

LASERBURN

sci.fi. combat rules



by Bryan Ansell



LASER BURN

sci. fi. role playing rules

These rules were written originally as an adjunct to the various Sci Fi role playing rules available, to give a detailed and satisfactory method for simulating the heroic deeds of our characters in the assorted robberies, skirmishes and boarding actions they were involved in. But they soon grew to be a set of self-fulfilling Sci Fi rules that can be used as a role-playing system in their own right.

LASER BURN rules are designed around a game involving about 12 to 20 figures a side, but can be used successfully with far fewer or many more.

You can use Laser Burn as a method of resolving combat situations in your role-playing Sci Fi campaign, or you can use them as we do, to play a connected series of games which will form a kind of saga involving your own characters.

We use them mainly to simulate battles involving roving bands of space pirates, outlaws and revolutionaries, intent on committing sundry felonies, versus the forces of Law and Order, or rival groups.



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With special thanks to Tony Ackland and Tony Yates for inspiration and ideas.
And to Tony Yates for all the nice drawings.

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The Rules

Begin with a simple starters scenario, perhaps a band of outlaws raiding the bank in a frontier town on some far-flung arm of the Galaxy, or revolutionaries springing a comrade from prison. The deviser of the scenario can act as both Umpire and commander of the opposition; the police, or perhaps a detachment of Imperial Infantry. Even members of the dreaded Imperial Inquisition!

Each of the outlaw players should have a personal figure, representing himself, and a group of followers under his command, in sufficient numbers to cope with the situation. For their first battle they should have fairly low characteristics (Conscripts), though the character figures could be given special abilities (usually only one) each, and be armed with simple side arms. As the characters and their men progress (assuming they survive) they will gain skills and greater abilities, wealth, and more sophisticated weaponry and equipment. Record the performances of all individuals involved in each action, so that improvement in characteristics and skills can be gained using the experience rules.

After the action one of the participants should be assigned the role of creator and umpire of the next scenario, he then devises the scenario and invents the plot line to connect it with the situation at the end of the last action. Thus the epic tale of the deeds and adventures of your heroic band of adventurers unfolds without recourse to campaign rules or complicated logistics.

A group just beginning their life of adventure will involve themselves in small scale raids and skirmishes while they build up their combat prowess and buy or steal themselves a good selection of hardware. Then the universe becomes their oyster; they can hire themselves out as bodyguards, mercenaries, assassins, start a revolution, go space pirating, become bounty hunters or fight a gang war. It is well worth setting their exploits down on paper so you have a permanent record of their saga as it unfolds, memorable characters (friend or foe) can be reintroduced to provide interest and continuity - the law enforcement officers you gutshot in that barfight on Andorous, way back when you were still streetpunks on the prod, reappears as your company commander when you sign on as an assault commando in the Glaxite Revolutionary Army, will he recognise you? You'd certainly be best advised to watch your back.

Individuals who receive a disabling wound during the course of a scenario will need time to recover and they cannot take part in the next action(s) (throw a D6 to determine the number). It is a good idea never to allow your personal character to die, a close quarters exchange with energy weapons is a deadly affair, and unless you steer clear of all the excitement you are certainly going to get yourself 'killed' periodically, so count a kill result on your personal figure as a disabling serious wound, and count no experience for your exploits in that episode. While 'you' recuperate you can run a secondary character. OK, so its not too realistic, but Sci Fi heroes (nearly) always get to live to fight another day.

The Scenario

The creator of the scenario should try to keep things fairly evenly balanced, the temptation is to allow the balance to swing towards the adventurer, but resist that impulse! if the situation is tough, and things don't go their way, they should know enough to pull out and cut their losses when things get sticky. Give them an experience bonus if they do manage to sensibly beat a fighting retreat. If things do end disastrously, they'll only find themselves incarcerated in a prison hospital, or the sickbay of a penal colonisation ship, or maybe the storage section of an organ bank, good starting points for a new scenario. If they do win through, then they'll enjoy their victory all the more for knowing they've been in a fight.

If a group wants to improve their armoury, they can rely on stealing from the bodies of their enemies, or they can obtain money with which to buy them.



Of course, much of the equipment used by regular troops isn't available to the general public, and must be bought on the underworld blackmarket, if you can find it and if you can afford it. Thus, on the weapons and equipment cost charts, a percentage chance is given for non-official bodies or persons being able to buy a particular weapon on the open market, the weapon will be supplied with one full load of ammunition, but further loads must be diced for.

On densely populated worlds, the megacity underworld can provide anything, for a price, if an item is determined as not being generally available it can still be purchased, but at ten times the normal price! Characters with good connections will be able to find a similar source for difficult to obtain armaments in their locale, they may even like to set themselves up as arms merchants or gun runners.

It is worth spending some time on your scenarios, give them a bit of background, and flesh out any characters you introduce, and you will be well rewarded with both your own and the players enjoyment of the action. Here are a few suggestions to give you a starting point for your own creations:-

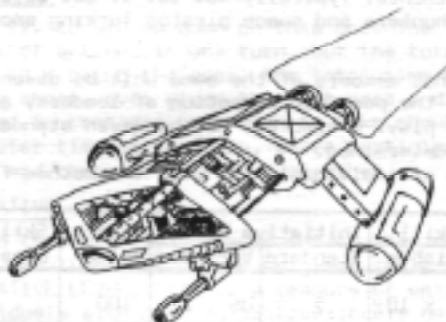
ENCOUNTER AT SPAGETTI JUNCTION

A running battle against city street gangs or organisation assassins across the lanes of a huge, immensely complex, megacity traffic junction. Fast moving traffic lanes; a good chance of getting crunched trying to get across. Pedestrian, high speed, moving pavements. Traffic robots programmed to capture jaywalkers. Shooting across traffic lanes will give a chance of hitting a vehicle; possibly causing a pile-up, certainly bringing DIO police with needle guns and gas grenades.



SEWERVILLE SHOOTOUT

Bounty hunters seek political extremists (Android Liberation Frontists) amongst the derelicts and wireheads living in the world of tunnels and conduits beneath a megacity, they must be brought back alive to be worth anything, the Imperial Inquisition wishes to make an example of them. Battle through sewers where the flash of a laser causes blinding goutts of steam. Electricity conduits where a stray gyrobolt could send broken high tension cable whipping crazily about. Poison gas pockets. Giant mutant rats. Service robots. Roaming bands of crazed outcasts turned cannibal.



FOR A FEW GONADS MORE

Spaceship boarding action. Hand to hand combat in narrow corridors. Neither side dare puncture the skin of the spaceship, so low settings are used on lasers, light wounds and blind results only, missile weapons use plastic bullets, light wounds and KO's only. Gas grenades, needles and hand weapons are the order of the day. Force blades cutting through internal bulkheads. Panic stricken passengers hinder friend and foe alike. One of the ship's officers is an Organlegger Baron travelling incognito, capture him alive and discover the hiding place of a fortune in black-market genetillia; frozen in secret silos on one of the many moons of far Gnosticus.

SHOT BY BOTH SIDES

The players hire out to the Imperial Inquisition as assassins. Heavily armed, they are infiltrated amongst the foreign delegates at the court of King Grotapox The Fletulant; One third of the King's dreaded Black Guard have been bought off, but it's impossible to tell which ones. Not only the King, but also the foreign delegates and their bodyguards (fortunately only armed with ceremonial swords) must die; so that the attack can be blamed on Red Redemptionist fanatics.

Unexpectedly, a group of genuine Red Redemptionists in full ceremonial robes, and armed to the teeth; obviously honoured guests, appear amongst the throng. Have the players been sold down the river? The only thing for certain is that the Inquisition demands success or death(!)

Creating your army

Each individual's combat prowess, or lack of it, is characterised by three numbers representing; WEAPON SKILL, COMBAT SKILL and INITIATIVE LEVEL. In addition, some individuals will have certain Specialist Skills.

WEAPON SKILL

Gives the basic percentage chance of hitting a target at point blank range with a missile weapon.

Basic weapon skill (that of an individual trained to a reasonable level of competence) is 120.

Only characters and heroes may have a weapon skill of over 180.



INITIATIVE LEVEL

Is a difficult concept to define exactly, but is nevertheless very important indeed, it includes such things as speed of reaction, agility, general combat sense and awareness, and the ability to make the right move in a dangerous situation.

Basic Initiative level is 10.

Only characters and heroes may have an initiative level of over 18.

COMBAT SKILL

This gives the basic chance of landing an effective blow in close combat.

Basic Combat Skill is 50.

Only characters and heroes may have a combat skill of over 90.



An individual's Weapon Skill, Combat Skill and Initiative Level may be conveniently summarised by three numbers; thus

120. 50. 10.

Civilians and innocent bystanders will usually have pathetically low scores in all departments. Typically 40. 10. 1. But watch out for the retired bounty hunters and space pirates lurking amongst the crowd!

We strongly recommend that members of the same unit be given the same skill scores, with the possible exception of leaders, as this greatly simplifies play. Characters may be given standard values for their type, or their score randomly determined.

Below we give standard values for various types of individual, and also the method for randomly determining the scores for each type.

Figure Type	Weapon Skill		Combat Skill		Initiative Level		Points Value	Skills Dice
	Standard	Variable	Standard	Variable	Standard	Variable		
Conscript or New Recruit	80	(2D6 + 1) x10	40	D6 x 10	5	D6 + 2	100	
Regular Soldier	110	(4D6 - 3) x10	55	3D6 x 5	10	4D6 - 1	200	
Elite Soldier	130	(4D6 - 1) x10	65	3D6 x 6	12	3D6 + 2	300	D6*
Grizzled Veteran	150	(4D6 + 1) x10	70	2D6 x 10	15	4D6 + 1	450	D6**
Hardened Space Pirate	100	(4D6 - 4) x10	80	3D6 x 8	15	4D6	300	D6***
Hero	180	(6D6 - 3) x10	100	3D6 x 10	20	5D6 + 2	700	D6#

SPECIAL SKILLS (SKILLS DICE)

Dice Score	Number of Skills					
	1	2	3	4	5	6
*	0	0	1	1	1	2
**	0	0	1	1	2	3
***	0	0	1	1	D6	D6
#	0	0	D6	D6	D6	D6

Special abilities can be chosen for personal figures, but should be determined randomly for others.

The points values given can be used together with the credit values of weapons and equipment, to give a basis for two players to choose balanced opposing forces of approximately the same strength. In games where the sides are chosen by an umpire they can be safely ignored, and the forces balanced by 'fee' and by situation.

ALIENS

Aliens may be given characteristics and special skills which accentuate their special qualities: speed, strength, ferocity or whatever.

Use human factors as a basis on which to build these special characteristics.

We hope to produce a supplement dealing with specific alien types.

Scales

GROUND SCALE

1 Centimeter equals 1 metre for both 15 and 25mm figures.

It may seem unusual to use the same ground scale for both 15 and 25mm figures, in fact there's not that much difference between the space taken up by a 15mm figure on a base and a 25mm. We did originally use a smaller ground scale, but it just slows up the game as far as movement is concerned, and the range that figures need to be apart for accurate hand-gun fire becomes so small that the physical mechanics of the game becomes fiddly. When 15mm figures are used on ship or building plans, you might like to reduce movement distances by half, but we recommend that ranges remain the same.

TIME SCALE

Don't try to pin me down on this one! The individual can rush around and perform quite a number of actions in one turn, but the total time they would take can only be numbered in seconds. This being the case, the total time for a battle (often 10 to 12 turns) seems unrealistically short, even given the fast pace and devastating weaponry of the battlefields of the future. So consider each turn to take about one minute, a few seconds of frantic activity and a greater time in inaction, where participants catch their breath, pause to assess their next move, and communicate with each other.

INITIATIVE

Though theoretically the movement of the individuals involved in an action can be considered as being simultaneous, on the Wargames table they move and fire in a set order, depending on their INITIATIVE LEVEL, this is a measure of speed of reaction, agility and general combat sense, individuals with high initiative levels gain the advantage of being able to move and fire if they wish.

Call off initiative levels in descending order, starting with the highest present on the table. As soon as an individual's initiative level is called, place a marker next to him, he may now move and/or fire whenever he likes; immediately if he wishes, remove the marker once he has moved. Continue down the list of initiative levels until all individuals present have had their level called, give all those still possessing markers a last chance to move/fire; and the turn is over.

An individual may fire at any time before his initiative level is called, but his chance of scoring a hit is halved, and he may not move at all that turn.

Combat is considered to take place after 5 movement is over.



INITIATIVE LEVEL MODIFIERS

Carrying more than 5 hand weapons/grenades	-3	Dazed	-5
Carrying a heavy weapon	-5	Dazzled	-5
Carrying a shoulder weapon	-3	Shaken	-10
Wearing light armour	-2	Using autoranger	+3
Wearing power armour	-5	Using shield	-3
Wearing Dreadnought armour	-10	Totally unarmoured	+5
Each light wound	-4		
Each serious wound	-10		

MOVEMENT DISTANCES

Movement	
Walking	10m.
Running	20m.
Crawling	3m.
Diving	5m.

ARC OF FACING

Individuals are considered to be 'looking at' the area contained within a 5% arc of either side of the direction the figure is facing. This in no way limits their view in all other directions. The 'arc of facing' merely delineates an area within which individuals will be particularly aware of any activity; one is added to his reaction throw against anyone who first appears in his arc of facing, thus he may attempt to cover an area, simply by electing to face towards it.

Arc of facing can be difficult to handle on the tabletop, because disputes easily arise over which direction a particular figure is facing, it is helpful to make a mark on the front and back of each figure's base, through which a line can be considered to project, marking his direction of facing. This shouldn't really be necessary of course, as we all play our games in a spirit of happy cooperation, playing for the thrill of the adventure, and relishing the action for its own sake, win or lose; don't we? Anyway, if you find yourself arguing interminably over arc of facing rules, or you have That Kind of Opponent, you'd best ignore the various rules involving facing (changing targets etc.); your loss!

Fast draw

In confrontation situations, such as in a duel situation where two characters are trying to draw and fire on each other simultaneously, or suddenly spot each other and both open fire.

The individual with the highest initiative level is likely to get the first shot in, however, his opponent may get lucky, or he may be having an off day. So to decide who fires first, add initiative level to the score of a D10, subtract 5 if having to draw or unslung a weapon, and add 10 if 'lightning fast'.



But I only asked
the way to 45th
street!

Actions

Most actions take a third of a move:-

- Kneeling from standing
- Lying from standing
- Kneeling from lying
- Resting a weapon
- Drawing a weapon
- Taking out a grenade, magazine, battery etc.
- Ejecting spent magazine, battery etc.
- Picking up an item from the ground
- Firing two shots - semi-automatic
- Firing five shots full-automatic
- Igniting jet pack
- Throwing a grenade
- Firing single shot



Some take longer:-

- Full move - Taking item from a body, unconscious individual etc.
- 2/3 move - Loading new magazine, battery etc.
Any other actions you require to make may be slotted in as appropriate.

HOWEVER. No more than one single shot, three semi-automatic, ten full-automatic shots may be fired in one move.

NO actions other than firing may be made while running.



Combat

When two opposing individuals come within 1.m of each other, either of them may initiate combat. They will remain in combat until one of them decides to move away, the individual moving away cannot fire that round, thus greatly disadvantaging himself.

To determine who wins each round of combat, take each combatant's combat factor, as modified below, and add the score of a D100, again as modified below. The individual with the highest score is considered the 'winner', and has a chance equal to his combat skill of scoring a hit, he may also push his opponent back up to 3m. if he wishes.

An individual may decide not to attempt to strike his opponent, contenting himself with merely defending his own person, he may then double his dice throw. If he wins the combat, he does not score a hit, but he may push his opponent back.

Where the combat involves several attackers against one individual, all involved in the combat throw as normal, and each of the outnumbering side's scores are separately considered against that of the individual, so he may strike one or more of his opponents, and be struck himself by the others. Strike order is determined by initiative level.

COMBAT FACTOR MODIFIERS

Attempting to fire a handgun	20	Each opponent above one	-50
Attempting to fire a shoulder arm	30	Using two weapons	-30
Attempting to fire a heavy weapon	10	Using wrong weapon hand	-30
Using a knife	70	Each light wound	-20
Using a sword	100	Each serious wound	-60
Using a power glove	60	Higher than opponent	20
Using an armoured fist	30	Diving/running into combat	20
Using bare fist	-30	Attacking from behind	50
Winner of the preceding combat round	40	Opponent using power glove	-30

COMBAT THROW MODIFIERS

Full light armour	x 1½
Power armour	x 4
Dreadnought armour	x 8
Using two weapons	x ½
Attempting to fire a weapon	x ½
Defending only	x 2



USING TWO WEAPONS

An individual may use two weapons simultaneously (presumably one in each hand); fighting with one and attempting to fire with another if he wishes. The dice throw for each is halved.

FIRING IN CLOSE COMBAT

An individual wishing to fire at his opponent in combat must state his intention before his throw is made, the throw is then halved. If he is the winner he may fire one shot only, all out hand arms halve the chance of hitting.



WEAPON BREAKAGE

When neither combatant 'wins' the combat, they are assumed to have blocked each others blows, this is assumed to have involved their weapons making contact, and powerful hand weapons will destroy any weapon held by an opponent. Power gloves will destroy any weapon. Force weapons destroy all except power gloves. Monomolecular weapons destroy all except force weapons and power gloves. Unarmed figures involved in combat are considered to have dodged, and suffer no effect.

FIRING INTO COMBAT

Trying to aid a comrade involved in combat by shooting his opponent is often tempting, but is fraught with danger, as in the toss and tumble of close combat, you are as likely to shoot your friend as your target; of course you may not care! So it is permitted to fire into combat, but if a hit is scored, dice to see which combatant is hit, with equal chance for all involved.

POWER GLOVES

Power gloves are treated slightly differently to other combat weapons. If a power glove gets a good grip on ANYTHING it will rip through it. If the wearer of a glove 'wins' a round of combat, he is considered to have got a grip on his opponent (throw for location as normal). If the victim wins the next round of combat he has succeeded in immediately breaking free, and only suffers a light wound, power and Dreadnought armour test for malfunction. If he doesn't break free, tough shit, the affected part of his body is ripped off or apart, this always disables(!), at least.

A power glove may be used to smash through any door in one turn, it may tear a hole big enough to step through in any wall in two turns, it only takes ½ turn to punch through a firing or observation hole. Power or Dreadnought armour is occasionally found fitted with one or even two power gloves.



Firing

The weapons of 'Lazerburn' are devastating in their effects: they are light and easily manageable, made of armorplating or light alloy, have virtually no recoil, and have a high rate of fire. All you need to do is point and pull the trigger. So, if you get yourself caught in the open, you're a dead man, survival means making use of cover and smoke, and using the initiative rules so that you NEVER, NEVER expose yourself to a clear shot.

An individual's Firing Factor gives his basic percentage chance of hitting a target before deductions for range and other variations. This basic chance is often greater than 100%, but the final chance to hit is usually much reduced.

Each weapon has a set deduction from the chance to hit per % of range (see range modifiers chart), go to the FIRING VARIATIONS CHART for further modifiers according to circumstances. You should reach a final figure giving the percentage chance of hitting with that shot, to score a hit you must throw this number or less on a D100.

HOWEVER - 1) If you throw a DOUBLE the shot has missed its intended target.

2) EVERY shot has at least a 2% chance of hitting its target, even if after modifications the chance of hitting should be a negative number. (see stray Shots rule).



THE REACTION THROW

If an individual wishes to fire at a target who was not visible in the previous move, or wishes to get a shot off at a target who disappears before moving half some distance, must make a reaction throw. This is normally a 5 or 6 on a D6, but may be improved by acquiring 'lightning reactions' ability.

If the individual is unable to fire at the desired target, he can still fire at any available alternative target.

BATTERY AND FUEL CAPSULE EXPLOSIONS (Full rules only)

If a hit is scored and the target is carrying stonic batteries or chemical fuel capsules there is a chance of them, and him, going up in a gout of flame and smoke. Each battery or capsule has a 1% chance of exploding as a High Explosive grenade, each time their bearer is hit or caught in an explosion. DOUBLE this chance for hits by handflamers, incendiaries and conversion beams.

HIT LOCATION

To see where the victim of a successful shot is hit, throw on the Hit Location Chart:

Dice Throw	Basic Position	Full Rules Only
01 - 10	Head	
11 - 20	Right Arm	16-20 weapon if in R/Hand
21 - 30	Left Arm	21-24 weapon if in L/Hand
31 - 50	Upper Body	
51 - 70	Lower Body	
71 - 85	Right Leg	
86 - 100	Left Leg	

If the target is unarmoured on that part of the body, he has suffered a wound, go to the injury tables for effect.

If he is armoured, first go to the penetration table to see if the shot penetrates and causes a wound.

Even if the shot does not penetrate, there is a chance of the target being knocked down or knocked out, see Failed Penetration Table.

If a serious wound is caused, the target will be knocked out.

Individuals who are KO'd will fall over and remain motionless until the move they throw a 6 on a D6. For the rest of the game they are considered 'dazed'.

If the part of the target located by the dice throw is



obscured by cover, then the cover must first be penetrated before an attempt may be made to penetrate any armour, or a wound may be caused. Bolt rounds explode on contact, and so will not hit targets obscured by cover, even if they penetrate, they will however punch a hole which a subsequent round may go through.

DUCKBACKS

If the target is hit, or the shot is stopped by armour, force bubble or cover, then there is a chance of the target being forced to duck behind cover or dive to the ground.

This chance varies with armour class, throw for EACH shot;

Dreadnought	05	Flak, Mesh or None	50
Power armour	10	Force Bubble	20
Light armour	20		

A score less than or equal to the above, causes the individual to duck back if behind cover, or dive behind cover or to the ground if in the open. He must remain there for the remainder of the current move, and all the next, he may make no action other than rolling or crawling.

FORCEFIELDS

Throw for penetration of forcefields and bubbles exactly as for armour. A bolt round striking a field will explode, and so cannot harm any occupants. However, it may sometimes explode just inside the field, and if this happens with a force bubble, the occupant may be concussed, and the force field may fail.

Throw for each bolt that strikes a personal force bubble, with a 10% chance of exploding inside. This gives a 30% chance of K.O'ing the occupant, and a 30% chance of destroying the field, in any case the occupant will be dazed.

When the occupant of a field wishes to fire, he must use a weapon adaptor, which causes the field to flick momentarily off. Each enemy shot has a 10% chance for each time the field is flicked off of slipping through unhindered.

OVERLOADING FORCEFIELDS

Pouring fire into a forcefield may cause it to fail, if a force bubble is HIT by at least 4 shots in one round, there is a 30% chance of it failing, force fields must be fired into by 12 shots per metre radius.

Fields which fail due to bolt explosions or overloading come back into operation on the move a 6 is thrown on a D6.

STRAY SHOTS

Trace the path of each shot fired, each individual within 1/2n. of the line of flight has a 2% chance of being hit by each shot, INCLUDING the target, thus if 10 shots are fired fully automatic, there is at least a 20% chance of the target being hit, regardless of adverse modifiers.

SEMI-AUTOMATIC AND FULLY AUTOMATIC SETTINGS

An individual wishing to fire on semi or full automatic setting must announce this before he fires, he throws to see if each shot hits in turn, and may cease fire at any time. Penetration and reaction is not resolved until firing is over. Thus his decision to continue or cease fire will be based purely on whether or not the shot hit its target not its effect.

USING TWO WEAPONS

Two weapons may be used simultaneously, with suitable deductions from accuracy, even shoulder arms are light and manageable enough to be fired one handed, again with deductions from accuracy. If both weapons are fired at the same target, then no further penalties apply. Both weapons may be fired at different targets within the facing arc, with each halving its chance to hit.

CHANGING TARGETS

When firing semi or full automatic, targets may be changed without penalty providing they are both within the arc of facing. Changing to a target outside the arc is only possible if a reaction throw is taken, and entails a 10% reduction in accuracy for each 10% turned through.



BLINDED INDIVIDUALS

Sometimes figures who have been blinded by a flare or mininuke explosions may still wish to try and fire. Use the distortion field template, throw two D10, one counting plus and one minus, the resulting total is the number of points round clockwise from the intended direction of flight, the path of the shot(s) should be moved. A negative result gives the number of points anticlockwise. Throw for each potential target within 1/4 of the line of flight as per 'Stray Shots' previous.

WEAPON DAMAGE (Full rules only)

When a hit is scored on a weapon, throw for penetration as for light armour, a penetrating hit destroys the weapon, and the shot goes on to hit its target. There is an equal chance to that of the penetration, of the weapon being knocked out of its bearers hands. If a hit on a weapon fails to penetrate, then the next time it is fired there is a 10% chance that some malfunction will occur. The nature of the malfunction depends greatly on circumstance and the type of weapons involved, and so is best left to the umpires discretion: a hit by a needler is unlikely to do more than cause a temporary jam, chemical fuel weapons are prone to bursting into flames, and weapons with automatic settings have been known to continue firing uncontrollably until their ammunition is exhausted! A penetrating hit has a 10% chance per atomic battery or fuel cylinder mounted on the weapon of causing it to explode as a HE grenade.

COMBINATION WEAPONS AND OTHER CUSTOMISED ARMAMENTS

One of the skills individuals may aquire is that of 'weaponsmith', this enables him to customise or even scratch build weapons to his own or other peoples requirements, providing he can get access to suitable workshops.

Multi-Barrelled Weapons

These may incorporate up to 6 barrels of the same or different types (occasionally highly exotic armaments, often of dubious efficiency, featuring a dozen or more barrels, and functioning as a heavy weapon(!)) will be encountered, these are highly prone to breakdown and are often found in the possession of greenhorn colonists who have been sold them by slick salesmen from 'Acne Alien Disintegrators Inc.' as the ultimate weapon system. Through their subscription scheme they receive, every month or so, additional weaponry of unlikely and complex design via the Galactic Mail, and so newly established settlements will often be found to be bristling with these devices, and itching to give them a try, fortunately they are equally dangerous to fire and target. Though the construction of these, as of any other weapon, is lightweight they must by their nature be on the bulky and unmanageable side, and so the individual barrels are less accurate than a conventional weapon; use the following firing modifiers on all multi-barrelled weapons:

Multi-barreled weapon used by a non-weaponsmith	-10%
Each extra barrel	-5%
Each type of weapon incorporated	-10%

As all barrels of the weapon will hopefully be pointed in the same direction the chances are that you're going to hit with most of them or miss entirely. So, if the first barrel hits, DOUBLE the chance of hitting with each of the others; if it misses, HALVE the chance with the others.

Additional Magazines

These may be provided to allow more than one type of ammunition to be selected. For instance AP, Dumdum and conventional ammunition for slug gun, or poison and sedative for a needler.

Selector Switches

These must be provided on multi-magazine weapons if there is to be a facility for switching from one to the other, they must also be provided on multi-barreled weapons if you want to be able to decide how many barrels fire at a particular time, an additional selector will be required if more than one weapon type is incorporated and all barrels are not to be always discharged at once, to decide or not, if a weapon is to be included in a salvo



Selectors will also be required if the different types of weapon incorporated in a design need to have different auto or semi-auto fire settings.

WEAPON MALFUNCTION

When using customised weapons, a double on the 'to hit' throw not only indicates a miss, but also that the weapon has jammed, if a full move is spent trying to unjam it there is a basic 80% chance of succeeding, reduce this chance by 5% for each additional barrel, magazine, selector or other fitting.

INITIATIVE LOSS

Players should submit plans of customised weapons to the umpire for assessment. Depending on their elegance and practicality, or otherwise, the umpire may wish to increase the chance of malfunction, and reduce accuracy, he will also decide how much the bulk and general unmanageability of the weapon reduce the initiative level of its wielder. In general, reduce initiative level by one for each 3-4 additional parts.

Weapons

NEEDLE WEAPONS

The chemical darts fired by needle weapons are so fine that nothing is felt when they enter the body; the drug, poison or sedative, takes three turns to have any effect, and nobody is more surprised than the victim when he keels over. So, when you fire a needle weapon, simply make a note of the percentage required to hit, do not make the throw until three turns later. If hit, the victim will collapse at the end of the turn, any shots fired will go wild (path determined by the umpire), grenades being thrown will go off in his hand, and if moving he will stumble forward half the intended distance before falling on his face. If the dart was poisoned he is dead (characters however will baffle science by making a miraculous recovery), if a sedative he is glassy-eyed and beaming, and quite incapable of movement for the rest of the action.

HAND FLAMER

The hand flamer fires a fine jet of burning chemical. It is fired as a normal hand weapon but the area will continue to burn until the chemical is extinguished. The area affected will suffer one hit each move, armour only need be penetrated once. A penetrating hit on the head will blind permanently. The flames will not go out until the move a 6 is thrown on a D6. If the target spends the whole move doing nothing but trying to put out the flames, he may have an extra throw, as may any friends who help him.

SUNGUN

The sungun fires a blast of superheated chemical at high velocity which covers the following area:-



Anything in blast area 'A' is totally destroyed, anything in area 'B' will be subject to D6 x Handflamer hits.

Only power and dreadnought armoured troops may safely use a sungun, others have a 30% chance of suffering the equivalent of a hand-flamer hit, only characters and Redemptionist Fanatics are likely to be crazy enough to try anyway!

CONVERSION BEAM PROJECTOR

The 4cm. diameter beam from the projector gains in power as it increases in length. It will burn through $\frac{1}{2}$ mm. of ANY solid matter for each metre travelled. The beam will deviate through forcefields and bubbles, as if they were distortion fields, leaving any occupants undamaged.

Armour thicknesses;

Light armour and shields	5mm.
Flak or mesh	10mm.

Power armour	50mm.
Dreadnought armour	100mm.

Causing a hole, however shallow, in power or dreadnought armour may cause a malfunction, see penetration section.

A hole in the head kills(!) - Always.

A hole in flesh up to 2mm. deep is a light wound.

A hole in flesh up to 5mm deep is a serious wound.

A hole deeper than 5mm. automatically disables if a limb is hit, kills if the body is hit

Because of the relatively slow progress of the conversion beam, it is possible to dodge it, given luck and agility, an individual making his reaction throw may dive out of the path of the beam.

Firing Variations

First and each successive shot semi-auto	-6
First and each successive shot full-auto	-10
Firer moving	-15
Firer running	-45
Firer stunned during action	-15
Firer under fire	-15
Firer dazzled	-45
Firer performing any action	-15
Firer wearing Power armour	-15
Firer wearing Dreadnought armour	-30
Firer using two weapons	-15
Using armour piercing/dum-dum ammo.	-10
Firer shaken	-5
Firer leaderless	-5
Firing shoulder arm one handed	-30
Firing heavy weapon one handed	-100
Firing slug gun or sng.	-15
Firing shoulder arm at close range	-20
Firing shoulder arm at point blank	-40
Firing immediately after jet-pack jump	-40

Each serious wound	-40
Each light wound	-15
Head wound	-15
Light wound on gun arm and firing hand gun	-30
Light wound on right arm and firing shoulder arm or heavy weapon	-15
Light wound on left arm and firing shoulder arm or heavy weapon	-10
Each 3m. of smoke obscuring target	-15
Target is flying	-40
Target is moving	-10
Target is running or prone	-30
Target is rolling or diving	-40
Target is behind cover	-10
Firing missile launcher at a moving target	-40
Firer using autoranger for direct fire	+10
Firer using autoranger for indirect fire	-20
Resting weapon	+10

Note:- Halve the chance of hitting when;

Firing at individuals in combat

Using the wrong (left) hand

Firing in advance of his initiative level call.

Target appears or disappears.

FIRING VARIATIONS CHART

Weapon	Deductions per Metre
Laser rifle	-1
Laser pistol	-3
Auto Laser	-2
Heavy Laser	-1
Bolt rifle	-2
Bolt pistol	-3
Heavy Bolt rifle	-1
Assault rifle	-2
Slug gun	-4
Machine pistol	-4
Hand thrown grenade	-4
Grenade launcher	-5
Missile launcher	-2
Hand flamer	-6
Needle rifle	-1
Hand needler	-3
Conversion beam	-1

RANGES	
0 to 5m.	Point blank
5 to 10m.	Close
10 to 20m.	Medium
20 to 50m.	Long
50m+	Extreme



BASIC CHANCE OF PENETRATION

Armour	Code	Percentage basic chance
Dreadnought armour	DN	-10%
Power armour	PA	10%
Light armour	LA	40%
Flak or Mesh	FM	60%
Personal Force Bubble	FB	10%
Force field	FF	20%
No armour	UA	100%



PENETRATION CHART :-Add or subtract to following to the chance of penetration

Weapon	RANGE					ARMOUR								Number of shots
	Point Blank	Close	Medium	Long	Extreme	DN	PA	LA	FM	FB	FF	UA		
Laser rifle	+10		-10	-15	-20					-10	-20	-15	+25	50
Laser pistol	+10		-30	-35	-40					-10	-20	-15	+25	20
Autolaser	+10		-15	-20	-25					-10	-20	-15	+25	60
Heavy Laser	+10	+5		-5	-15	+10	+15	+15	+5	+20	+10	+50		30
Gyro rifle	-5				-10	+20	+30	+30	+15					15
Gyro pistol	-5		-10	-20	-30	+20	+30	+30	+15					5
Heavy Gyro	-5	-5			-5	+35	+45	+45	+20					20
Assault rifle	+5		-5	-10	-15	-10	-5	-5						20
Slug pistol	+5		-15	-30	-45	-10	-5	-5						30
Machine pistol	+5		-20	-35	-50	-15	-10	-10						15
Armour piercing						+25	+30	+40	+20					
Dum Dun	+10	+5				-25	-25	-25	-10					
Explosions														
Area A						-15	-15	-10	-5					
Area B						-30	-30	-20	-10					
Area C						+50	+50	+50						
Direct hit with smoke or flare						-50	-50	-50	-40	-50	-50	-25		
Incendiary						+25	+25	+25	+15					
Force Blade						+30	+40	+40	+40	+10	+10			
Plasma Blade							+10	+20	+25					
Power Glove						+40	+50	+50	+30					
Other Melee Weapons						-50	-30	-20	-10	-10	-10			
Hand Flamer						+50	+50	+30	+45	-5	-10			

Lasers deduct 15% for every 3m. of smoke the beam passes through. Low power lasers deduct 20%.



EFFECT OF HIT CHART (throw D10)

Weapon	Dice Score	Head	Body	Limb
Lasers. Inner Blast Areas. Other Melee Weapons	1	Dead	Dead	Serious
	2			
	3	Blinded	Serious	Light
	4			
	5			
	6	Serious	Light	Light
	7			
	8	Light	Light	Light
	9			
	0			

MODIFIERS	
Dun Dun	-4
A.P.	+2
Penetrated LA	+2
Penetrated PA	+3
Penetrated DN	+4
Low power Laser	+2

Slug- Throwers. Heavy Lasers. Inner Blast Areas. Mono- Blades	1	Dead	Dead	Serious
	2			
	3	Blinded	Serious	Light
	4			
	5			
	6	KO'd	Serious	Light
	7			
	8	Serious	Light	Light
	9			
	0			

Incendi- aries. Gyrobolts. Force Blades. Hand Flamers.	1	Dead	Dead	Dead
	2			
	3	Blinded	KO'd	Serious
	4			
	5			
	6	KO'd	Serious	Light
	7			
	8	Serious	Light	Light
	9			
	0			

**BLINDED**

The individual is blinded for at least the rest of the game, he will continue to stumble forward at half current speed for at least three moves, or if stationary, will make no action for three moves. He may then move at one quarter speed.

Throw a D10 to determine the extent of the damage:-

Dice Score	Damage
1 or 2	Permanent loss of sight
3 or 4	Permanent loss of sight in one eye, reduce fire factor by 1/3rd.
5 or 6	Loss of sight for D6 scenarios.
7 to 10	Sight recovered after this action.

SERIOUS WOUNDS

The individual falls over, KO'd

Area Hit	Effect
Head	Figure falls over KO'd, on recovery, he fires and fights with half chance of hitting for the rest of the action.
Body	On recovery, he is not allowed to run.
Limb	Limb is unusable for rest of the action at least, if arm hit, weapon carried is dropped. If leg, he may hobble at half speed only.

If an area is hit for the second time and suffers a second serious wound then it becomes a permanent handicap, when it heals it will continue to have the effect of a light wound.

LIGHT WOUNDS

If hit in the arm any weapons carried are dropped. Light leg wounds reduce movement by a quarter, light head wounds reduce the chance of hitting by one quarter.

K.O.'d

Victim is unconscious until the turn he throws a 6 on a D6.

DISABLEMENT

Receiving a serious wound may involve disablement, percentage chance depends on the weapon used:-

Weapon	Chance
Heavy Gyro, Flamer, Conversion Beam	60%
Gyrobolt, Explosion, Forcesword	50%
Slugthrowers, Heavy Lasers, Mono blades	40%
Others	30%

Disablement involves the individual suffering a particularly serious or painful wound. He will be KO'd, and when he comes round will not be particularly interested in taking any further part in the action. If he finds himself in a position of relative safety, he is likely to remain ashtunn. In situations of personal danger he will attempt to crawl to safety at half rate, and if absolutely necessary, will fire at half normal chance to hit, to defend himself.

Unless a friend reaches him within ten turns and successfully gives medical aid, he stands a 50% chance of losing a disabled limb, or dying if hit in the head or body.

MEDICAL AID

To successfully give medical aid an individual must throw a 6 on a D6, he may try once per turn.

Subtract one if trying to treat himself. Add one if using an automedic.

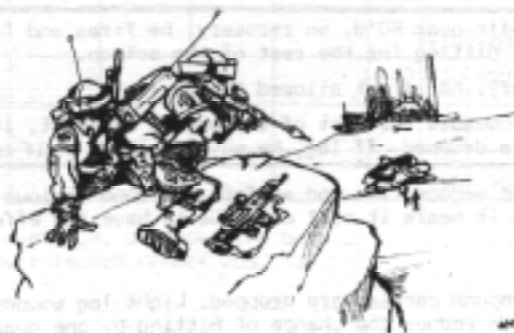
HITS ON FULL ARMOUR (ON, PA or full suits of light armour)

A penetrating shot on a full suit of armour has a 50% chance of causing a malfunction.

A limb which malfunctions may not move: if a leg malfunctions, the wearer is incapable of standing, but may crawl.

If the body or head malfunctions throw a D6:-

Dice Score	Effect
1 or 2	COORDINATION LOSS - If the individual wishes to move, throw a D6, the score is the distance in m's that he MUST move. All actions take double time. Jumps are not possible. Accuracy is halved.
3 or 4	PRIMARY POWER CIRCUIT LOSS - Must spend one turn switching to secondary circuit, may then move and take actions at half speed.
5	TOTAL SYSTEMS FAILURE - No actions whatsoever possible, 50% chance of asphyxiation if a friend does not check breathing within ten turns.
6	No effect on light armour. ON & PA - TOTAL CONTROL LOSS(!) The suit goes berserk for D10 turns. ie. leaping and cavorting about, discharging integral weaponry and equipment in a random manner determined by the umpire; most entertaining.



AFTER FAILED PENETRATION CHART (Full rules only)

Throw a D6 and consult the following chart:-

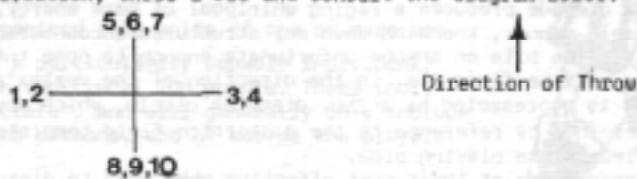
Weapon	Effect	ARMOUR				
		DN	PA	LA	FM	FB
Gyrobolt and Outer Blast Area	No effect	1-5	1-5	1-4	1-3	1-4
	Knocked over	6	6	5	4-5	5
	K.O'd	-	-	6	6	6
Heavy Gyrobolt and Inner Blast Area	No effect	1-4	1-4	1-3	1	1-3
	Knocked over	5	5	4-5	2-4	4
	K.O'd	6	6	6	5-6	5-6
Slug	No effect	1-6	1-6	1-5	1-3	1-6
	Knocked over	-	-	6	4-5	-
	K.O'd	-	-	-	6	-
Dun-Dun	No effect	1-6	1-6	1-4	1-2	1-6
	Knocked over	-	-	5-6	3-4	-
	K.O'd	-	-	-	5-6	-

GRENADES AND MISSILES

Grenades are thrown or launched, and missiles fired, exactly as any other weapon, except that if the shot misses, the point it actually lands on must be found.

If the shot does miss, then the amount it misses by is given by the difference between the actual number thrown on a D100, and the number required for a hit, this is the distance, in mm's on the tabletop, that the shot misses by. Clever eh!

To find the direction of deviation, throw a D10 and consult the diagram below:-



In addition missile launchers deduct 40% if firing at a moving target.

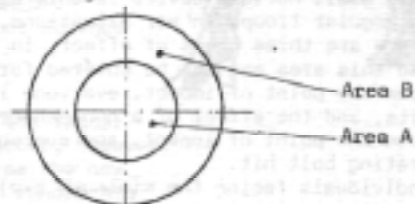
The information on the various types of grenades is given for standard grenades. Micro-grenades have half the area of effect, missiles have half again the area of effect.

HIGH EXPLOSIVE

Targets in Area 'A' take 3 hits each.

Targets in Area 'B' take 1 hit each.

A cloud of smoke 3m. in diameter remains over the area until the end of the next move. The coloured cotton wool balls sold in chemists make great clouds of smoke.

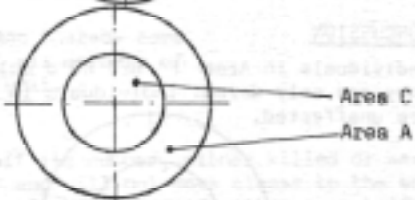


ARMOUR PIERCING

Targets in Area 'C' take 3 hits each.

Targets in Area 'A' take 1 hit each.

Smoke as for H.E. above.



FLARES

A flare grenade causes a blinding pillar of flame. If this is within the 10° arc of facing of an enemy figure when it goes off, he has a 50% chance of being blinded for three moves, and then dazzled for the rest of the game. It is not possible to fire if a burning flare is within your facing arc. The flare will continue to burn until the turn a 5 or 6 is thrown on a D6.

SMOKE

A smoke grenade produces 3m. diameter cloud of smoke, a further area of smoke is added each turn, on the downwind side, until the turn a 6 is thrown on a D6, (or a 5 or 6 on a windy day), then remove the areas of smoke one per move, starting with the original one.

Smoke can be seen through when wearing image intensifier lenses, as almost everyone will be, figures being perceived as dim shapes, thus while smoke does not completely obscure targets, it does make them more difficult to hit. It also reduces the effectiveness of laser fire considerably. Sensible use of smoke, coupled with effective use of heavy fire to cause duckbacks, is essential for any sort of attack over open ground to stand a chance. However, remember that the clouds of smoke are likely to be around for quite a while, and you do not want to mask your own supporting fire, or neutralise the firing positions you hope to move to.

DISTORTION FIELD

The distortion field grenade creates multiple layers of extreme refraction, this has the effect of altering the course of lightwaves passing through it in a random manner. The area of effect is a 5m. diameter circle, this cannot be seen through, if a laser beam hits the field, throw 2 D6 and consult the template to determine in which direction it goes. If an individual enters the field, he will become very confused, if he attempts to move he will move his full intended distance in a random direction, determine as above, likewise the direction of any fire he makes is determined randomly. An individual inside a distortion field which has a laser beam pass through it has a 50% chance of being hit. A 25% chance for other missiles.

The 'explosion' of a distortion field grenade is completely harmless, and so an individual caught in the open may choose to explode one in his own hand to protect himself from fire, this has limited effectiveness, and these grenades are probably used in combination with smoke to shield attacking troops, or thrown against the corner of buildings and into small clumps of rocks, to make them useless as fire positions.

VORTEX

The vortex grenade produces a raging whirlpool of pure energy, this moves about in an unpredictable manner, knocking down any structures encountered, and causing the equivalent of D6 bolt rifle hits on anyone unfortunate enough to come into contact with it, in addition they will be flung 10m. in the direction of the vortex's travel.

The vortex is represented by a 2½m. diameter circle, which moves D10m. per move in a direction determined by reference to the distortion field template. It will continue to exist until it leaves the playing area.

Vortex grenades are at their most effective when used to disrupt an enemy attack, they can also be used to cause considerable damage to built-up areas.

THE MININUKE

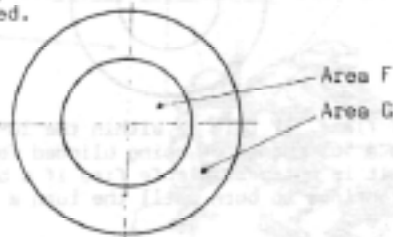
This small nuclear device is only available as a missile, and will only usually be issued to regular troops in war situations.

There are three areas of effect, in the inner blast area of 7½m. everything is destroyed, and this area may not be entered for the rest of the game, the middle area extends to 15m. from the point of impact, everyone in this area takes the equivalent of D6 assault rifle hits, and the effect of a non-penetrating heavy bolt hit. The outer blast area extends 25m. from the point of impact, and everyone in this area suffers the equivalent of a non-penetrating bolt hit.

Individuals facing the mininuke explosion will be blinded as per a flare.

CONCUSSION

Individuals in Area 'F' are KO'd unless wearing power or dreadnought armour, in which case they are only dazed. Individuals in Area 'G' are dazed, except power and dreadnought, who are unaffected.



TIME FUSES (Full rules only)

Grenades (not micro-grenades or missiles) have time fuses fitted, it takes half a turn to set a grenade to explode inbetween 1 and 100 turns time. Any enemy watching will see where it lands, but of course will have no idea when it will explode, nor will they know what sort

of grenade it is, they may well over-react!

If the time fuse is not used grenades (and micro-grenades) require only a slight impact to set them off once they have left the hand. They may be triggered and placed gently on the ground, taking one turn, if anyone then comes within 1m. they have a 50% chance of setting it off.

GAS

Gas grenades function as smoke grenades, except they do not impair vision. Instead they produce a particularly insidious gas, which either kills or KO's according to type. The chance of the gas penetrating breathing equipment is as follows:-

None	80%
Nose filters	20%
Full helmet system*	5%

* As used in LA, PA and DN armour.

Effect is immediate.

Morale - Organisation

The trouble with most skirmish - type rules is that battles tend to end with most members of both sides lying around the battlefield shot apart, and the last survivors of both sides dragging their broken bodies towards each other, intent on further carnage. These organisation and morale rules are designed to stop actions degenerating into so much mutual slaughter, before total carnage occurs, the resolve of one or both sides will give way, and they will cut their losses and get out.

All individuals must be organised into units of one or more men.

Single-man units represent a particularly capable individual; a genuine hero, and cost an additional 100 points. These individuals are known as 'characters', and will generally only include very important and dangerous persons, and of course the players own game personage.

Larger units must include a leader, costing an additional 50 points. All individuals in the unit must remain within 16m. of another member of that unit, who in turn is connected by any number of additional links, each measuring not more than 16m. with the leader; a unit so formed is said to be 'LINKED'. If this chain of connection is broken the unit may not advance until it is re-established.

LOSS OF LEADER

A unit which loses its leader may not advance until its leader is replaced; either by another leader, or by a character, however, a character only has a 50% chance of being accepted as the new leader, if he fails a throw on a D100, the unit will ignore his presence.

A leaderless unit may be joined with another unit, and thereby come under the command of its leader, simply by 'linking' all members of both units. They will then function as one combined unit.



MORALE

A unit which loses over half its number, either killed or seriously wounded, is 'shaken' and will not move closer to the enemy. Members of combined units will be shaken if either over half their original or their newly formed unit are lost, shaken troops count as lost to the combined unit; units should be combined only after due consideration, as their morale is very vulnerable.

If shaken troops suffer further casualties, they will attempt to retreat to safety, or if that is impossible, surrender.

Each player will usually have one figure on the table representing himself, he counts as a leader or officer at no extra cost, and is not subject to morale.

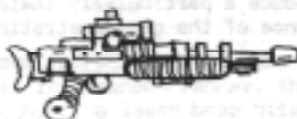
Weapons and Equipment

LASERS

Lasers are the standard weaponry of the military, a laser fires short pulses of energy, which will sear flesh and, in the right conditions, melt steel. All lasers can also be adjusted so as to project a continuous beam, but owing to the huge demands this places on the weapons atomic battery, this beam can only be short lived.

LASER RIFLE

A shoulder weapon, a standard atomic battery which is good for 50 pulses. Single shot and semi-automatic settings are available. Cost 150 credits. Availability to non-military personnel - 40%



AUTOLASER

A shoulder weapon, standard battery gives 60 pulses. Full automatic setting only. Cost 250 credits. Availability to non-military personnel 20%



HEAVY LASER

A heavy weapon, standard battery gives 30 pulses. Single shot, semi-automatic and full automatic settings. Cost 300 credits. Availability to non-military personnel 20%



LASER PISTOL

A hand weapon, special lightweight battery gives 20 pulses. Single shot and semi-automatic settings. Cost 50 credits. Availability 100%

On the frontier worlds almost everyone over the age of 14, and a good number of those younger, carry a laser pistol and a sword. Laser pistols, of varied origin and state of repair can be bought almost anywhere.



BOLT GUNS

Also known as Gyroguns, these weapons fire a spine-stabilised rocket powered bolt with an explosive tip, a well placed bolt can blow a man's arm off. Plastic tipped bolts are also available; for shipboard use and crowd control. And armour piercing rounds for use against power-armoured opponents.

Gunmen and some law enforcement officers carry bolt guns, if someone has one of these strapped to his hip, you know he means business.

BOLT RIFLE

A shoulder arm with a 15 round magazine. Single shot or semi-automatic settings. Cost 200 credits, availability 40%.



HEAVY BOLT RIFLE

A heavy weapon with a 20 round magazine. Single shot or semi-automatic settings. Cost 300 credits, availability 20%.



BOLT PISTOL (BOLTGUN OR BOLTER)

A hand weapon with a 5 round magazine. Single shot or semi-automatic settings. Cost 60 credits, availability 70%



SLUG GUNS

These are the descendants, and close relatives, of the conventional small arms of the 20th century. Dum-dum or snash-head ammunition is available for non-stopping power, and armour piercing rounds for 'hard' targets.

SLUG GUN

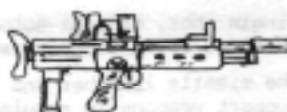
A little passé, but still favoured by some diehards for its no-nonsense sturdiness and simple mechanism, cheap too.

Single shot or semi automatic (15 round magazine) Cost 20 credits, availability 100%.



ASSAULT RIFLE

Largely outdated, but still in use by hunters, sportsmen, local defence forces and militia. Magazine holds 20 rounds. A shoulder weapon capable of single shot or semi-auto settings. Cost 125 credits, availability 60%.



MACHINE PISTOL

Simple but effective, any competent blacksmith can knock one of these up, traditionally the weapon of the gangster, revolutionary and terrorist. A shoulder weapon with a 30 round magazine. Fully auto setting only. Cost 100 credits, availability 60%.



GRENADE LAUNCHERS

Two versions, the first is a complete weapon in its own right; simply a tube device with a ranging mechanism, grenades must be individually loaded, and are launched using steam produced by a miniature laser unit, one standard atomic battery will produce hundreds of launches.

A shoulder weapon, single shot only. Cost 250 credits, not available to the public.



The second version is an attachment which can be fitted to any shoulder arm, it fires only micro-grenades, launching them by means of a small compressed air cylinder, one cylinder per shot, thus reloading is a fairly length job. Fixed to shoulder arm only, single shot only. Cost 20 credits, not available to the general public.



GRENADES, MICRO-GRENADES AND MISSILES

Differ only in the extent of their effect. Grenades are about the size of a billiard ball, they can be set to go off on impact, or on a time fuse of up to 20 turns. They can be thrown or launched from a grenade launcher.

Micro-grenades are slightly smaller than a table tennis ball, they explode on impact only and can be thrown or fired from a compressed air launcher attachment.

Missiles are 7cm. in diameter, and 15-20 cms. long, they must be fired from a missile launcher.

Grenade Type	Cost in Credits			Random Selection
	Micro-Grenade	Grenade	Missile	
Concussion	10	15	25	01 to 05
Flare	3	5	7	06 to 20
Smoke	5	10	15	21 to 35
Knock-out Gas	15	30	40	36 to 55
Poison Gas	20	30	45	56 to 60
High Explosive	15	20	35	61 to 80
Armour Piercing	15	20	35	81 to 90
Vortex	not available	50	70	91 to 95
Atomic	NA	NA	2,000	None
Distortion Field	10	10	15	96 to 00

Grenades and micro-grenades are prohibited to the general public, but as they are much used by the underworld, they can be bought on the black market. Each micro-grenade will cost 20 credits, and each grenade 40 credits. Throw, using the above chart, to see which type you get, occasionally they will come unidentified or incorrectly identified. Black market grenades have a 5% chance of not going off at all.

Further details of the various grenade types will be found in the main rules.

MISSILE LAUNCHER

A heavy weapon, missiles are fired using an induction coil launching system, a standard atomic battery is good for several hundred launches. Three missiles may be loaded ready for launching, but each missile reload counts as a separate action.

Single shot, or semi-automatic if all shots are fired at the same target.
Cost 500 credits, not available to the general public.

The missile launcher and the converter beam projector are the standard squad level infantry support weapons in regular military organisations, better equipped mercenary groups may also be found with them.

CONVERTOR BEAM PROJECTOR

A heavy weapon, the projector houses a device which converts matter to energy. Initially the air molecules around the projector's mouth are converted, and as the beam extends, more and more molecules are converted and the beam gains speed and power. Thus the further the beam extends, the more powerful it becomes. The energy contained in the beam is discharged into the first solid object it strikes, causing a good sized hole. The converter beam unfolds quite slowly for its first 30 metre or so, and the quick whitted and lightly equipped can often dodge it.

Single shots only. No ammunition or power source required.

Cost 2,000 credits.

Not available to the general public.



NEEDLE GUNS

Needle guns fire fast-dissolving slivers of sedative or poisonous chemical. These are propelled by a blast of steam created by a low power laser unit housed in the weapon, this is integral and can also be used as a weapon in its own right. Used by police and security forces in the larger cities, and by hunters everywhere.

NEEDLE RIFLE

A shoulder weapon. Battery gives 200 shots. Magazine holds 200 slivers. Single shot, semi or full automatic settings.
Cost 80 credits, availability 50%



NEEDLE PISTOL (NEEDLER)

A hand weapon. Light weight battery gives 50 shots, and magazine holds 50 slivers. Single shot only.
Cost 30 credits, availability 100%.



HAND FLAMER

A hand weapon which uses compressed air to project burning chemical. A military sidearm, sometimes used by Organisation Assassins. Fuel canister holds 2 charges. One compressed air cylinder is required per shot. Single shot only.
Cost 200 credits. Not available to the general public.



SUN GUN

A hand weapon which fires superheated burning chemical at high velocity. Only safe to use when wearing power armour. Uses one compressed air and one fuel cylinder per shot and uses a standard atomic battery which is good for 12 shots. Backpack fuel units are available which carries fuel enough for 6 shots. Popular military sidearm for power and Dreadnought armoured troops. Single shot only.
Cost 1,000 credits. Not available to the general public.



Armour

Most military personnel and adventurers wear armour of some kind, and it is also a feature of fashionable upper class civilian dress, particularly armour breastplates and mesh body armour; often lequered gloss black or plated with precious metal.

FLAK

Flak armour is the descendent of the flak jackets of the 20th. century, it consists of many very thin layers of tough padded synthetic fibre, this has the dual purpose of resisting and cushioning the impact of projectile weapons, and when hit by a laser pulse, the fibre vapourises, absorbing the laser's energy. Complete suits of flak are the standard uniform

of many police forces, and the baggy-sleeved, Renaissance-like fashions of the frontier often conceal flak worn beneath everyday clothing.

Cost: Body only 50 credits, Complete suit 120 credits.

Availability 100%.

MESH

Links of brightly polished armourplate. Absorbs impact and deflects laser pulses, and is the standard infantry armour.

Prices and availability are as for the flak armour above.

LIGHT ARMOUR

Form fitting plates of armourplate, most space suits are of this type, so it is easily obtainable, but that does not mean you can wander about cities wearing it!

Red Redemptionist priests wear light armour which incorporates a hand flamer in the palm of the left hand, with a three charge fuel supply built into the suit.

Cost: Body only 200 credits, Arms only 50 credits, Legs only 50 credits, Helmet 10 credits

POWER ARMOUR

Strengthened armourplate plates, incorporating a motorised exoskeleton which duplicates the motions of the individual inside. Often incorporates weaponry and jetpack.

Cost 500 credits plus the cost of any weaponry.

Not available to the general public.

Battery gives 12 hours of use.

DREADNOUGHT ARMOUR



If power armour has replaced the light tank, the Drednought has replaced the main battle tank. Toughened armour plate, with an immensely powerful exoskeleton.

Usually incorporates weaponry and specially powerful jetpack.

One battery gives 6 hours of use.

Cost 1,000 credits plus cost of weaponry.

Not available to the general public.



Force fields

No force field is 100% effective, any projectile which strikes it more or less perpendicular to its surface will penetrate. Therefore force fields are set to 'ripple' to minimize the chance of a penetrating shot, this has the side effect of detonating bolt rounds on contact with the field, occasionally the bolt may penetrate the field and detonate simultaneously, usually not seriously injuring any nearby occupants of the field, but often concussing them.

Unfortunately, force fields are just as difficult to shoot out of as in to, so anyone wishing to fire from within one must fit a device to his weapon which flicks the field off momentarily when he shoots, this reduces the effectiveness of his protection slightly.

Force fields are used by those wealthy enough to afford one and who place their person in any sort of situation of danger, the majority of ground vehicles are fitted with them and many jet cycles, here they serve the additional purpose of cushioning the rider in the event of a collision. Military thinking discourages the use of force bubbles for infantry fearing dependence on the bubble rather than through training in battlefield skills, high ranking officers will usually be wearing them though.

PERSONAL FORCEBUBBLE

The circuitry for this device is incorporated into a bulky belt, it provides a form-fitting force field, more than one may be worn.

It is classed as a heavy weapon and one battery will last for 15 turns, three batteries however, may be installed ready for use.

Cost 1,000 credits, availability 100%.

FORCE FIELD GENERATOR

A device 30cm. cubed in size for each in. radius of the field generated. Requires large.

constant source of power, such as a jet cycle engine. Cannot be carried without powered assistance. Power armour may carry 3m. radius generator, Dreadnought 6m. radius.
Cost 1,000 per metre of radius required.
Availability 100%

FORCE FIELD WEAPON ADAPTOR

One of these is required for each weapon required to fire from within a force field.
Classed as a hand weapon but with no power source required.
Cost 50 credits, availability 30%.

AUTOMEDIC

A highly sophisticated life saving device, all that is required is that its needle be inserted into the flesh of the injured man, and it will give a full account of all damage, and instructions as to where it should be placed to effect emergency treatment. Various devices will then automatically come into operation repairing severed arteries, administering drugs etc.
All armour has access points for the automedic, and some power and Dreadnought armour have complete automatic-automedic systems permanently installed.
Classed as a hand weapon, one battery giving many uses.
Cost 200 credits, availability 100%.

Standard Equipment

These rules assume all individuals have certain basic equipment, those who do not, perhaps escaped prisoners, or civilians from some highly civilised and peaceful planet, will find themselves at a considerable disadvantage.

NOSE FILTERS

Originally developed for civilian use on the terribly polluted Home Worlds, these filters are inserted into the nostrils, or surgically implanted in military and police personnel. Cleaning them is a simple process which must be performed daily to keep them effective. An individual without filters is automatically knocked out by gas or smoke clouds.

IMAGE INTENSIFIER/ANTI-FLASH LENSES.

Worn as goggles or contact lenses. An individual without these is blinded for the rest of the day by any explosion falling within his aiming arc, and cannot see through smoke at all.

THROAT MIKE AND EAR PLUGS

In combat conditions, all communication takes place via throat mikes and miniaturised ear plug receivers. A clipped code 'language' is used, consisting mainly of guttural rasps and clicks designed to transmit the maximum possible information in the shortest time. The ear plugs also act as eardrum protectors.
Anyone without this protection is deafened for the rest of the day if any explosion goes off within 15m. of him. Communication without throat mikes is only possible over 1m. distance if bolt guns are being fired, or bolts exploding, within 15m. Or over 3m. if Slug weapons are being fired within 15m.

transport

SKY SCOOTERS

Universal mode of transport on the frontier worlds. See main rules for details.
Cost 400 credits plus the cost of any weaponry fitted.
Availability 100%

JETPACKS

Jetpacks are used in warfare in reconnaissance work, and for bringing assault troops into close combat situations. They have the grave disadvantage of exposing their user to fire from all directions, but skilled 'jumpers' using long, low leaps from cover to cover, and properly utilising smoke, counts on his opponents being unable to react fast enough to get an accurate shot off. Jetpacks are invaluable to the adventurer, as they give a fast getaway when things get rough!
In civilian life jetpacks are used for sport, and so are easily obtainable.

STANDARD JETPACK

Uses one chemical fuel cannister per jump. Three cannisters can be loaded ready for use.
Cost 200 credits, availability 100%

HEAVY JETPACK

For use with power and Dreadnought armour. Uses two fuel cylinders per jump or 4 cylinders for a double length jump. 12 cylinders can be loaded ready for use.

Cost 500 credits.

Not available to the general public.

AUTORANGER DISPLAY

The autoranger is fitted to a specially constructed helmet visor, an adaptor is required for each weapon to be used with it. A reticule is displayed on the visor showing where the weapon is pointing, thus greatly aiding speed and accuracy. Used by the vast majority of regular soldiery, some security forces.

Cost 120 credits.

Not available to the general public.

SUPPORT AUTORANGER DISPLAY

This autoranger may be tuned to up to 6 other standard autorangers, and will show the wearer of the support autoranger the scene through any of the other 6, with his own reticle superimposed he can use this to give direct support fire if equipped with a grenade launcher or missile launcher. The trajectory of the grenade or missile must be such that it travels at least as far horizontally as it does vertically.

In use by regular troops.

Cost 250 credits.

Not available to the general public.

SHIELDS

For close combat situations in the narrow corridors of spaceships, spacestations or in the megacity, shields are back in vogue, either made of armourplax (count as light armour) or fitted with a light forcefield device (count as Dreadnought armour). 30% of the hits on the bearer from fire attacks are caught by the shield, and 50% of melee hits. However, if the shot or blow penetrates the shield, in addition to normal damage, there is a 50% chance of a wound on the left arm.

Megacity police are often equipped with shields, as are starship security guards.

ARMOURPLAX SHIELD

Cost 10 credits.

Availability 100%.

FORCEFIELD SHIELD

Cost 200 credits. One battery gives 100 hours use. Availability 50%.

SWORDS

A gentleman always wears a sword, and a good number of ladies do too, out on the frontier. Very useful in close combat in enclosed situations, worn by all and sundry on the frontier worlds.

STANDARD SWORD

Made of armourplax or steel.

Cost 5 credits, availability 100%.

STANDARD DAGGER

Cost 1 credit, availability 100%.

MONOMOLECULAR SWORD

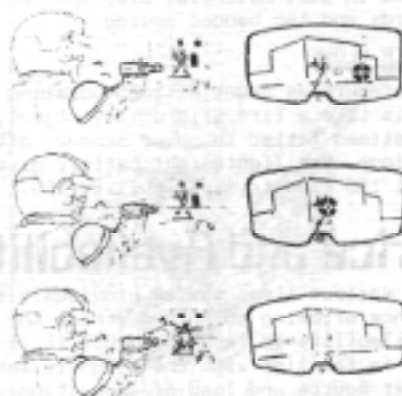
Specially manufactured blade produces a self-regenerating edge of incredible sharpness. No power source is required, self generation ability wears off after about 6 months.

Cost 40 credits, availability 100%.

MONOMOLECULAR DAGGER

Cost 20 credits, availability 100%.

Autoranger Sequence



FORCE SWORD

This is a steel shaft surrounded by a thin matter conversion field, which switches on automatically if the shaft makes contact. One lightweight battery is good for 12 blows. Cost 100 credits, availability 70%.

FORCE DAGGER

Cost 60 credits, availability 70%.

On some planets two handed versions of standard, monomolecular and force swords are to be found in use. Hatchets, axes and two handed axes may also be substituted for daggers and swords and two handed swords.

POWER GLOVE

An annourples gauntlet incorporating a matter conversion fields. All the wearer needs to do is take a firm grip on any object, and he will be able to tear great chunks out of it. Sometimes fitted to power armour, often used to tear down bulkheads in spaceship boarding actions. One lightweight battery gives 12 turns use. Cost 180 credits, availability 10%.

Price and Availability of Weapons and Equipment

The various items listed previously are each given an 'availability' percentage, this is the chance of being able to purchase the item at a particular locale, for those items whose availability is less than 100% it is assumed the prospective purchaser knows his way around, and is familiar with the slightly shady side of arms dealing, weapons come complete with one power source and load of ammunition, if appropriate. Additional ammunition must be purchased separately.

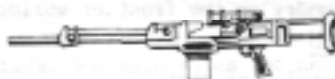
ANY weapon or item of equipment is available on the black market, if not available otherwise, the price is ten times that given.

As a gauge to price levels, the average wage for a working man is 50 credits per week, a mercenary retained for general duties in peace time, with weapons food and board all found, can expect to earn about the same. A member of an independant company on active service, supplying his own equipment, might receive 500 credits per week, plus bonus' and bounties.

WEAPONS PRICE AND AVAILABILITY SUMMARY CHART

Weapon	Percentage Availability	Cost
Laser rifle	40	150
Laser pistol	100	50
Auto laser	20	250
Heavy laser	20	300
Bolt rifle	40	200
Heavy bolt rifle	20	300
Bolt gun	70	60
Assault rifle	60	125
Machine pistol	60	100
Slug gun	100	20
Grenade launcher	0	250
Missile launcher	0	500
Micro-grenade launcher	0	20
Convertor Beam Proj'r	0	2,000
Needle rifle	50	80
Needler	100	30
Hand flamer	0	200
Sungun	0	1,000

Weapon	Percentage Availability	Cost
Sword	100	5
Dagger	100	1
Monosword	100	40
Monodagger	100	20
Forcesword	70	100
Force dagger	70	60
Power glove	10	180



Ammunition/Equipment

Item	Percentage Availability	Cost
Standard Atomic battery	100	10
Lightweight Atomic btty.	100	5
Bolt round	70	2
Armour piercing Bolt rd.	30	4
Slug	100	1/2
Armour piercing slug	30	1
Dun-dun slug	50	1
Compressed air cylinder	100	1
Poisonous needles	50	1
Sedative needle	100	1/2
Chemical fuel	100	10
Sungun backpack	0	100
Flak or Mesh body armour	100	50
Flak/Mesh complete suit	100	100
Light armour - body	100	200
Lt. Armour per limb	100	25
Lt. armour helmet	100	10
Power armour	0	500+
Dreadnought armour	0	1,000+
Force bubble	100	1,000
Force field	100	1,000/m.
Weapon adaptor	30	50
Automedic	100	200
Jetpack	100	200
Heavy Jetpack	100	500
Autoranger display	0	120
Support Autoranger	0	250
Armourplate shield	100	10
Force shield	50	200



Jetcycles

The standard mode of transport for law officers, ranchers, prospectors and saddle bums of all kinds on the frontier worlds is the jetcycle. In war it is used for reconnaissance work, and for hit and run raiding, for which the jetcycles are often fitted with weaponry and forcefields.

Mounting jetcycles takes half a turn, and starting it a further half turn, with an 80% chance of success. You may then use the throttle to accelerate (or decelerate) 15m. per turn, when moving less than 30m. per turn the jetcycle will simply skooter along the ground on its armoured sled base, at 30 to 35m. per turn it will fly a couple of feet above the ground, and at above that speed it will start to climb, vertically if desired. The jetcycle must decelerate a distance equal to the height climbed, or accelerate equal to the height lost in a dive, owing to the effect of gravity; this is in addition to acceleration or deceleration from use of throttle controls, thus by maximum use of the throttle it is possible to climb 15m. vertically per move without loss of speed. To land safely, the jetcycle must spend a turn flying between 30 and 35m. per move above the ground before touching down, otherwise it will crash.

It is not possible to make a turn while skooting your jetcycle along the ground, in the air turns must have a minimum radius of 15m. Gyrostabilisation keeps the jetcycle upright at

all times, and trying to fly sideways or upside down will cause the engine to cut out. Flying at less than 30m. per turn will cause a vertical dive.

Sitting proudly astride your cycle as you hurtle through the sky you're just a little vulnerable to missile fire from below, however fast you may be going. For this reason all cycles can be programmed to automatically perform evasive manoeuvres while sticking to the correct basic course, the faster the cycle flies the more eccentric become the manoeuvres, and the more difficult the cycle is to hit. Use the following table for firing at and from jetcycles.

Jetcycle Speed	Firing modifier for firing from Jetcycles	Firing at Jetcycles
Stationary	-	+50
10	-20	+30
20	-30	+20
30	-40	0
40	-60	-20
50	-80	-40
60	-120	-60
Over 60	-200	-80
Strafing Run	-	-40

Jetcycles are programmed to straighten out and continue at current speed if the rider takes both hands off the controls for more than a moment, and in theory should fly KO'd or seriously wounded riders to safety, it's also handy for anyone who fancies himself as a flying shoulderarm or heavy weapons artist.

The base of the jetcycle is heavily armoured and counts as 'Dreadnought' body armour for penetration. All shots from positions below the jetcycle which come from positions closer to the cycle in the horizontal plane than the vertical always strike the base. The rest of the jetcycle counts as light armour. If a shot penetrates the cycle, throw on the table following for effect, using a D20.

Dice Score	Effect	Dice Score	Effect
18 to 20	Cycle explodes as HE grenade.	9	Controls completely bugged, move and fire randomly as determined by umpire.
16 or 17	Cycle catches fire, rider takes the equivalent of a hand flamer hit each move he remains aboard.	8	Steering gone, move in 15m. radius circle.
13 to 15	Cycle falls from sky.	7	As above but go straight
10 to 12	Power gone, decelerate max possible each turn.	6	As above but climb 6m. per turn.
		5	Throttle jammed, accelerate max possible each turn.
		3 or 4	Power loss, throttle acceleration halved.
		2 & Below	No effect.

MODIFIERS

Heavy bolt	+5
Bolt	+3
Heavy laser	+2
A.P. Round	+2
Hand Flamer	+13
Low power laser	-2

Shots intended for the rider stand 1/3rd. chance of hitting the cycle instead, and vice-versa.

Normal weaponry for a cycle intended for combat is a fixed mount heavy laser or heavy gyro, often with sundry lighter weapons attached. These can only be aimed by pointing the jet-cycle, this makes it almost impossible to aim at a moving target without plunging your mount into the ground, and so the only practical form of attack is the straight run; this involves flying for 30m. in a straight line, 2 - 5m. above the ground, in a straight line. A line is drawn along the line of flight, starting at the beginning of the run and continuing

indefinitely. All individuals within 25m. of this line have a 20% chance of being hit by each weapon firing, if cover is found to obscure the target on the hit location throw, take one extra throw to try and hit an exposed part of the body.

The strafing run uses all the jetcycle's ammunition. Extra ammunition may be carried but it takes ten turns of straight flight at constant speed to reload.

Jetpacks

Jetpacks are in general use by the military forces, and occasionally by the police when close assault is called for, they have little use in civilian life, though they are sometimes worn by way of a parachute for jetcycle riding, and civilian types found wearing them are likely to be outlaws, pirates, soldiers of fortune or similar m'eredovells. Jetpacks are at their most usefull for bringing assault troops into close combat with their enemies without exposing them unduly to fire as they cross open ground, they also provide the opportunity for a quick getaway when required.

Control is via a simple handset, usually gripped in the left hand, and strapped to the wrist when not in use. Flight is rapid and somewhat violent, so fire is not possible whilst in the air.

The main disadvantage of the jetpack is that fuel supplies are limited (see equipment section), and that flight is not instantaneous. The pack must be ignited the move before a 'jump' is desired, the fact that the pack has been 'primed' for use is indicated by placing a small quantity of coloured cotton wool behind the figure involved to represent the pre-jump flame up. Next turn the individual may jump, if desired, but whether or not a jump takes place, a unit of fuel is still used. The only occasion when the jetpack does not have to be primed before a jump, is when one jump immediately follows another.

The jump distance with a standard jetpack is up to 75m. and with a heavier version 125m. The height reached must be at least half, and not more than, double the distance jumped, a smooth trajectory must be followed.

If a jumper is rendered unconscious, or his control arm seriously wounded, he will fall from the sky, see jetcycle rules for details of injuries sustained.

Injuries CAUSED BY FALLING FROM GREAT HEIGHTS OR CRASHING VEHICLES OR BOTH AT ONCE

Add the victims speed in m's. at the time of collision or at the point the fall was concened, to the height in m's. fallen, and times the result by three. This is the chance of being killed, if the victim survives, he has an equal chance of suffering D6 injuries, throw as per injuries by a slughtrower.

Individuals wearing personal force fields or Dreadnought armour have $\frac{1}{4}$ chance of death or injury.

Vehicles

In our future settings, combat vehicles as such are virtually non-existent, because of their size and vulnerability they have been replaced on the battlefield by armoured and jetpack equiped troops. But various forms of transport are still in use to transport people and things from place to place, and vehicles of every sort are likely to crop up in scenarios. Models for these are easily available, various toy manufacturers producing S.F. transport, mostly associated with television series. The Hatchbox 'Adventure 2000' range is particularly attractive.

It is impossible to give comprehensive information on every type of vehicle that might be encountered, as there will be as varied a selection as in the present day. But as an example; a two-seater runabout (such as the Citadel police vehicle), either wheeled or hover-powered, might cost 800 credits, have a maximum acceleration of 5m. per move, deceleration of 10m. Turning circle of half its current move distance. Weapons (concealed or otherwise) and forcefields may be fitted at extra cost.

Some vehicles will run on atomic batteries, costing 9 credits, which fuel about 24 hours motoring. Each battery gives a 5% chance of exploding as a mininuke per penetrating hit. Others will run on chemical fuel, one cannister giving about one hours motoring. Each penetrating hit has a 1% chance of causing an explosion as for an HE grenade per cannister carried.

In civilised areas, most vehicles will run on re-chargable electric cells. A charge at a service station costs 1 credit, and lasts about 3 hours.

Use the following modifiers when firing from or at vehicles:-

Vehicle Speed	Firing Modifiers for:-	
	Firing from Vehicle	Firing at Vehicle/Passenger
Stationary	-	+50
20	-10	+20
30	-15	0
40	-20	-10
50	-30	-20
60	-50	-30
Over 60	-80	-50

Drivers will double the percentage penalty.

Successful shots aimed at passengers in a vehicle have a 1/3rd. chance of hitting the vehicle instead. In addition, if the shot hits a part of the body protected by the vehicle, it must penetrate the bodywork before it does any damage.

The bodywork of a civilian vehicle counts as 'mesh' for penetration purposes, those of the security forces, military and custom built frontier models can be armourplated, power armour or Dreadnought.

If the vehicle suffers a penetrating hit, throw on the vehicle damage chart, using a D100:-

Dice Result	Effect
01 to 50	No effect.
51 to 55	Steering gone, continue on current course until stopped by deceleration or collision.
56 to 60	Steering gone, random course determined by umpire.
61 to 70	Brakes gone, maximum deceleration 1m. per turn.
71 to 75	Spinout.
76 to 90	Passenger hit.
91 to 95	Misfunction. Halve acceleration and deceleration. Double turning radius.
96 to 00	Power gone, decelerate maximum possible each move.

Spinouts occur when indicated on the above table, there is also a percentage chance equal to the current move distance of a spinout whenever an adverse effect is rolled, and whenever the driver is hit. The vehicle will move a full move distance at 45° to its present direction of travel, before turning over. All occupants will suffer D6 - 3'bolt' wounds. If the driver is killed, KO'd or otherwise incapacitated, results must be determined by the umpire, they are likely to be disastrous of course.

Experience and Skills

Individuals are awarded 'experience points' for achieving success, both in combat and in more general fields. For every 100 experience points accumulated they gain an increase of one Initiative Level and possibly a new skill.

Experience points are awarded entirely at the discretion of the Umpire, but the following table may provide a rough guide.

Disabling, killing or capturing an enemy	25 points
Wounding or KO'ing an enemy	5 points
Defeating an enemy in hand to hand combat	10 points
Turning a dangerous situation to own advantage	10 points
Out-thinking the enemy	10 points
Succeeding in your mission	10 points
Making the right decisions	20-200 points
Gaining great personal profit	20-200 points
Furthering the 'cause'	20-200 points
etc. etc. etc.	



For every 100 points accumulated, the individuals initiative level increases by one, Weapon and Combat skill also increase proportionately.

For example; take an individual with factors 100. 50. 10. He gains an initiative level, giving him a level of 11, this is an increase of 1/10th., therefore his weapon and combat skills also increase by 1/10th; to 110 and 55 respectively. Gaining some skills independantly increases (or decreases) weapon or combat skills.

Each time an initiative level is gained there is a 50% chance of also acquiring a new skill. Personal characters may choose which skill is taken (and it's worthwhile giving it a great deal of thought), but skills for other individuals should be chosen randomly; we even provide a chart.

In many cases the same skill may be chosen more than once, this gains additional 'levels' in that skill. Thus if weapon skill with a laser pistol is taken 3 times, the individual concerned is said to have 3rd. level weapon skill with a laser pistol; he will have a 30% better chance of hitting with his chosen weapon, and a 14% lower chance with all others.

The list of skills which follows is by no means exhaustive, they are of a mainly martial nature, and if you are running a complete campaign, skills dealing with languages, technical expertise and trade/commerce will gain relevance. Feel free to add to the list as you see fit, when players wish to acquire a skill in an area not covered it is a simple matter to devise appropriate rules.

Weaponsmith (full rules only)

A weaponsmith may construct and customise weapons (see firing rules). He must obtain the required parts, usually from breaking down standard weaponry, and in addition must spend 10 credits per added or modified function on the finished weapon.

Each customise weapon takes time spanning a number of scenarios equal to the number of modifications or additions made, divided by the level of the weaponsmith, to complete. When more than one weaponsmith works together, on a weapon, they may add their levels to find the completion time.

A weaponsmith has a 10% chance per level of repairing a damaged weapon (never one that has exploded though).

A weaponsmith has a 10% chance per level of ignoring a misfire result when firing his own weapon, because of the skilled maintenance and servicing it will have received.

Weaponskill

Weapon skill is chosen for a particular weapon, the first time it is chosen it gives the individual a 20% better chance of hitting with that weapon, but because his time is now devoted to the use of that weapon to the exclusion of all others, he subtracts 10% from his chance of hitting with all others.

Each subsequent time that weapon skill is taken for that weapon increases the chance of hitting by a further 5%, and decreases the chances of hitting with all others by 2%.

Weapon skill can never be taken in more than TWO weapons. An individual with weapon skill has a 10% chance per level of repairing damage and ignoring misfires as for a weaponsmith, but only for weapons with which he has weaponskill.



Lightning Reactions ~ Skills

For each level of 'lightning Reaction Skill' adds one to the individuals reaction throw. Thus after four levels have been attained, the individual may react AUTOMATICALLY; a considerable advantage.

FAST DRAW

Fast draw skill enables the individual to draw and fire a handgun within 45° of his direction of facing instantly, and with no deductions for accuracy.

A second level fast draw enables the individual to draw, spin round if necessary, and fire at any target within 360°, instantly and with no deductions. He must be aware of his targets presence.

SURVIVAL INSTINCT

Also known as 'sixth sense', this skill enables the individual to be aware of unseen dangers. Whenever he approaches a trap or unseen danger of any type, or someone points a weapon at him, there is a 25% chance per level that he will be aware of his danger, and may dive or roll if he desires, counting the appropriate reduction in accuracy against any shot fired at him, and possibly enabling him to get behind cover, and thereby forcing anyone firing at him to make a reaction throw if they wish to get a shot off.

If survival instinct is coupled with fast draw, the individual may choose to instead draw and fire at anyone attempting to get the drop on him.

NERVES OF STEEL

Nerves of steel enables the individual to ignore duckback results if desired.

AMBIDEXTERITY

At first level, ignore deductions from accuracy for using the wrong hand.

At second level, ignore deductions for firing two weapons at once. Weapons may be used simultaneously in combat without penalty.

A third level skill enables an individual to fire at two separate targets within a 45° arc of each other without penalty.

SNIPER SKILL

May be used by those of Weapon Skill of 150 points plus, firing single shots.

For each level of sniper skill attained the individual may adjust his score when throwing for hit location by 15%, thus he has an increased chance of hitting exactly the area of the body he desires.

MEDICAL SKILL

Individuals with medical skill are considered to have gained basic knowledge of the treatment of wounds, they are useful to have around, adding two to their throw when attempting to give medical aid.

MARTIAL ARTS

At first level; double combat throws.

At second level; treble combat throws.

LEADERSHIP SKILL

Leadership skill enables the individual to function as a leader as per Morale and Leadership rules.

JETCYCLE SKILL

At first level, halve deductions for firing in flight.

At second level, add 10% to the deduction for firing at the individual in flight, owing to his skill at evasive manoeuvring. His personally maintained and modified jetcycle always starts first time and is capable of 2% acceleration or deceleration each turn and has a minimum turning radius of 10m, and may be controlled and steered using only the feet; leaving both hands free.

JETPACK SKILL

First level, may fire in flight with $\frac{1}{2}$ chance of hitting. Jump 10% further.

Second level, fires in flight at half chance of hitting and jumps 20% further.

Third level, fires in flight with $\frac{1}{2}$ chance of hitting, jumps 25% further and may jump in the same turn as pre-jump flame up.



STREETWISE

Streetwise skill doubles the chance of obtaining restricted weapons and gives 50% chance of decreasing the price of black market goods by 1/3rd.

RANDOM DETERMINATION OF SKILLS

Throw a D100:-

Dice Score	Skill	Max. Levels
01 to 05	Weaponsmith	
06 to 15	Weapon skill	
16 to 25	Lightning reactions	4
26 to 30	Fast draw	2
31 to 35	Survival instinct	1
36 to 40	Nerves of steel	1
41 to 45	Ambidexterity	3
46 to 50	Sniper	7
51 to 55	Medical skill	1
56 to 60	Martial skill	2
61 to 65	Leadership	1
66 to 70	Jetcycle	2
71 to 75	Jetpack	3
76 to 80	Streetwise	1
81 to 00	Count last appropriate skill as having been thrown twice.*	



*If the maximum level has already been attained in a skill, choose another skill which seems appropriate.

Drugs

Drugs of every description are readily available; they are one of the most popular forms of home entertainment. Many drugs have applications in combat situations, but the following three are by far the most commonly encountered.

STING

Sting is pretty wonderful stuff; it tightens up your muscles, sharpens your reflexes and steels your nerve: all the time allowing you to view your situation with dispassionate calm and precise logic, the ideal combat drug.

On the minus side, sting is very addictive, with unpleasantly fatal withdrawal symptoms, and eventually the addict's system will adapt to the drug to the extent that it will no longer have any advantageous effect.

The beneficial effect of a shot of sting lasts D10 turns (umpire throws secretly), during that time the user moves 1/3rd. further each turn, doubles his initiative level, multiplies his chance of hitting in combat or with single shot firing by 1½. He will also increase his reaction throw by 3.

As you can see, the advantages of using sting are considerable, but only a fool uses it without very good reason; each time sting is used there is a 5% chance of addiction. Sting addiction requires a 'shot' every 8 hours, or all the addict's factors are halved. After 16 hours they enter a coma, and need medical attention, or they will die within 24 hours.

Each time a sting Addict uses the drug in combat there is a 2% chance that his system is no longer affected, this loss is permanent though he still needs his thrice-daily shot to survive.

CRINGE

Cringe totally banishes the individual's personality, and with it any initiative or concern. He becomes a virtual automaton. Taking the drug causes the 'cringer' to black out for a few

minutes, when he comes round he will be docile and completely subservient to the first figure of authority he encounters. He will then obey commands from his new 'master' without question. He is not subject to morale or duckbacks.

One person may only command a limited number of cringers, as he must continually instruct and direct them. Commands must be simple

'attack those people in brown with your sword'

'shoot at him'

'stay where you are'

Red Redemptionist Brethren are specially trained in the control of cringers, and with the aid of a throat mike and ear-plug receivers, they can manage to control six with a fair degree of efficiency. The inexperienced may manage to control three, and not especially efficiently.

Cringers deduct two from their reaction throw, they deduct 25% from their firing throw, and halve their combat throws.

The drug lasts about three hours.

STEAM

Steam speed you up; slows the world down around you.....

Individuals on steam ('Steainers') move twice per turn, once in their normal move time, and once as if they had double their normal initiative level. This means that if they wait for their normal level to be called they may make one move of double distance. Normal rates of fire may not be exceeded, as this is limited by the mechanism of the weapon rather than its wielder, but double the normal number of other actions may be made, including throwing grenades.

Steainers add two to their reaction throw. In combat they count as two separate opponents, one at his normal initiative level, one at double. His enemy counts the normal deductions for fighting two opponents.

Steaming, if left to run its course, will last 3 to 4 hours, before the strain causes collapse of the user. But a sudden shock to the system may end the drugs effectiveness, and incapacitate the user.

When a steamer is hit, either by a penetrating explosion, missile or in combat, there is a 50% chance of him being KO'd. When he recovers, the effect of the drug will have worn off.

COMBINING DRUGS

Sting, Steam and Cringe can be combined, their effect is cumulative. They have 80% availability, and cost only 2 credits a shot.

However, drugs are viewed with considerable suspicion by most professional warriors, and are only in general use by the fanatic hordes of Red Redemptionists.



Poh-ned's

Slave traders of the Stonell Galaxy. Methane breathing aliens who revel on torture and miss deeds. They have a distinct liking for absorbing human tissue through their suction pores on their hands and feet.

SIMPLIFIED RULES

Where a more rapid game is required, or the number of figures involved is large, ignore the rules marked 'Full Game Only', and modify the others as follows?

INITIATIVE LEVEL

Movement and firing can only be taken at the point an individual's initiative level is called. If it is not, the opportunity to do so is lost until the next move.

INITIATIVE LEVEL MODIFIERS

Substitute the following simplified chart:-

Light Armour	-2
Power armour	-5
Dreadnought armour	-10

EFFECTS OF HITS

Serious wound ALWAYS DISABLES

Light wounds have NO EFFECT whatsoever, except that when three light wounds are received the individual is disabled.



BACKGROUND

A real must for a fully enjoyable series of games is a historical background to act as a backdrop and source of ideas for scenarios, and to add a flavour of realism and continuity to the whole proceedings.

You can either steal your background from Sci Fi fiction or comics; you have a huge variety to choose from, Poul Anderson's Satan's World series, Marvel Comics Killraven or Deathlock comics, Chaykin's Cody Starbuck stories etc. etc., or you can invent your own; the universe is your oyster.

Below we present a brief guide to your universe, feel free to use and alter it as you see fit. It does have the distinct advantage that we have made a range of 25 and 15mm. figures to be used in its settings. (See basic figures on page 39).

Our adventures and battles take place in the flung future. Man has reached the stars and the highest pinnacles of science and civilisation, and is now well on his way down the long bloody slide back to barbarism.

Earth and its neighbouring systems form the 'Inner Worlds', long since drained of natural resources, they rely on the outer 'Frontier Worlds' for the continued survival of their huge, continent spanning Megacities, built in great mile-high blocks and deep burrowing tunnels.

Earth houses the nerve centre of Humanity's lords and masters, the High Lords of the Imperium. The Imperium must use all its power to ensure that the frontier continues to be sucked dry, feeding and clothing the teeming, drone-like megacity populations. The most feared instrument of Imperial power is the Inquisition; only barely a religious organisation, they are the official upholders and enforcers of Imperialism, a creed which preaches the suppression of the individual's personal interest in favour of those of the Imperium as a whole, as embodied in the persons of the High Lords themselves. The furtherance of complete understanding and observance of Imperialism has been known to involve the razing of entire planets, and the Inquisition are known to be liberal, if not over-enthusiastic, in the use of their armies and fleets.



The Inquisition provides all the candidates for High Lordship, and a good proportion of the Imperium's Lord Knights, its ranks supply a dedicated, even fanatic, cadre around which the ordinary armed and security forces are built. Inquisition H.Q. on Earth is notorious for its Gothic horrors, here the Lord Torturer has brought his art to a screaming pitch of subtlety and terror.

Individual continents and worlds of the Imperium are ruled by the Lord Knights. One favoured man is given the care of a land mass, or sometimes a whole planet, each Knight has a detachment of Imperial Marines apportioned to him, but many raise additional units, either raising and equipping units themselves, often with fanciful or archaic uniforms, or else hiring motley bands of mercenaries; killers who hire their skills to the highest bidder.

The Lord Knights jostle amongst themselves for power and advantage; continual bickering and skirmishing which sometimes breaks out into local wars, but each owes his ultimate

loyalty to the Inquisition, and differences are always shelved when cooperation is required to defeat the forces of rebellion or heresy.

The greatest threat to the power of the Imperium lies on the fringe of the Inner Worlds, here lies a scattered belt of systems colonised mainly by African and Near-Eastern groups. These so called 'Dark Worlds' claim independence from the Imperium, and from them has sprung a new religion; the 'Red Redemption'.

The Redemption was originally created by the Afro Asian revolutionary forces as an artificial force, to better unify their people against the Imperium. It parallels Imperialism exactly, merely substituting the interests of Allah as embodied in his chosen people, The Red Redemptionists, for those of the Imperium High Lords. The adoption of the 'Redemption' by the common masses has given it a life of its own, and taken it out of the hands of its creators, giving birth to its own prophets and messiahs.

The force of the Red Redemption, both regular military units, and the fanatical civilian hordes follow the cry for a holy war, are led, both militarily and spiritually by the Brothers and Masters of the inner circle. These rabid fanatics have their flesh flayed from them and replaced with a metal carapace. They're pretty tough hombres, but their unique condition tends to warp their view of life, morality, and the universe in general, considerably.

The Redemptionists devote themselves to Allah, Lord of the fiery hells, and to his mouth-piece on the Dark Worlds, the Prophet Zandrig. Zandrig moves from world to world, trying to unite the various Redemptionist groups for a final push against the Imperium, but though the individual groups are fanatically loyal to his person, petty squabbles between the various ethnic groups and the followers of innumerable self-appointed prophets continue to thwart his best efforts.



Out on the Frontier Worlds, the Imperium maintains only minimal garrisons, though massive reinforcements are always available to combat any serious unrest or rebellion. The instruments of Imperial power on the frontier are the Merchant Barons.

Each Baron is given a section of a frontier to exploit, all the High Lords ask is that he should ship his quota of goods or raw materials back to the Inner Worlds, his methods are his own concern.

In an emergency the merchants can depend on Imperial garrison troops for support, but must maintain private forces of their own; not usually on the scale of the armies of the Lord Knights, but compact, high quality bodyguard units, well armed and trained fighting machines. The politics and disposition of the many Merchant Barons varies wildly; they may sympathise with rebel groups from the frontier, be secret Redemptionists, or in the pocket of the Inquisition. Some are little more than Pirates, if matters

little to the Imperium just so long as they meet their Quota.

Only the Merchant Barons are licensed to trade between planets, and smuggling is a most lucrative, if dangerous, occupation. Both the Imperium's patrol vessels and the merchants themselves are willing to go to great lengths to preserve the monopoly. Of course, the Dark Worlds have no official Merchants, and must run contraband through the Imperium blockade, either using their own ships commanded by Brothers, or employing smugglers from outside. Many smugglers double quite happily as space pirates, attacking any vessel that appears vulnerable, and hoping to capture both the ship and its cargo intact.

All this gives us a universe where our adventurers can become involved in strife of many kinds, everything from gun running, through terrorism, to total war.



CALMIN
ORIGIN
WITH POWER
GLOVE AND
LASER PISTOL.

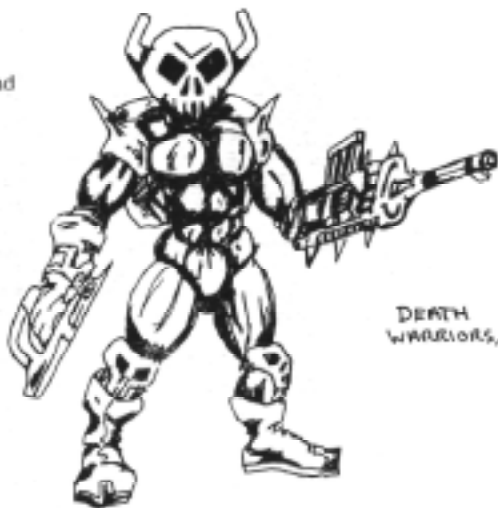


CALMIN
HEAVILY
ARMED
WITH ELECTRON
DISRUPTOR

Calmin's

THE WARRIORS OF TERROR

Deep space raiders from the planet Calmin. They have never been seen out of armour and when hit will evaporate to dust. Renowned as the terror of the Star Lanes, they never take prisoners and ask for no mercy upon themselves.



DEATH
WARRIORS,

FIGURES

Space Adventurers & Star Soldiers

- | | | | |
|-----|----------------------------|-----|---|
| 100 | Law Officer with Pistol | 114 | Adventurer with Laser Rifle |
| 101 | Law Officer with Riot Gun | 115 | Adventurer with Missile Launcher |
| 102 | Law Officer on Patrol Bike | 116 | Law Officer in Riot Gear |
| 103 | Adventurer with Pistol | 117 | Law Officer Dog Handler with Grenade Launcher |
| 104 | Heroine with Pistol | 118 | Guard Dog |
| 105 | Hero with Sword and Pistol | 119 | Law Officer vehicle crewman standing |
| 106 | Adventurer with Rifle | 120 | Law Officer vehicle crewman sitting |
| 107 | Thug with Club | 121 | Vehicle heavy weapon. |
| 108 | Thug with Knife | 122 | Adventurer in chain armour armed with Bolt Gun. |
| 109 | Thug with Pistol | | |
| 110 | Civilian | | |
| 111 | Civilianess | | |
| 112 | Adventurer in Lt. Armour | | |
| 113 | Adventurer with 2 pistols | | |
| 200 | Starship Crewman | 204 | Starship Officer |
| 201 | Merchant | 205 | Spacesuited figure with Laser Pistol |
| 202 | Space Scout | 206 | Spacesuited figure with Laser Rifle. |
| 203 | Spacesuited Figure | | |

Imperialist Troopers

- | | | | |
|-----|---------------------------|-----|--------------------------------|
| 300 | Officer with Bolt Rifle | 305 | Senior Officer |
| 301 | Officer with Bolt Gun | 306 | with Grenade Launcher |
| 302 | Black Guard Elite Trooper | 307 | with Conversion Beam Projector |
| 303 | Black Guard Commander | 308 | with Rapid-fire Bolt Gun |
| 304 | Officer | 309 | in Power Armour |
| | | 310 | in Dreadnought Armour |

Redemptionist Rebels

- | | | | |
|-----|-------------------------------------|-----|-------------------------------------|
| 400 | Redemptionist with Sword & Pistol | 405 | with Auto-laser |
| 401 | Redemptionist with Laser Rifle | 406 | with Heavy Laser |
| 402 | Warrior Lord | 407 | Warrior Lord with Power Axe |
| 403 | Redemptionist with Flame Thrower | 408 | Redemptionist Trike with 2 man crew |
| 404 | Redemptionist with Missile Launcher | | |

Mercenaries

- | | |
|-----|-------------------------------|
| 500 | Officer with Pistol |
| 501 | Mercenary with Assault Rifle |
| 502 | Mercenary with Machine Gun |
| 503 | Mercenary with S.H.G. |
| 504 | with Jet Pack and Auto Laser. |

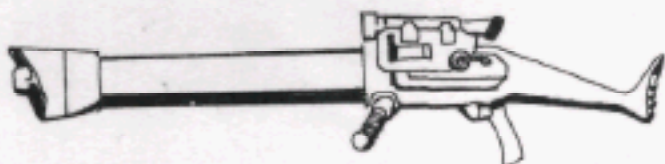
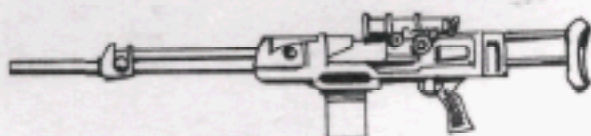
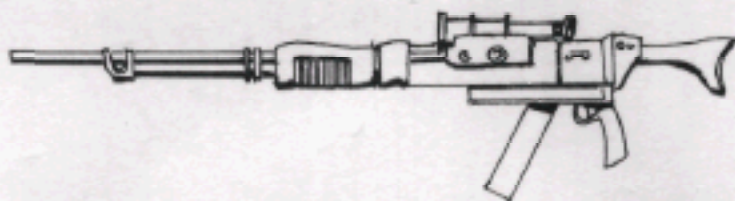
311 Imperial Battle Droid

15mm. by **Tabletop Figures**

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