in his tent with a 102 degree fever he wondered why the team's doctor fell off that cliff and into that river a week before. Failing a Wisdom roll, Ed finds an old bottle of Penicillin tablets in his pack. He swallows the last 6 tablets as he faints.

Two days later Ed comes painfully awake and realizes he's still alive. He shouts to the rest of the group, but is answered with the sound of the wind. Only Ed is alive

DESEASE 107	INCUBATION 6.5 Days
SYMPTOMS	SYMPTOM START 07 Hrs
Dizziness	CRITICAL START 05 Hrs
Vomiting	CRITICAL PHASE 51 Hrs
Fever	CRITICAL EFFECT
VECTOR	Lung Collapse
Insect	WEAKNESS Penicillium

## STATISTIC REDUCTIONS FROM MEDICAL PROBLEMS

These are temporary or continuing modifications on a characters statistics when effected by health or damage problems.

TYPE {MINOR}	STR	DEX	AGL	WIZ	ACC	DOD	THR
Nausea			-1				-1
Drowsiness		-1	-1	-1			
Niccup			-2			-1	-1
Watery Eyes			-2			-1	
Cramps	-1	-1	-1				-1
Shakes	-1	-2	-1			-2	-1
Headache			-1				-1
Migraine	-2	-3	-1			-3	-1
Insomnia	-1	-1	-1	-1		-1	-2
Cough Light	-1					-1	-1
Cough Heavy	-1					-2	-2
Weakness	-2		-1				-1
Dizziness	-3	-2	-1			-3	-3

SERIOUS	STR	DEX	AGL	WIZ	ACC	DOD	THR
Cramps	-2	-3	-4			-3	-4
Vomiting	-4	-3	-3			-5	-4
Fever	-2	-1	-1	-1		-1	-2
Blurred Vision						-3	-1
Numbness	-4	-6	-3			-1	-4
Sneeze	-2	-4	-2			-6	-1
Pain Light	-1	-1	-2			-1	-2
Pain Heavy	-2	-2	-4			-2	-4
Pain							
Blinding	-6	-6	-6	-2		-7	-8
Stun Light	-3	-3	-3	-2		-3	-4
Stun Medium	-5	-5	-7	-3		-5	-7
Stun Heavy	-6	-6	-9	-4		-6	-8

MUSCLES	STR	DEX	AGL	HEALING
Sprain	-4	-2	-5	d4 weeks
Torn Ligament	-8	-4	-9	d6 +2 weeks
Torn Muscle	-9	-6	-9	d4 months

BONES	STR	DEX	AGL	HEALING
Bruised	-1	-1	-1	d4 months
Fractured	-4	-6	-8	d4+2 weeks
Compound fracture	-8	-9	-9	d4+2 months

Damaged bones and muscles effect only the specific area they are located in. Some statistics may not be effected due to their specific location. Use logic and discretion when utilizing these modifiers.

## Healing

Hit points are regenerated at a rate of d4+1 points per every 48 hours or two days. Constitution regenerates at a faster rate of d4 every 12 hours. In cases of strangulation a +d4 bonus is added immediately on rescue. All regeneration stops during periods of Poisoning, Radiation Exposure, and Critical Illness.

# WeaponsFire

## Weapons Fire Resolution

### REMEMBER

- 01 Total modifiers you are using. This will give you a + or - modifier.
- 02 Add this modifier to your accuracy. This is the number you must roll under on a d20 to hit. If the number rolled is below half the number needed to hit the target, the player has the choice of where he puts the shot.

## The Ed Powers Story

A savage has attacked an IDET group. Ed Powers has just returned from a scouting expedition and sees the situation. The savage charges towards Ed with a knife. 40 feet away, Ed has three actions before his attacker can cover the distance and bring the knife to use.

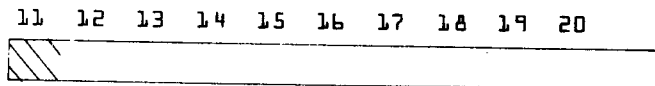
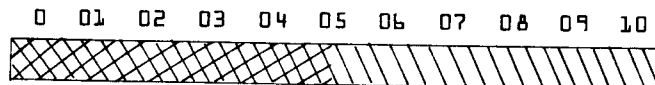
MODIFIERS	Size	Speed	-1
	Weapon +		-1
	Scope		+2
	Total		0

There is no modifier on Ed's accuracy of 12. Ed needs an 11 or below to hit the advancing target. He fires twice.

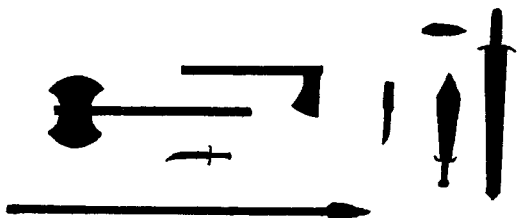
A 7 is rolled for the first shot and will hit a random area in the chest.

A 4 is rolled for the second shot and Ed puts it in the heart as planned.

### BREAKDOWN FOR A SINGLE SHOT



- MISS
- RANDOM HIT IN AREA AIMED AT  
{randomize from detail body areas}
- HIT IN SPECIFIC AREA AIMED AT



## AUTOMATIC WEAPONS FIRE NUMBER OF SHOTS ON TARGET

Roll a d100 and index the result by the number of shots fired.

d100	04	05-06	07-08	09-10	11-12	13-15	16-20
01-05	01	01	01	01	01	01	01
05-10	01	01	01	02	02	02	02
11-15	01	01	01	02	02	03	03
16-20	01	01	01	03	03	04	04
21-25	01	01	02	03	03	04	05
26-30	01	02	02	04	04	05	06
31-35	01	02	02	04	04	05	06
36-40	01	02	02	04	05	06	06
41-45	01	02	03	05	06	06	07
46-50	01	02	03	05	06	07	07
51-55	02	03	03	05	06	07	08
56-60	02	03	04	06	07	08	08
61-65	02	03	04	06	07	08	09
66-70	02	03	04	06	08	09	09
71-75	02	03	05	07	08	09	10
76-80	03	04	05	07	09	10	11
81-85	03	04	05	07	09	10	12
86-90	03	04	06	08	10	11	12
91-95	03	04	06	08	10	12	13
96-00	03	04	06	09	11	12	13

For bursts of over 20 shots, roll a second or third time on the highest or nearest multiple.

MODIFIERS			
RANGE		SIZE	
POINT BLANK	+25	VERY SMALL	-10
VERY SHORT	+15	SMALL	0
SHORT	+10	MEDIUM	+05
MEDIUM	+05	LARGE	+10
LONG	0	VERY LARGE	+15
VERY LONG	-10	GIGANTIC	+20

### EXAMPLE

Firing at a charging tyranasaurus, Ed Powers dumps a forty round clip.

Range	
SHORT	+10
Size	
VERY LARGE	+15
TOTAL	+25

A d100 is rolled and the result is modified by +25 for the first part of the two part check. A second d100 roll is made for the last half of the burst. Ed hits with 22 shots.

### 40 ROUND BURST

d100 Roll	+25	Number of Hits
40	65%	9
80	100%	13
TOTAL		22

### OPTIONAL RECOIL AND TARGET SPREAD

NO RECOIL	0	CLOSE SPREAD	-05
LIGHT RECOIL	-05	MEDIUM SPREAD	-10
HEAVY RECOIL	-10	WIDE SPREAD	-15

# Tri Tac Games

## Armor

Armor is any material which forms a physical barrier for the protection of a person or object.

In FRINGEWORTHY, armor reduces the penetration and damage from projectile and physical attacks.

Index the defenders type of armor by the attackers type of damage for a damage reducing number.

### DAMAGE TYPE

EN Energy, Blast      PU Puncture  
 BI Bite                      BL Blade  
 CL Claw                      FA Firearms

-AGL Is the characters loss of agility because of the bulk of the armor worn.

-ACC Is the characters loss of accuracy during stress or high movement situations.

ARMOR TYPE	EN	BI	CL	PU	BL	FA	-AGL	-ACC
BARE SKIN	0	0	0	0	0	0	0	0
FABRIC	1	1	2	1	0	0	0	0
HEAVY FABRIC	2	2	3	1	2	0	0	0
PADDED FABRIC	3	3	4	2	3	1	0	-1
LEATHER	3	3	5	3	3	1	0	0
HEAVY HEAVY	4	5	7	4	5	2	0	-1
HARD LEATHER	5	7	9	6	8	3	0	-2
THIN PLASTIC	5	4	7	5	5	1	0	-1
PLASTIC CHAIN	5	6	5	4	8	1	0	0
PLASTIC PLATE	7	8	9	7	10	4	-1	-1
CARB FILAMENT	9	10	12	9	12	4	-1	0
LIGHT METAL	12	14	15	10	14	2	-1	-1
METAL CHAIN	14	16	18	12	16	2	-2	-2
METAL PLATE	16	18	20	16	18	6	-3	-4
BALLISTIC CLOTH	7	8	6	14	10	16	0	0
PLASTIC	12	15	17	16	15	21	-1	-1
LIGHT VAC	14	16	18	16	10	20	-2	-1
MEDIUM VAC	16	18	20	18	15	25	-4	-2
HEAVY VAC	18	20	24	20	18	30	-6	-4
NATURAL ARMOR								
LIGHT HIDE	1	1	2	1	1	0	0	0
HEAVY HIDE	3	3	5	3	3	1	0	-1
BONE	6	4	7	4	5	1	-1	-1
STONE HIDE	5	3	5	7	4	1	0	-1
CHITIN	4	2	3	5	3	1	-1	-1
FUR LAYER	3	2	3	1	2	1	0	0
DENSE FUR	6	4	5	2	3	2	-1	-1
SOFTWOOD	4	6	8	5	7	2	-1	-1
HARDWOOD	6	8	10	7	9	3	-1	-2

On your equipment sheet is a body breakdown for a characters armor.

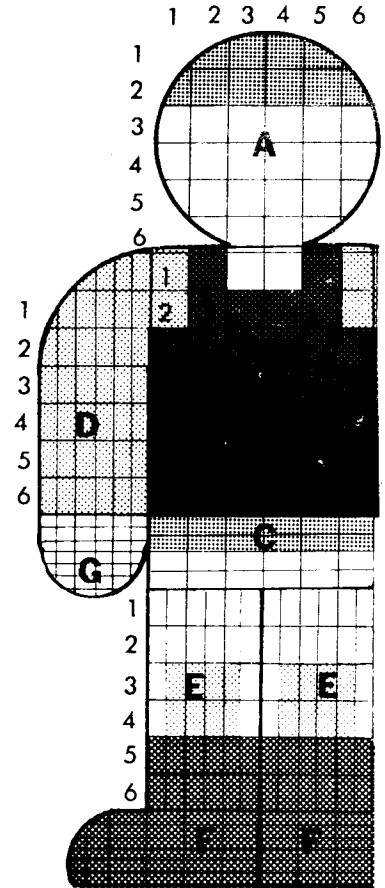
This is an example of ARMOR mapping on your character sheet. Armor stops damage upto the armor value per single type of attack.



- HAT
- GLASSES
- SHIRT
- BALLISTIC VEST
- BUSH JACKET
- GLOVES
- WATCHBAND
- EQUIPMENT POUCH
- PANTS
- KNEE PADS
- BOOTS
- AGILITY MODIFIER: 0
- ACCURACY MODIFIER: 0

### TYPE ARMOR VALUE

VEST	16
BOOTS	3
PADS/JACKET	1
HAT/BELT	2



## The Ed Powers Story

Ed is scouting an alternate with an 1850's technology level and moderately hostile natives.

A concealed savage with a flintlock takes aim at Ed and easily puts a round into his back.

Unfortunately for the native, Ed has been wearing a BALLISTIC PLASTIC vest. The ball imparts 15 points of damage into the vest. The unsuspecting Ed is thrown forward by the impact. He is only bruised as the vest stopped the entire 15 points.

Ed stands up and brushes himself off.

The savage makes a quick decision to remove himself from the area and not bother the newcomers in the territory.

# Tri Tac Games

## Weapons Fire

There are four main modifiers to take into account when firing a weapon at a target.

- 01 SIZE / SPEED
- 02 RANGE OF TARGET
- 03 ATTACKER / DEFENDER MOVEMENT
- 04 EQUIPMENT BONOUSES AND ADVERSE SITUATIONS MODIFIERS

Each of these factors generate a modifier that effects the players ability to hit a target.

Each of the modifiers is combined to create a final accuracy modifier that may raise or lower a players ability to hit.

These modifiers can be used for any weapons including:

- 01 Bows
- 02 Thrown and Grenade Weapons
- 03 Firearms
- 04 Hand Held Edged Weapons

### 1

SIZE	EXAMPLES	CODE	TYPE	EXAMPLE
VSM	Very Small			The size of a rat
SMA	Small			A medium sized dog.
MED	Medium			Man sized
LAR	Large			The size of a horse
XLA	Extra Large			Elephant Sized
GIA	Gigantic			Whale Sized

SPEED	EXAMPLES	CODE	TYPE	EXAMPLE
VSL	Very Slow			1 foot per action
SLO	Slow			2 feet per action
MED	Medium			5 feet per action
FST	Fast			10 feet per action
VFS	Very Fast			20 feet per action
LFS	Lightning Fast			40 feet per action

SPEED	VSM	SMA	MED	LAR	XLA	GIA
VSL	-1	0	+1	+2	+3	+4
SLO	-2	-1	0	+1	+2	+3
MED	-3	-2	-1	0	+1	+2
FST	-4	-3	-2	-1	0	+1
VFS	-5	-4	-3	-2	-1	0
LFS	-6	-5	-4	-3	-2	-1

### 2

Each weapon has a modifier for range from the target. This differs for each weapon. These modifiers are the weapons inherent accuracy.

REVOLVER	Percussion	"Colt Army"
ROF 01	AMO CD	PB VS SH ME L0 VL
ROL D	CYC n/a	+3 +2 +1 0 -1 -2
CAP 06	WTE 3.0	4 3 2 1 .50 .25
CIR 1860	MIS 10%c	SPC fj IG{g} PD{c4}

### RANGE EXAMPLES

CODE	TYPE	EXAMPLE
PB	Point Blank	Under 5 feet in distance
VS	Very Short	06 - 25 feet from target
SH	Short	26 - 100 feet from target
ME	Medium	101 - 500 feet from target
L0	Long	501 - 1000 feet from target
VL	Very Long	1000+ feet from target

### 3

Index attacker and defenders movement rates for the movement modifier.

TYPE	TYPE
A Still, Aiming	F Running
B Slow Walk	G Dodging
C Walk	H Wild Dodge
D Fast Walk	I Evasion
E Slow Run, Jog	J Roll, Tumble

ATTACKER	DEFENDER									
	A	B	C	D	E	F	G	H	I	J
A	+3	+2	+1	0	-1	-2	-3	-4	-5	-6
B	+2	+1	0	-1	-2	-3	-4	-5	-6	-7
C	+1	0	-1	-2	-3	-4	-5	-6	-7	-8
D	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
E	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
F	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11
G	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
H	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
I	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14
J	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15

Attempting to dodge wildly, you have a chance of falling. Roll a d10 each action you spend dodging.

- 01-07 No effect or regain balance
- 08-09 Stumble, roll again next action with a modifier of +2
- 10 Fall, spend d4 actions recovering.

### 4

#### OPTICAL SIGHTING DEVICES

TYPE	ACCURACY MODIFIER	USE ON WEAPON
Optical Scope	+2	H R - -
Electronic Scope	+4 *	- R - M
Still Stand, Bipod	+2	- R S M
Laser Sight	+6 *	H R S -
Quick Point Sight	+1	H R S -
Nightsight	+1 *	H R S -

H = Handgun R = Rifle / Assault Rifle  
S = Shotgun M = Sub-Machine Gun / Machine Gun

\* These devices must be recharged after travel through the Fringe Paths.

# Tri Tac Games

## ACCURACY MODIFIERS

These modifiers are optional for movement and firing through adverse situations where the standard accuracy modifier is not sufficient for realism.

### TERRAINE

Grass, High (Crops)	-2
Hills	-2
Hills, Low	-2
Jungle	+3
Jungle, Dense	-4
Mountainous	-3
Rocky	-3
Sandy	-1
Swamp	-2
Swamp, Dense	+3
Trees, Wide Spaced	-1
Trees, Light Forest	-1
Trees, Heavy Forest	-2
Trees, Coniferous Forest	-3
Tundra	0

### WEATHER

Fog, Light	-2
Fog, Medium	-4
Fog, Heavy	-6
Light, Facing Bright	+3
Light, Silowetted	+2
Rain, Light	-2
Rain, Heavy	-4
Rain, Downpour	-6
Smog	-2
Snow, Heavy	-3
Snow, Dry	-1
Snow, Wet	-2
Snow, Heavy	-3
Snow, Blizzard	-6
Sunny, Clear	0
Sunny, Hazy	-1
Water, Clear (Submerged in)	-2
Water, Merky (Submerged in)	-4
Water, Running (Submerged in)	+3
Wind	-1
Wind, High	-3
Wind, Hurricane	-7
Windblown Sand	-4
Windblown Sand, with Eye Protection Gear	-2

### CITYS

Close Buildings	-2
Cobblestones	-1
Dawn / Dusk	-3
Falling	-4
Falling, Recovering from	+4
Ladders	-3
Ladders, Rope, Stationary	-4
Ladders, Rope, Climbing	+6
Ladders, Rope, Decending	-2
Moonlight	-6
Night	+3
Roof, Major Incline	-2
Roof, Minor Incline	-1
Rubish, Low	+3
Rubish, High	-4
Steps	-2
Steps, Narrow	-4
Swimming	-3
Water, Waist Deep	-1

### VEHICLES

Fast Moving, Victim Inside	+4
Slow Moving, Victim Inside	-3
Smooth Road	0
Rough Road	+4

## SPECIFIC AREA SHOTS MEDIUM AND LONG RANGE

TARGET POSITION	AREA AIMED AT HEAD	HAND	CHEST	LEG	ARM
STANDING	-4	-6	-2	-3	-5
STOOPING	-5	-7	-3	-4	-6
CROUCH	-6	-8	-4	-5	-7
PRONE	-7	-9	-5	-6	-8

## WEAPONS FIRE FROM MOVING HORSE OR HORSE-DRAWN WAGON

	A	B	C	D	E
WALKING	0	-1	-2	-2	-2
TROTting	-2	-3	-4	-3	-2
CANTER	-3	-5	-7	-4	-3
GALLOP	-4	-7	-9	-5	-4
RUN	-5	-9	-12	-6	-5

- A = Excellent Horsemanship
- B = Fair Horsemanship
- C = Poor Horsemanship
- D = Firing from Flatbed Wagon
- E = Firing from Coach

## WINDOW MATERIAL DEFLECTION

TYPE	DEFLECTION
GLASS	-1
DOUBLE STRENGTH GLASS	-3
REINFORCED GLASS	-4
PLEXI GLASS	-2
HEAVY PLEXI GLASS	-3
BULLETPROOF PLASTIC	-7
BULLETPROOF GLASS	-6
WIRE REINFORCED GLASS	-4
VEHICLE WINDSHIELDS	-2

## MOVEMENT MODIFIERS REDUCTION IN FEET PER ACTION

Use the terrain modifiers from the accuracy section.

## PHYSICAL COMBAT MODIFIERS

### SIZE EFFECTS ON PHYSICAL COMBAT

### DEXTERITY MODIFIER

AT = ATTACKER

DF = DEFENDER

### INDEX BY HEIGHT OF ATTACKER / DEFENDER

	1	2	3	4	5	6	7	8	9
AT	DF								
	01	02	03	04	05	06	07	08	09
01	0	0	+1	+1	+1	+2	+2	+2	+3
02	0	0	0	+1	+1	+1	+2	+2	+3
03	-1	0	0	0	+1	+1	+1	+2	+2
04	-1	-1	0	0	0	+1	+1	+1	+2
05	-1	-1	-1	0	0	0	+1	+1	+1
06	-2	-1	-1	-1	0	0	0	+1	+1
07	-2	-2	-1	-1	-1	0	0	0	+1
08	-2	-2	-2	-1	-1	-1	0	0	0
09	-3	-2	-2	-2	-1	-1	-1	0	0

Attackers and Defenders heights are in feet.

# Weapon Information

**ROUND** Is a single unit of ammunition for a weapon.

**ROF** Rate of Fire is the number of times a weapon can fire during an action. This may be a single shot or burst if applicable.

**ROL** Rate of Load is the time it takes to reload a weapon.

**CAP** Capacity is the number of rounds a weapon will hold.

**CIR** Circa is the date of introduction of the weapon.

**AMO** Ammunition is the type of projectile and its specific damage dice.

**CYC** Cyclic Rate is the number of rounds an automatic weapon will fire during an action.

**WTE** This is the weight of the weapon in pounds.

**MIS** Misfire is the percent chance of improper function and the table to index the result. Optional detailed Powder and Ignition tables exist at the end of the section.

**SPC** Specials are the general information and idiosyncracies of weapons. There are separate tables for weapon types.

**IG** Ignition is the method of igniting the weapons charge.

**PD** Is the type of powder used in the weapon. Modern is the short designation for Center Fire / Smokeless Powder weapons.

LOADING SPEEDS FOR WEAPONS				
LETTER	TYPE	DISCRIPTION	ACTIONS	SEC.
A	Box/Clip	Complete Reload	01	02
B	Manual	1 step loading	01	02
C	Manual	2 step loading	02	04
D	Manual	3 step loading	03	06
E	Manual	4 step loading	04	08
F	Manual	5 step loading	05	10

Multiple barrels multiply the time of loading. The above rates are for single barrel loading only.



## Handguns

HAND CANNON		"Pesselbroch"						
ROF	AMO	B	PB	VS	SH	ME	L0	VL
ROF 01	AMO B		0	-2	-6	-14	-18	-20
RCL F	CYC	n/a	3	3	2	1	.50	.25
CAP 01	WTE	4.0	SPC abemny IG{a} PD{a}					
CIR 1350	MIS	75%a						

PISTOL		Cannonlock						
ROF	AMO	BC	PB	VS	SH	ME	L0	VL
ROF 01	AMO BC		1	-2	-4	-12	-16	-20
RCL F	CYC	n/a	3	3	2	1	.50	.25
CAP 01	WTE	03	SPC afj IG{ab} PD{a}					
CIR 1400	MIS	25%a						

PISTOL		Matchlock						
ROF	AMO	C	PB	VS	SH	ME	L0	VL
ROF 01	AMO C		1	0	-2	-4	-6	-12
RCL F	CYC	n/a	3	3	2	1	.50	.25
CAP 01	WTE	04	SPC ae IG{c} PD{ab}					
CIR 1475	MIS	25%a						

PISTOL		Wheellock						
ROF	AMO	C	PB	VS	SH	ME	L0	VL
ROF 01	AMO C		1	0	-2	-4	-6	-12
RCL F	CYC	n/a	3	3	2	1	.50	.25
CAP 01	WTE	05	SPC cde IG{e} PD{b}					
CIR 1520	MIS	15%b						

PISTOL		Wheellock "Dag"						
ROF	AMO	C	PB	VS	SH	ME	L0	VL
ROF 01	AMO C		2	1	0	-4	-6	-11
RCL F	CYC	n/a	2	2	1	1	.50	.25
CAP 01	WTE	03	SPC cdf IG{e} PD{c3}					
CIR 1550	MIS	15%b						

PISTOL		Flintlock "Kentucky Pistol"						
ROF	AMO	C	PB	VS	SH	ME	L0	VL
ROF 01	AMO C		2	1	0	-1	-4	-8
RCL F	CYC	n/a	3	3	2	1	.50	.25
CAP 01	WTE	2.5	SPC bf IG{f} PD{c4}					
CIR 1690	MIS	20%b						

PISTOL		Flintlock "Blunderbus"						
ROF	AMO	BCLM	PB	VS	SH	ME	L0	VL
ROF 01	AMO BCLM		1	1	0	-1	-4	-10
RCL F	CYC	n/a	4	4	3	2	1	.50
CAP 01	WTE	04	SPC bekn IG{f} PD{c2}					
CIR 1690	MIS	20%b						

PISTOL		Flintlock "Duelling Pistol"						
ROF	AMO	C	PB	VS	SH	ME	L0	VL
ROF 01	AMO C		2	2	0	-1	-4	-8
RCL F	CYC	n/a	2	2	2	1	.50	.25
CAP 01	WTE	03	SPC dfo IG{f} PD{c5}					
CIR 1700	MIS	10%b						

PISTOL		Percussion "Duelling Pistol"						
ROF	AMO	C	PB	VS	SH	ME	L0	VL
ROF 01	AMO C		2	2	0	-1	-4	-8
RCL E	CYC	n/a	2	2	2	1	.50	.25
CAP 01	WTE	03	SPC dfo IG{g} PD{c5}					
CIR 1835	MIS	08%c						

PISTOL		Percussion "Deringer"						
ROF	AMO	C	PB	VS	SH	ME	L0	VL
ROF 01	AMO C		1	1	1	0	-4	-10
RCL D	CYC	n/a	3	2	1	.50	.50	.25
CAP 01	WTE	.50	SPC gj IG{g} PD{c4}					
CIR 1840	MIS	10%c						

PISTOL		Percussion "Horse Pistol"						
ROF	AMO	C	PB	VS	SH	ME	L0	VL
ROF 01	AMO C		2	2	0	-1	-4	-6
RCL D	CYC	n/a	4	4	3	3	2	1
CAP 01	WTE	3.5	SPC ek IG{g} PD{c3}					
CIR 1845	MIS	10%c						

PISTOL		Percussion "Pepperbox"						
ROF	AMO	C	PB	VS	SH	ME	L0	VL
ROF 1/2	AMO C		1	1	0	-6	-10	-16
RCL D	CYC	n/a	2	2	2	1	.50	.25
CAP 08	WTE	1.5	SPC gp IG{g} PD{c4}					
CIR 1849	MIS	10%e						

REVOLVER		Percussion "Walker Dragoon .44"						
ROF	AMO	CD	PB	VS	SH	ME	L0	VL
ROF 01	AMO CD		1	1	1	0	-4	-6
RCL D	CYC	n/a	4	4	3	3	2	1
CAP 06	WTE	4.5	SPC ek IG{g} PD{c4}					
CIR 1849	MIS	10%c						

# Tri Tac Games

REVOLVER ROF 01 ROL D CAP 06 CIR 1851	Percussion AMO CD CYC n/a WTE 2.0 MIS 10%c	"Colt Navy" PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 3 3 2 1 .50 .25 SPC f IG{g} PD{c4}	PISTOL ROF 1/2 ROL A CAP 08 CIR 1920	Semi-Auto AMO FP CYC n/a WTE 2.0 MIS 01% d	"Colt .45 M 1911-A1" PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 4 4 3 2 2 1 SPC fjuz Modern
REVOLVER ROF 01 ROL D CAP 06 CIR 1858	Percussion AMO CD CYC n/a WTE 3.0 MIS 10%	"Remington Army" PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 4 3 2 1 .50 .25 SPC fj IG{g} PD{c4}	PISTOL ROF 1/2 ROL A CAP 06 CIR 1925	Semi-Auto AMO F CYC n/a WTE .50 MIS 01% d	"Baby Browning" PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 2 2 1 .50 .25 SPC ghu Modern
REVOLVER ROF 1/2 ROL D CAP 05 CIR 1858	Percussion AMO CD CYC n/a WTE 2.5 MIS 10%c	"Adams" {British} PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 4 3 2 1 .50 .25 SPC fjp IG{g} PD{c4}	PISTOL ROF 1/2 ROL A CAP 07 CIR 1929	Semi-Auto AMO F CYC n/a WTE 1.5 MIS 01% d	"Walther Ppk" PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 3 3 2 1 1 .50 SPC gpu Modern
REVOLVER ROF 01 ROL D CAP 09 CIR 1859	Percussion AMO C/M CYC n/a WTE 4.0 MIS 10%c	"Le Mat" "Grapeshot" PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 4 3 2 1 .50 .25 SPC bfjr IG{g} PD{c4}	REVOLVER ROF 1/2 ROL B CAP 06 CIR 1933	Double Action AMO DEG CYC n/a WTE 2.5 MIS 01%g	"38 Police Special" PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 3 3 2 1 1 .50 SPC gw Modern
REVOLVER ROF 01 ROL D CAP 06 CIR 1860	Percussion AMO CD CYC n/a WTE 3.0 MIS 10%c	"Colt Army" PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 4 3 2 1 .50 .25 SPC fj IG{g} PD{c4}	REVOLVER ROF 1/2 ROL B CAP 06 CIR 1935	Double Action AMO EGH CYC n/a WTE 4.0 MIS 01%g	"S&W .357 Magnum" PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 4 4 3 3 2 1 SPC fju Modern
REVOLVER ROF 1/2 ROL D CAP 06 CIR 1861	Percussion AMO CD CYC n/a WTE 3.0 MIS 10%c	"Starr Self-Cocking" PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 4 3 2 1 .50 .25 SPC bfjp IG{g} PD{c4}	PISTOL ROF 1/2 ROL A CAP 13 CIR 1935	Semi-Auto AMO F1-3,P CYC n/a WTE 2.0 MIS 01% d	"Browning HP-35" PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 4 3 3 2 1 .50 SPC fju Modern
REVOLVER ROF 01 ROL B CAP 06 CIR 1873	Cartridge AMO D CYC n/a WTE 3.0 MIS 05%b	"Colt .45 S.A.A." PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 4 4 3 2 1 .50 SPC fjg IG{g} PD{c4}	PISTOL ROF 1/2 ROL A CAP 09 CIR 1938	Semi-Auto AMO F CYC n/a WTE 2.5 MIS 01% d	"Walther P-38" PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 4 3 3 2 1 .50 SPC fpu Modern
REVOLVER ROF 01 ROL B CAP 06 CIR 1873	Cartridge AMO D CYC n/a WTE 2.5 MIS 05%b	"S & W Schofield" PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 4 3 2 1 .50 .25 SPC fq IG{h} PD{c4}	PISTOL ROF 1/2 ROL A CAP 08 CIR 1942	Semi-Auto AMO F CYC n/a WTE 1.5 MIS 01% d	"Makarov" {Soviet} PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 4 3 3 2 1 .50 SPC bfpu Modern
PISTOL ROF 01 ROL B CAP 02 CIR 1874	Cartridge AMO D CYC n/a WTE .50 MIS 05%b	"Remington Derringer" PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 3 2 1 .50 .50 .25 SPC gij IG{h} PD{c4}	REVOLVER ROF 01 ROL B CAP 06 CIR 1955	Double Action AMO GHP CYC n/a WTE 4.0 MIS 01%g	"S&W .44 Magnum" PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 5 4 4 3 2 1 SPC flwz Modern
PISTOL ROF 1/2 ROL A CAP 10 CIR 1896	Semi-Auto AMO F CYC n/a WTE 3.5 MIS 01% d	"Mauser Broomhandle" PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 4 3 3 2 1 .50 SPC fjt IG{g} PD{d}	PISTOL ROF 1/2 ROL A CAP 07 CIR 1969	Semi-Auto AMO F CYC n/a WTE 2.0 MIS 01% d	"Chi-Com Special" PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 2 2 1 1 .50 .50 SPC bflux Modern
REVOLVER ROF 1/2 ROL B CAP 06 CIR 1902	Semi-Auto AMO F CYC n/a WTE 2.5 MIS 01%g	"Webley-Fosbery" PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 4 4 3 2 1 1 SPC bfgm IG{g} PD{d}	PISTOL ROF 1 ROL A CAP 07 CIR 1969	Semi-Auto AMO FGH CYC n/a WTE 4.50 MIS 01% d	"Auto-Mag" PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 5 4 4 3 2 1 SPC celuz Modern
PISTOL ROF 1/2 ROL A CAP 09 CIR 1908	Semi-Auto AMO F CYC n/a WTE 2.0 MIS 01% d	"Luger P.08" PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 4 3 3 2 1 .50 SPC fu Modern	PISTOL ROF 1/2 ROL A CAP 16 CIR 1984	Semi-Auto AMO F1-3,GHP CYC n/a WTE 3.0 MIS 01% d	"Beretta M92 S1b" PB VS SH ME LO VL <del>*3 *2 *1 0 -1 -2</del> 4 3 3 2 1 .50 SPC fpvz Modern

# Tri Tac Games

MACHINE PISTOL  
ROF 1/3 AMO F1-3GP  
ROL A CYC 03a  
CAP 16/30 WTE 3.5  
CIR 1979 MIS 01%  
d

"Baretta M 93R"  
PB VS SH ME L0 VL  
+3 +3 +3 +2 0 +3  
4 3 3 2 1 .50  
SPC fjvz Modern

RIFLE  
ROF 01  
ROL B  
CAP 01  
CIR 1874

Cartridge  
AMO D  
CYC n/a  
WTE 12.0  
MIS 01%  
b

"Sharps Big 50"  
PB VS SH ME L0 VL  
+3 +1 +2 +5 +3 0  
7 7 6 6 5 4  
SPC d1 IG{f} PD{c3}

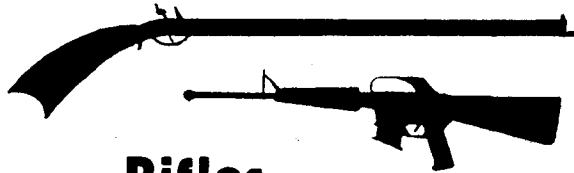
PISTOL Semi-Auto  
ROF 1/2 AMO F2-3GP  
ROL A CYC n/a  
CAP 13 WTE 3.0  
CIR 1990 MIS 01%  
f

"Welsh 10mm"  
PB VS SH ME L0 VL  
+3 +2 +2 0 +3 +7  
4 4 3 2 2 1  
SPC fjpv IG{k} PD{d}

RIFLE  
ROF 01  
ROL B  
CAP 01  
CIR 1873

Cartridge  
AMO D  
CYC n/a  
WTE 6.0  
MIS 01%  
b

"Springfield Trap-Door"  
PB VS SH ME L0 VL  
+3 0 +2 +3 +1 0  
5 5 4 4 3 2  
SPC j IG{f} PD{c3}



## Rifles

MUSKET Cannonlock  
ROF 01 AMO BC  
ROL F CYC n/a  
CAP 01 WTE 11.0  
CIR 1400 MIS 25%  
a

"Tanen Berger Buchse"  
PB VS SH ME L0 VL  
+1 +2 +4 -12 -14 -20  
4 3 2 1 .50 .25  
SPC abn IG{ab} PD{a}

RIFLE  
ROF 1/3  
ROL A  
CAP 20  
CIR 1918

Automatic  
AMO F1-3  
CYC 18a  
WTE 18.50  
MIS 01%  
d

"Browning BAR"  
PB VS SH ME L0 VL  
+2 +1 +2 +4 +1 0  
5 5 4 3 2 1  
SPC dk Modern

MUSKET Matchlock  
ROF 01 AMO BC  
ROL F CYC n/a  
CAP 01 WTE 25.0  
CIR 1475 MIS 25%  
a

"Harquebus"  
PB VS SH ME L0 VL  
0 -1 +2 -3 -5 -8  
4 4 3 2 1 .50  
SPC aden IG{c} PD{b}

RIFLE  
ROF 1/2  
ROL A  
CAP 08  
CIR 1936

Semi-Auto  
AMO F  
CYC n/a  
WTE 9.50  
MIS 01%  
d

"Garand M-1 US ARMY"  
PB VS SH ME L0 VL  
+2 0 +1 +3 +2 0  
5 5 4 3 2 1  
SPC kmo Modern

MUSKET Wheellock  
ROF 01 AMO C  
ROL F CYC n/a  
CAP 01 WTE 25.0  
CIR 1520 MIS 15%  
b

"Brown Bess"  
PB VS SH ME L0 VL  
0 -1 -2 -3 -5 -8  
4 4 3 2 1 .50  
SPC cdefn IG{e} PD{c2}

RIFLE  
ROF 1/3  
ROL A  
CAP 30  
CIR 1944

Assault  
AMO F1-3  
CYC 16a  
WTE 11.50  
MIS 01%  
d

"StG44" {Germany}  
PB VS SH ME L0 VL  
-1 0 +2 +2 0 +2  
5 5 4 3 2 2  
SPC dp Modern

MUSKET Flintlock  
ROF 01 AMO CLM  
ROL F CYC n/a  
CAP 01 WTE 10.0  
CIR 1690 MIS 20%  
b

"Brown Bess"  
PB VS SH ME L0 VL  
+1 0 0 -1 -5 -8  
4 4 3 2 1 .50  
SPC gn IG{f} PD{c2}

RIFLE  
ROF 1/3  
ROL A  
CAP 30  
CIR 1948

Assault  
AMO F1-3  
CYC 20a  
WTE 9.0  
MIS 01%  
d

"AK-47" {Soviet}  
PB VS SH ME L0 VL  
+1 0 +2 +2 0 -2  
5 5 4 3 2 2  
SPC p Modern

RIFLE Flintlock  
ROF 01 AMO C  
ROL F CYC n/a  
CAP 01 WTE 6.0  
CIR 1700 MIS 15%  
b

"Kentucky Rifle"  
PB VS SH ME L0 VL  
-1 +1 +3 +2 +1 0  
3 3 3 2 1 1  
SPC g IG{f} PD{c4}

RIFLE  
ROF 1/3  
ROL A  
CAP 20  
CIR 1958

Assault  
AMO F1-3  
CYC 24a  
WTE 12.0  
MIS 01%  
d

"M14-E2" {USA}  
PB VS SH ME L0 VL  
+2 0 +2 +2 0 +1  
5 5 4 4 3 2  
SPC djpq Modern

RIFLED MUSKET Flintlock  
ROF 01 AMO C  
ROL F CYC n/a  
CAP 01 WTE 7.0  
CIR 1803 MIS 15%  
b

"Harpers Ferry"  
PB VS SH ME L0 VL  
-1 0 +3 +2 +1 0  
5 5 4 3 2 1  
SPC g IG{f} PD{c3}

RIFLE  
ROF 1/3  
ROL A  
CAP 20/80  
CIR 1958

Assault  
AMO F1-3  
CYC 20a  
WTE 9.75  
MIS 01%  
d

"H&K G3" {Germany}  
PB VS SH ME L0 VL  
-1 0 +2 +2 0 +2  
5 5 4 4 3 2  
SPC jpr Modern

RIFLE Percussion  
ROF 01 AMO C  
ROL E CYC n/a  
CAP 01 WTE 8.0  
CIR 1835 MIS 10%  
c

"Hawken Plains Rifle"  
PB VS SH ME L0 VL  
+1 0 +3 +2 +1 0  
5 5 4 3 2 1  
SPC gk IG{g} PD{c3}

RIFLE  
ROF 1/3  
ROL A  
CAP 20  
CIR 1958

Assault  
AMO F1-3, H  
CYC 20a  
WTE 9.0  
MIS 01%  
d

"FN-FAL" {Belgian}  
PB VS SH ME L0 VL  
+1 0 +2 +2 +0 +2  
5 5 4 4 3 2  
SPC p Modern

RIFLE Cartridge  
ROF 01 AMO E  
ROL B CYC n/a  
CAP 14 WTE 6.0  
CIR 1866 MIS 05%  
d

"Winchester"  
PB VS SH ME L0 VL  
-1 0 +3 +1 -1 -1  
3 3 2 1 1 .50  
SPC h IG{h} PD{c4}

RIFLE  
ROF 01  
ROL A  
CAP 20  
CIR 1960

Sniper  
AMO F1-3, I-K  
CYC n/a  
WTE 11.0  
MIS 01%  
d

"M-21"  
PB VS SH ME L0 VL  
+3 +1 +4 +4 +4 +4  
5 5 4 4 3 2  
SPC psz Modern



# Tri Tac Games



## Machineguns

RIFLE Assault "M16A1"  
 ROF 1/3 AMO F1-3,GH PB VS SH ME LO VL  
 ROL A CYC 30a  
 CAP 20/30 WTE 6.50  
 CIR 1962 MIS 01%  
 SPC prz Modern

RIFLE Semi-Auto "AR-7 .22"  
 ROF 1/2 AMO D PB VS SH ME LO VL  
 ROL A CYC n/a  
 CAP 08 WTE 2.0  
 CIR 1962 MIS 01%  
 SPC ptz IG(h) P(d)

RIFLE Hunting "Winchester .300 Magnum"  
 ROF 01 AMO FH PB VS SH ME LO VL  
 ROL B CYC n/a  
 CAP 04 WTE 9.0  
 CIR 1965 MIS 01%  
 SPC ikz Modern

RIFLE Hunting ".458 Winchester Magnum"  
 ROF 01 AMO FHIJK PB VS SH ME LO VL  
 ROL B CYC n/a  
 CAP 03 WTE 10.50  
 CIR 1968 MIS 01%  
 SPC ilz Modern

RIFLE Assault "AKS-74" (Soviet)  
 ROF 1/3 AMO 0 PB VS SH ME LO VL  
 ROL A CYC 20  
 CAP 30 WTE 7.0  
 CIR 1975 MIS 01%  
 SPC pz Modern

RIFLE Semi-Auto "Ruger Mini-14"  
 ROF 1/2 AMO F1-3,GH PB VS SH ME LO VL  
 ROL A CYC n/a  
 CAP 20/30 WTE 6.5  
 CIR 1980 MIS 01%  
 SPC pz Modern

RIFLE Semi-Auto "Weatherbie 5000"  
 ROF 01 AMO F-N PB VS SH ME LO VL  
 ROL A CYC n/a  
 CAP 03 WTE 25.0  
 CIR 1990 MIS 01%  
 SPC cd1puz Modern

RIFLE Assault "AK-90" (Soviet)  
 ROF 1/3 AMO 0G2-3 PB VS SH ME LO VL  
 ROL A CYC 20a  
 CAP 40 WTE 10.0  
 CIR 1991 MIS 01%  
 SPC bpqsz Modern

RIFLE Assault "M16A1-E1"  
 ROF 1/3 AMO F1-3 PB VS SH ME LO VL  
 ROL A CYC 03a  
 CAP 30 WTE 6.5  
 CIR 1990 MIS 01%  
 SPC p Modern

RIFLE Assault "Wolverine 655"  
 ROF 1/3/6 AMO F1-3 PB VS SH ME LO VL  
 ROL A CYC 40  
 CAP 30/75 WTE 6.0  
 CIR 1989 MIS 01%  
 SPC bpsvz Modern

RIFLE Assault "Welsh 6.5mm"  
 ROF 1/3 AMO F1-3, PB VS SH ME LO VL  
 ROL A CYC 40a  
 CAP 40/80 WTE 7.0  
 CIR 1991 MIS 01%  
 SPC bpqsz Modern

RIFLE Hunting "Sundahl 243"  
 ROF 01 AMO I PB VS SH ME LO VL  
 ROL B CYC n/a  
 CAP 05 WTE 3.0  
 CIR 1991 MIS 01%  
 SPC cijw Modern

SUB-MACHINE GUN  
 ROF 1/3 AMO F  
 ROL A/D CYC 22a  
 CAP 20/50 WTE 11.0  
 CIR 1928 MIS 01%  
 SPC kp Modern

SUB-MACHINE GUN  
 ROF 1/3 AMO F1-3  
 ROL A CYC 16a  
 CAP 32 WTE 9.0  
 CIR 1938 MIS 01%  
 SPC px Modern

SUB-MACHINE GUN  
 ROF 3 AMO F1-3  
 ROL A CYC 20  
 CAP 35 WTE 8.0  
 CIR 1943 MIS 01%  
 SPC py Modern

SUB-MACHINE GUN  
 ROF 3 AMO F  
 ROL A CYC 15a  
 CAP 30 WTE 8.0  
 CIR 1944 MIS 01%  
 SPC kpxy Modern

SUB-MACHINE GUN  
 ROF 1/3 AMO F1-3  
 ROL A CYC 20a  
 CAP 25 WTE 9.0  
 CIR 1952 MIS 01%  
 SPC pxz Modern

SUB-MACHINE GUN  
 ROF 1/3 AMO F1-3  
 ROL A CYC 20a  
 CAP 30 WTE 5.5  
 CIR 1954 MIS 01%  
 SPC prx Modern

SUB-MACHINE GUN  
 ROF 1/3 AMO F  
 ROL A CYC 34a  
 CAP 30 WTE 7.0  
 CIR 1960 MIS 01%  
 SPC prxz Modern

SUB-MACHINE GUN "Mbl Skorpion" (Czechoslovakia)  
 ROF 1/3 AMO F PB VS SH ME LO VL  
 ROL A CYC 24  
 CAP 10/20 WTE 3.0  
 CIR 1961 MIS 01%  
 SPC px Modern

SUB-MACHINE GUN  
 ROF 1/3 AMO F  
 ROL A CYC 18  
 CAP 32 WTE 7.0  
 CIR 1980 MIS 01%  
 SPC prx Modern

SUB-MACHINE GUN  
 ROF 1/3/6 AMO P  
 ROL A CYC 40a  
 CAP 40 WTE 5.5  
 CIR 1991 MIS 01%  
 SPC bprx Modern

"Tommy Gun"  
 PB VS SH ME LO VL  
 4 4 3 2 2 1  
 SPC kp Modern

"MP-38/40" (Germany)  
 PB VS SH ME LO VL  
 4 3 3 2 1 1  
 SPC px Modern

"PPS" (Soviet)  
 PB VS SH ME LO VL  
 4 3 3 2 1 1  
 SPC py Modern

"M3A1 Grease Gun"  
 PB VS SH ME LO VL  
 4 4 3 3 2 1  
 SPC kpxy Modern

"UZI" (Israeli)  
 PB VS SH ME LO VL  
 4 3 3 2 1 1  
 SPC pxz Modern

"H&K MP-5A3"  
 PB VS SH ME LO VL  
 4 3 3 2 1 1  
 SPC prx Modern

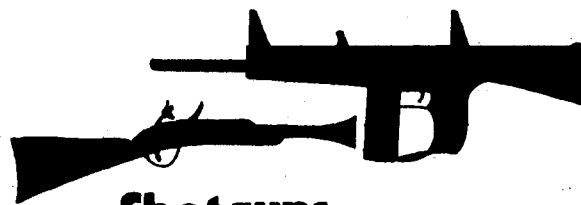
"Ingram M10"  
 PB VS SH ME LO VL  
 4 4 3 2 2 1  
 SPC prxz Modern

"Mbl Skorpion" (Czechoslovakia)  
 PB VS SH ME LO VL  
 3 3 2 2 1 .50  
 SPC px Modern

"Sterling Mk6" (Britain)  
 PB VS SH ME LO VL  
 4 3 3 2 1 1  
 SPC prx Modern

"Welsh SMG 10mm"  
 PB VS SH ME LO VL  
 4 4 3 2 2 1  
 SPC bprx Modern

# Tri Tac Games



## Shotguns

LIGHT MACHINE GUN  
ROF 1/3 AMO F1-3  
ROL C CYC 33a  
CAP 150 WTE 12.0  
CIR 1963 MIS 01%  
SPC abe Modern

"Stoner M63"  
PB VS SH ME LO VL  
- - - - -  
4 4 3 3 2 1

HEAVY MACHINE GUN  
ROF 05 AMO F1-3  
ROL D CYC 20a  
CAP 250 WTE 23.0  
CIR 1960 MIS 01%  
SPC abde Modern

"M60 30 Cal"  
PB VS SH ME LO VL  
- - - - -  
5 5 4 4 3 2

HEAVY MACHINE GUN  
ROF 5 AMO F1-3  
ROL D CYC 18a  
CAP 250 WTE 24.0  
CIR 1935 MIS 01%  
SPC abde Modern

"M2 HB 50 Cal"  
PB VS SH ME LO VL  
- - - - -  
7 7 6 6 5 4

SQUAD LIGHT MACHINE GUN  
ROF 10/20/50 AMO F1-3  
ROL D CYC 200a  
CAP 5000 WTE 30.0  
CIR 1965 MIS 01%  
SPC beghij Modern

"Mini Gun"  
PB VS SH ME LO VL  
- - - - -  
4 4 3 3 2 1

ROCKET LAUNCHER  
ROF 01 AMO R1  
ROL n/a CYC n/a  
CAP 01 WTE 5.0  
MIS 03%  
6d10 See R1  
4d10 Burn Backblast

"M72A2 LAW"  
PB VS SH ME LO VL  
- - - - -  
6d10 See R1  
4d10 Burn Backblast

ROCKET LAUNCHER  
ROF 01 AMO R2  
ROL n/a CYC n/a  
CAP 02 WTE 16.0  
MIS 02%  
8d10 See R2  
db Backblast

"Armburst 300"  
PB VS SH ME LO VL  
- - - - -  
8d10 See R2  
db Backblast

ROCKET LAUNCHER  
ROF 01 AMO R3  
ROL n/a CYC n/a  
CAP 03 WTE 38.0  
MIS 01%  
8d10 See R3

"M47 Dragon"  
PB VS SH ME LO VL  
- - - - -  
8d10 See R3

ROCKET LAUNCHER  
ROF 1 AMO R4  
ROL n/a CYC n/a  
CAP 03 WTE 8.0  
MIS 04%  
6d10 See R4  
2d10 Backblast

"M87 Seeker"  
PB VS SH ME LO VL  
- - - - -  
6d10 See R4  
2d10 Backblast

ROCKET LAUNCHER  
ROF ANY AMO 6x R5  
ROL F CYC n/a  
CAP 06 WTE 16.5  
MIS 01%  
6d10 See R5

"Canberra Vehicle Pod"  
PB VS SH ME LO VL  
- - - - -  
6d10 See R5

WIRE GUIDED MISSILE  
ROF 01 AMO R6  
ROL 2xf CYC n/a  
CAP 04 WTE 125.0  
MIS 01%  
8d10 See R6

"M151 E4 TOW"  
PB VS SH ME LO VL  
- - - - -  
8d10 See R6

COMPUTER GUIDED MISSILE  
ROF 1 AMO R7  
ROL F CYC n/a  
CAP 01 WTE 17.0  
CIR 1990 MIS 02%  
4d10 See R7  
Backblast 3d10 burn

"Radelt CGM 4b"  
PB VS SH ME LO VL  
- - - - -  
4d10 See R7  
Backblast 3d10 burn

LASER GUIDED MISSILE  
ROF 1 AMO R8  
ROL F CYC n/a  
CAP 02 WTE 20.0  
CIR 1991 MIS 01%  
5d10 See R8  
Backblast 3d10 burn

"Wenzel LGMA-1"  
PB VS SH ME LO VL  
- - - - -  
5d10 See R8  
Backblast 3d10 burn

SHOTGUN Matchlock  
ROF 01 AMO CLM PB VS SH ME LO VL  
ROL F CYC n/a - - - - -  
CAP 01 WTE 20.0 4 4 3 2 1 .50  
CIR 1400 MIS 25%a SPC k1 IG{ab} PD{a}

SHOTGUN Wheelock  
ROF 01 AMO CLM PB VS SH ME LO VL  
ROL F CYC n/a - - - - -  
CAP 01 WTE 20.0 4 4 3 2 1 .50  
CIR 1520 MIS 25%a SPC k IG{e} PD{b}

SHOTGUN Flintlock  
ROF 01 AMO CLM PB VS SH ME LO VL  
ROL F CYC n/a - - - - -  
CAP 01 WTE 10.0 4 4 3 2 1 .50  
CIR 1690 MIS 20%b SPC k IG{f} PG{c4}

SHOTGUN Percussion  
ROF 01 AMO CLM PB VS SH ME LO VL  
ROL E CYC n/a - - - - -  
CAP 1 WTE 7.0 4 4 3 2 1 .50  
CIR 1835 MIS 10%c SPC ko IG{g} PD{c4}

SHOTGUN Pinfire  
ROF 01 AMO CLM PB VS SH ME LO VL  
ROL E CYC n/a - - - - -  
CAP 1 WTE 7.0 4 4 3 2 1 .50  
CIR 1870 MIS 10%c SPC kmo IG{i} PD{c4}

SHOTGUN Cartridge Stephens M311R  
ROF 1/2 AMO J-N,QR PB VS SH ME LO VL  
ROL Bx2 CYC n/a - - - - -  
CAP 2 WTE 6.0 5 5 4 3 3 2  
CIR 1910 MIS 01%  
SPC ko Modern

SHOTGUN Pump Custom M12 "Hushbuster"  
ROF 01 AMO J-N,QR PB VS SH ME LO VL  
ROL B CYC n/a - - - - -  
CAP 2 WTE 7.0 5 5 4 4 3 2  
CIR 1987 MIS 01%  
SPC kno Modern

SHOTGUN Semi-Auto Fringe Custom 10  
ROF 1/2 AMO J-N,QR PB VS SH ME LO VL  
ROL Bx10 CYC n/a - - - - -  
CAP 10 WTE 10.0 6 6 5 4 4 3  
CIR 1991 MIS 01%  
SPC kp Modern

SHOTGUN Assault Attison Full Auto  
ROF 1/3 AMO J-N,QR PB VS SH ME LO VL  
ROL A CYC 10a - - - - -  
CAP 20 WTE 11.0 5 5 4 3 3 2  
CIR 1980 MIS 01%  
SPC kq Modern

SHOTGUN MACHINE BELT FED "200"  
ROF 1/3 AMO J-N,QR PB VS SH ME LO VL  
ROL D CYC 20a - - - - -  
CAP 500 WTE 21 5 5 4 4 3 2  
CIR 1990 MIS 04%  
SPC kg Modern

# Tri Tac Games

## Projectiles

### SHAPE AND DAMAGE OF PROJECTILES

TYPE	TYPE OF DICE
A Shaped Special Projectile	Variable
B Rocks {db in larger weapons}	d4
C Ball {rounded iron or lead}	d4 +1
D Conical	d4 +2
E Flat Point Lead	db
F JACKETED	db
01 Tracer {add db in burn}	db
02 Armor Piercing	db +2
03 Explosive	db +3
G Jacketed Hollow Point	d8 +1
H Jacketed Soft Point	d8
I Flechette	2d4
J Dart {drug filed}	d4
K Tagging Round	d4x.50
L Multiple Ball	each d4 +1
M Shot	each d4
N Multiple Flechette	each 2d4
O AIR SPACE POINT	d8 +1
01 Tracer {add db in burn}	d8 +1
02 Armor Piercing	d8 +2
03 Explosive	d8 +3
P Jacketed Flat Point	d8
Q Shotgun Slug	d10 +2
R STUN Bullets {see light stun}	n/a

### IGNITION OF WEAPON

TYPE	CHANCE OF SUCCESS		
	WET	DAMP	TEMPORATE

A BURNING STICK	02%	30%	75%
B HOT WIRE	04%	35%	85%
C SLOW BURNING MATCH	01%	30%	80%
D SLOW BURNING FUSE	05%	45%	80%
E WHEELLOCK	10%	50%	85%
F FLINTLOCK	10%	50%	85%
G PERCUSSION CAP	20%	58%	95%
H RIM FIRE CARTRIDGE	75%	89%	95%
I PIN FIRE CARTRIDGE	65%	85%	90%
J CENTER FIRE CARTRIDGE	85%	95%	99%
K CASELESS	95%	98%	99%

Cartridges H, J, and K are not effected by dampness as long as they are water tight. Percentages given are for cartridges in less than optimum condition.

### POWDER

TYPE	CHANCE OF BURN		
	WET	DAMP	TEMPORATE

A SERPENTINE POWDER	0%	35%	80%
B CORNED BLACK POWDER	0%	40%	85%
C GRADED BLACK POWDER			
c1 CANNON POWDER	0%	45%	95%
c2 LARGE BORE WEAPONS			
Fg Type	0%	50%	98%
c3 MEDIUM BORE WEAPONS			
FFg Type	0%	45%	98%
c4 SMALL BORE WEAPONS			
FFFg Type	0%	35%	95%
c5 PRIMING POWDER			
FFFFG TYPE	0%	30%	95%
D MODERN SMOKELESS	20%	90%	98%

## Misfires

### WEAPON MISFIRES

TYPE A	TYPE D
01-80 Powder Fizzles	01-75 Cartridge Jam
81-90 Weapon Explodes	76-90 Mechanism Jam
Go to 1	91-98 Mechanical Break
91-00 Weapon Explodes	99 Weapon Explodes
Go to 2	00 Weapon Explodes
	Go to 2
TYPE B	TYPE E
01-80 Hangfire	01-50 Dud Cap
db +1 actions	51-75 Multi-Barrel
81-90 Mechanical Break	Discharge
91-95 Weapon Explodes	76-80 Cap Fragment
Go to 1	Jams Weapon
96-00 Weapon Explodes	81-90 Mechanical Break
Go to 2	91-98 Weapon Explodes
	Go to 1
	99-00 Weapon Explodes
	Go to 2
TYPE C	TYPE F
01-50 Dud Cap	01-85 Jammed Shell
51-75 Clogged Nipple	86-98 Smashed Shell
76-90 Cap Fragment	99 Weapon Explodes
Jams Weapon	Go to 1
91-97 Mechanical Break	00 Weapon Explodes
98-99 Weapon Explodes	Go to 2
Go to 1	
00 Weapon Explodes	
Go to 2	
TYPE G	
01-80 Dud Round	
81-95 Bullet pops out of case, jams gun	
and requires a Gunsmith to repair.	
96-98 Gun Explodes, Go to 1	
99-00 Gun Explodes, Go to 2	

### CRITICAL MISFIRES

01 Victim takes 2db from detonating weapon and d4 x.50 fragments that hit random areas at a db of penetration.

02 Victim takes 3db from detonating weapon and d4 fragments that hit random areas at a db +2 penetration.

### RECOIL OF WEAPON

RECOIL OF WEAPON	STRENGTH NEEDED TO IGNORE RECOIL EFFECTS
------------------	--

Light	5
Modest	10
Sharp	13
Heavy	15

If you have a strength less than the stated minimum roll a d20 under your strength value or suffer a -b accuracy modifier in the next combat action.

If your strength is b less than the strength requires a second roll is required in the same method as recoil. Failure at this second roll means the character is unbalanced by the firing if not prepared or braced.

An unbalanced character has a 50% reduced by his or her agility value to fall.

# Tri Tac Games

## SPECIALS MACHINE GUNS / SHOTGUNS

### SPECIALS FOR HANDGUNS

- A Sensitive to moisture
- B Rare
- C Rare and Expensive
- D Weapon of the Rich
- E Cumbersome, non-concealable
- F Concealable with effort
- G Very Concealable
- H Considered a "Ladys Gun"
- I Considered a "Gamblers Gun"
- J Modest Recoil
- K Sharp Recoil
- L Heavy Recoil
- M May not function if not held correctly
- N Accuracy and damage listed for AMO C only
- O Sold in pairs, a "Brace" of pistols
- P Double Action
- Q Hammer rests on empty chamber for safety
- R Revolver cylinder rotates around shot barrel, two actions required to switch function, shotgun tables; small bore projectile
- S Prone to rust
- T Metal stripper clip used. If clip is lost rate of load becomes type B.
- U Box magazine in grip. If magazine is lost the weapon becomes CAP D1 with rate of load type C.
- V Box magazine in grip. If magazine is lost the weapon becomes useless.
- W Accessory "Speed Loader" changes rate of load to A
- X Built in or accessory silencer
- Y Only hits by accident
- Z Weapons preferred by explorers of the Fringe paths.

### SPECIALS FOR RIFLES

- A Sensitive to moisture
- B Rare
- C Rare and Expensive
- D Cumbersome
- E Accessory bandoleer carries flasks with powder and ball. Changes rate of load to E.
- F Separate tool required to arm weapon. If tool is lost the weapon cannot function.
- G Accessory pouch and paper wrapped powder and ball change rate of load to D.
- H Lever action
- I Bolt action
- J Modest recoil
- K Sharp recoil
- L Heavy recoil
- M Currently available as military surplus
- N Accuracy and damage for AMO C only
- O Clip holds cartridges. If clip is lost the weapon cannot function.
- P Box magazine, if lost the weapon becomes CAP D1 with a B rate of load.
- Q Equipped with bipod
- R Accessories are available
- S Equipped with day and night scopes and silencer.
- T Takedown capability barrel and action store in stock.
- U Accuracy and damage listed for single projectiles.
- V Short design can act as SMG {sub-machine gun}
- W Built in scope with laser range finder
- X Folding shoulder stock
- Y Full automatic fire only
- Z Weapons preferred by Fringe explorers

- A Belt fed, if no belt weapon can not function.
- B Tripod mount
- C Bipod mount
- D Full auto only
- E Can be mounted on vehicles
- F Requires 3 man crew
- G 500 round belts in boxes, up to 10 boxes can be connected together.
- H If vehicle mounted, mechanically tied to vehicle
- I Electrically operated off Fringepath
- J Equipped with scope
- K See shotgun table
- L Moisture sensitive
- M 10% chance of pin missing from cartridge making it useless.
- N Equipped with silencer
- O Sharp Recoil
- P Heavy Recoil
- Q Recoilless

## Shotgun Information

Projectiles fired from a shotgun range in number from 10 to the thousands. In order to retain playability we have generalized the projectile scattering across the body areas.

At point blank and short ranges the damage can be treated in detail with the advanced body tables. At longer ranges the damage is generalized into whole body damage without specific areas.

### REMEMBER

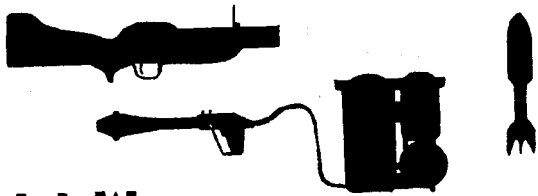
- 01 Check range modifiers.
  - 02 Index by AMO and Bore-Gauge
- GUAGES SM = 28-20 LG = 15-10  
 ME = 19-16 VL = 10 larger
- 03 Find maximum listed damage and divide by the d number at the top of the column. If there is no dividing number, use the damage as listed.

### RANGE MODIFIERS FOR MULTIPLE PROJECTILES

PROJECTILE	RANGE					
	PB	VS	SH	ME	LO	VL
L	0	+3	+5	+6	-2	-8
M	0	+4	+6	+7	-3	-9
N	0	+2	+4	+6	0	-8

### SHOTGUN DAMAGE

BORE	PROJ	RANGE					
		PB	VS	SH	ME	LO	VL
		d4	d4	d6	d8	-	-
SM	L	20	20	12	08	02	01
ME	L	30	30	18	10	05	02
LG	L	50	50	32	20	08	05
VL	L	120	120	80	40	10	08
SM	M	20	20	08	02	01	01
ME	M	30	30	10	05	02	01
LG	M	40	40	20	08	05	02
VL	M	120	120	50	15	09	04
SM	N	30	30	12	07	05	02
ME	N	40	40	16	10	07	03
LG	N	60	60	35	22	15	08
VL	N	150	150	65	48	25	12



## Special Weapons

### SPECIAL WEAPONS

#### M79 GRENADE LAUNCHER

A single shot, 40mm, shotgun styled grenade launcher.

##### SHELLS for M79

TYPE	DAMAGE
01 High Explosive	300 pts
02 Stun Bag	Stun Only
03 CS Gas	See CS, CNDM, BZ, BX, BN
04 Frag Grenade	See Frag Grenades
05 Incendary	See White Phosphorus
06 Flares	White {Parachute} or Red, White, and Green Star shells.

The M79 has the same general accuracy modifier as the Fringe Custom Shotgun.

#### FLAME THROWER {Backpack}

Usable in bursts of 2 actions duration, this weapon dumps 6d10 in burn damage on a target within 150 feet. This weapon is empty after six uses.

#### FLAME THROWER {Disposable}

A two shot disposable tube that fires an incendiary shell 200 feet. The shell bursts for a blast of 175 and 3d10 burn damage.

#### MORTAR

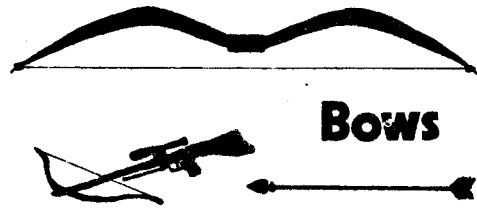
An 81mm mortar with a range of 3 miles fires four types of shells.

01 High Explosive	1000 pts
02 CNDM, BZ, BX, BN	110 pts
03 White Phosphorus	370 pts
+ 10 d 10 burn with fragments	
04 Night Star Illuminating	near daylight for 2 minutes

#### INDIRECT FIRE

01 Imagine a clock face over your target. Roll a d12 for the direction the shell fall.

02 First Shot	2d100 from the target
Second Shot	1d100 from the target
Third Shot	d100 x .50 from the target
Fourth Shot	5 d10 from the target
Fifth Shot	3 d10 from the target
Sixth Shot	2 d10 from the target
Seventh Shot	d10 from the target



## Bows

#### EARLY BOW

ARROW TYPE	PB	VS	SH	ME	LO	VL
ABC	0	+1	+1	+1	0	+1
BREAK 06%a	3	3	2	2	1	1

#### ENGLISH LONG BOW

ARROW TYPE	PB	VS	SH	ME	LO	VL
ABC, D1-2	0	+1	+1	+1	+1	+1
BREAK 03%a	4	4	3	2	1	1

#### MODERN COMPOUND BOW

ARROW TYPE	PB	VS	SH	ME	LO	VL
E1-5	0	+1	+1	+1	+1	+1
BREAK 01%b	4	4	3	3	2	1

#### ARBALEST {EARLY CROSS BOW}

ARROW TYPE	PB	VS	SH	ME	LO	VL
A-C, D1-3	0	+1	+1	+1	+1	0
BREAK 07% b	4	4	4	3	3	1

#### MODERN CROSS BOW {SELF COCKING}

ARROW TYPE	PB	VS	SH	ME	LO	VL
E1-5	0	+1	+1	+1	+1	+1
BREAK 01%b	5	5	4	3	3	2

#### JAPANESE LONG BOW

ARROW TYPE	PB	VS	SH	ME	LO	VL
Any	0	+1	+1	+1	+1	+1
BREAK 01%a	4	4	3	2	2	1

### ARROW TYPE BREAKAGE BY TYPE OF HARD IMPACT DAMAGE

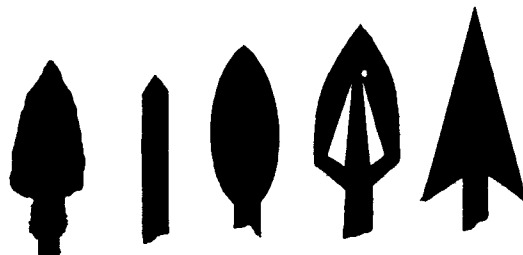
A Blunt Wood	30%	d4
B Pointed Wood	40%	d4+1
C Arrowhead		
Stone/Bone/Shell	55%	db
D Early Metal		
1 Bronze	40%	db
2 Iron	20%	db
3 Steel	10%	db
E MODERN		
1 Target	03%	d4
2 Broadhead	01%	db
3 3 Blades	02%	db +1
4 4 Blades	03%	db +2
5 Fishing	03%	d4 +1

#### A BOW BREAKAGE

01-07 String Snaps
08-09 Bow Cracks
10 Bow Breaks

#### B BOW BREAKAGE

01-07 String Snaps
08-09 Mechanical
10 Bow Breaks



# Grenades

In FRINGEWORTHY grenades have five functions.

- 01 Signaling
- 02 Illuminating
- 03 Pyrotecnics
- 04 Riot Control
- 05 Physical Damage

Most grenades have a fuse rate of 2 actions before they begin to function. Grenades can be thrown an average of 100 feet or launched up to 500 feet with a launcher or weapon attachment.

## FRAGMENTATION

Fragmentation grenades explode with damage from blast and fragments that travel with penetration equal to the force of the blast, divided by distance from the detonation. Styles {c & d} are typical examples. Average force of blast is 175-250 points of damage.

## FRAGMENTS FROM BLAST

FRAGMENTS	DISTANCE IN FEET						
	35	30	25	20	15	10	05
LOW YIELD	0	1	d2	d4	d4	d6	d10
HIGH YIELD	1	d2	d4	d6	d8	d10	2d10

## SMOKE

Produces a dense cloud of white, blue, black, green, red, violet, or yellow smoke. This cloud reduces accuracy in the general area by d10. Only one color per style {a} grenade.

## CNDM

Produces a cloud of tear and vommit gas that generally incapacitates the victims. See medical reductions. Style {e}.

## CS

Produces a cloud of tear gas. Style {a or e}.

## CHEMICAL INCAPACITATING

Agents that incapacitate rather than kill. These gasses have a limited effect that wears off in time without doing permanent damage to the victim. Style {a or e}.

GAS TYPE	GAS EFFECT	EFFECT DELAY	DURATION	DEATH
BZ	Hallucinogenic	d4 min.	d4+4 hrs.	08%
BX	Hallucinogenic	1 min.	2d8 hrs.	14%
BN	Optic Disruption	1 min.	d6+b hrs.	7%

These gasses are limited by wind speed and direction.

They also come in small spray cans with 10 uses per can. See style {f}.

## THERMITE

Produces a blast of heat that incenerates most objects in a 15 foot radius. Thermite burns for one minute. Damage from exposure does 6d10 burn. Cannister

## ILLUMINATING

Burns with a brilliant white light for one minute. This light illuminates or reduces accuracy by d10 when firing through the light. Style c.

## PHOSPHORUS

Explodes with burning fragments. See fragmentation and the Burn Damage section.

# Explosives

Explosives may come in variable strengths and types. The explosives listed are standard military type.

NAME	STYLE	DETONATION BY	DAMAGE PER UNIT
TNT	Block	A B C	200 POINTS
C-4	Plastic	B C	180 POINTS
C-4	DEMO PACK OF 12 BLOCKS		2160 POINTS
C-6	PLASTIC		560 POINTS
C-6	DEMO PACK OF 10 BLOCKS		5600 POINTS
MILITARY DYNAMITE			
	STICK 50%		190 POINTS
COMMERCIAL DYNAMITE			
	STICK 50%		150 POINTS
BLACK POWDER CANNISTER			110 POINTS
NITRO DISC			220 POINTS

## DETONATORS

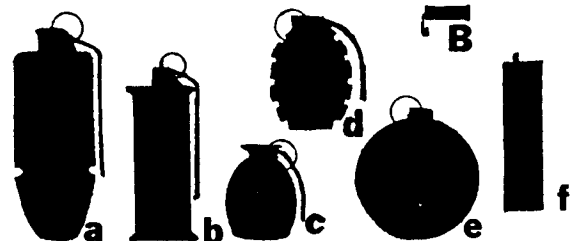
- A FUSE
  - 1 inch per action burn rate.
- B BLASTING CAP
  - d4 +10 POINTS at detonation.
- C DETONATING CORD
  - d6 per 3 feet detonated.

## BUILDING STRENGTHS PER INCH

The first number is the armor value of the listed material. Hits by projectiles or high velocity fragments penetrate this material only when damage is higher than the materials value. The second number is the total damage in blast needed to penetrate an inch of that particular material.

## MATERIAL

	ARMOR	BLAST
Concrete	06	60
Plasterboard, Thin	01	05
Plasterboard, Thick	01	10
Brick, Solid	05	50
Brick, Hollow	03	25
Plastic	01	10
Stone	07	70
Concrete	06	60
Sand	03	30
Loose Earth	02	20
Packed Earth	04	40
Hardwood	03	30
Softwood	02	20
Thin Metal	02	20
Metal Plate	06	60
Hard Metal	09	90



## Human Fast Kill

In fast action situations the complete generation of protagonists is a waste of player and GM's time.

The following chart speeds the disposal of NPC characters and animals. Every accumulated projectile strike during an action adds a +1 on the first result roll. Modifiers do not effect the second table. Roll a d10.

### RESULT OF SUCCESSFUL HIT

- 01 Victim is grazed.
- 02 Victim is grazed and loses next action.
- 03 Minor wound lightly stuns victim for d4 +2 actions.
- 04 Wound stuns NPC for db minutes.
- 05 Wound stuns NPC for db +4 minutes
- 06 Critical wound, NPC falls unconscious after next action.
- 07 Critical wound, NPC falls unconscious after one more action and dies in d10 minutes if not medically aided.
- 08 Critical wound, NPC falls unconscious immediately. Dies in d10 minutes if not medically aided.
- 09 Critical wound, NPC falls unconscious and dies in d4 minutes.
- 10 Instant Death

The above table is fast and simple. If the GM wishes to add a little realism and uncertainty to the situation, roll on the table below when each fast kill is attempted. Roll a d10.

### RESULT WHEN APPLICABLE

- 01 Victim is spun by shot. Must take an additional d4 actions to recover.
- 02 Victims armor reduces first roll by d4 on the initial d10 roll.
- 03 Victims armor reduces first roll by d4 +2 on the initial roll.
- 04 Victim fumbles the next action.
- 05 Victim is knocked d4 feet backward by shot. Takes an additional db actions to recover.
- 06 Obstruction or possession deflects the shot. Knocks victim backwards as {5}.
- 07 Fear reduces the victims accuracy by db if the victims last action is weapons fire.
- 08 Obstruction or possession deflects the shot completely. There is no action penalty to the NPC.
- 09 NPC's weapon jams or disfunctions on the next or last action.
- 10 If NPC is alive after hit, and conscious, he will feign death, {play possum} until he has an advantage.

While all of these specials are applicable to intelligent life, only some are applicable to animals. These happenings are at the GM's discretion.

## Animal Fast Kill



Use this table in the same way as the Fast Kill A with these results.

- 01 Victim is grazed.
- 02 Victim is grazed and loses next action.
- 03 Minor wound lightly stuns victim for d4 +2 actions.
- 04 Wound stuns NPC for db minutes.
- 05 NPC Berserks if temperament is less than 40. Will attack for db+3 actions, then die
- 06 Critical wound, NPC falls unconscious after next action.
- 07 Critical wound, NPC falls unconscious after next action and dies in d10 minutes.
- 08 NPC dies after next two actions
- 09 NPC dies after next action.
- 10 NPC drops in tracks.

### SPECIALS

- 01 Victim flees in terror if alive.
- 02 Victim flees in terror, in direction of attacker, if still alive.
- 03 Deflection reduces attackers primary dice result by 4.
- 04 Victim will feign death until the attacker leaves or death occurs.
- 05 Victim will feign death and attack the attacker at the first opportunity. Victim may die in this time.
- 06 Victim begins to thrash and die violently.
- 07 This kill attracts scavengers, if applicable.
- 08 This kill attracts predators if applicable.
- 09 This kill attracts more of the victims type if applicable.
- 10 Victim panic runs off to die.

### TEMPERAMENT IN ANIMALS

Most animals will go out of their way to avoid contact with man. Only cornered, wounded or protecting young will they attack in a berserk fury.

### DEXTERITY IN ANIMALS

An animals dexterity, hit ability, is the choice of the GM. An average used in the game is:

SLOW ANIMAL 6+ db dexterity  
 MEDIUM SPEED 10+ db dexterity  
 FAST ANIMAL 12+ db dexterity

### DETAILED DAMAGE

The detailed body tables may be used for damage to quadrupeds with minor modifications.

An average bear may have an additional armor rating of 3 points because of fat and a dense fur layer. Bone value may be doubled and death shock reduced if an animal is unusually hearty. Body areas generally have the same function.

# Tri Tac Games

## Hit Locations

HIT LOCATION	FRONT OR BACK	GOTO TABLE
01-10	RIGHT LEG	E
11-15	FOOT L OR R	F
16-30	LEFT LEG	E
31-45	LEFT ARM	D
46-56	RIGHT ARM	D
57-60	HAND L OR R	G
61-75	ABDOMEN	C
76-90	CHEST	B
91-00	HEAD	A

HIT LOCATION	SIDE OR PRONE	GOTO TABLE
01-30	LEG L OR R	E
31-35	FOOT L OR R	F
36-50	ABDOMEN	C
51-70	CHEST	B
71-85	ARM L OR R	D
86-90	HAND L OR R	G
91-00	HEAD	A

Random hits are the tables for shrapnel hits, automatic weapons fire hits, and long range projectile fire where you do not have much of a choice in hit location.

RANDOM	AREA	GOTO TABLE	ROLL
01-04	Right Foot	F	2db
05-08	Right Calf	F1	db
09-12	Right Knee	E4	db
13-16	Right Hip	E1	db
17-20	Right Thigh	E2	db
21-24	Left Foot	F	2db
25-28	Left Calf	F1	db
29-32	Left Knee	E4	db
33-36	Left Hip	E1	db
37-40	Left Thigh	E2	db
41-44	Right Hand	G	2db
45-48	Right Lower Arm	D6	db
49-52	Right Elbow	D4	db
53-56	Right Upper Arm	D3	db
57-60	Right Shoulder	D1	db
61-64	Left Hand	G	2db
65-68	Left Lower Arm	D6	db
69-72	Left Elbow	D4	db
73-76	Left Upper Arm	D3	db
77-80	Left Shoulder	D1	db
81-84	Genitals	C6	db
85-88	Abdomen	C	2db
89-92	Chest	B	2db
93-96	Neck	B1	db
97-00	Head	A	2db

The larger table is used for easy access to the Detail Body Tables. You may also use it for randomizing shrapnel and automatic weapons fire.

On this table only, read 2db as a location in the detailed charts. For example, D6 roll db, is read as:

TABLE D, Section b, roll a db for random location.

## Detailed Body Areas

DETAIL BODY CHART	BREAKDOWN
3,4	**B{b} {M}*****{A}{SP 12}** T=26
a	b c d e f g h n

DS = 80%+ HEART, Upper right  
i j k l m

a This is the number of the areas, found by general or specific area randomization.

b The \* is an indicator of one point of damage absorbed by the tissue in this area. This is also used to show the toughness of the tissue.

c B is the indicator of bone in that area. Always check the bone damage table when damage is over the value of the bone. Damage under the value of B stops at this point.

d After B is always the value of the bone in brackets.

e This is the indicator of a major organ in the area.

f The letter A in brackets indicates a possible high bloodloss area. When this appears the optional Bloodloss table is checked. Damage that severs or cuts arteries and veins reduces the damage penetration by one point.

g This is the indicator of a spinal hit. Check the spinal hit tables for additional damage and additional DS percentages.

h This is the full damage needed to penetrate the spine.

i DS is the Death Shock indicator. Whenever DS appears a survival roll must be made under the DS percentage. Failure to roll this percentage indicates the wound shock has killed the character. See CPR and medical skills.

j This is the Death Shock percentage a player must roll over on a d100.

k The + is an indicator showing a possible higher Death Shock by the use of modifiers.

l This is the major organ or bone hit.

m This is the specific location of the major organ or bone hit.

n This is the total damage penetration needed to punch a projectile through a human body in that specific area.

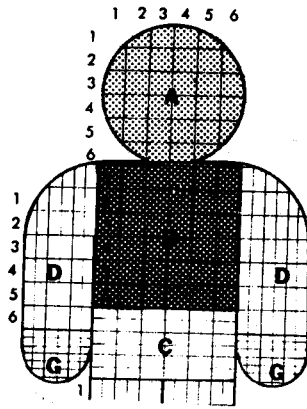
With minor modifications of thickness and arrangement, this system can be used for most terrestrial life. With a little imagination and armor modification, it can be adapted to alien life.



# Tri Tac Games

## B Chest

## A Head



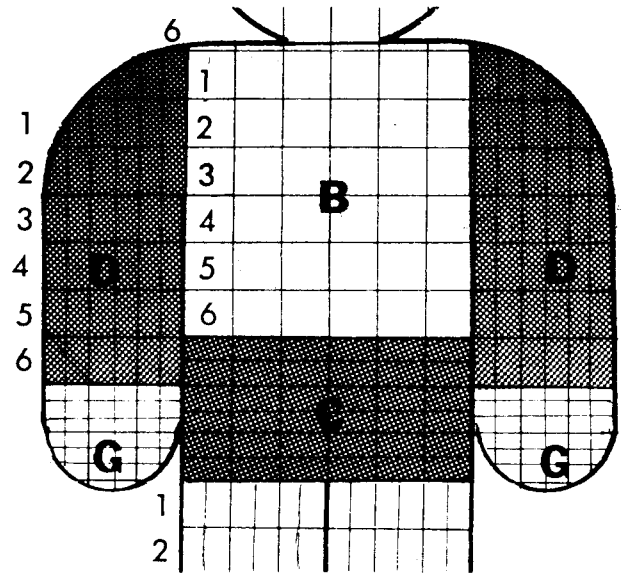
- 1.1 MISS  
 1.2 GRAZE A  
 1.3 GRAZE B  
 1.4 GRAZE B  
 1.5 GRAZE A  
 1.6 MISS
- 2.1 GRAZE B  
 2.2 \*B{8} {M}\*\*\*\*\*{A} B{8}\* T=23  
 DS = 94% BRAIN, Forehead L  
 2.3 \*B{8} {M}\*\*\*\*\*{A} B{8}\* T=23  
 DS = 96% BRAIN, Forehead Mid L  
 2.4 \*B{8} {M}\*\*\*\*\*{A} B{8}\* T=23  
 DS = 98% BRAIN, Forehead Mid R  
 2.5 \*B{8} {M}\*\*\*\*\*{A} B{8}\* T=23  
 DS = 94% BRAIN, Forhead R  
 2.6 GRAZE B
- 3.1 GRAZE B  
 3.2 \*EYE{4}B{4} {M}\*\*\*\*\*{A} B{8}\* T=22  
 DS = 98% BRAIN, Eye L  
 3.3 \*B{3} B{6} {M}\*\*\*\*\*{A} B{8}\* T=23  
 DS = 94% BRAIN, Bridge Nose L  
 3.4 \*B{3} B{6} {M}\*\*\*\*\*{A} B{8}\* T=23  
 DS = 94% BRAIN, Bridge Nose R  
 3.5 \*EYE{4}B{4} {M}\*\*\*\*\*{A} B{8}\* T=22  
 DS = 98% BRAIN, Eye R  
 3.6 GRAZE B
- 4.1 GRAZE B  
 4.2 \*B{4}B{6} {M}\*\*\*{A} B{8}\* T=24  
 DS = 80% BRAIN, Zygomatic L  
 4.3 \*B{3}B{5} {M}\*\*\*{A} B{8}\* T=22  
 DS = 85% BRAIN, Maxilla Palate L  
 4.4 \*B{3}B{5} {M}\*\*\*{A} B{8}\* T=22  
 DS = 85% BRAIN, Maxilla Palate R  
 4.5 \*B{4}B{6} {M}\*\*\*{A} B{8}\* T=24  
 DS = 80% BRAIN, Zygomatic R  
 4.6 GRAZE B
- 5.1 GRAZE B  
 5.2 \*B{3}B{4} {M}\*\*\*{A} B{8}\* T=21  
 DS = 60% BRAIN, Teeth Upper L  
 5.3 \*B{3}B{4} {M}\*\*\*{A} B{8}\* T=21  
 DS = 70% BRAIN, Teeth Upper Mid L  
 5.4 \*B{3}B{4} {M}\*\*\*{A} B{8}\* T=21  
 DS = 70% BRAIN, Teeth Upper Mid R  
 5.5 \*B{3}B{4} {M}\*\*\*{A} B{8}\* T=21  
 DS = 60% BRAIN, Teeth Upper R  
 5.6 GRAZE B
- 6.1 GRAZE B  
 6.2 \*B{3}B{4}B{6}\* T=17  
 DS = 03% MANDIBLE, Jaw L  
 6.3 \*B{4}\*\*\*{A} {SP 12} B{8}\* T=29  
 DS = 15% MANDIBLE, Mid L  
 6.4 \*B{4}\*\*\*{A} {SP 12} B{8}\* T=29  
 DS = 15% MANDIBLE, Mid R  
 6.5 \*B{3}B{4}B{6}\* T=17  
 DS = 03% MANDIBLE, Jaw R  
 6.6 GRAZE B

- 1.1 GRAZE B  
 1.2 \*\*B{6} \*\*\* T=11  
 DS = - {b} Clavicle, Shoulder L  
 1.3 \*\*\*{A} \*{SP 12}\* T=17  
 DS = 04%+ Trachea, Air Passage  
 1.4 \*\*\* \*{SP 12}\* T=17  
 DS = 04%+ Esophagus, Food Passage  
 1.5 \*\*B{6} \*\*\* T=11  
 DS = - {b} Clavicle, Shoulder R  
 1.6 GRAZE B
- 2.1 GRAZE B  
 2.2 \*\*B{4} {M}\*\*\*\*{A} B{4}\*\* T=16  
 DS = 07% LUNG, Upper L  
 2.3 \*\*B{4} {M}\*{A}\*\*\* {SP 12} B{4}\*\* T=28  
 DS = 10%+ BRONCHIAL TUBE, L  
 2.4 \*B{6} \*\*{A}\* B{4}\*\* T=16  
 DS = 04% ESOPHAGUS  
 2.5 \*\*B{4} {M}\*\*\*\*{A} B{4}\*\* T=16  
 DS = 10% BRONCHIAL TUBE, R  
 2.6 \*\*B{4} {M}\*\*\*\*{A} B{4}\*\* T=16  
 DS = 07% LUNG, Upper R
- 3.1 GRAZE B  
 3.2 \*\*B{4} {M}\*\*\*\* B{4}\*\* T=16  
 DS = 10% LUNG, Mid L  
 3.3 \*\*B{6} {M}\*\*\*\*{A} B{4}\*\* T=18  
 DS = 80% HEART, Upper L  
 3.4 \*\*B{6} {M}\*\*\*\*{A} {SP 12}\*\* T=26  
 DS = 80%+ HEART, Upper R  
 3.5 \*\*B{4} {M}\*\*\*\*{A} B{4}\*\* T=16  
 DS = 10% LUNG, Mid R  
 3.6 GRAZE B
- 4.1 \*\*B{4} {M}\*\*\*\*{A} B{4}\*\* T=16  
 DS = 14% LUNG, Lower L  
 4.2 \*\*B{4} {M}\*\*\*\*{A} B{4}\*\* T=16  
 DS = 20% LUNG, Lower Mid L  
 4.3 \*\*B{6} {M}\*\*\*\*{A} B{4}\*\* T=18  
 DS = 90% HEART, Lower L  
 4.4 \*\*B{6} {M}\*\*\*\*{A} {SP 12}\*\* T=26  
 DS = 90%+ HEART, Lower Mid R  
 4.5 \*\*B{4} {M}\*\*\*\*{A} B{4}\*\* T=16  
 DS = 20% LUNG, Lower Mid R  
 4.6 \*\*B{4} {M}\*\*\*\*{A} B{4}\*\* T=16  
 DS = 14% LUNG, Lower R
- 5.1 GRAZE B  
 5.2 \*\*B{4} {M}\*\*\*\*{A} B{4}\*\* T=16  
 DS = 06% LIVER, L  
 5.3 \*\*B{4} {M}\*\*\*\*{A} B{4}\*\* T=16  
 DS = 90% HEART, Lower L  
 5.4 \*\*B{4} {M}\*\*\*\*{A} {SP 12}\*\* T=24  
 DS = 10%+ LIVER, Mid L  
 5.5 \*\*B{4} {M}\*\*\*\*{A} B{4}\*\* T=16  
 DS = 10% STOMACH, Mid R  
 5.6 \*\*B{4} {M}\*\*\*\*{A} B{4}\*\* T=16  
 DS = 12% SPLEEN, R
- 6.1 GRAZE B  
 6.2 \*\* {M}\*\*\*\*\*{A} \*\*\* T=10  
 DS = 10% LIVER, L  
 6.3 \*\* {M}\*\*\*\*\*{A} \*\*\* T=09  
 DS = 08% PANCREAS, L  
 6.4 \*\* {M}\*\*\*\*\*{A} \*{SP 12}\*\* T=21  
 DS = 10%+ DUODENUM, L  
 6.5 \*\* {M}\*\*\*\*\*{A} \*\*\* T=09  
 DS = 15% STOMACH, Mid  
 6.6 \*\* {M}\*\*\*\*\*{A} \*\*\* T=09  
 DS = 10% SPLEEN

# Tri Tac Games

1.1	GRAZE B	
1.2	** {M}****{A} *** DS = 08% LIVER, L	T=09
1.3	** {M}****{A} *** DS = 10% KIDNEY, L	T=09
1.4	** {M}****{A} {SP 12}** DS = 10%+ STOMACH, L	T=20
1.5	** {M}****{A} *** DS = 08% KIDNEY, R	T=09
1.6	** {M}****{A} *** DS = 05% COLON, R	T=09
2.1	** {M}****{A} *** DS = 04% COLON, L	T=09
2.2	** {M}****{A} *** DS = 10% KIDNEY, Lower L	T=09
2.3	** {M}****{A} *B{4}** DS = 10% INTESTINE, L	T=13
2.4	** {M}****{A} *{SP 12}** DS = 12%+ INTESTINE, L	T=21
2.5	** {M}****{A} *** DS = 10% INTESTINE, R	T=09
2.6	** {M}****{A} *** DS = 05% COLON, R	T=09
3.1	** {M}****{A} *B{4}* DS = 05% COLON, L	T=12
3.2	** {M}****{A} *B{4}* DS = 08% INTESTINE, L	T=12
3.3	** {M}****{A} *B{6}* DS = 08% INTESTINE, Mid L	T=14
3.4	** {M}****{A} *{SP 12}* DS = 08%+ INTESTINE, Mid R	T=20
3.5	** {M}****{A} *B{4}* DS = 08% INTESTINE, R	T=12
3.6	** {M}****{A} *B{4}* DS = 05% COLON, R	T=12
4.1	** {M}****{A} *B{4}** DS = 08% COLON, L	T=13
4.2	** {M}****{A} *B{10} ** DS = 08% INTESTINE, L	T=19
4.3	** {M}****{A} *** DS = 08% INTESTINE, Mid L	T=09
4.4	** {M}****{A} *{SP 12}** DS = 08%+ INTESTINE, Mid R	T=20
4.5	** {M}****{A} *B{10}** DS = 08% INTESTINE, R	T=19
4.6	** {M}****{A} *B{4}** DS = 05% COLON, R	T=13
5.1	** {M}****{A} *B{4}*** DS = 05% COLON, L	T=14
5.2	** {M}****{A} *B{10}*** DS = 08% INTESTINE, L	T=20
5.3	** {M}****{A} *B{2}*** DS = 08% INTESTINE, Mid L	T=12
5.4	** {M}****{A} *B{5}*** DS = 08% INTESTINE, Mid R	T=15
5.5	** {M}****{A} *B{10}*** DS = 05% APPENDIX, R	T=20
5.6	** {M}****{A} *B{4}*** DS = 05% COLON, R	T=14
6.1	GRAZE B	
6.2	** {M}****{A} *B{5}*** DS = 10% BLADDER, L	T=15
6.3	** {M}****{A} *B{3}*** DS = 06% GENITALS, L	T=13
6.4	** {M}****{A} *B{3}*** DS = 06% GENITALS, R	T=13
6.5	** {M}****{A} *B{5}** DS = 10% BLADDER, R	T=15
6.6	GRAZE B	

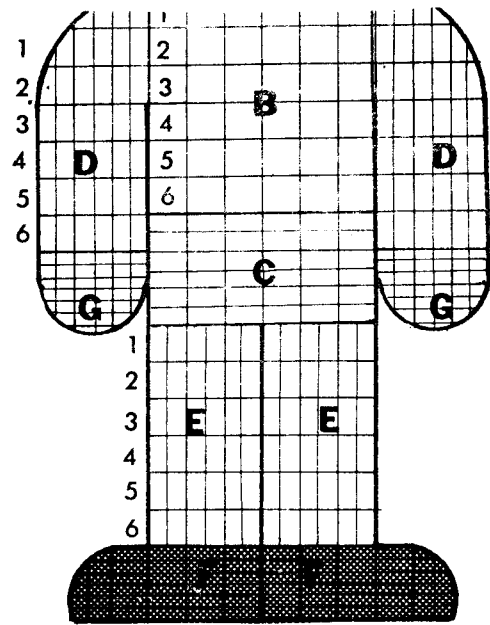
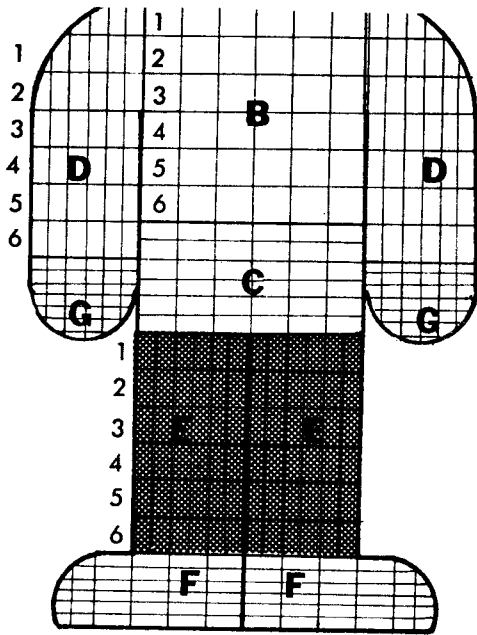
## ← C Abdomen



## D Arm

1.1	GRAZE A		
1.2	GRAZE B		
1.3	*** B{6}**	CLAVICLE	T=11
1.4	*** B{8}**	SHOULDER	T=13
1.5	**B{6} *{A}B{8}*	CLAVICLE	T=18
1.6	***B{8} ***	SHOULDER	T=14
2.1	GRAZE A		
2.2	GRAZE B		
2.3	***{A} B{7}***	HUMERUS	T=13
2.4	***{A} * ***	ARM, Upper	T=07
2.5	GRAZE B		
2.6	***{A} B{8}**	SHOULDER	T=13
3.1	GRAZE B		
3.2	***{A} * ***	ARM, Upper	T=07
3.3	***B{8} ***	HUMERUS	T=14
3.4	***{A} B{7}***	HUMERUS	T=13
3.5	***{A} * ***	ARM, Upper	T=07
3.6	GRAZE B		
4.1	GRAZE B		
4.2	*** ** ***	ARM, Mid	T=08
4.3	***{A} B{8}***	HUMERUS	T=14
4.4	**{A} B{10}*	ELBOW	T=13
4.5	***{A} B{8}***	HUMERUS	T=14
4.6	GRAZE B		
5.1	GRAZE A		
5.2	GRAZE B		
5.3	***{A} B{6}***	RADIUS	T=12
5.4	***B{6} * B{7}**	RADIUS/ULNA	T=18
5.5	***{A} B{7}**	ULNA	T=12
5.6	***{A} * **	ARM, Lower	T=06
6.1	GRAZE A		
6.2	GRAZE B		
6.3	***{A} B{5}**	RADIUS	T=10
6.4	***{A} B{6}**	ULNA	T=11
6.5	GRAZE B		
6.6	GRAZE A		

# Tri Tac Games



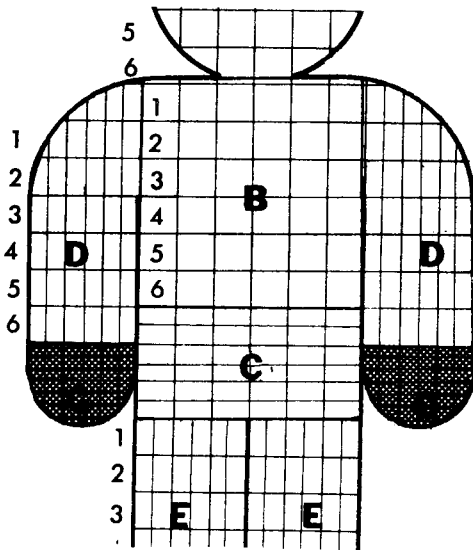
## E Leg

1,1	GRAZE A		
1,2	*** B{10}****	PELVIS	T=17
1,3	*** B{9}***	HIP JOINT	T=15
1,4	*** B{10}***	PELVIS	T=16
1,5	GRAZE B		
1,6	GRAZE A		
2,1	GRAZE B		
2,2	****{A} B{12}****	FEMER	T=20
2,3	**** B{12}****	FEMER	T=20
2,4	**** ** ****	LEG, Upper	T=10
2,5	GRAZE B		
2,6	GRAZE A		
3,1	GRAZE B		
3,2	****{A} B{12}****	FEMER	T=20
3,3	**** B{12}****	FEMER	T=20
3,4	**** ** ****	LEG, Upper	T=10
3,5	GRAZE B		
3,6	GRAZE A		
4,1	GRAZE B		
4,2	**** B{12}****	FEMUR	T=20
4,3	**{A} B{9}***	KNEE	T=14
4,4	**B{9} B{8}**	KNEE	T=21
4,5	**** B{12}****	FEMUR	T=20
4,6	GRAZE A		
5,1	GRAZE B		
5,2	*** B{10}***	FIBULA	T=16
5,3	*** B{10}***	FIBULA	T=16
5,4	***{A} B{8}***	TIBIA	T=14
5,5	*** B{8}***	TIBIA	T=14
5,6	GRAZE A		
6,1	GRAZE B		
6,2	***{A} B{10}***	FIBULA	T=16
6,3	*** B{10}***	FIBULA	T=16
6,4	*** B{8}***	TIBIA	T=14
6,5	***{A} B{8}***	TIBIA	T=14
6,6	GRAZE A		

## F Foot

1,1	GRAZE B		
1,2	*** B{10}***	FIBULA	T=16
1,3	***{A} B{10}***	FIBULA	T=16
1,4	***{A} B{8}***	TIBIA	T=14
1,5	*** B{8}***	TIBIA	T=14
1,6	GRAZE A		
2,1	GRAZE B		
2,2	**{A} B{10}**	ANKLE JOINT	T=14
2,3	** B{11}**	ANKLE	T=15
2,4	**{A} B{10}**	ANKLE JOINT	T=14
2,5	** B{11}**	ANKLE	T=15
2,6	GRAZE A		
3,1	GRAZE B		
3,2	** B{8}**	TALUS	T=12
3,3	**{A} B{8}**	TALUS	T=12
3,4	** B{8}**	TALUS	T=12
3,5	GRAZE B		
3,6	GRAZE A		
4,1	GRAZE B		
4,2	** B{7}**	CUBOID	T=11
4,3	**{A} B{7}**	NAVICULAR	T=11
4,4	**{A} B{7}**	CUNEIFORMS	T=11
4,5	**{A} B{7}**	CUNEIFORMS	T=11
4,6	GRAZE A		
5,1	GRAZE B		
5,2	** B{3} **	MEDICARPAL 1	T=07
5,3	** B{3} **	MEDICARPAL 2	T=07
5,4	** B{3} **	MEDICARPAL 3	T=07
5,5	** B{3} **	MEDICARPAL 4	T=07
5,6	** B{3} **	MEDICARPAL 5	T=07
6,1	GRAZE B		
6,2	** B{2}**	PHILANGES 1	T=06
6,3	** B{2}**	PHILANGES 2	T=06
6,4	** B{2}**	PHILANGES 3	T=06
6,5	** B{2}**	PHILANGES 4	T=06
6,6	** B{2}**	PHILANGES 5	T=06

# Tri Tac Games



## G Hand

1.1	GRAZE B		
1.2	*** B{5}**	RADIUS	T=10
1.3	***{A} B{5}**	RADIUS	T=10
1.4	***{A} B{6}**	ULNA	T=11
1.5	*** B{6} **	ULNA	T=11
1.6	GRAZE A		
2.1	GRAZE A		
2.2	GRAZE B		
2.3	**{A} B{4}**	SCHAPOID	T=08
2.4	**{A} B{4}**	LUNATE	T=08
2.5	GRAZE B		
2.6	GRAZE A		
3.1	GRAZE B		
3.2	** B{4}**	TRAPEZIUM	T=08
3.3	**{A} B{4}**	TRAPEZOID	T=08
3.4	**{A} B{4}**	CAPITATE	T=08
3.5	GRAZE B		
3.6	GRAZE A		
4.1	** B{4}**	THUMB	T=08
4.2	GRAZE A		
4.3	** B{3}**	PHILANGES 1	T=07
4.4	**{A} B{3}**	PHILANGES 2	T=07
4.5	**{A} B{3}**	PHILANGES 3	T=07
4.6	**{A} B{3}**	PHILANGES 4	T=07
5.1	** B{3}**	THUMB, Mid	T=07
5.2	GRAZE A		
5.3	** B{3}**	PHILANGES 1	T=07
5.4	** B{3}**	PHILANGES 2	T=07
5.5	** B{3}**	PHILANGES 3	T=07
5.6	** B{3} **	PHILANGES 4	T=07
6.1	** B{2}**	THUMB TIP	T=06
6.2	GRAZE A		
6.3	** B{2}**	PHILANGES 2	T=06
6.4	** B{2}**	PHILANGES 3	T=06
6.5	** B{2}**	PHILANGES 4	T=06
6.6	** B{2}**	PHILANGES 5	T=06

## BONE DAMAGE

ROLL A d10

01	CLEAN HIT	
	Reduce damage penetration by d4 points.	
01-05	NORMAL DAMAGE	
	No damage modifiers	
06-09	BONE BREAKS	
	Add d4 points of damage to the final damage. This does not add to the penetration of the projectile.	
10	BONE SPLINTERS	
	Add db+1 points of damage to the final damage. This also does not add to the projectile penetration.	

## SPECIAL BLOODLOSS

ROLL A d10

01-07	NO DAMAGE	
	No special bloodloss.	
08-09	DAMAGE	
	Artery or vein damage adds 1 point of damage per minute until stopped by medical aid.	
10	SEVERE DAMAGE	
	Severe damage adds db points of damage per minute until stopped by medical aid.	

When dealing with heart and brain damage modify te above d10 roll by +4. Modify stomach and intestine rolls by +1.

## SPINAL DAMAGE

ROLL A d10

01-04	GRAZE ON SPINE	
	Adds db damage points to the final damage result.	
05-06	HEAVY GRAZE ON SPINE	
	Adds 2db on final damage with an additional Death Shock roll of 04%.	
07-09	DIRECT HIT	
	Roll a second Death Shock percentage over 25% for character survival. Add 2d10 to the final damage. Roll a 40% chance of paralyzation from the point of impact down.	
10	HIT ON DISC BETWEEN VERTEBRAE	
	Roll a second Death Shock percentage over 40% for character survival. Add 2d10 to the final damage. Roll a 70% chance of paralyzation from the point of impact down.	

GRAZE TYPE A	DAMAGE	TIME STUNNED {a}
ROLL A d10		FROM HEADSHOTS
01-04	d4 +1 Points	d4 Actions
05-09	db +1 Points	db Actions
10	2db +2 Points	2db Actions

GRAZE TYPE B	DAMAGE	TIME STUNNED {b}
ROLL A d10		FROM HEADSHOTS
01-04	d10 +2	d4 Minutes
05-09	d10 +4	2db Minutes
10	2d10	3db Minutes

See Statistics Reduction by Medical Problems for information on stuns.

# Tri Tac Games

## World Generation

The Tehrmelern Star Platforms lead to a limitless variety of other worlds outside Sol System. These tables allow fast generation of Stars and Worlds.

### SIZE OF STAR

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

COLOR OF STAR	SPECTRAL CLASS	TEMPERATURE MODIFIER
---------------	----------------	----------------------

01-02	Dark	N	-5
03-40	Red	M	-3
41-55	Orange	K	-2
56-70	Yellow	G	0
71-82	Yellow White	F	+2
83-93	White	A	+3
94-97	Blue White	B	+4
98-00	Blue	O	+6

### CLIMATE

Roll a d10 adding the Temperature Modifier

TYPE	Temperature
-04	Frozen -200 to -175
-03	Frozen -174 to -150
-02	Frozen -149 to -125
-01	Cold -124 to -100
0	Cold -099 to -075
01	Cold -074 to -050
02	Cold -049 to -025
03	Winter -024 to 0
04	Winter +001 to +025
05	Cool +026 to +050
06	Temperate +049 to +075
07	Warm +076 to +100
08	Hot +101 to +125
09	Very Hot +126 to +150
10	Blistering +151 to +175
11	Burning +176 to +200
12	Burnoff +200+

Roll a second time for seasonal variation. This second roll gives you a changing climate in the planets year.

### AREA GEOLOGY

Roll a d10

01	Flat
02	Rolling Hills, Mostly Flat
03	Steep Hills, Small Valleys
04	Very Steep Hills, Rock Outcroppings, Small Valleys
05	Rocky Hills, Deep Valleys
06	Deep Valleys, Eroded Mountains
07	Mountains
08	High Mountains
09	Volcanic Mountains
10	Active Volcanic Mnts.

### CONTINENTS

Roll a d10

NUMBER

01	Unbroken land masses	1
02-04	Super Continents	1
05-06	Large Continents	06 +2
07-08	Medium Continents	d10 +2
09	Small Continents	2d10 +2
10	Island Chains Only	

### ISLANDS

Roll a d10 on each type

TYPE ISLANDS	DIAMETER IN MILES	FREQUENCY NONE	FEW	COMMON	MANY
Micro	d100 x.50	1-2	3-4	5-8	9-10
Small	d100	1-2	3-4	5-7	8-10
Medium	2d100	1-2	3-4	5-7	8-10
Large	2d100 +100	1-2	3-5	6-8	9-10
Very Large	3d100 +100	1-3	4-5	6-9	10
Gigantic	4d100 +100	1-3	4-6	7-9	10

### BREATHABILITY TO HUMAN TYPES

Roll a d20

RESULT	TYPE	ATMOSPHERE
01-04	A	Toxic, extremely dangerous
05-06	B	Wrong Mixture, toxic elements
07-08	C	Right pressure, wrong atmosphere may be filtered and supplimented
09-10	D	Thin, Breathable
11	E	Completely Breathable
12	F	Heavy, Breathable
13	G	Breathable with filters
14-15	H	Toxic, Dense
16-19	I	Toxic, Extremely Dense
20	J	Toxic, Corrosive

### LUMINOUSITY

Roll a d6, adding the spectral class modifier

CLASS	MODIFIER	ILLUMINATION
N	-3	-1 Dark
M	-2	0 Very Dim
K	-1	01 Dim
G	0	02 Dusk
F	+1	03 Normal
A	+2	04 Normal / Bright
B	+3	05 Bright
O	+4	06 Very Bright
		07 Painfully Bright
		08+ Damaging

### BIOLOGICAL COMPATABILITY OF NATURAL RESOURCES ON ALIEN WORLDS

Roll a d20

01-04	Extremely Toxic
05-06	Toxic
07-08	Mixed Toxic and Edible with generally poor nutritional values.
09-10	Variable forms with good nutritional values. Generally non-toxic.
11-12	Inert materials may become toxic if ingested for any length of time.
13-15	Toxic
16-20	Extremely Toxic

# Tri Tac Games

## Animals

### HABITAT

A Mountainous	G Water
B Hills	H Tundra
C Forest	I Desert
D Jungle	J Air
E Rural	K Polar
F City	L Sea Shore
	M Grasslands

### SPECIALS

a Irritant Spray	e Any Day/Night Cycle
b Spines	f Diurnal
c Armor	g Nocturnal
d Insulated	h Blood Feeder
	i Poison / Toxin

### TYPE HABITAT TEMPER DAMAGE SPEC. HP

ALLIGATORS	D,G	13	BI4,CL3,TA3	70	
ANTELOPE	M	77	H03,MS4	50	
APE					
BABOON	D,M,I	44	BI4,CL2	50	
CHIMPANZEE	C,M	67	BI3,OT3	60	
GORILLA	A,C,D	60	BI2,OT3	50	
ARMADILLO	H	60	BI3	20	c
AARDVARK	D	80	CL3	40	
BAT					
FRUIT	C,E,F,J	70	BI1,CL1	10	g
COMMON	C,E,F,J	65	BI1,CL1	12	g
VAMPIRE	C,D,E,J	44	BI2,CL1	12	gh
BEAR					
BROWN	B,C	43	BI3,CL3,OT3	60	
BLACK	B,C	39	BI3,CL3,OT3	70	
CAVE	A,B,C	15	BI4/7,CL4/7	140	
GRIZZLY	A,B,C	25	BI4,CL4,OT3	95	
POLAR	H,K	10	BI4/7,CL4/7	125	d
KODIAC	A,H	30	BI3,CL3,OT3	65	d
BOAR, WILD	C,D,M	10	BI3/7	60	
BADGER	C	15	BI2,CL3	25	
BOBCAT	B,E	61	BI3,CL2	30	
BUFALO	M	70	HF4,MS6	130	
CAMEL	I,M	52	BI2,OT1,HF3	95	
CATTLE	E,M	60	BI2,H03,MS5	110	
CRAB					
SANDCRAB	L	25	PI1	3	
KING CRABS	L,G	38	PI2,MA1	10	c
LOBSTER	G	50	PI2	8	
DEER	C,M	89	H03	50	
DODO	L	99	BI2	10	
DOG					
DOMESTIC					
SMALL	E,F	50	BI2	10	
MEDIUM	E,F	45	BI2	20	
LARGE	E,F	55	BI3	30	
WILD					
MEDIUM	B,C,E,M	33	BI2	25	
LARGE	B,C,E,M	33	BI3	35	
DOLPHIN	G	70	BI2	65	
EAGLE	A,J	57	BI2,CL2	3	
ELEPHANT					
AFRICAN	M	58	MS2,H03,MS6	150	
INDIAN	D,M	65	MS2,MS5	110	
MASTODON	C,H,M	60	MS3,MS7,H04	200	

ELEPHANT, SEA	G,L	49	MS2	c	100
FOX	C,G,M	59	BI2		30
GIRAFFE	D,M	69	HF3		125
GNU	A,M	55	HF2		60
GOAT	A,M,E	70	BI1,OT1		60
HORSE					
PONY	E,M	65	HF2		45
MEDIUM	E,M	65	HF3,MS4		75
LARGE	E,M	65	HF4,MS5		100
HIPPOTAMUS	D,G	43	H03	d	160
JACK ASS	B,E,M	57	BI2,HF2,OT1		85
JAGUAR	D,M	38	BI3,CL3		45
KANGAROO	M	43	PW4,PW6		40
LION	D,M	45	BI4,CL3		75
LEOPARD	B,C,D,M	39	BI3,CL3		55
LYNX	D,M	30	BI3,CL2		40
LLAMA	A,M	45	HF3		65
MONKEY	C,D,M	55	BI2		20
MOOSE	B,C	60	H03,HF4		120
MINK	C,M	65	BI2		15
OSTRICH	M	44	BI1,OT1		30
OCTOPUS	G	59	TN1-3,TN6		35
OWL	C,E	82	CL2		20
OTTER	C,G	52	BI2,CL2		16
PENGUIN	K	51	BI1		35
PUMA	M	41	BI3,CL3		45
PORCUPINE	B,C	48	BI1	b	21
POSSUM	C	63	BI2		18
PIG, DOMESTIC	E	35	BI3		50
RACCOON	C,E	30	BI2		20
RAT	B,C,E,F,L,M	25	BI1-3		10-30
RHINOCEROS	M	47	H04,MS6		90
SHARK					
HAMMERHEAD	G	35	BI4/6		85
TIGER	G	39	BI4		75
SAND	G	45	BI3		30
WHITE, GREAT	G	29	BI05/7		120
SHEEP					
DOMESTIC	E,M	67	BI1		40
WILD	A,M	66	BI1,H02		60
SPIDER	B,C,D,M	65	ST1	i	2
SCORPION	I	44	ST2	i	4
SEAL					
HARBOR	G,L	78	BI2		54
HARP	G,K,L	68	BI2		60
SEA LION	G,K,L	46	BI3		80
SKUNK	B,C,E,M	60	BI2,CL2	a	30
SLOTH	C,D	95	CL3		20
SNAKE					
CONSTRUCTOR	C,D,M	50	OT2		68
COMMON	B,C,D,E,I,L,M	70	BI1		15
POISONOUS	B,C,D,I,M	40	BI2	i	24
TIGER					
BENGAL	B,D,H,M	40	BI4,CL3		85
SABRE TOOTH	A,B,H	40	BI4/6,CL4/7		110
TYRANNOSAURUS	C,D	10	BI5/7		175
VULTURE	A,B,C,D,L,M	87	BI3		30
WALRUS	G,K	58	BI2,H03		80
WOODCHUCK	C,M	70	BI2		30
WOLVERINE	C,M	09	BI3,CL3		40
ZEBRA	M	89	HF3,MS5		67

# Tri Tac Games

## Temperament

All intelligent animals and life have a Temperament rating. This rating shows how easily the species is provoked

The T scale has humans set at a base of 50 for comparison.

0-----25-----50-----75-----100  
Hostility Pacifism

### PROVICATION TO ACTION

Add Modifiers to find temperament rating.  
Index to find the provocation to action.

TEMPER	PROVICATION TO ACTION	TEMPER	PROVICATION TO ACTION
01-05	98%	46-50	40%
06-10	96%	51-55	35%
11-15	90%	56-60	30%
16-20	85%	61-65	25%
21-25	80%	66-70	20%
26-30	75%	71-80	15%
31-35	70%	81-85	10%
36-40	65%	86-90	05%
41-45	60%	91-95	02%
		00	n/a

### MODIFIERS FOR PROVOKING

	REACTION MODIFIER
01 Trying to be peaceful	+ 5%
02 Generally peaceful	2%
03 Neutral	0%
04 Neutral, hostile	-10%
05 Hostile	-15%
06 Really trying to provoke	-20%
07 Taunting to provoke	-25%
08 Physical assault	-30%
09 Continued physical assault	-35%
10 Major physical assault	-40%

### RESULT OF PROVICATION

### INTELLIGENT HOSTILE

- 01 Attack immediately
- 02 Attack next action
- 03 Attack in d4 actions
- 04 Attack if provoked again
- 05 Reason d4 actions, attack
- 06 Reason 2d4 actions, attack

### INTELLIGENT PACIFISTIC

- 01 Stop Hostility by force
- 02 Warn, then use force
- 03 Flee hostility
- 04 Flee hostility
- 05 Continue to reason
- 06 Not fight back

### RESULT OF PROVICATION TO ANIMALS AND MINIMALLY INTELLIGENT LIFE

- HOSTILE: Attack immediately
- PACIFISTIC: Flee Immediately

## INTELLIGENCE AND CULTURE

Roll a d100 to establish a base description

01-25 No technology or language. Very clever animals with the potential to develop intelligence.

26-50 Primitives. Crude language, stone tool manipulation, they tend to survive by random subsistence.

51-75 Fine stone use, language and the beginnings of culture.

76-90 Very fine natural tool use, beliefs, superstitions, imagination. The beginning of agriculture and art.

91-95 As previous with more refined arts, legends and knowledge that is passed from generation to generation. Specific value systems and social structures exist.

96-98 Go to Energy development and cultural tables. Give an energy development modifier of -10.

99-00 Go to Energy development and cultural tables. Give an energy development modifier of +10 if the initial roll is below 75.

### CULTURE

Roll a d10, add modifiers

- 01-02 Nomadic
- 03-04 Rural, Dispersed
- 05-07 Rural, and Sparse Urban areas
- 08-09 Urban and Rural Cultures
- 10 Dense Urban and Rural Cultures

### MODIFIERS ON CULTURE

Roll a d10

	MODIFIER
01-02 Highly Shifting Resources	-3
03-04 Seasonal Shifting Resources	-2
05-08 Stable Resources	0
09 Very Stable Resources	+1
10 Near Perfect Stability	+2

### DEVELOPMENT OF SOCIETY

Roll a d10

- 01 Regressing, Fallen
- 02 Collapsing
- 03 Failing
- 04 Stagnant
- 05 Borderline Stagnant
- 06 Developing Slowly
- 07 Developing from Setbacks
- 08 Developing from Major Setbacks
- 09 Developing at a Fast Pace
- 10 Developing at a Very Fast Pace

### RELIGION

MODIFIERS ON DEVELOPMENT  
Roll a d10

	MODIFIER
01-02 Restricting, tight control	-3
03-04 Restricting, some control	-2
00-06 No Control	0
07-08 Progressive, little influence	+1
09 Progressive, some influence	+2
10 Progressive, future oriented	+3

## Charisma Use

### CHARACTER'S CHARISMA RATING

SCORE	MODIFIER TO AID	TO HINDER
01	-8	+5
02-04	-6	+4
05-07	-2	+2
08-10	0	0
11-13	+2	-2
14-16	+5	-4
17-18	+5	-6
19	+9	-8
20	+10	-10

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### FAST CHARISMA USE IN DEALING WITH NPC'S

When dealing with NPC's the GM usually determines the general hostility of the encounter or rolls a d10 on the chart below.

### GENERAL MOOD OF THE NPC

	AID	HINDER
01-10 OUTRIGHT Hostile	05%	95%
11-25 Hostile	20%	90%
26-45 Semi-Hostile	40%	80%
46-70 Neutral	50%	50%
71-85 Almost Friendly	80%	40%
86-90 Friendly	90%	20%
91-98 Very Friendly	95%	10%
99-00 Completely Friendly	98%	05%

Being friendly or hostile does not necessarily constitute a total direction of attitude. Even in extremely friendly situations a hindrance may happen. Roll on each table for a result.

### HOSTILITY MODIFIERS

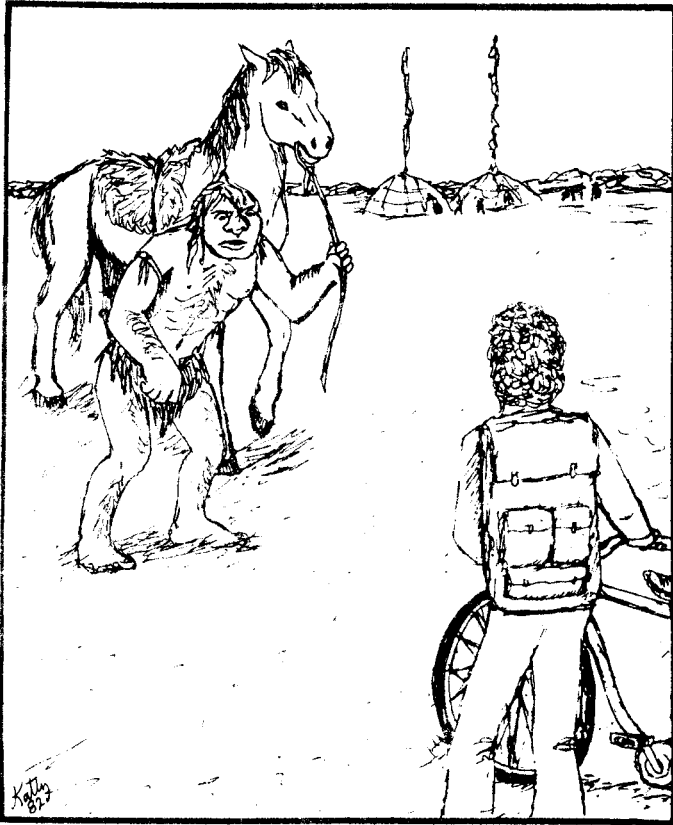
01	Bribe with something valuable	+20%
02	Bribe with small sum	+10%
03	Persistent questioning	-10%
04	Minor violence	-10%
	+5% per skill level of interrigator.	
05	Major violence	-20%
	+5% per skill level of interrigator.	
06	Blackmail	+20%

### HINDERANCES

01	Wrong Information
02	Temperament
03	Just trying to be helpful even when no information is available
04	Want something in return.
05	Sense of humor
06	Apathy



# Technology



## TECHNOLOGIES AND SOCIETIES

With these tables the GM is able to generate technological development of any human or alien society.

### REMEMBER

- 01 Generate Energy Level by rolling a d100.
- 02 For primitive and non energy dependent cultures, roll on table A. Roll a d10 for each technological and social area.
- 03 For higher technology, use column B. A d10 is rolled for each area.

ROLL	ENERGY USE LEVEL
01-25	Predominant use of brute force, some limited fire use.
26-50	Use of brute force with high skills in the use of fire.
51-75	Use of steam engines and related steam technology.
76-80	Internal combustion and chemical power sources.
81-85	Early electrical power, circa 1895.
86-90	Generated Electricity, circa 1930.
91-95	Nuclear Fission for electric or steam generation.
96-97	Commercial Fission Use. Solar power.
98	Fusion. Commercial Solar Electric.
99	Commercial Fusion, Geo-Magnetic Taps.
00	Mass to Energy / Antimatter

ENERGY LEVEL UNDER 50  
NON-ENERGY DEPENDENT  
ROLL A d10 ON EACH

### STONE

- 01-02 Basic use of stone tools, natural shelters only
- 03-05 Rough shaped stone for foundations
- 06-08 Shaped stone for most building
- 09 Heavy stone construction and carving
- 10 Monolithic stone construction, detailed stone work

### FOOD

- 01-02 Gathering and some hunting
- 03-05 Hunting and some gathering
- 06-08 Subsistence agriculture
- 09 Improved agriculture / surplus
- 10 Diversified specialized agriculture and farming knowledge

### ANIMAL HUSBANDRY

- 01-02 None
- 03-05 Domestication of a small number of species
- 06-08 Domestication of a large number of species
- 09 Improved breeding of a number of species
- 10 Diversified breeding for needs and improving species

### CERAMICS

- 01-02 No Ceramics
- 03-05 Fired, early ceramics and pots
- 06-08 Ceramics and glazing
- 09 Ceramic building material, glass
- 10 Refined glass, high ceramic use

### EARLY METALWORK

- 01-02 Soft malleable metals
- 03-05 Bronze, early iron and forging
- 06-08 High use of iron, casting
- 09 High carbon steel
- 10 Low carbon steel

### MEDICINE

- 01-02 No medicine
- 03-05 Little effective use
- 06-08 Effective use in limited areas by natural means
- 09 Natural medicine, early physiology and simple surgical procedures
- 10 Effective repair of complex biological problems with simple natural methods

### SOCIAL SCIENCE

- 01-02 No social science
- 03-05 Social science for social necessity
- 06-08 Higher authority sets some social control of the population
- 09 Social science to orient the population
- 10 Social controls in high use

# Tri Tac Games

## HIGH POWER USE TECHNOLOGY INDEX BY ENERGY LEVEL

LEVELS 50-85 Use Column A  
LEVELS 86-00 Use Column B

### SYNTHETICS

A	B	
01-02	01	Simple Alloys
03-07	02-05	Complex Alloys and early synthetics
08-10	06-08	Plastics
	09	Special Alloys synthetic fuels
	10	Synthetic metals, heavy elements, Go to chemistry with a +4 modifier

### CHEMICAL

A	B	
01-02	01-02	Simple chemistry
03-07	02-05	Basic chemistry
08-10	06-08	Use of complex chemistry
	09	Synthetic and organic chemistry
	10	Complex synthetic and organic chemistry

### MECHANICAL

A	B	
01-02	01-02	Simple use of basic mechanical devices
03-05	03-05	Complex mechanical devices
06-08	06-08	Complex mechanical and simple automation
09	09	Complex automation, high use of mechanical devices
10	10	Very complex mechanical devices and high automation

### ELECTRICAL USE

A	B	
01-04	01-02	Knowledge of, with but little effective use in everyday life.
05-09	03-05	Simple use, as Terran 1900's
10	06-08	Common household use in day to day life
	09	Household dependency, high use for communications
	10	Travel, communications, every aspect of life

### MEDICINE

A	B	
01-09	01-02	General medical diagnosis and treatment in most areas
10	03-05	Specialized treatment, repair, and reconstruction
	06-08	Synthetic replacement, high use of medicine
	09	Regeneration and Cold Sleep technology
	10	Life prolongation and effective resuscitation

## COMPUTER TECHNOLOGY

A	B	
01-09	01-02	Bulky mechanical devices of limited function
10	03-06	Bulky electrical devices of limited function
	07	Light weight devices of limited function
	08	Bulky devices of advanced functions
	09	Light weight devices of advanced function
	10	Miniaturized devices of advanced function

## SOCIAL SCIENCE

A	B	
01-02	01-02	No use of social science
03-05	03-05	Social control in minimal use
06-09	06-08	Some social control in use.
10	09	High use of social control
	10	High knowledge of the motivations of a society and control of it's operation

## FLIGHT

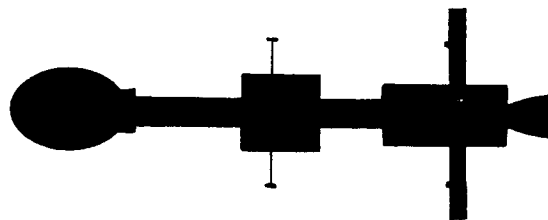
A	B	
01-04	01-02	General knowledge of principles but no applied use
05-09	03-05	Balloon technology, gliders, early powered flight
10	06-08	Airplane technology
	09	Jet technology
	10	Go to early spaceflight

## EARLY SPACEFLIGHT

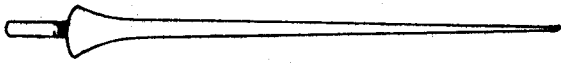
A	B	
01-09	01-02	Early testing
10	03-05	Early orbital flights
	06-08	Space stations
	09	Interplanetary exploration
	10	In-System colonization, go to STARFLIGHT

## STARFLIGHT

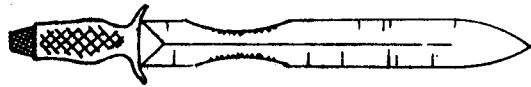
A	B	
STOP	01-02	Slow ships, multi generation
	03-05	Slow ships, years per light year traveled
	06-08	Early exploration of nearest stars with early FTL drives
	09	Colonization of near stars
	10	Commercial starflight



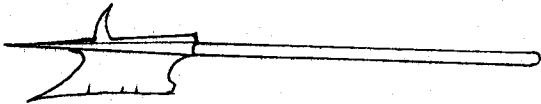
# Blade Weapons



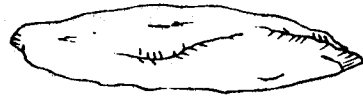
TYPE Lance  
 YEAR 1200 LENGTH 10' WEIGHT 8.0  
 ST - IM 3d10 CT - SL - CH -  
 ORIGIN European



TYPE Survival Knife  
 YEAR 1970 LENGTH 10" WEIGHT 1.0  
 ST d8 IM d6 CT d8 SL d8 CH -  
 ORIGIN United States



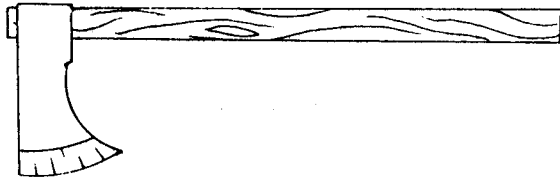
TYPE Halberd {Pole-Axe}  
 YEAR 1400 LENGTH 7' WEIGHT 8.0  
 ST d8 IM 2d10 CT d8 SL d10 CH 2d6  
 ORIGIN European



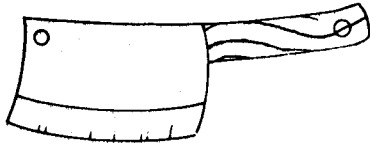
TYPE Stone Axe  
 YEAR - LENGTH 3' WEIGHT 10.0  
 ST - IM - CT - SL d8 CH d10  
 ORIGIN Universal Prehistoric



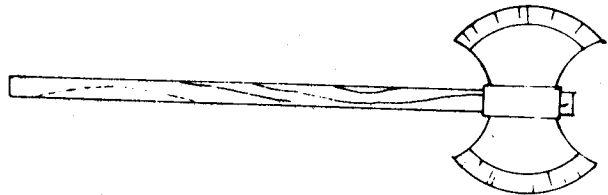
TYPE Straight Razor  
 YEAR 1700 LENGTH 12" WEIGHT .25  
 ST - IM - CT d8 SL d10 CH -  
 ORIGIN European



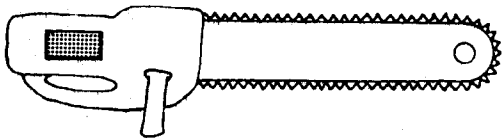
TYPE Tomahawk  
 YEAR 1500 LENGTH 2' WEIGHT 5.0  
 ST - IM - CT d6 SL d8 CH d8  
 ORIGIN United States



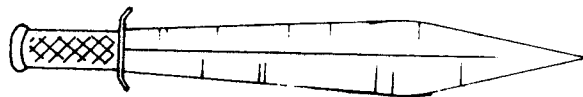
TYPE Meat Cleaver  
 YEAR 1800 LENGTH 15" WEIGHT 1.0  
 ST - IM - CT d6 SL d8 CH d10  
 ORIGIN Universal



TYPE Axe, Double Edge  
 YEAR 1500 LENGTH 4' WEIGHT 15.0  
 ST - IM - CT d6 SL d10 CH d10+2  
 ORIGIN Universal

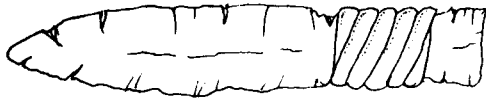


TYPE Chain Saw  
 YEAR 1970 LENGTH 20" WEIGHT 8.0  
 ST 2d10 IM 4d10 CT d10 SL 2d10 CH 3d10  
 ORIGIN Canada

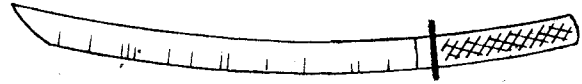


TYPE Xiphos {Bronze Short Sword}  
 YEAR 1500BC LENGTH 2' WEIGHT 4.0  
 ST d8 IM d10 CT d8 SL d8 CH d10  
 ORIGIN Greece

# Tri Tac Games



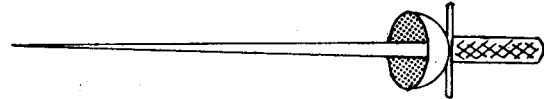
TYPE Flint Blade  
 ST d4 IM - CT d4 SL d4 CH -  
 YEAR 01d LENGTH 5" WEIGHT .25  
 ORIGIN Universal Prehistoric



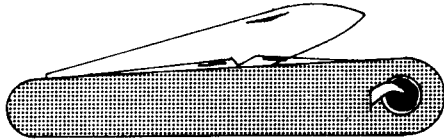
TYPE Katanna {Samurai Sword}  
 YEAR 1200 LENGTH 3.5 WEIGHT 3.0  
 ST d8 IM d10 CT d10 SL 2d8 CH d10  
 ORIGIN Japan



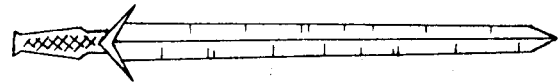
TYPE Bodkin {Small Dagger}  
 YEAR 1200 LENGTH 8" WEIGHT 1.0  
 ST d6 IM d6 CT d4 SL d4 CH -  
 ORIGIN European



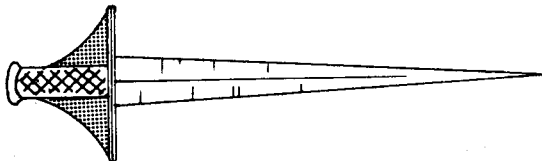
TYPE Rapier  
 YEAR 1500 LENGTH 3.5 WEIGHT 2.0  
 ST 2d6 IM 3d6 CT d6 SL d8 CH -  
 ORIGIN European



TYPE Folding Utility Knife  
 YEAR 1950 LENGTH 4" WEIGHT .25  
 ST d6 IM - CT d8 SL d6 CH -  
 ORIGIN Switzerland



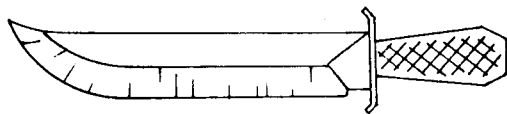
TYPE Claymore {2 handed sword}  
 YEAR 1000 LENGTH 6' WEIGHT 12.0  
 ST d8 IM 4d6 CT d8 SL d10 CH 2d10  
 ORIGIN Scotland



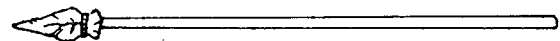
TYPE Main Gauche {Parrying Dagger}  
 YEAR 1500 LENGTH 15" WEIGHT 2.0  
 ST d8 IM d8 CT d6 SL d6 CH -  
 ORIGIN European



TYPE Scimitar  
 YEAR 1100 LENGTH 3.5' WEIGHT 5.0  
 ST d6 IM d10 CT d10 SL 2d6 CH 2d6  
 ORIGIN Middle East

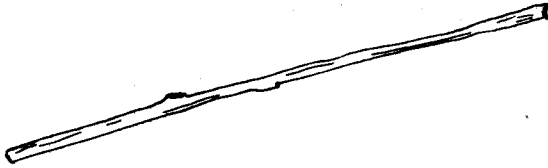


TYPE Bouie  
 YEAR 1800 LENGTH 15" WEIGHT 2.0  
 ST d6 IM d8 CT d8 SL d8 CH d6  
 ORIGIN United States



TYPE Stone Spear  
 YEAR 01d LENGTH 5.0' WEIGHT 3.0  
 ST d6 IM 2d6 CT d4 SL - CH -  
 ORIGIN Universal Prehistoric

# Tri Tac Games



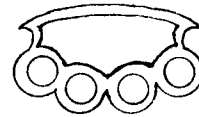
MISC.  
 TYPE Staff  
 YEAR - LENGTH 6' WEIGHT 2.0  
 ST - IM - CT - SL - CH -  
 See Strength Related Damage {Medium Object}  
 ORIGIN Universal, Prehistoric



MISC  
 TYPE Bull Whip  
 YEAR 1800 LENGTH 14' WEIGHT 1.5  
 ST - IM - CT - SL d6 CH -  
 See Strength Related Damage {Light Object}  
 ORIGIN United States



TYPE Garotte  
 YEAR - LENGTH 4' WEIGHT 1.0  
 ST - IM - CT d8 SL - CH -  
 See Strangulation Damage  
 ORIGIN Universal



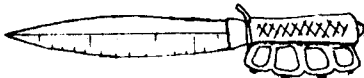
TYPE Brass Knuckles  
 YEAR 1850 LENGTH 4" WEIGHT .25  
 ST - IM - CT d8 SL - CH -  
 See Strength Related Damage {Medium Object}  
 ORIGIN European



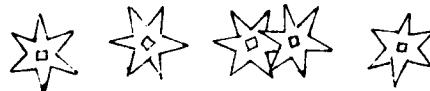
TYPE Cat O' Nine Tails  
 YEAR 1420 LENGTH 4' WEIGHT 3.5  
 ST - IM - CT - SL d8 CH -  
 See Strength Related Impacts {Medium Object}  
 ORIGIN European



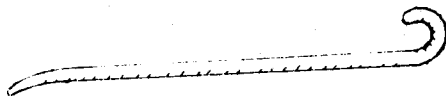
TYPE Nunchuks  
 YEAR - LENGTH 30" WEIGHT 2.0  
 ST - IM - CT - SL - CH  
 See Strength Related Impacts {Medium Object}  
 Requires Martial Arts skill  
 ORIGIN Asia



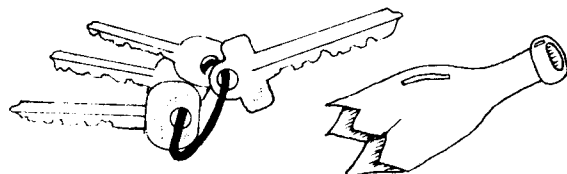
TYPE W.W. I Trench Knife  
 YEAR 1918 LENGTH 10" WEIGHT 1.5  
 ST d6 IM - CT d6 SL d8 CH -  
 See Strength Related Damage {Medium Object}  
 ORIGIN United States



TYPE Throwing Stars  
 YEAR - LENGTH 4" WEIGHT .25  
 ST d4 IM - CT - SL - CH  
 ORIGIN China / Japan

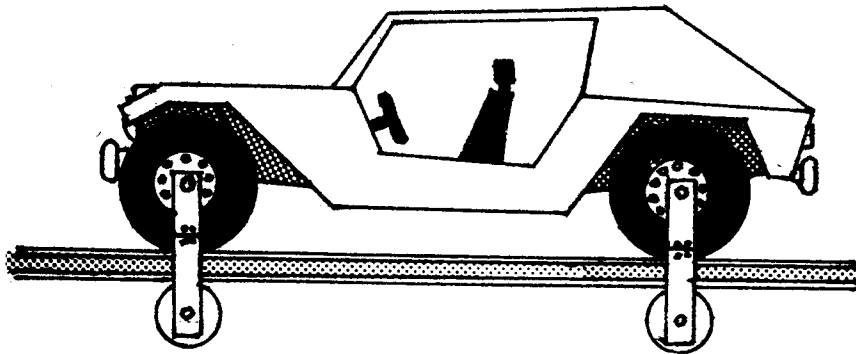


TYPE Crowbar  
 YEAR 1950 LENGTH 2.5' WEIGHT 5.0  
 ST d6 IM d10 CT - SL d8 CH d8  
 See Strength Related Impacts {Heavy Object}  
 ORIGIN United States



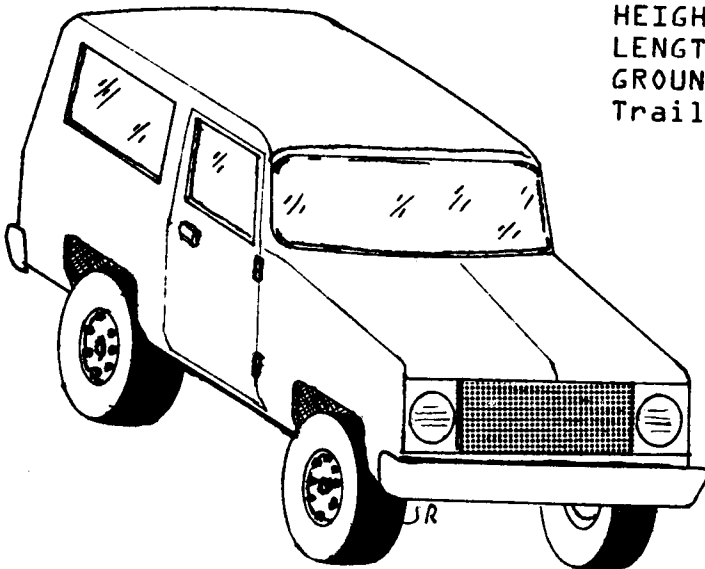
TYPE Keys  
 YEAR 1950 LENGTH 2" WEIGHT .25  
 ST - IM - CT d4 SL d4 CH -  
 ORIGIN Any Technological Society  
 TYPE Bottle {Broken}  
 YEAR - LENGTH 8" WEIGHT .25  
 ST d4 IM - CT d6 SL d8 CH -  
 ORIGIN Universal

Tri Tac Games  
**Vehicles**



**XM906  
 Explorer**

AMERICAN	TANK	75 gal.
ENGINE Diesel	MPG	35
WHEELBASE 66'	RANGE	1225 mi.
WIDTH 66'	MAX SPEED	50mph.
HEIGHT 57'	CREW	1-4
LENGTH 110'	CARGO	1200lbs.
GROUND CLEARANCE 10 inches		
Trailer holds 1 ton		

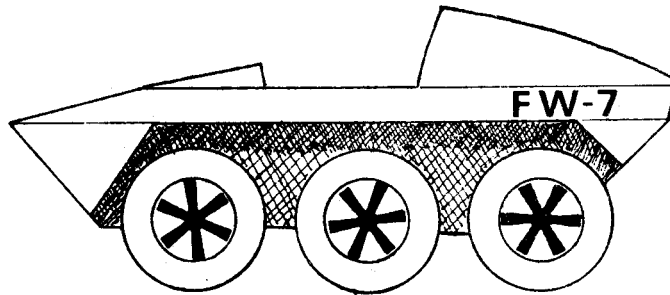


**Moskovi**

RUSSIAN	TANK	60 gal.
ENGINE Diesel	MPG	19
WHEELBASE 71'	RANGE	1520 mi.
WIDTH 70'	MAX SPEED	70 mph.
HEIGHT 66'	CREW	1-08
LENGTH 144'	CARGO	1.5 tons
GROUND CLEARANCE 14 inches		
Trailer holds 2 tons		

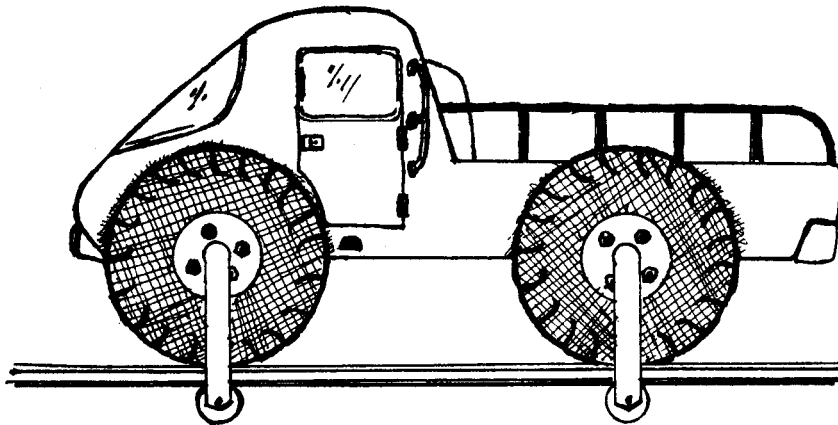
These vehicles have optional electric equipment standard for off the Fringe Travel. This equipment includes Halogen lights, radio, nav-comp, PA system, radar, and foldout solar chargers.

Tri Tac Games  
**Vehicles**



**Bug 33**

JAPANESE	TANK	20 gal.
ENGINE Diesel	MPG	38
WHEELBASE 50'	RANGE	760 mi.
WIDTH 44'	MAX SPEED	90 mph.
HEIGHT 40'	CREW	1-2
LENGTH 70'	CARGE	400 lbs.
GROUND CLEARANCE	11 inches	
Trailer holds 900 pounds max.		

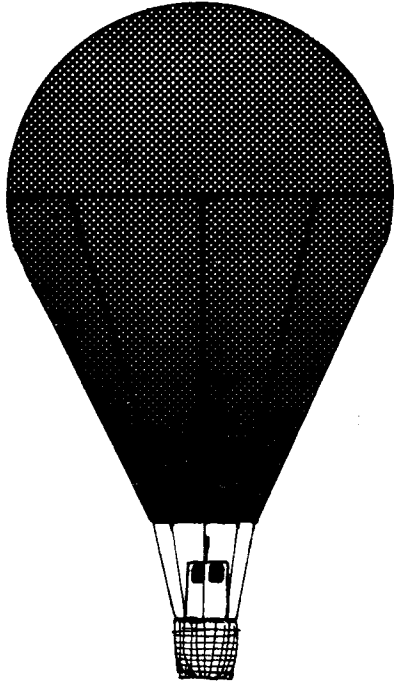


**Somers ATV**

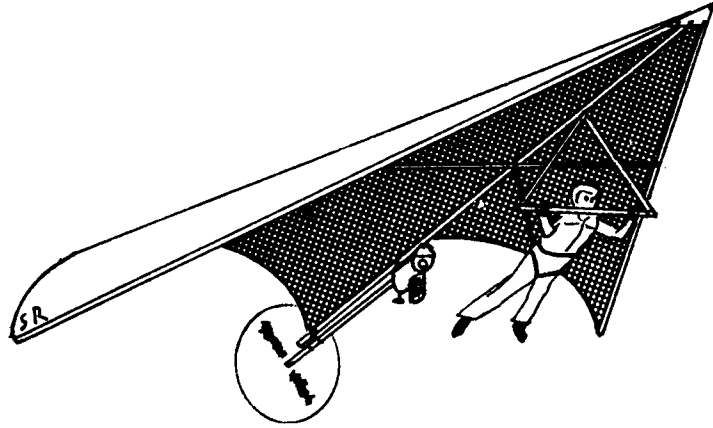
CANADIAN	TANK	75 gal.
ENGINE Diesel	MPG	18
WHEELBASE 105'	RANGE	1350 mi.
WIDTH 94'	MAX SPEED	45 mph.
HEIGHT 9.5'	CREW	1-10
LENGTH 23.5'	CARGO	3.5 tons
GROUND CLEARANCE	22 inches	
Trailer holds 3 tons		

The Russian Moskovi is airtight and equipped with its own atmosphere supply that lasts 8 hours for a crew of 4. The Bug and XR are amphibious.

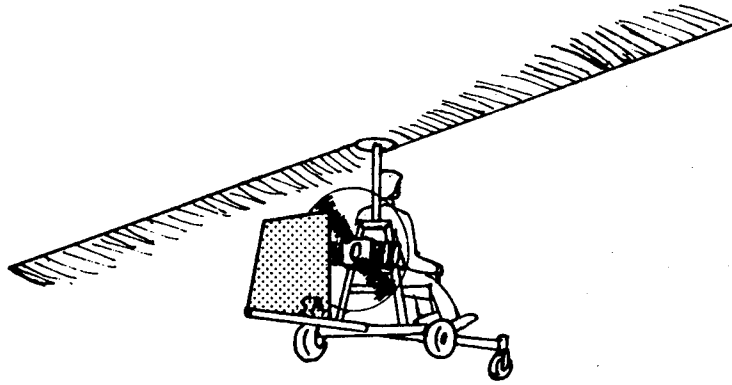
# Air Vehicles



**HOT AIR BALLOON**  
 Pilot 01  
 Passengers 03  
 Equipment 100 lbs.  
 Range variable  
 Assembly Time 90 minutes  
 Fuel Propane  
 Each propane cannister keeps a balloon flying for 24 +d10 hours.  
 Direction traveled is dependent on wind and air currents.



**ULTRALIGHT AIRCRAFT**  
 Pilot 01  
 Passengers No  
 Equipment 30 lbs.  
 Range 110 miles  
 Assembly Time 15 minutes  
 Fuel gasoline



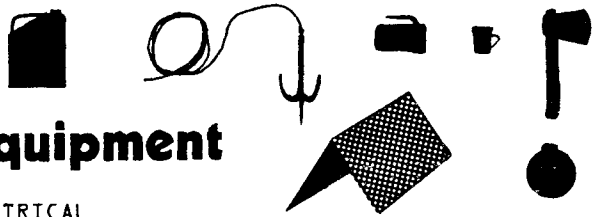
**GYROCOPTER**  
 Pilot one  
 Passengers one max  
 or Equipment 100 lb.  
 Range 200 mi.  
 Assembly Time 045 minutes  
 Fuel Gasoline

Special vehicles include the Ultralight Aircraft and Gyrocopter that can be hauled in a trailer.



# Tri Tac Games

## Equipment



### ELECTRICAL RECHARGER PACK

A fold out solar cell blanket that recharges most rechargable batteries and equipment in 48 hours.

### DISH RECHARGER

A 3 foot solar cell dish that recharges most electrical equipment in 48 hours.

### NICAD BATTERY PACKS

Rechargable battery packs for most equipment.

### 280K COMPUTER

With E-Prom packs and ROM cartridges, this briefcase sized computer contains a library of information on earth culture, language, and technology. It also contains a color printer and the capability to reproduce documents and currency

### GEIGER COUNTER

### PORTABLE RADAR

### WALKIE TALKIE

### PHOTO LAB

### METAL DETECTOR

### ELECTRIC FENCE KIT

### TV-RADIO MONITER

### GAS ANALYZER

### BASE STATION RADIO

### SONAR

## SURVIVAL

### INFLATABLE BOAT

### MESS KIT

### ROPE

### CHAIN SAW

### FIRE EXTINGUISHER

### STEREO

### CAMERAS / FILM

### SCUBA EQUIPMENT

### SLEEPING BAGS

### BINOCULARS

### PAINT

### CLIMBING GEAR

### WRIST WATCH

### MAKE UP

### LOG BOOKS

### PLASTIC SHEETS

### PROPANE STOVE

### SHOVELS

### CHAIN

### MACHETTE

### SURVEYING EQPT.

### MARKER FLAGS

### TENT 2 MAN

### SURVIVAL KNIFE

### MULTI KNIFE

### THERMAL SUITS

### RATION PACKS

### TOOL KIT

### FISHING TACKLE

### BACKPACKS

### MOSQUITO NETTING

### TELESCOPE

### NETS

### LANTERNS

### SUNGLASSES

### SKI EQUIPMENT

### BUCKETS

### FOLDING TABLE

### FOLDING CHAIRS

### AXES

### CANDLES

### LOCKPICK KIT

### JERRY CANS

### VEHICLE PARTS

## MEDICAL

### DOCTORS FIELD KIT

Contains Antitoxins 1 to 10, antibiotics, bandages, and general light emergency gear. A second kit contains a more complete line of antibiotic specifics, and more unusual drugs. This kit contains a full set of surgical instruments and anesthetics for humans and animals.

### PURIFICATION TABLETS

### LIGHT VAC SUIT

### SPECIMEN BOTTLES

### GAS FILTERS

### SOIL TEST KIT

### SMALL ANIMAL CAGES

## WEAPONS

Weapons are variable by the GM. You may wish to be well equipped or arm lightly.

### GRENADES

### SIGNALING DEVICES

### DEMO PACK

### SHOTGUNS

### SWORDS

### SHIELD

### RIFLES

### WEAPON CLEANING KITS

### HANDGUNS

### HEAVY WEAPONS

### KNIVES

### HELMET

## UNIFORMS

In Fringeworthy the character has the choice of clothes. The UN recommended wearing apparel is a generalized design consisting of pants, shirt, boots, jacket, hat, and gloves. This uniform can be dismantled and rebuilt to any cultural style. Colors include white, brown, grey, and sand.

## Food

### FOOD VALUES

Value of food in ounces or cups if in liquid form

### BREADS

Hard Rolls	1.00
Cake	2.00
Biscuits	1.00
White	0.50
Wheat	0.75
Cookies	0.50
Soda Crackers	1.00
Doughnuts	2.00
Oatmeal	1.00
Pancake	1.00
Cinnamon Roll	1.50

### FRUITS

Orange	1.00
Raisins	0.50
Apple	1.00
Peaches	1.00
Yogurt	1.50
Pineapple	1.00

### CANNED

Peaches	1.50
Pineapple	2.00
Spaghetti	2.50
Potato Salad	1.50
Beets	1.50
Corn	1.50
Vegetables	1.00

### MAIN DISH

Liverwurst	2.50
Egg Salad	2.00
Turkey	2.50
Tuna Salad	3.00
Hot Dog	2.00
Creamed Beef	3.50

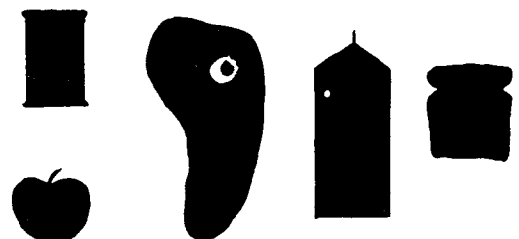
Chili Dog	3.00
Ham on Rye	2.00
Bologni	2.00
Peanuts	1.00
Ham	1.00
Hamburger	2.00
Steak	2.50
Chicken	1.50
Eggs	.50
Bacon	1.50
Tuna	2.00
Fish	1.00
Beef Pie	3.50
Sardines	1.00
Chile	3.00
Lobster	2.00

### LIQUIDS

Canned pop	0.50
Milk	2.00
Beer	1.50
Wine	1.00
Booze, most	0.50
Scotch	3.00
Brandy	3.00
Rum	3.00
Maple Syrup	1.00
Hot Chocolate	1.50
Butter	1.00
Chocolate	3.00

### RATIONS

Liquid	5.00
Cake	2.50
Meal Pack	8.00



## Alternate Worlds

Creating the alternate worlds necessary to play Fringeworthy is the hardest task confronting the GM. In the hope of aiding the GM in this area we have listed below the first eight alternates from the first playtesting campaign. Always bear in mind that all of these worlds must remain accessible to the GM in case the players decide to reenter one sometime in the future.

I. Somewhere in the remote history of this world the sun captured a wandering star, drastically changing the solar system in the process. The earth in this alternate has moved closer to the sun and in fact has an extra sun in its sky. The first and only IDET member to enter through the warp was lucky to return a few moments later with only a severe sunburn.

II. In this world the British empire never dwindled. In fact it had continued to expand until it consisted of a sizable portion of the world. The ring station which the first team stepped out of was located in the colonial Americas where the technology is circa 1870s and thoughts of rebellion against the British Crown are once again growing.

III. This third alternate was quickly found to be the city of Chicago buried under almost a mile of glacial ice. The last records found in the city showed that the ice had overtaken it around 1957 A.D. The site is now the location of a semi-permanent IDET scientific base.

IV. The fourth portal warp opened into a semi-rural area of Minnesota in the United States. The first all American team to step through found a world of conquered people under the rule of a harsh communistic government. They returned with their report after only minor incidents. The next team was not as lucky.

V. The first team to this world stepped out of a full ring station into a world that had been shattered by war. Investigation showed that this had probably been a minor home world of the Tehrmelern. It was here that the Mellor were first encountered. There were few survivors.

VI. Stepping out of a solid ring the first team to enter here found a small, easily circumnavigated world that apparently had only one exit. This was the first of many artificial universes known as "pocketstops." Several interesting objects were found in this world which was later identified as having an earth origin. This garbage dump of material from other worlds is suspected to be still pulling people and objects from the close alternate earths.

VII. A portal warp leads one into a dense rain forest where one can easily lose sight of the warp. The indigenous savages killed all but two of the first IDET investigation.

VIII. This world is taken out of Earth's past. The portal ring lets one into a large building{Lodge?} that extends into an immense pine forest. Once thought to be a hunting lodge the world is inhabited by large furry humanoids and dinosaurs.

"SOME WHERE BETWEEN HEAVEN AND HELL  
IS THE FRINGE"

Hatsumi

The Fringes are taken for granted or considered a waste of taxpayers money by the press. They fail to see the spinoffs and the apparent world peace that began after the Antarctic ring station was discovered. Now, even as I lecture to you, a thousand researchers are finding new ways to improve the lot of mankind with technologies secured from those useless portals to the universe. Useless Portals?

Even if only one in a hundred thousand is able to travel the pathways, the cost is worth it.

Can we turn back now?

Humanity has inherited the stars from the Tehrmelern. We know about the Mellor, the spiders on Proxima, and the 90 closest worlds. Can we turn our back on the suffering on Alternate +7.7? Should we aid a plague ridden world that we can help without their knowledge? Do we shut the door on the responsibility of aid to needy cultures that may become extinct without us?

There is no turning back.

We are the Tehrmelern now.

The fringe as we have named it is a mixture of heaven and the horrors of any hell you could believe in.

I've lost good friends to the fringe and escaped death many times. I've known adventure that most men will never know.

Regardless of what the papers say, I'm going out there again.

I'm glad I was born Fringeworthy.

Col. Edward Powers  
"Portals and Pathways" lecture  
University of Michigan, May 1994

FRINGEWORTHY will be supported by a wide variety of playing aids, including:  
THE FRINGEWORTHY GM's SHIELD  
WORLD LOG BOOKS  
ADVENTURE PACKS  
PORTALS AND PATHWAYS The quarterly book of new information and worlds.

Look For  
WEIRDZONE, THE MELLOR ATTACK ON EARTH  
in November of 82.

# Tri Tac Games

## DAMAGE MULTIPLIERS

ROLL	0.25	0.50	0.75	1.00	1.25	1.50	1.75	2.00
1	0	0	1	1	1	1	1	2
2	0	0	1	2	2	2	3	3
3	0	1	2	3	3	4	5	6
4	1	2	3	4	5	6	7	8
5	1	2	3	5	6	7	8	10
6	1	3	4	6	7	9	10	12
7	1	3	5	7	8	10	12	14
8	2	4	6	8	10	12	14	16
9	2	4	6	9	11	13	15	18
10	2	5	7	10	12	15	17	20
11	2	5	8	11	13	16	19	22
12	3	6	9	12	15	18	21	24
13	3	6	9	13	16	19	22	26
14	3	7	10	14	17	21	24	28
15	3	7	11	15	18	22	26	30
16	4	8	12	16	20	24	28	32
17	4	8	12	17	21	25	29	34
18	4	9	13	18	22	27	31	36
19	4	9	14	19	23	28	33	38
20	5	10	15	20	25	30	35	40
21	5	10	16	21	26	31	36	42
22	5	11	16	22	27	33	38	44
23	5	11	17	23	28	34	40	46
24	6	12	18	24	30	36	42	48
25	6	12	18	25	31	37	43	50
26	6	13	19	26	32	39	45	52
27	6	13	20	27	33	40	47	54
28	7	14	21	28	35	42	49	56
29	7	14	21	29	36	43	50	58
30	7	15	22	30	37	45	52	60
31	7	15	23	31	38	46	54	62
32	8	16	24	32	40	48	56	64
33	8	16	24	33	41	49	57	66
34	8	17	25	34	42	51	59	68
35	8	17	26	35	43	52	61	70
36	9	18	27	36	45	54	63	72
37	9	18	27	37	46	55	64	74
38	9	19	28	38	47	57	66	76
39	9	19	28	39	48	58	68	78
40	10	20	30	40	50	60	70	80
41	10	20	30	41	51	61	71	82
42	10	21	31	42	52	63	73	84
43	10	21	32	43	53	64	75	86
44	11	22	33	44	55	66	77	88
45	11	22	33	45	56	67	78	90
46	11	23	34	46	57	69	80	92
47	11	23	35	47	58	70	82	94
48	12	24	36	48	60	72	84	96
49	12	24	36	49	61	73	85	98
50	12	25	37	50	62	75	87	100
51	12	25	38	51	63	76	89	102
52	13	26	39	52	65	78	91	104
53	13	26	39	53	66	79	92	106
54	13	27	40	54	67	81	94	108
55	13	27	41	55	68	82	96	110
56	14	28	42	56	70	84	98	112
57	14	28	42	57	71	85	99	114
58	14	29	43	58	72	87	101	116
59	14	29	44	59	73	88	103	118
60	15	30	45	60	75	90	105	120
61	15	31	45	61	76	91	106	122
62	15	31	46	62	77	93	108	124
63	16	32	47	63	78	94	110	126
64	16	32	48	64	80	96	112	128
65	16	32	48	65	81	97	113	130
66	16	33	49	66	82	99	115	132
67	16	33	50	67	83	100	117	134
68	17	34	51	68	85	102	119	136
69	17	34	51	69	86	103	120	138
70	17	35	52	70	87	105	122	140

## DAMAGE MULTIPLIERS (CONTINUED)

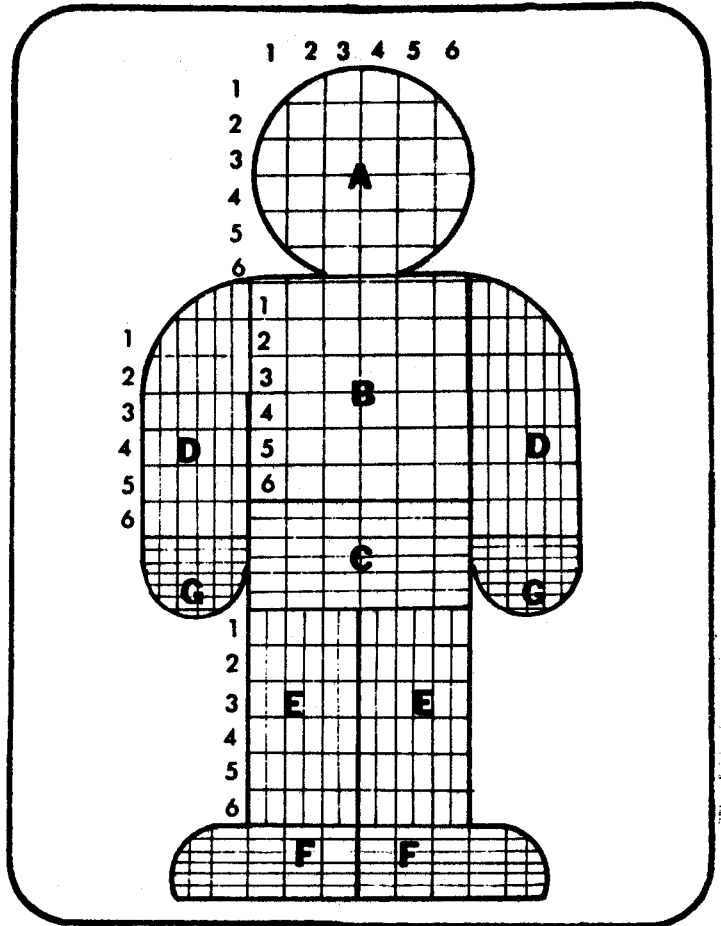
ROLL	0.25	0.50	0.75	1.00	1.25	1.50	1.75	2.00
71	17	35	53	71	88	106	124	142
72	18	36	54	72	90	108	126	144
73	18	36	54	73	91	109	127	146
74	18	37	55	74	92	111	129	148
75	18	37	56	75	93	112	131	150
76	19	38	57	76	95	114	133	152
77	19	38	57	77	96	115	134	154
78	19	39	58	78	97	117	136	156
79	19	39	58	79	98	118	138	158
80	20	40	60	80	100	120	140	160
81	20	40	60	81	101	121	141	162
82	20	41	61	82	102	123	143	164
83	20	41	62	83	103	124	145	166
84	21	42	63	84	105	126	147	168
85	21	42	63	85	106	127	148	170
86	21	43	64	86	107	129	150	172
87	21	43	65	87	108	130	152	174
88	22	44	66	88	110	132	154	176
89	22	44	66	89	111	133	155	178
90	22	45	67	90	112	135	157	180
91	22	45	67	91	113	136	159	182
92	23	46	69	92	115	138	161	184
93	23	46	69	93	116	139	162	186
94	23	47	70	94	117	141	164	188
95	23	47	71	95	118	142	166	190
96	24	48	72	96	120	144	168	192
97	24	48	72	97	121	145	169	194
98	24	49	73	98	122	147	171	196
99	24	49	74	99	123	148	173	198
100	25	50	75	100	125	150	175	200
101	25	50	75	101	126	151	176	202
102	25	51	76	102	127	153	178	204
103	25	51	77	103	128	154	180	206
104	26	52	78	104	130	156	182	208
105	26	52	78	105	131	157	183	210
106	26	53	79	106	132	159	185	212
107	26	53	80	107	133	160	187	214
108	27	54	81	108	135	162	189	216
109	27	54	81	109	136	163	191	218
110	27	55	82	110	137	165	192	220
111	27	55	83	111	138	166	194	222
112	28	56	84	112	140	168	196	224
113	28	56	84	113	141	169	197	226
114	28	57	85	114	142	171	199	228
115	28	57	85	115	143	172	201	230
116	29	58	87	116	145	174	203	232
117	29	58	87	117	146	175	204	234
118	29	59	88	118	147	177	206	236
119	29	59	89	119	148	178	208	238
120	30	60	90	120	150	180	210	240
121	30	60	90	121	151	181	211	242
122	30	61	91	122	152	183	213	244
123	30	61	92	123	153	184	215	246
124	31	62	93	124	155	186	217	248
125	31	62	93	125	156	187	218	250
126	31	63	94	126	157	189	220	252
127	31	63	94	127	158	190	222	254
128	32	64	96	128	160	192	224	256
129	32	64	96	129	161	193	225	258
130	32	65	97	130	162	195	227	260
131	32	65	98	131	163	196	229	262
132	33	66	99	132	165	198	231	264
133	33	66	99	133	166	199	232	266
134	33	67	100	134	167	201	234	268
135	33	67	101	135	168	202	236	270
136	34	68	102	136	170	204	238	272
137	34	68	102	137	171	205	239	274
138	34	69	103	138	172	207	241	276
139	34	69	104	139	173	208	243	278
140	35	70	105	140	175	210	245	280



# Equipment Sheet

CHARACTER \_\_\_\_\_

EQUIPMENT CARRIED



ARMOR VALUE

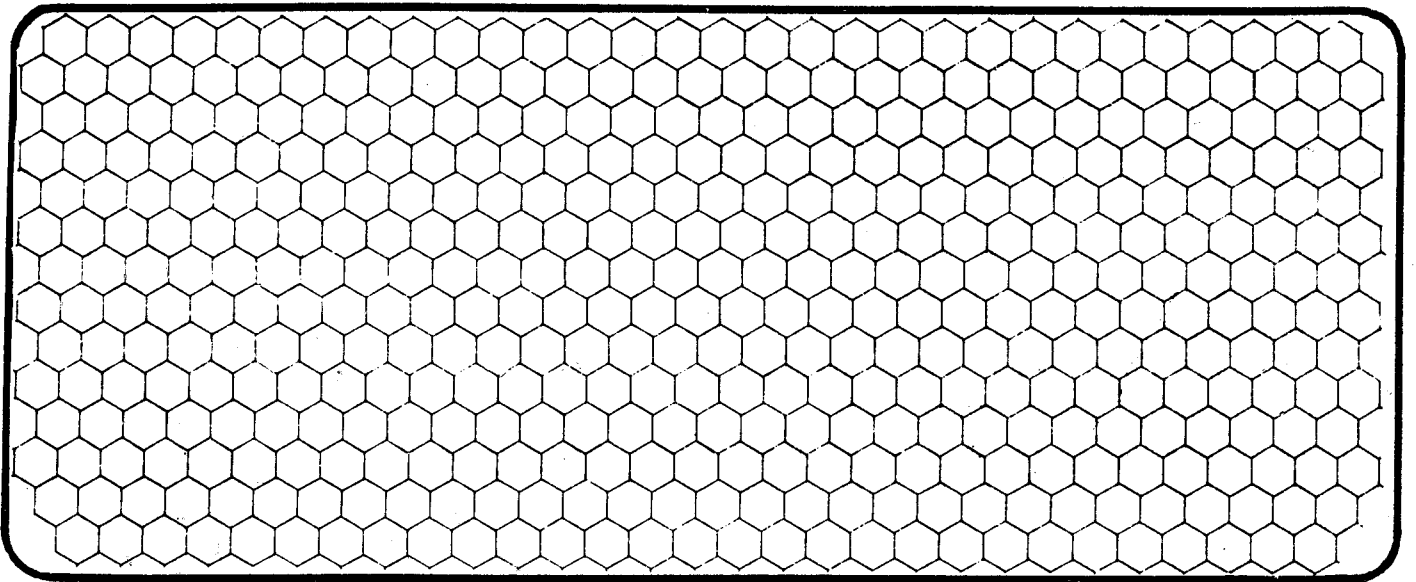
ROF	AMO	PB	VS	SH	ME	LO	VL
ROL	CYC						
CAP	WTE						
MIS	SPC						

ROF	AMO	PB	VS	SH	ME	LO	VL
ROL	CYC						
CAP	WTE						
MIS	SPC						

SPECIAL WEAPONS

LOCATION



GENERAL INFORMATION

- ATMOSPHERE
- TEMPERATURE
- GRAVITY
- COMPATABILITY
- STAR TYPE
- LUMINOSITY
- WORLD SIZE
- MOONS
- ROTATION {HRS}
- % H<sub>2</sub>O
- POPULATION
- TEMPERAMENT
- WORLD TYPE
- ERA
- TECHNOLOGIES

SPECIAL INFORMATION

# **FRINGEWORTHY INDEX**

## Tri Tac Games

Because of the popularity of Many of the Tri Tac RPG's that have been out of print and the Requests by Gamers and Fans, Tri Tac Games has brought back the 1983 edition of the original **FRINGEWORTHY INDEX** in this PDF Format.

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Richard Tucholka & Tri Tac Games

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TRITAC GAMES.COM

A rectangular box with a thick black border containing the following text:

**Tri Tac Games**  
tritacgames.com  
tritacgamers.com  
tritacsystems.podbean



# FRINGEWORTHY INDEX

## A

Abdomen (hit locations), 58  
 Accuracy (ACC), 7  
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# Portals to Infinity...

A half-million years before history, so have called the Tenebrion "tribe" a vast network of portals and pathways that spanned the galaxy and crossed dimensional lines. For tens of thousands of years, the Tenebrion traveled and traded the pathways, spreading their love of peace.

Their ultimate objective was enforced, thereby, would the Tenebrion and their vast achievement.

In 1799, a Japanese Antarctic research expedition made an earthshaking discovery that would forever change man's role in the universe.

The alien portal system they found, which deep in the ice revealed an easy path to the stars and beyond.

As the United Nations took control of the first station, a second portal was discovered in Canada, and a third in the Soviet Union.

An specially equipped team attempted to pass through the portal, it was discovered only one in one hundred thousand could make the transition onto the pathways.

A desperate worldwide search was begun to find and train those people with the unknown quality. The discovery that allowed their access through the gates the world brass name fringes.

They come from every walk of life, and outside, the young, the old, the rich, the poor, the unscrupulous and the hopeful.

These are the FRINGEBORTHER.

The New Age of Exploration Has Begun.  
... .. A Horror is Waiting.