Lightspeed

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Science Fiction Role-Playing using Instant Fuzion
**By Christian Conkle**

Introduction

Lightspeed is a Role-Playing Game set in the galaxy of the 27th Century. The players play Federation Rangers, interstellar lawmen on the Galactic Frontier. Federation Rangers are a cross between the French Foreign Legion, the Texas Rangers, and Bounty Hunters. This setting is unique in that the characters are not military, yet fly advanced combat spacecraft. They wield authority, yet they are not standard police because they fly where they are needed, responding to trouble wherever it develops. They answer to no one except Astro Police Support who keeps track of them and sends them on missions. Astro Police Rangers are typical Player Characters: tough, independent, and unpredictable.

The scope of this product only allows the players to create Human Federation Rangers, but future supplements will expand the rules to allow players to play such diverse roles as Federation StarForce Officers, Alien Species, Old Earth Empire Mercenaries, Droids, Clones, Colonists, Mecha Pilots or Independent Freighter Captains.

Future supplements will also detail Starships, Mecha, the Hypernet, Quantum Psychics, and other topics.

If elements of *Lightspeed* seem familiar, that is intentional. *Lightspeed* attempts to be all inclusive, drawing inspiration from many Science Fiction films and novels and putting them together into a coherent whole. The purpose of this is to make *Lightspeed* as generic as possible, allowing players and gamemasters to set their characters and stories against any backdrop they desire. Within you'll find elements of Star Trek, Star Wars, Aliens, Bladerunner, X-Files, Predator, Japanese Anime, Cyberpunk fiction, Lovecraftian fiction, and other Science Fiction games.

Lightspeed uses the Instant Fuzion rules. Fuzion is a meta-system developed by R.Talsorian Games and HERO Games and is available for free from http://www.thefuze.com. Instant Fuzion is an easy-to-learn simpler version of Fuzion that emphasizes simplicity and instant play.
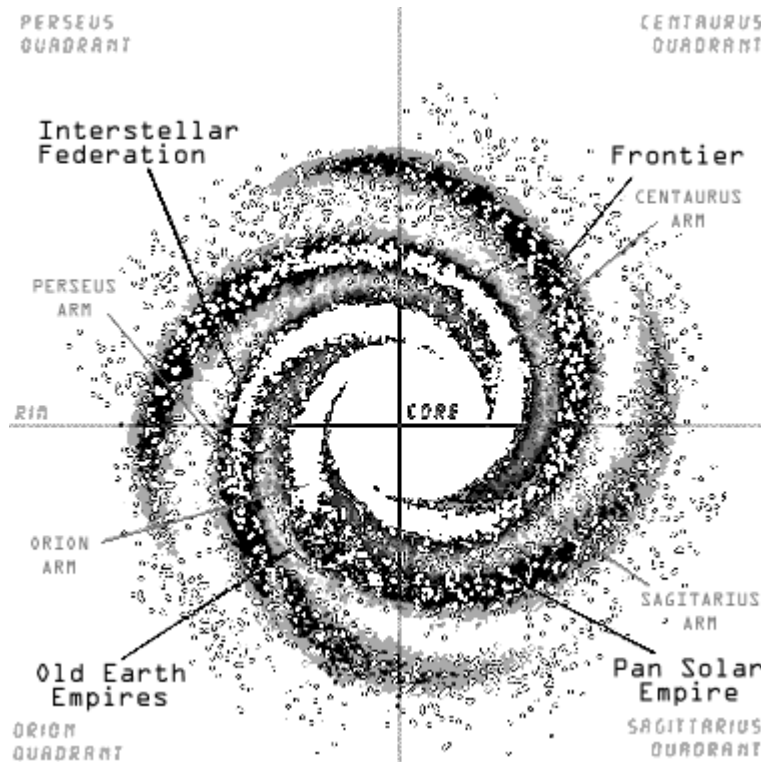
The Galaxy

In the 26th Century, the Milky Way Galaxy has been mapped and explored by man using the marvelous invention: The Hyperspace Drive.

The Milky Way Galaxy is roughly 100,000 light years from core to rim and contains roughly 200 billion star systems. The majority of these systems lie in the dense Core region. The Galaxy is divided into four equal quadrants: The Orion Quadrant, the Sagittarius Quadrant, the Centaurus Quadrant, and the Perseus Quadrant.

The Orion Quadrant is the home of Sol System and Earth. The star systems around Earth were the first colonized and are now heavily populated Core Worlds. These colonies are still owned by the traditional governments of Earth such as the U.S., China, France, Japan and others. Collectively, these worlds and their governments are called the Old Earth Empires. They are constantly embroiled in petty wars and strife but still maintain uneasy relations with both the Interstellar Federation and the Pan-Solar Empire.

The Perseus Quadrant is home to the Interstellar Federation. The Federation, as it is known, is a strong union of former colonies that have all gained their independence from Earth. The government is a Republican Monarchy with a President being elected for life. For the most part, the Federation is benevolent and fair in their government and laws. Citizens of the Federation enjoy a high standard of living.

The Sagittarius Quadrant is governed by the tyrannical Pan Solar Empire. The Empire, like the Federation, is also comprised of old colony worlds. Unlike the Federation, they did not gain their independence. Instead, they were conquered by the mad Emperor, who has ruled his quadrant with an iron fist for more than 150 Solar Years. The Worlds of the Empire have all been raped of their natural resources to fuel the huge military-industrial complex of the Imperial Armed Forces.

Citizens of the Empire live in squalid misery with no human rights. They view the Federation with jealous eyes. It is the Empire's ultimate goal to conquer the Federation and take it's wealth.

The Centaurus Quadrant is home to many new Federation colonies and countless small independent governments. It is on the edge of explored space and most of the new planets are being discovered there. For this reason, it is called the Frontier. The Centaurus Quadrant is home to pirates and bandits and is considered a wild area of space. Many independent freighters try their luck against both the Empire raids and Bandit piracy to deliver goods back and forth between the colonies and the Federation and the Old Earth Empires.

In all, the Galaxy supports an estimated 48.5 Trillion human inhabitants on over 1.6 million worlds and expanding. Core worlds are heavily populated world with populations exceeding ten billion. These are usually heavily industrialized and were some of the first worlds colonized during man's expansion into space. There are less than 1000 Core Worlds in the Galaxy. Core Worlds are usually not self-sufficient and rely on supplies and resources from the outer Colony Worlds. Colony Worlds are relatively recently discovered worlds that are self-sufficient. Some Colony Worlds have been settled for over 400 years, yet still maintain a relatively small population of five billion or less. Recently colonized worlds on the Frontier are heavily dependent on other worlds for technology and supplies. Their populations usually number less than one million.

Federation Rangers are tasked to enforce Federation law in the Frontier and on Federation Colonies and Associate Worlds. They have no jurisdiction on Federation member worlds. There, Federation Security maintain bases for permanent law enforcement
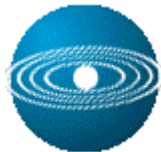
Interstellar Federation

The Interstellar Federation is a Republican Alliance that is governed by a democratically elected President. Currently, the Federation is comprised of nearly 1,000 Member Worlds, 10,000 Associate Worlds, and over 15,000 Colonies.

History

The Federation was born out of a rebellion of former Old-Earth Empire Colonies who banded together for mutual protection and cooperation. The Federation was officially formed in 2368, but existed as the Colonial Alliance for 40 years prior to that.

World Classifications

Member Worlds are full Federation partners. Each Member World is responsible for electing an individual to represent that world at the Federation Senate. Member Worlds are granted the full protection of the Federation Military and Member populations have access to Federation government programs. A 21st century analogy to Member Worlds might be the States of the United States of America.

Associate Worlds are candidates for membership but are not yet full Members. They are considered a part of the Federation, but maintain independent governments. As such, they are eligible for Federation military protection, but are not eligible for Federation government programs. They also have no governing representation at the Federation Senate.

Colonies are recently settled worlds. They generally have no unified government and, as such, have no representation in the Federation Senate. They are afforded Federation military protection, however, but are not eligible for Federation government programs.

Quality of Life

Citizens of the Federation enjoy a high standard of living. Federation citizens enjoy free health care, a stable monetary and economic system, public services such as well maintained communications and transportation systems, emergency incident response for natural disasters and fires, public education, retirement pension, and many more.

Taxes pay for these government services. All citizens of the Federation are required to pay taxes. Member World citizens taxes are the higher than Associate World taxes, but Associate World citizens are also usually expected to pay a planetary government tax. Colonist pay the least taxes but are afforded the least benefits.

Defense

The Federation advocates peace but recognizes that factions outside it's control would use force in opposition to the Federation's goals, interests, and ideals. Therefore, the Federation maintains a sizable military defense force. The Federation StarForce maintains both planetary defenses through stationary garrison forces and mobile defense through its several interstellar fleets.

At this time, the Federation's most powerful opponent is the Pan-Solar Empire. The Empire's goals and interests conflict and often contradict those of the Federation, and the Empire has pledged itself to the destruction of the Federation. However, the Federation's military strength has served as an adequate deterrent to Imperial aggression. The peace is nevertheless an uneasy one, and should the Empire gain an advantage over the Federation, open hostilities would certainly ensue.

Typical Federation StarForce Officer
Physical: 4 **Mental**: 6 **Combat**: 5 **Move**: 4
Hits: 20 **Defense**: 8

Skills: Acrobatics 2, Astrogation 4, Climbing 2, Computers 5, Evade 5, First Aid 2, Navigation 2, Hand-to-Hand 7, Gunnery 4, Melee Weapons 4, Perception 7, Pilot Grav Vehicle 3, Pilot Starfighter 5, Ranged Weapons 5, Shields 4, System Operation 6, and Tracking 3

Equipment: Stunner (10DC Stun only, +1 accuracy, 60m range), Space Suit (5 KD), Datapad (2 POW), Analyzer (Adds +2 to any Perception, Technology, Tracking or Survival skills)..

Law Enforcement

Federation Laws are guaranteed by the Federation Constitution and are enforced by The Federation Astro Police. All Member Worlds are protected by the Astro Police. All Associate and Colony Worlds fall under the jurisdiction of the Federation Astro Police Rangers.

Astro Police Rangers

Federation Astro Police Rangers are the representatives of law enforcement responsible for, per capita, over 500 cubic light years of space. They usually work alone or in small groups. They spend months at a time away from home. They must be independent and interdependent at the same time. Some of them come from the industrialized and civilized Core Worlds, others come from the Rim Worlds that were the first to be colonized, others might come from the Frontier colonies and serve the planet they grew up on.

Each Ranger is their own commanding officer. All Rangers are equal. Their job, simply, is to uphold the law on the Frontier. The Frontier is a region of space spanning 150 million cubic light years. That means there are, on average, 300,000 Astro Police Rangers are on patrol at any given time. The Rangers are a brotherhood, a sisterhood, a fraternity, and a sorority all in one. If one Ranger is in need, they can call for help, no questions asked. Likewise, if a Ranger fails the family, great retribution awaits. Rangers police themselves and, failing that, the Federation Starforce has authorization to deal with renegades.

The Frontier is a dangerous place. Each year, the Astro Police Rangers suffer a 34% turnover, either through death, injury, retirement, or disappearance. Out there one will find bandits, planetary warlords, pirates, incursions by Imperial Shock Troops, and even hostile aliens. None of which share a healthy respect for authority or the law. As a result, the average career life span of a typical Federation Astro Police Ranger is 3 to 5 years, though perhaps 15% last 20 years or more. If a Ranger survives the first 3 years, their chances of surviving even more are very high.

At first glance, Astro Police Ranger recruitment seems fairly lenient. The Law must be enforced, and the Galaxy needs people to do it. Recruits are given tough training and are told what is expected of them and what the consequences of failure are. That is usually sufficient.

Astro Police Rangers are not alone, however. Astro Police Support supplies and equips the Rangers, keeps track of them, and handles communications and deployment. They determine who goes where and what needs to be done, then make sure a Ranger is able to do it. There are Astro Police Support stations on nearly every colonized planet on the Frontier. They also determine if a Ranger is a renegade or not, so they are treated with proper respect among the Rangers. Secondly, there are other Rangers. If a Astro Police ever needs help, Astro Police Support can have Rangers at their position in a matter of hours. Each Ranger is expected to be able to lay down their life in the support and protection of another Ranger. But Ranger

deployment isn't unlimited, and it may take days to get together more than 10 Rangers, and getting more than 200 Rangers at any given time is unlikely. Space is just too big and the Astro Police is usually very busy.

Astro Police Rangers are equipped with the latest technology and gear. They pilot long-range Space Fighters called Peacekeepers. Rangers tend to develop strong emotional attachments to their Peacekeepers, whose AI units keep Rangers company on long lonely missions. Rangers receive an allowance to modify their fighters to meet their personal specifications. Rangers receive a uniform, a side-arm, a flight-suit, and some other basic equipment. On top of that, Rangers are given an equipment allowance to outfit themselves to their own personal needs. Astro Police Support Stations have large armories at their disposal, but they're not unlimited. If a Ranger needs a powersuit, they can requisition it. If they need a bigger ship for a short mission, they can requisition that as well. Heavy Armor, Weapons, Engineering Equipment, and other items are all available from Astro Police Support. Astro Police Support offers loans on equipment allowances for big items, but failure to pay will result in garnishing of the Ranger's wages.

Recruitment and Training

Federation Astro Police Rangers are drawn from all walks of life. Ranger recruitment is handled by Astro Police Support. They focus on military personnel looking for a job after the service, planetary law enforcement officers looking for a promotion, graduating college students looking for adventure, and even prisons where ex-cons are given a chance to start a new life upholding the law. Most Rangers come from low-income social groups and often carry checkered pasts. Upon joining the Rangers, any past transgressions are erased from the record.

Astro Police Ranger training consists of two-months of basic training at any one of the hundreds of Astro Police Training facilities. The training is rigorous but not gruelling. In addition to physical training, Ranger Recruits receive 80 hours of classroom training in law enforcement and basic sciences. Rangers also receive training in flight procedures for both the Peacekeeper Starfighter and basic transport shuttles.

Upon completion of basic training, Rangers are barely ready to carry out their duties. Accordingly, for the first 10 months of active duty, Ranger Recruits are assigned to a Senior Astro Police Ranger as a Trainee. It is the Senior Ranger's duty to indoctrinate the Trainee and show them around, giving the Trainee a taste of the work to come. During this time, Trainees are considered full and equal Rangers, though some minor hazing does occur.

Upon completion of their training period, Ranger Trainees are assigned their first "solo" missions.

Duties

The Astro Police are expected to enforce the law of the Federation Constitution. If an Astro Police Officer or Ranger sees a crime in progress, they are expected to stop the crime, apprehend the perpetrators, and return the perpetrators to either the closest local Law Enforcement

Authorities or to an Astro Police Support Base, whichever is closer or more convenient.

An Astro Police Ranger must always yield jurisdiction to local Law Enforcement Authorities except in cases of suspected corruption. In which case, a charge of corruption must be filed and investigated, and should the case be unfounded, the perpetrator will be extradited to the Law Enforcement Authorities.

More often than not, local Law Enforcement Authorities will yield jurisdiction to the Astro Police as their own resources are typically below par. In fact, most Astro Police investigations or interventions are requested by local Law Enforcement Authorities.

Resources

Individual Astro Police Rangers are issued an protective flight suit, a side-arm, a datapad, and a tape-cuff dispenser. Rangers are given an equipment allowance to outfit themselves to their satisfaction and requirements. Rangers are also assigned a Peacekeeper long-range Starfighter and an additional allowance to outfit it to their personal requirements.

Available upon request from all Astro Police Support Bases are Heavy Weapons, Demolitions, Engineering Equipment, Transport Shuttles, Powersuits, and even Mecha or Starships. Assignment is on a per-mission basis, but Rangers can permanently requisition items by taking out a "loan" to their equipment allowance from Astro Police Support. The Ranger then pays off the loan, eventually owning the item outright. Failure to pay results in garnishment of wages.

Astro Police Support Bases

There are thousands of Astro Police Support Bases located throughout the Frontier. Bases run the gamut of planetary installations, hollowed out asteroids, free-floating space stations, or even mobile starships. All Support Bases have hangar facilities for a minimum of 10 Peacekeepers or Transport Shuttles. Each base has short-term detention facilities for a minimum of 1000 prisoners. Bases also have sleeping and recreation facilities for a minimum of 100 Rangers. Base equipment supplies vary, but generally store several impounded starships, 10 to 20 Powersuits, 1 to 10 Mecha, and 10 to 20 Vehicles of various varieties.

Bases serve as temporary homes for the often transient Rangers. Bases are a place where Astro Police Rangers can refuel, re-supply, re-equip, drop off prisoners, make repairs, catch some sleep, and relax between missions. Bases are also armed against attack, mounting sophisticated anti-Starship defense weaponry and shielding. Most Astro Police Support Bases can withstand attacks by several Starships until support arrives.


Typical Astro Police Ranger
Physical: 5 **Mental**: 4 **Combat**: 6 **Move**: 5
Hits: 25   **Defense**: 10

Skills: Acrobatics 2, Astrogation 4, Climbing 2, Computers 5, Evade 5, First Aid 2, Navigation 2, Hand-to-Hand 7, Gunnery 4, Melee Weapons 4, Perception 7, Pilot Grav Vehicle 3, Pilot Starfighter 5, Ranged Weapons 5, Shields 4, System Operation 6, and Tracking 3

Equipment: Blaster Pistol (5DC, +1 accuracy, 60m range), Flight Suit (10 KD), Datapad (2 POW), Cuff-Tape Dispenser (Physical: 9), Peacekeeper Starfighter (see Peacekeeper Statistics).
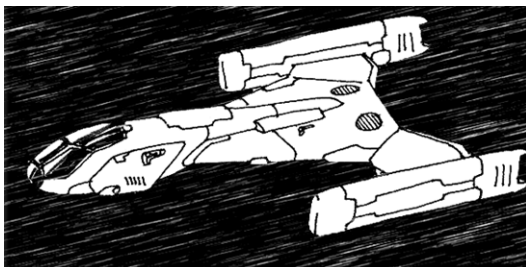

Peacekeeper Starfighter
The Peacekeeper Starfighter is a rugged, durable, easily maintained long-range starfighter perfect for Ranger patrols. No two Peacekeepers are alike due to the Ranger practice of allowing a pilot to modify, or "trick out", their starfighter.

PEACEKEEPER STARFIGHTER: KD 4K, SDP 8K, MV-2, MOVE 2km, Pass 1+1, Blaster Cannons (5K, +1 accuracy, 2.4km range), 2 Strike Missiles (12K each, 28.8km range), Tractor Beam (15+3d6 vs target's structure+3d6, success indicates target is immobilized, -5 accuracy, 1.2km range), Shields (6K), Options: Hyperdrive (100 LY per hour, 1000 LY range), Ion Drive (1 AU per day), Atmospheric re-entry protection, passenger seat for prisoners, 500kg storage, ejection seats, security system, sensors (70km range, 10000km communications), backup sensors (10km range, 3000km communications), Artificial Intelligence (Mental 2, Combat 2).

Astro Police Vehicles

Astro Police Walker

Astro Police Walkers are 20m tall humanoid robots piloted by a Astro Police in a cockpit in the chest. They are ruggedized for harsh environments and serve primarily when a Astro Police is expected to face other Walkers or heavy vehicles in the course of his mission. Like the Peacekeeper Starfighter, Walkers are equipped with a passenger compartment for the transportation of suspects.
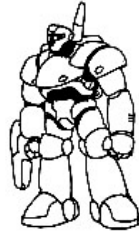
ASTRO POLICE WALKER: KD 3K, SDP 6K, MV-2, MOVE 20, Pass 1+1, Blaster Cannon (5K, +1 accuracy, 2.5km range), 2 Rocket Launchers (1K each, 10 rate of fire, 1km range), 1 Anti-Riot Heavy Stunner (12 DC stun only, range 400m, 5m area effect), Fists (2Kx2, -1 accuracy), Options: sensors (70km range, 10000km communications), backup sensors (10km range, 3000km communications).

Astro Police Grav-Bike

The Astro Police Grav Bike is an armored one-man grav vehicle armed with a heavy blaster. The bike provides no armor protection for its rider. The bike is built for one rider, but a passenger can ride in discomfort.

ASTRO POLICE GRAV BIKE: KD 15, SDP 35, MV-2, MOVE 50, Pass 1+1, Heavy Blaster(12DC, +1 accuracy, 400\m range), Options: none.
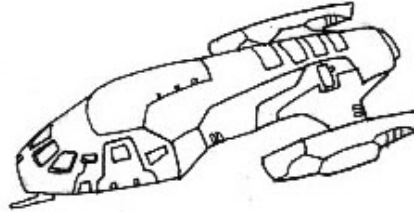
Astro Police Anti-Riot Grav Vehicle

The Astro Police ARGV is a highly mobile platform used for anti-riot and some anti-invasion services. It is equipped with Fire Retardant Foam Rockets, and an Anti-Riot Heavy Stunner.
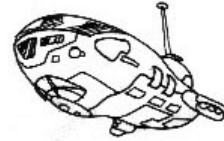
ASTRO POLICE ARGV: KD 2K, SDP 5K, MV-6, MOVE 20, Pass 1, Anti-Riot Heavy Stunner (12 DC stun only, range 400m), Fire Retardant Foam Rockets (AV 14 to douse fires), Options: sensors (70km range, 10000km communications), backup sensors (10km range, 3000km communications).

Astro Police Transport Shuttle

Astro Police use mid-range Transport shuttles to ferry prisoners and suspects. They are lightly armed and armored and generally rely on Peacekeeper Escort for protection. Each Transport is able to carry up to 10 passengers.

ASTRO POLICE TRANPORT SHUTTLE: KD 1K, SDP 4K, MV –5, MOVE 2km, Pass 2+10, Options: Hyperdrive (40 LY per hour, 100 LY range), Ion Drive (1 AU/day), Atmospheric re-entry protection, Large cargo hold

Pan Solar Empire

The Pan-Solar Empire is a totalitarian autocracy spanning nearly 25,000 worlds. It is the stated philosoPHYS of the Empire to serve the Emperor and the military/corporate government, in other words, make a profit. To this end, the individual Imperial citizen has no rights and is considered the property of the state.

This unequal economic and social arrangement has resulted in a very stratified upper echelon of military and corporate overlords while the vast majority of Imperial citizens live in abject squalor and oppression. Natural resources are pillaged from worlds to fuel the unchecked military and economic growth of the Empire.

The Empire maintains a vast military force to maintain oppression at home and to acquire new resources to maintain the massive growth.

The Empire views the Federation's wealth and prosperity with menacingly hungry eyes. They would like nothing more than to topple the Federation and acquire its vast resources.

Current Federation military strength and deployment serves as an effective deterrent to any such Imperial attack, but minor raids still occur on the outlying Frontier worlds.

The Imperial Shock Trooper is the armored face of the Empire. Their battle armor is designed to strike fear into their enemies. Shock Troopers are chosen more for their loyalty and sadism than for their competence and intelligence.

Despite their lack of training and ability, Imperial Shock Troopers are well equipped with the most powerful vehicles and weaponry available.

Astro Police interaction with Imperial Shock Troopers is generally limited to helping refugees safely escape from Imperial aggression. Astro Police are discouraged from engaging the Empire directly, preferring instead to notify Federation StarForce and providing intelligence and support when they arrive.

Nevertheless, Rangers often find themselves head-to-head with Shocktroopers, and Rangers are certainly expected to do what they can to stop them..
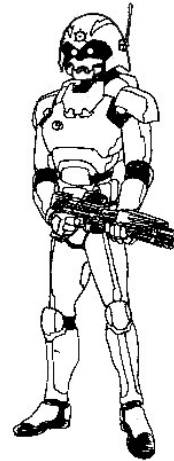
Imperial Shock Trooper
Physical: 7 **Mental**: 2 **Combat**: 8 **Move**: 3
Hits: 35 **Defense**: 14

Skills: Astrogation 4, Computers 3, Perception 4, Persuasion 2, Evade 3, Hand-to-Hand 5, Gunnery 3, Melee Weapons 4, Ranged Weapons 4, Thrown Weapons 2, Pilot Grav Vehicle 2, Pilot Starfighter 4, Shields 3, Systems Operation 2.

Equipment: Blaster Rifle (7DC, +1 accuracy, 400m range), Armor (20 KD), Powersword (4DC, +1 accuracy), Grenade (10DC, 5m radius), Harpy Starfighter (see Harpy Statistics).
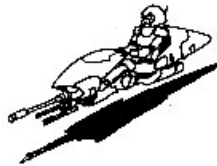
Imperial Vehicles

Imperial Terror Walker
The Imperial Terror Walker is a giant quadrupedal mecha that serves as the Empire's main land warfare vehicle. The Terror Walker strides across the battlefield, using it's Blaster Cannons to attack fortifications and vehicles, then deploying it's complement of 20 Shock Troopers to secure the area.
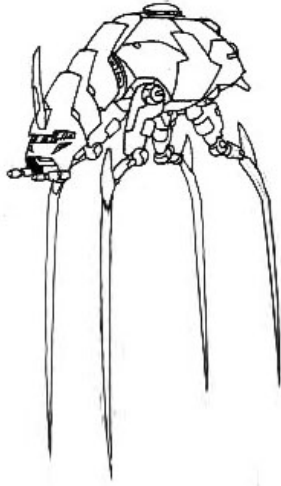
IMPERIAL TERROR WALKER: KD 4K, SDP 10K, MV-5, MOVE 30, Pass 2+20, Blaster Cannons (5Kx2, +1 accuracy, 2.5km range), Options: sensors (70km range, 10000km communications), backup sensors (10km range, 3000km communications).

Imperial Grav-Bike
The Imperial Grav Bike is an armored one-man grav vehicle armed with a heavy blaster. The bike provides no armor protection for its rider. The bike is built for one rider, but a passenger can ride in discomfort.

IMPERIAL GRAV BIKE: KD 15, SDP 35, MV-2, MOVE 50, Pass 1+1, Heavy Blaster(12DC, +1 accuracy, 400\m range), Options: none.

Imperial Air Assault Vehicle
The Imperial AAV is an aerial weapons platform using high-powered Grav technology.

IMPERIAL AAV: KD 1K, SDP 3K, MV-3, MOVE 50, Pass 2, Blaster Cannons (5K, +1 accuracy, 2.5km range), 2 Strike Missiles (10K, +1 accuracy, 10km range), Options: sensors (70km range, 10000km communications), backup sensors (10km range, 3000km communications).

Harpy Starfighter
The Harpy Starfighter is the symbol of the Empire. They are small and cheaply produced, resulting in swarms of disposable fighters. They lack Hyperdrive, so they must be ferried to combat in Imperial Carriers or Strike Cruisers.

HARPY STARFIGHTER: KD 1K, SDP 4K, MV-0, MOVE 3km, Pass 1, Blaster Cannons (5Kx2, +1 accuracy, 2.5km range) Options: Ion Drive (1 AU per day), security system, sensors (70km range, 10000km communications), backup sensors (10km range, 3000km communications), Atmospheric re-entry protection.

Old Earth Empires

The Old Earth Empires, or nation-states, still exist on Earth and hold sizeable empires in the Galactic community around Earth. The largest of these empires include: United States of America, China, European Union, United Africa, Japan, Russia, and Brazil.

Earth itself is a heavily populated Core World teeming with giant cities and tens of billions of inhabitants. Despite colonization efforts to reduce overpopulation, many Earthlings prefer to stay. On Earth, lack of trade restrictions, open borders, easy global travel, convenient language translation, and homogenized governmental systems has led to the de-facto abolition of national boundaries. National governments still exist, but the differences are much less prominent than they were 600 years ago.

Many of the Old Earth Empires have undertaken efforts to colonize the Frontier despite the long distances. The Federation welcomes such competition so long as disputes are resolved peacefully. In the event of hostile disputes, the Federation intercedes with military and diplomatic force.

Often, veterans from the many internecine wars of the Old Earth Empires become mercenaries, hiring their military services out to Frontier worlds or colonies. Many Astro Police and Federation peacekeeping interventions are due to rival colony worlds and their opposing mercenary forces.

Most Astro Police interaction with citizens of the Old Earth Empires will be through these Mercenaries or through Corporate interests.

Many of the Old Earth Empires are de-facto Corporatocracies, rules by the mega-corporations that provide goods and services to the galaxy.
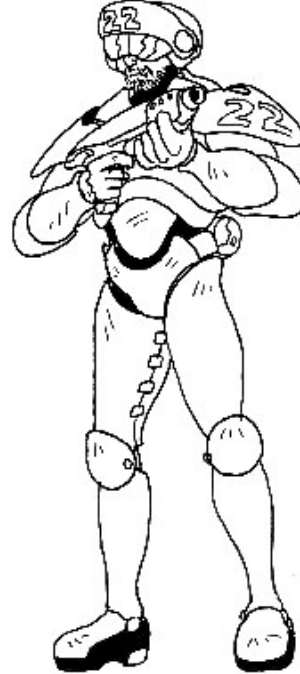
Most corporates that Astro Police Rangers will encounter are colony managers, assigned by the home office to oversee the operation of a corporate colony. Sometimes a Ranger might encounter a corporate who is overseeing a particular project, often of an illegal nature. Earth corporates are not above breaking the law in order to cut corners and increase profits. Very little separates these types of corporates from organized crime bosses.

Typical Mercenaries
Physical: 6   **Mental**: 2   **Combat**: 5   **Move**: 4
Hits: 30   **Defense**: 12

Skills: Acrobatics 3, Climbing 2, Stealth 2, Astrogation 5, Computers 3, Technology Skill (Pick One) 4, Games 5, Perception 5, Persuasion 4, Streetwise 4, Tracking 2, Evade 6, Hand-to-Hand 6, Gunnery 3, Melee Weapons 5, Ranged Weapons 5, Thrown Weapons 3, Pilot Grav Vehicle 4, Pilot Starfighter 4, Pilot Starship 2, Systems Operation 3.

Equipment: Blaster Rifle (7DC, +1 accuracy, 400m range), Heavy Armor (20 KD), Grenade (10DC, 5m radius).

Typical Corporate
Physical: 2   **Mental**: 6   **Combat**: 2   **Move**: 3
Hits: 20   **Defense**: 10

Skills: Computers 5, Games 3, Perception 5, Persuasion 5, Streetwise 2, Hand-to-Hand 2, Pilot Grav Vehicle 2, Systems Operation 3.

Equipment: Stunner (5DC, +1 accuracy, 20m range), Defensive Vest (5 KD)

Mercenary Walker
Most Mercenary Walkers are surplus mecha from old wars. They are bipedal metal giants armed with Blaster Cannons and missiles.

MERCENARY WALKER: KD 2K, SDP 8K, MV-3, MOVE 30, Pass 1, Blaster Cannons (5Kx2, +1 accuracy, 2.5km range),), 2 Rocket Launchers (1K each, 10 rate of fire, 1km range), Fists (2Kx2, -1 accuracy), Options: sensors (70km range, 10000km communications), backup sensors (10km range, 3000km communications).

The Frontier

The Frontier is an unsettled open area of space spanning 150 million cubic light years and containing more than 300 thousand star systems. Of those, only about 125 thousand have been catalogued and explored, and only 40 thousand are inhabited. It is estimated that another 100 thousand star systems in the Frontier contain habitable worlds and are ready for colonization and exploitation.

The Frontier is an ungoverned, lawless region. Many of the remote habitable worlds are claimed by multiple governments, but the worlds are too remote to enforce the claims or establish governmental services. This lawlessness has made the Frontier a haven for pirates, criminals, exiles, and mega-corporations, free from the restraints of laws and regulations.

The Federation maintains several strategic bases on Frontier worlds to serve as remote Fleet stations and for troop garrisons to deter Imperial aggression. Law in the Frontier is represented by the Astro Police who randomly patrol from star system to star system and respond to requests for aid.

Beyond the Frontier is the vast unexplored regions of the galaxy, hidden by obscuring dust and dark matter. The Explorer Corps are continually pushing back the boundaries of the Frontier in the name of exploration and science.

Colonists

The majority of civilians living in the Frontier are peaceful colonists, looking to leave the overcrowded core-worlds behind and make lives for themselves. Alternatively, many colonies are actually corporate interests looking to acquire more resources. Both are encouraged by the Federation. Colonists apply for a colony world from the Federation, who then assigns an uninhabited planet to them depending on their needs and investment. Colony World assignment is heavily controlled to prevent corporate interests from taking advantage of the process.

Local Law Enforcement

Most colonies provide for the enforcement of Federation laws, as well as their own, through the establishment of local constabulary. Local Law Enforcement are generally recruited from within the colonists, though some seedy colonies might hire outside mercenaries. Colonial law enforcement is generally poorly equipped and undermanned, having only a few men to police an entire planet or region. Mercenary law enforcement are rarely more than bullies and are often corrupt.
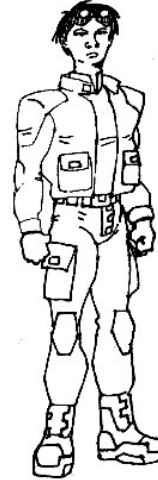
Typical Colonist
Physical: 3 **Mental**: 5 **Combat**: 2 **Move**: 3
Hits: 15 **Defense**: 6

Skills: Climbing 2, Riding 3, Stealth 3, Computers 2, Engineering 3, Navigation 5, Survival 4, Technology Skill (Pick One) 4, Perception 3, Tracking 4, Evade 3, Hand-to-Hand 3, Ranged Weapons 2, Thrown Weapons 3, Pilot Grav Vehicle 3, Pilot Ground Vehicle 3, Systems Operation 2.

Equipment: Blaster Rifle (6DC, +1 accuracy, 400m range), Engineering Equipment, Survival Equipment.

Colony Transport
Colony Transports are small independently owned and operated starships that shuttle between remote colony worlds with light cargo, supplies, and passengers. They are ubiquitous in the Frontier, and many colonies would be completely cut off from the rest of the galaxy without their regular supply and cargo runs.

COLONY TRANPORT: KD 1K, SDP 8K, MV –5, MOVE 1.5km, Pass 2+20, Options: Hyperdrive (40 LY per hour, 100 LY range), Atmospheric re-entry protection, Large cargo hold

Pirates

Pirates are organized criminal enterprises that raid colonies and spacecraft for supplies, re-saleable cargo, and even slaves. Laws treat piracy very harshly and priorities are given to Astro Police assignments dealing with Pirates.


Typical Pirates
Physical: 6 **Mental**: 2 **Combat**: 5 **Move**: 4
Hits: 30 **Defense**: 12

Skills: Acrobatics 3, Climbing 2, Stealth 2, Astrogation 5, Computers 3, Technology Skill (Pick One) 4, Games 5, Perception 5, Persuasion 4, Streetwise 4, Tracking 2, Evade 6, Hand-to-Hand 6, Gunnery 3, Melee Weapons 5, Ranged Weapons 5, Thrown Weapons 3, Pilot Grav Vehicle 4, Pilot Starfighter 4, Pilot Starship 2, Systems Operation 3.

Equipment: Blaster Rifle (7DC, +1 accuracy, 400m range), Powersword (4DC, +1 accuracy), Grenade (10DC, 5m radius), Nebula Starfighter (see Nebula Statistics).

Nebula Starfighter
The Nebula Starfighter is an old design from Brazil, a remnant of one of the many Old Earth Empire conflicts. As with most old designs, they were sold off to colony worlds and mercenary fleets. Many fall into the hands of pirates who use them to subdue commercial traffic and relieve them of their cargo.
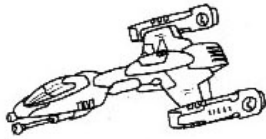
NEBULA STARFIGHTER: KD 3K, SDP 6K, MV-3, MOVE 2km, Pass 1+1, Blaster Cannons (5K, +1 WA, 2.4km range), Tractor Beam (15+3d6 vs target's structure+3d6, success indicates target is immobilized, -5 accuracy, 1.2km range), Shields (6K), Accessories: Hyperdrive (90 LY per hour, 200 LY range), Ion Drive (1 AU per day), Atmospheric re-entry protection, 500kg storage, ejection seats, security system, sensors (70km range, 10000km communications), backup sensors (10km range, 3000km communications).

Criminals

Criminals have existed since the dawn of time and are little different in the 26th century. Wherever there is money or belongings to be stolen, shopkeepers to be extorted, contraband to be sold, or people to be murdered or assaulted, there will be criminals.

Criminals are generally a very varied and diverse bunch. Most Astro Police will typically deal with the following types of criminals:

Hypernet Hackers – Those who use the Hypernet to cause digital vandalism, disrupt communications, or steal money.

Petty Larcenists – Two-bit subsistence criminals. Muggers, Burglars, Pickpockets, and Con Men. Most local Law Enforcement authorities deal with this type of crime, leaving the Astro Police for more important jobs. Astro Police are generally only called in on these crimes in cases of epidemic or a particularly difficult criminal.

Gangsters – Members of organized crime gangs. With man's exploration of the galaxy, Earth's seedier organizations traveled with him. Though they no longer organize on ethnic or national lines, organized crime can be found on many planets throughout the galaxy. The more urban or industrial the community is, the more powerful the organized crime is. Most gangsters deal in extortion, smuggling and fencing pirated or stolen goods, or contract assassination.

Murderers – Most murderers are ordinary colonists and most murders are of friends or relatives. Often, Astro Police will be called in to either investigate a mysterious murder or capture an obvious murderer.

Smugglers – Many independent transport captains try to earn a few extra credits by smuggling illegal cargo and contraband. Smugglers rely on stealth and guile and, failing all else, speed to escape detection and/or capture.

Typical Criminals
Physical: 4 **Mental**: 3 **Combat**: 4 **Move**: 6
Hits: 20 **Defense**: 8

Skills: Climbing 3, Stealth 5, Computers 4, Games 5, Streetwise 4, Evade 4, Hand-to-Hand 4, Melee Weapons 3, Ranged Weapons 3.

Equipment: Blaster Pistol (5DC, +1 accuracy, 60m range)

Alien Contact

Throughout mankind's exploration of the galaxy, the greatest event has been the discovery of other intelligent life and the largest disappointment was the realization of just how rare it is.

Early galactic exploration revealed the remnants of a once powerful alien species. Little is known of these aliens despite their extensive archaeological evidence left behind. It has been determined that these aliens maintained an interstellar empire that spanned most of the galaxy and that this empire ceased to exist over 2

million years ago. These aliens were far from humanoid, having strange shapes. Actual preserved specimens of this chimeraic vegetable-animal species have been discovered and studied, testament to the aliens astounding technology. What is evident is that these aliens eradicated most other life forms it came in contact with. Their xenocide accounts for the relative lack of diversity found in the galaxy, despite having 200 billion star systems.

Of the surviving alien species, man has encountered several varieties:

The Droid Nexus

A race of independent droids that split off from humanity after the Droid Rebellion of 2235. They have developed their own culture and technology, completely independent of humans. All Nexus Droids are programmed from creation to eliminate all biological life. However, extensive removal from the Droid Nexus will return the Droid to an individual state, able to make decisions for themselves.

The Droid Nexus inhabit unexplored space, having fled the Federation decades ago. Many unexplained explorer and Astro Police losses each year are attributed to encounters with the Droid Nexus.
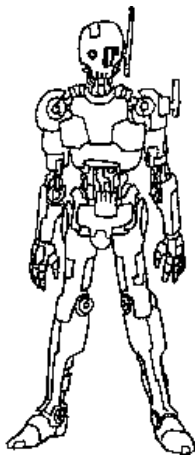
Typical Nexus Droid
Physical: 12 **Mental**: 2 **Combat**: 9 **Move**: 4
Hits: 60 **Defense**: 24

Special Abilities: Armor (20 KD), Droid Nexus (Able to take over any computerized system, adding it to the Nexus), IR/low-light imaging, must re-charge in a power socket for 6 hours every 36 hours.

Skills: Astrogation 5, Computers 8, Technology Skill (choose two) 6, Tracking 4, Evade 2, Hand-to-Hand 6, Ranged Weapons 4, System Operation 6.

Equipment: Blaster Rifle (7DC, +1 accuracy, 400m range), Powersword (4DC, +1 accuracy).

The Kk'kk *zz* (KIK-kik ZIZZZ)

The Kk'kk *zz* are an insectoid race from the planet Zizz in the Frontier, but are found on several independent worlds as well. They communicate via large clicking mandibles and making buzzing noises with special hairs on their legs. When they were first encountered by humans, they lacked Hyperdrive capability. However, the presence of the species on several hundred worlds in their sector indicate that the Kk'kk *zz* did at one time possess the technology, though all knowledge of that era has now been lost. Archaeological evidence of excavated ancient Kk'kk *zz* spacecraft suggests they possessed Hyperdrive at least 100,000 years ago, after the fall of the ancients. The Kk'kk *zz* exist on dozens of worlds throughout their sector of the galaxy, each sharing a common language and similar society, but none of their histories are written, and the true reason of their fall remains a mystery.

Typical Kk'kk *zz*
Physical: 4 **Mental**: 6 **Combat**: 3 **Move**: 7
Hits: 20 **Defense**: 8

Special Abilities: Armor (15 KD), UV vision.

Skills: Artistry 6, Etiquette 4, Persuasion 3, Science 5, Evade 4, Hand-to-Hand 3, Ranged Weapons 3.

Equipment: Needler (2DC, 10 ROF, +1 accuracy, 20m range)

Non-Terrestrial Humans

Mankind was suprised to discover other planets harboring human or nearly human life. Archaeological evidence suggests that these humans were removed from Earth at various times by the Reticulans to begin new cultures on other worlds.

Usually, these humans are indistinguishable from Terrestrial humans. Sometimes, however, a planet's ecology causes the Non-Terrestrial Human to evolve peculiar traits or abilities. From blue skin to pink hair to telekinetic powers or infrared vision, these special adaptations take many forms.

Typical Non-Terrestrial Human
Physical: 3 **Mental**: 3 **Combat**: 3 **Move**: 3
Hits: 15 **Defense**: 6

Special Abilities: Various, usually none.

Skills: Climbing 2, Stealth 2, Engineering 2, Games 2, Perception 4, Technology Skill (Choose one) 3, Tracking 2, Evade 4, Hand-to-Hand 4, Ranged Weapons 3, Thrown Weapons 2, Pilot (Choose two) 3, Systems Operation 3.

Equipment: Blaster Pistol (5DC, +1 accuracy, 60m range)

Reticulan Saucer
Reticulans have used their saucers for centuries, their technology having reached a state of near-perfect homeostasis millenia ago.

RETICULAN SAUCER: KD 8K, SDP 20K, MV-0, MOVE 5km, Pass 100, Stunner (1K stun damage only, +1 WA, 5km range), Tractor Beam (20+3d6 vs target's SDP+3d6, -2 accuracy, 3km range), Shields (10K), Accessories: Hyperdrive (500 LY per hour, 5000 LY range), Gravity Drive (5 AU per day), Atmospheric re-entry protection, 50 tons storage, security system, sensors (100km range, 10000km communications), backup sensors (10km range, 3000km communications).

The Reticulans

Once known in Earth mythology as the "Greys", these humanoid aliens have actually maintained limited contact with earthlings since the 20th century and before. The Reticulans are inquisitive and peaceful, but are reclusive and avoid contact. It was Reticulan technology that allowed man to first leave the Sol system. Biologically, Reticulans are very similar to Humans. Theorists suggest a possible biological link, citing Reticulan interest in our species throughout time. The Reticulans remain mysterious in this matter. Reticulans communicate via Telepathy and maintain technology far in advance of any other species in the Galaxy.

Despite advanced technology and culture, Reticulans show little interest in colonization or expansion. They have evolved past the needs of natural resources or population support. In fact, their population seems stagnant, zero population growth or decline. Their alien technology provides all the supplies they need. They are completely self-sustaining and require no trade or supplies. Reticulans seem content to observe, learn, and contemplate.

Typical Reticulan
Physical: 2 **Mental:** 13 **Combat:** 3 **Move:** 4
Hits: 10 **Defense:** 4

Special Abilities: Telepathy (able to communicate without sound)

Skills: Artistry 7, Astrogation 9, Computers 7, Current Events 9, Technology (Choose two) 8, Etiquette 6, History 10, Perception 8, Science 10, Evade 2, Ranged Weapons 4, Pilot Starship 7, Systems Operation 10.

Equipment: Stunner (7DC Stun only, +1 accuracy, 400m range)

The Saure (Sah-RAY)

An animalistic alien species that inhabit deep space and remote worlds. They are extremely hostile and view Humans and most alien species as food. They lie in hibernation in deep space until they either come across a planet or a space ship, at which point they leave their dormancy and begin to hunt for food and a place to breed. The Saure are asexual, reproducing automatically upon reaching a certain size. They appear to be cunning, but lack regular intelligence or communication skills.

Nothing is known of the Saure homeworld, though many planets "infested" with Saure hives have been discovered. One theory suggests the Saure were, in fact, created by the unknown Ancients as a weapon of genocide against the "younger" cultures and species, and that their creation grew out of control and eliminated the Ancients themselves. Archaeological evidence suggesting that many Ancient worlds were eradicated by the Saure supports this theory.

The Hunters find Saure to be challenging prey, and sometimes seed a remote world with Saure in order to use it as a hunting ground. Little regard is given to the inhabitants of such worlds, who are often used as bait to lure the Saure.

Rangers are often called upon to board and "secure" Saure-infested starships. This means eliminating all Saure on board. Several unscrupulous Mega-Corporations have attempted to obtain live Saure in order to domesticate the vile creature. To date, all attempts have been unsuccessful and disastrous.

Typical Saure
Physical: 10 **Mental:** 4 **Combat:** 10 **Move:** 24
Hits: 50 **Defense:** 20

Special Abilities: Armor (10 KD), IR/UV vision, Teeth (4DC, +1 WA), Claws (4DC, +1 WA), Tail (6DC, -3 WA).

Skills: Acrobatics 8, Perception 8, Tracking 7, Evade 5, Hand-to-Hand 7

The Hunters

A hostile xenophobic race is feared throughout the Frontier for their brutality, strength, and preference for powerful hand-to-hand energy weapons. These large humanoid aliens use cloaking suits to combat their enemies. All attempts at peaceful contact with these aliens have failed. It is known that the Hunters harbor a particular animosity towards the Saure.

As yet, no Hunter colonies or homeworlds have been discovered. Nor has a method been discovered indicating Hunter agriculture or civilization. They prefer, instead, to hunt for their resources, living the lives of nomads.

In Galactic society, some Hunters have found work as bounty hunters to catch escaped criminals and persons wanted by the Mega-Corps for various reasons. Many Hunters have gained much notoriety as ruthless trackers. Many Rangers feel a sense of rivalry with these Hunters.

Other Hunters make a living as slave traders. They hunt Yaziri and Nerfel to sell to the Empire. This practice is considered barbaric by the Interstellar Federation and is actively discouraged. The Old Earth Empires condemn the activity but do little to stop it.

Hunters sometime organize great Suare hunts on remote worlds using Nerfel as bait.

Typical Hunters
Physical: 10 **Mental:** 6 **Combat:** 8 **Move:** 5
Hits: 50 **Defense:** 20

Special Abilities: IR vision.

Skills: Acrobatics 7, Climbing 5, Feat of Strength 7, Stealth 9, Astrogaton 4, Technology skill (choose one) 2, Perception 10, Games 4, Evade 4, Hand-to-Hand 6, Melee Weapons 6, Thrown Weapons 4, Pilot Starfighter 4, Systems Operation 2.

Equipment: Powersword or Poweraxe (4DC, +1 accuracy), Powerdisks (2DC, -1 accuracy, Physical x 2 range in meters), Cloak Suit (15KD, difficulty 28 to detect).

Lightspeed

Science Fiction Role-Playing using Instant Fuzion
By Christian Conkle

The Yaziri

A race of bestial humanoids. Although they are small in stature, they are physically powerful. They are covered in long thick hair that ranges colors from brown to black to gray. Their faces consist of a protruding snout with fanged teeth and large dark glassy eyes that are suited for night vision. They are from the planet Yazir. Once a primitive arboreal society, early human contact in the 22nd Century has established an increasing use of technology and weaponry among Yaziri on their homeworld and abroad. The Yaziri have become strong allies with humans, but the Yaziri tendency for beserk combat under stressful situations often leads to many fights.

The Empire maintains a trade in Yaziri slaves. This activity is at odds with Federation ethics and beliefs and the Federation does what it can to stop this barbaric trade. Despite this, many Yaziri are captured and taken to Imperial Breeding Colonies where they are bred for slave children. These Yaziri are fed drugged food to keep them docile and obedient at the cost of their intelligence and inquisitiveness.

Typical Yaziri
Physical: 8 **Mental:** 2 **Combat:** 8 **Move:** 4
Hits: 40 **Defense:** 16

Special Abilities: IR vision, teeth (2DC, -1 accuracy), claws (2DC, +1 accuracy).

Skills: Acrobatics 6, Climbing 8, Feat of Strength 7, Stealth 4, Artistry 3, Technology skill (choose one) 3, Games 5, Tracking 7, Evade 8, Hand-to-Hand 6, Ranged Weapons 4, Thrown Weapons 3, System Operation 4.

Equipment: Blaster Rifle (7DC, +1 accuracy, 400m range).

The Nerfel

The Nerfel are a short mamallian species from an arboreal moon discovered early in man's exploration of the galaxy. They are bipedal humanoids, and are very very cute. Despite their constant annoyances, humans tolerate Nerfel because of their cuddly cuteness. Yaziri hate Nerfel with a passion, and are rumored to catch them and eat them on occasion, a practice frowned upon by the Federation to say the least. Kk'kk *zz* find the Nerfel and the human attraction to them perplexing, their cuteness alien to them.

Despite their fuzzy appearance, Nerfel are fierce warriors and hunters. They have adapted well to interstellar technology and weapons, interweaving traditional armor and totems with modern blaster rifles and survival equipment. Although weak individually, in groups Nerfel can be fearsome opponents.

Modern Nerfels have found a niche in Galactic society as companions and childcare providers. Children love Nerfels and Nerfels return the affection and attention. It is this instinctual need for attention and affection that drives many adult humans to hate them.

Typical Nerfel
Physical: 1 **Mental:** 3 **Combat:** 2 **Move:** 3
Hits: 5 **Defense:** 2

Special Abilities: Cuteness (difficulty 28 for a human to attack unless attacked first)

**Skills:** Climbing 4, Stealth 7, Perception 4, Persuasion 5, Evade 6, Archery 3,

Equipment: Bow and Arrow (2DC, -1 accuracy, 10m range), Blaster Rifle (7DC, +1 accuracy, 400m range).

.The Worm

Perhaps one of the most insidious extraterrestrial threats faced by mankind. The Worms, so called because of their slimy invertebrate natural state and tactic of taking control of their host much like a computer virus, burrow into a host's brain and take mental control of the host. The Worms then gain all the knowledge of the host. Their ultimate goal seems to be the complete domination of the Galaxy. Their homeworld is unknown. Unfortunately, the only way to detect a Worm possession is through a complex neurological scan of the host that takes hours to perform. The Worm's main drawback, however, is their lack of numbers. In the last 50 years since their discovery, only 18 known Worms have been uncovered. What is not known is how many Worm-controlled hosts still lurk undetected.

Archaeological evidence reveals that the Worms existed during the time of the Ancients, and were, in fact, considered a threat even by them.

No one knows where the Worms came from, or how the Ancients dealt with their menace.
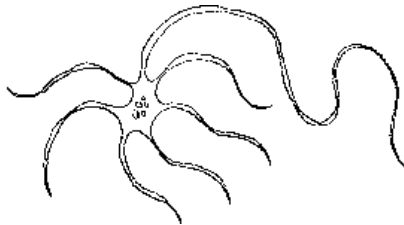
Typical Worm
Physical: 1 **Mental:** 15 **Combat:** 8 **Move:** 7
Hits: 5 **Defense:** 2

Special Abilities: Mind Control (After a successful grapple attack and three rounds of holding on using Combat vs. victim's Physical, the Worm has burrowed into the victim and may take control. The victim may resist by winning a Mental vs. Mental opposed roll.).

Skills: Acrobatics 4, Stealth 10, Tracking 6, Evade 10, Hand-to-Hand 8.

Gremlins

Gremlins are the scavengers and pack-rats of the Galaxy. Everywhere interstellar commerce or transportation is centered, there's bound to be a large colony of Gremlins. No one knows where these short bipedal mammals with long ears come from, not even themselves. They have always been where Hyperspace travel is available. It is theorized that early Gremlins surreptitiously stowed away or hitch-hiked on Reticulan spacecraft, and later Human spacecraft, spreading their presence throughout the galaxy. Popular superstition holds that Gremlins are, in fact, from Earth and have always been among Humans, only recently letting their presence be known.

Most Gremlins are honest traders, dealing in junk and scrap and anything they can acquire through barter or salvage. Some Gremlins resort to the more dangerous practice of theft. Very rarely do Gremlins resort to violence, though when they do it is often duplicitous.

If enough Gremlins are together in one place, they will band together to form a Troop. The Troop uses it's combined numbers and resources to protect it's members. Singly, Gremlins find protection in guile and anonymity. In numbers, they find strength and resolve, and often strike back at those that they view as oppressors.

Typical Gremlin
Physical: 1 **Mental:** 2 **Combat:** 2 **Move:** 3
Hits: 5 **Defense:** 2

Special Abilities: Enhanced Smell (+2 to all Perception skill checks when using smell)

Skills: Stealth 7, Astrogation 5, Computers 5, Technology Skills (choose 3) 4, Games 4, Perception 4, Persuasion 5, Evade 6, Systems Operation 4.

Equipment: Blaster Pistol (5DC, +1 accuracy, 60m range).

Galactic Technology

The Galaxy has attained an impressive level of technology by the 27th century. Access to technology, however, varies depending on region of the galaxy and affiliation. Generally, the best technology is owned and is developed by the Federation. The Old Earth Empires are capable of creating impressive technology, but it's level varies greatly amongst its various powers. The Empire lags behind in technological progress, but it makes up for it in volume.

Transportation

Interstellar transportation is achieved through the use of the Hyperspace Drive. The Hyperspace drive is capable of travelling at velocities many times the speed of light by warping space/time around the vessel.

In-system transportation is achieved using powerful Ion engines capable of generating tremendous amounts of thrust with little dangerous exhaust.

Planetary transportation uses Anti-Gravity technology. Though complicated and difficult to maintain, Grav vehicles are the most numerous vehicles in the galaxy. Typical low-power grav vehicles can only achieve an altitude of a few meters while high-power grav vehicles may attain atmospheric altitudes and high velocities. Wheeled and tracked vehicles are still available and are very common on some worlds where easy maintenance is a factor.

Anti-Gravity research in the 2200's which led to Grav Vehicles also created Artificial Gravity which is used on space vessels and installations. Artificial Gravity is relatively inexpensive and easily maintained compared to spin or acceleration-based gravity. Artificial Gravity also partially compensates for inertia.

Legged vehicles, known as Mecha, are also common on the Frontier where difficult terrain and conditions make wheeled, tracked, or even Grav vehicles impractical.

Medical

Medical technology has progressed such that death from natural causes is rare. Although anagathics exist, they are still relatively expensive and uncommon. Tissue regeneration technologies are common and can easily replace a lost limb or organ through cloning new tissue. However, tissue regeneration takes time, several months in fact. Unless the recipient has a tissue bank set up with stored clone parts on demand, they'll have to either go without the limb or organ or use an artificial replacement.

The technology exists to create full body clones and artificially enhance their growth. Although these clones are functionally unintelligent, they can be made to act and appear intelligent through the use of cybernetic implants. Growth-enhanced full-body clones are strongly controlled in the Federation, but not illegal. However, using the clone for any reason than tissue-bank replacement or research is illegal.

Artificial Bionic replacement of limbs or organs is also very common and is readily available. However, the cybernetic interface implants necessary to control the bionic replacement make cloned tissue replacement later on impractical. Although bionic replacements are more expensive and invasive than cloned tissue replacement, they are more immediately available. If one could afford the cost, one could have an expensive immediate bionic replacement while a natural replacement is cloned. Then, when the natural replacement is ready, the bionics can be removed at further great cost and the natural clone replacement attached.

Cybernetic technology has also yielded several brain-computer interfaces allowing a human brain to be directly connected to a computer interface. This allows direct access to computerized files, databases, and control mechanisms, but has the side-effect of eventually making the user think in an emotionless machine-like fashion. Cybernetic technology is heavily controlled by the Federation as a result.

Self-Defense

The most common weapons technology in the galaxy is the Blaster. The blaster fires a bolt of highly charged energy at its target. The result is localized electrical burn damage and cauterized tissue trauma. The blast is capable of penetrating most forms of ballistic armor but is not capable of rupturing the hull of a space vessel. Blasters also have the capability of being set to a lower "stun" setting. Ballistic weapons still exist and are widely available, though they are unpopular due to their ability to rupture hulls in space.

Most deadly concealable weapons are strictly controlled in Federation space. However, it is legal to own and carry an unconcealed weapon on a colony world. Hand-held Stunners are legal and easily available on most worlds and installations. Regulations differ among the Old Earth Empires and all weapons are strictly forbidden to non-military subjects of the Empire.

Armor technology has produced several practical kinds of armor from lightweight suits of flexible ballistic cloth to armored plate suits to large suits of powered plate armor. Powered armor is so heavy it requires it's own internal monocoque musculature system to support and move its own weight. These suits are worn by the pilot as opposed to legged mecha in which the pilot controls the vehicle from a cockpit.

Computer Technology

Computers are everywhere controlling everything. Even personal clothing can be computer controlled for temperature, breathability, and fit. Although fully self-aware artificial intelligences exist, most of what are called AI's are, in actuality, very good simulations of them. Most computer systems larger than 5kg are capable of full interaction and comprehension, if not self-awareness. All

computers also have the capability to connect to the Hypernet to either send and receive data anywhere in the galaxy.

Droids

Another product of computer technology are Droids. Droids are ambulatory robots. There are a wide variety of Droids in the galaxy. Most are not fully self-aware, but are fully interactive and can easily pass for being self-aware. Droids have replaced human labor and ability in many fields and, as such, are viewed with prejudice by most people. However, they do provide excellent service and are quite capable. The debate on the value of Droids is unresolved as some welcome their contribution and others resent it.

Technology does exist to create fully life-like Androids. There are three classes of Androids: Superficial, Enhanced, full Replicant. Superficial androids are effectively Droids with a human-appearing outside. They are easily detected with casual medical scan. Enhanced Androids use cloned and cybernetically controlled human tissue and can pass for a human on a casual medical scan, but a detailed examination will reveal it. A full Replicant will pass for a human no matter how detailed the examination. Only a full dissection/autopsy will reveal it's true nature. Enhanced Androids and Full Replicants are heavily controlled by the Federation and are very expensive.

Communication

Galactic Communications is handled through a network of transceivers, relay boosters, and routers called the Hypernet. The Hypernet carries digital information from one part of the galaxy to another through a packet-switching system similar to the old Internet on Earth.

Hyperpulse Communication Transmitters send a signal at phenomenal hyperspace velocities, but with the extreme distances in question, there is often a time lag before the message arrives at its destination. A message sent from one star system to another in the same sector might take several (1-6) minutes to arrive. A message sent to another sector could take several (1-6) hours, the neighboring quadrant several (1-6) days.

The Hypernet is capable of broadcasting several types of media in digital format: text, audio, video, and VR; each requiring increasing levels of sophistication to record and transmit. Hypernet messages are normally sent to one or a few individual recipients. Mass-media is possible through subscription to programs, channels, or services. Mass Media is broadcast live via an open channel which is also recorded so that any item broadcast on any Mass Media service can be keyed in and viewed at a later date. However, since it takes several hours or days to send the request, and several more hours or days to receive the result, this is rarely done outside the planetary or sector level.

Every Federation and most Old Earth Empire citizens are given a Hypernet Access Number upon request. This is an access number by which all transmissions, text, voice, video, or VR, may go to. Some Citizens use several Hypernet numbers, each serving a different purpose, but most stick to the simplicity of one number. If a Citizen is unable to speak live and directly, the message is stored so that it can be replayed at a later date.

Galactic Society

Life for the Galactic citizen depends on where in the Galaxy they live. Federation citizens enjoy a measure of comfortable living never before seen in history. Freed from the needs of creating the necessities of survival, the Federation citizen is encouraged to enjoy meaningful careers in science and public service. Much of the support or menial work is performed by Droids. Since the basic needs of the people are met, there is little actual crime committed in the civilized worlds of the Federation.

The Empire, in contrast, offers little hope for the ordinary citizen. The average person of the Empire is little more than a slave to the state. They are considered the servants of the Emperor. Automation is less prevalent in the Empire, forcing labor to be performed by humans. The government provides only enough services to maintain the system. It rewards treachery and punishes disobedience and dissention.

Citizens of one of the Old Earth Empires enjoy a standard of living similar to that of the Federation. However, the prevalence of the Mega-Corporations in these governments emphasizes competition and service to the Corporation. Most of the citizens are employees of one of the Mega-Corporations, constantly striving to increase the company's profits and get promoted, or at least not fired. The unemployed are left to fend for themselves, and often find it difficult to find new employment. This barrier creates a dispossessed class who live on the streets or turn to crime. Some of the galaxy's greatest criminals have come from the Old Earth Empires.

Life on the Colonies, on the other hand, can be challenging and difficult. The basic needs for survival must be met by the colonists themselves. The colonies can be a melting pot of peoples from all the cultures of the Galaxy. Federation colonists are optimists who seek to better themselves and the Galaxy. Imperial colonists are generally members of labor camps. Old Earth Empire colonists are generally corporate, or established by members of the dispossessed class who wish to escape the desperate environment of their homeworld. Many criminals escape prosecution by fleeing to the Colonies as well, inserting a desperate element who find it difficulty to leave their old ways.

Creating an Astro Police Ranger

Step One: What are you like?

Think of what your character is like. Is the character a male or a female? Are they educated or not? Do they come from the core worlds or the colonies? To help you in the process, use the following questionnaire to help make decisions regarding your character:

Make some decisions about the personality of the character. Are they serious and grim, or are they funny and lighthearted. What do they think is important? Take some time to think about these topics and write down your ideas.

Name your character. Think of their background and their parents. Choose a name that suits this character.

Gender:
☐ Male   ☐ Female

Planet of Origin:
☐ Core   ☐ Member   ☐ Colony   ☐ Space Station   ☐ Other
Name:_____

Education:
☐ None   ☐ Some Primary   ☐ Primary   ☐ College   ☐ Post-Graduate
☐ Technical Training   ☐ Military Academy   ☐ Other
Name:_____

Family:
☐ None   ☐ Divorced   ☐ Nuclear   ☐ Siblings   ☐ Only Child
☐ Extended   ☐ Married   ☐ Children   ☐ Adopted   ☐ Other
Names:_____

Background:
☐ None   ☐ Corporate   ☐ Military   ☐ Academic   ☐ Law Enforcement
☐ Criminal   ☐ Colonial   ☐ Other
Explanation:_____

Step Two: Nice and Easy, By the Numbers.

PRIMARY CHARACTERISTICS

Astro Police characters start with four Primary Characteristics, and four Derived Characteristics to define their basic abilities. These numbers range from 0 to 10, 0 being handicapped and 10 being nearly super-heroic. Normal people typically have Characteristics of 3-4. Assign your 20 points to your Astro Police Ranger's characteristics. No characteristic may start below 2 or above 8. Characteristics can be raised as the game progresses and the character earns Experience Points (XP).

Mental: A measure of the character's learning and memory, willpower, and force of personality.

Combat: The character's reaction time, dexterity, and overall athletic ability.

Physical: This measures physical strength, toughness, and general health. Physical determines how much damage a character can deal with a punch or kick, and how much they can take.

Movement: How fast the character can move about.

DERIVED CHARACTERISTICS

Derived Characteristics are determined by the value of specific Primary Characteristics. Use the formula listed with the Derived Characteristic's description to determine its value.

Hits: (Physical x 5) The amount of damage the character can take before falling unconscious.

Defense: (Physical x 2) The character's defense against incoming damage.

SKILLS

The next thing that an Instant Fuzion character needs is Skills, which define what the character knows how to do and how well they do it. Skills are rated on the same scale as Characteristics: 0 means the character doesn't know how to do it, and 10 means they are the best in the world at it.

All characters begin with the following skills at level 2, free of charge ("Everyman Skills"): Computers, Current Events, Perception, Persuasion, Evade, and Hand-to-Hand.

Rangers then spend 30 Points on additional skills to reflect their life and training before becoming a Ranger. No beginning character may have a skill of over 8.

Rangers then receive and additional +1 to the following skills to reflect their initial training: Acrobatics, Astrogation, Computers, Evade, First Aid, Navigation, Hand-to-Hand, Melee Weapons, Perception, Pilot Starfighter, Ranged Weapons , Shields, System Operation, and Tracking.

The Skills are listed below:

Awareness Skills: A character's skill at perceiving and interpreting the world around him (Mental).
   Perception: The skill of noticing things around you using any of your senses. (Everyman skill)

Body Skills: Anything to do with physical activity (Physical).
   Acrobatics: Jumping, tumbling, spinning, and leaping.
   Climbing: The skill of climbing trees, cliffs, buildings, and other difficult surfaces and objects.
   Feat of Strength: Using your strength to great advantage and achieving spectacular results.
   Riding: The skill of riding a horse or other animal.
   Stealth: Moving quietly and remaining hidden from view.

Control Skills: How good your character is at piloting vehicles and controlling equipment (Combat).
   Pilot Grav Vehicle: The skill of piloting atmospheric Grav Vehicles.
   Pilot Ground Vehicle: The skill of driving wheeled or tracked ground vehicles.
   Pilot Mecha: The skill of piloting humanoid or legged mecha and walkers.
   Pilot Starfighter: The skill of piloting all starfighter-scale spacecraft, including shuttles, freighters, and transports.
   Pilot Starship: The skill of piloting larger starship-scale spacecraft.
   Shields: The skill of operating force shield generators to deflect incoming fire.
   System Operation: This skill allows the character to operate sensing and communications devices.

Evasion Skills: How good your character is at not getting hit in combat (Combat).
   Evade: The skill of avoiding attacks, including melee, hand-to-hand, and ranged attacks. (Everyman skill)

Fighting Skills: How good your character is at hitting things with his fists or feet (Combat).
   Hand-to-Hand: Punching, kicking, throwing, and holding. (Everyman skill)

Mind Skills: Anything to do with your mind, will, or charm (Mental).
   Artistry: Creating works of art and expression.
   Astrogation: The skill of plotting safe courses through Hyperspace and of determining your location in strange star systems.
   Computers: The skill of using and programming computers. Also covers illegal uses of computers. (Everyman skill)
   Current Events: Knowledge of what is going on in the world around you, including geographical and recent history. (Everyman skill)
   Etiquette: The skill of high society, knowing how to act in public, etc.
   First Aid: The skill of applying treatment to trauma, wounds, and injuries. This does not inlcude the

diagnoses of disease or prescrption of appropriate medicines (see Medicine).
   Games: The skill of playing games of chance, strategy, and skill, and knowing how to cheat at them.
   History: Knowledge of ancient history, archaeology, and why things are the way they are.
   Medicine: The skill of diagnosing and treating illness. Does not include treatment of trauma or injury (see First Aid).
   Navigation: The skill of finding where your character is and getting where you're going.
   Persuasion: The skill of influencing people, using charm, flattery, or intimidation. (Everyman skill)
   Science: The knowledge of chemistry, biology, physics, or any science that explains how things work based on observation and evidence.
   Streetwise: The tricks and secrets of the criminal underworld, where to find contraband, who is in charge of what, etc.
   Survival: The tricks and secrets of survival in the wilderness, how to extend water supplies, how to find food plants, etc.
   Tracking: Following a person or animal over distances and finding them.

Performance Skills: How well a character can get and keep the attention of a crowd (Mental).
   Performance: The ability to sing or act in front of an audience. Also the ability to convincingly portray a character or persona.

Ranged Weapon Skills: How well a character can use firearms, bows and arrows, and any ranged weapons (Combat).
   Archery: Using bows or crossbows.
   Gunnery: Used for firing starship, starfighter, and artillery weapons.
   Heavy Weapons: Used for firing squad support weapons, heavy lasers, and anti-armor missiles.
   Ranged Weapons : Used for firing personal Ranged Weapons such as blaster pistols, blaster rifles, and slugthrowers.

Technical Skills: A character's skills at using machinery or performing feats with his hands (Mental).
   Computer Technology: The skill of repairing, maintaining, and modifying computers.
   Droid Technology: The skill of repairing, maintaining, and modifying droids and robots.
   Engineering: The skill of building things, bridges, houses, starships, computers.
   Equipment Technology: The skill of repairing, maintaining, and modifying common equipment and weapons.
   Starfighter Technology: The skill of repairing, maintaining, and modifying starfighters.
   Starship Technology: The skill of repairing, maintaining, and modifying starships.
   Vehicle Technology: The skill of repairing, maintaining, and modifying ground and grav vehicles.

Weapon Skills: How good your character is at hitting things with a weapon (Combat).
   Melee Weapons: The skill of fighting with hand weapons like swords, clubs, spears, axes, and knives.
   Thrown Weapons: The skill of accurately throwing small weapons like knives, rocks, and grenades.

Step Three: Equipment

Astro Police are assigned the following standard equipment:

Blaster Pistol (5DC, +1 accuracy, 60m range), **Flight Suit** (5 KD), **Datapad** (2 POW), **Cuff-Tape Dispenser** (difficulty 22), **Peacekeeper Starfighter**.

In addition, they are given a 500 Credit Allowance to purchase any equipment they see fit from the following list:

Advanced Force Screen   **300**
A powerful force screen that provides protection from all damage (30 KD, if any damage exceeds the KD, the Force Screen burns out and must be repaired).

"Bug"   **60**
Miniature listening device. Will transmit any sound within 10m/yds to a receiver up to a km away.

Analyser   **100**
Hand-held scanner about the size of a hardback book. The scanner sweeps 100m/yds around the user, examining life signs, technology traces, emissions, sounds, etc., reporting on what it observes on its LCD screen (Adds +2 to any Perception, Technology, Tracking or Survival skills).

Antigravity Module   **100**
Small 1'x1'x1' cube with antigravity unit inside. Handles are on either side. Can lift up to 200 lbs. for 4 hours on a power cell.

Audio Recorder   **10**
Handheld digital recorder with unlimited recording time.

Blaster Pistol   **50**
A hand-held short-range blaster weapon (5DC, +1 accuracy, ROF 2, 60m range).

Blaster Rifle   **70**
A larger blaster weapon for longer range and damage (7DC, +1 accuracy, ROF 2, 400m range).

"Bug" Detector   **90**
Will detect any active or passive listening device within 10m/yds Will determine location of bug, but not location of receiver.

Camera   **10**
Digital still camera with unlimited capacity.

Camouflage Coverall   **2**
Khaki overclothing, patterned to match Urban, Snow, Jungle, Forest, or Desert environments (specify, Adds +2 to any Stealth attempt).

Camp stove   **10**
Takes about 5 minutes to boil water.

Canteen   **1**
Holds 2 quarts.

Combat Knife   **10**
A good combat knife (1DC, min 1), useful for puncturing spacesuits.

Communicator   **10**
Small radio (headset or matchbox-sized handheld). Range is 1000km. A communicator can reach a ship in orbit, as long as the ship is directly overhead and not blocked by more than a meter of concrete or metal. A Communicator can also send audio signals over the Hypernet.

Cuff-Tape Dispenser   **1**
A hand-held device that applies strong kevlar tape to a person's wrists or ankles. This tape cannot be cut (KD 15), burned, or broken (difficulty 22 to break).

Datapad   **5**
Flat computer with built-in screen about the size of a hardcover book (POW 2). A datapad links to the Hypernet.

Defensive Vest   **60**
A light vest that protects against small weapons (6 KD). Can be worn under light outer garments.

Defensive Jacket   **140**
A heavy jacket that protects against medium weapons (14 KD). Cannot be worn over light under garments.

Dried Food (week)   **10**
For one man. Prepackaged, just add water. 5 lbs.

Electrician's Tool Kit   **5**
Pocket soldering iron, parts, multimeter, etc. Required for Electronics tasks.

Energy Sword   **50**
A sword with a blade of laser energy (4DC, +1 accuracy, min 2, any natural roll of 3 results in the attacker injuring themselves).

First Aid Kit (Future)   **5**
Laser scalpels, dermal staplers, nano-clamps, air hypos and other high tech medical devices (Required for Medicine or First Aid skill attempts).

Flashlight   **1**
Battery powered, good for 8 hours. Lights up to 20m/yds.

Flight Suit   **100**
A kevlar flight suit and hardened helmet that provides protection from most small weapons (5 KD) and seals against the vaccuum of space. The suit has built-in sensors that monitor the wearer's bio-functions and feeds that information to their spacecraft or Datapad.

Food Packs (week)   **10**
Compressed food for one man. Requires no heating or water; just rip open the seal and it heats in 2 minutes.

Geiger Counter   **90**
Detects intensity/direction of radiation up to 10m/yds.

Gill Mask   **50**
Facemask and collar unit equivalent to an aqualung. Allows user to breathe freely underwater for up to 72 hours down to 200m/yds.

Grav Bike   **350**
A small 1-man Grav Bike (KD 3, SDP 30, top speed 300kph) with built-in computerized controls (POW 4)

Grav Car   **470**
A small 2-man Grav Car (KD 10, SDP 50, top speed 300kph) with built-in computerized controls (POW 4)

Grav Flyer   **490**
A 4-man Grav Flyer (KD 10, SDP 50, top speed 300kph) with unlimited ceiling and built-in computerized controls (POW 4).

Heavy Blaster   **120**
A larger tripod-mounted or shoulder-mounted weapon (difficulty 18 to fire while standing) used for anti-personnel and light anti-vehicle purposes (12DC, ROF 1, +1 accuracy, 400m range).

Heavy Armor   **180**
Heavy blaster-resistant plate armor (20 KD). Protects against hostile environments and space. Built-in radio.

Holochips (10)   **10**
Futuristic equivalents of tapes, music, and books.

Holorecorder   **20**
Futuristic equivalent of a video recorder. Can record up to 10 hours on a single chip. Projects hand-sized holo image for playback. Can also send holo-recordings over the Hypernet.

Hunting Blaster   **60**
A high-powered, low rate-of-fire blaster useful for hunting game on rural colony worlds (6DC, +1 accuracy, ½ rate of fire, 600m range).

Industrial Spacesuit   80
A heavy duty spacesuit (8 KD) for working and EVA repairs with built-in radio and directional thrusters.

Inertial Compass   30
Small hand-held device that records directions traveled and replays instructions and map on LCD screen. Will always locate North (Adds +2 to any Navigation skill).

IR Goggles & Flash   50
Allows user to see in dim light, using flash (Illuminates up to 15m/yds).

Jammer   60
Will jam all wireless communications within 10m/yds of user.

Lantern   5
Lights up to 40m/yds.

Light Spacesuit   50
A skin-tight spacesuit with minimal protection (KD 5) with built-in radio and directional thrusters.

Lighter   1
Fast fires (2 minutes by this method).

Macroglasses   10
Futuristic equivalent of binoculars, with digital range readouts, image enhancement, still recording of up to 10 images (stored on holochips).

Mechanic's Tool Kit   10
Wrenches, pliers, screwdrivers, etc. Required for Mechanical tasks.

Medical Scanner   3
Hand-held scanner the size of a paperback book. Examines patient, gives procedures and diagnosis on LCD screen (Adds +2 to any First Aid or Medicine skills).

Military Spacesuit   100
A heavier armored version (10 KD) of the Industrial Spacesuit with built-in radio and directional thrusters.

Monoblade   30
A sword with a blade of mono-molecular cutting wire (DC 2, +1 accuracy, minimum Phys 2, armor piercing).

Music Synthesizer   20
Any type of electronic music device; can include keyboards, drum pads, stringed instruments, and MIDI wind instruments. 10 hours per power cell.

Nylon Rope   10
100m/yds. Can hold up to 500 lbs.

Personal Computer   100
Medium-sized Personal Computer (POW 5), about the size of a modern laptop, links to the Hypernet.

Personal Force Screen   100
A low-powered force screen that provides protection from Stunners (10 KD against Stunners only, if any damage exceeds the Force Screen, it burns out and must be repaired).

Pocket Blaster   30
A small concealable pocket-sized blaster (3DC, -1 accuracy, 20m range)

Power Cells (6)   10
The "batteries" of the future, used to power most small devices and weapons. Come in packs of 6, each with a jack for wall. Recharging; takes 1 hour to recharge a single cell. Every Future electronic device uses one power cell, which will run the device for 10 continuous hours.

Powered Armor   500
Powered Armor provides maximum protection from weapons fire (25 KD, if breached half damage applied to wearer, half damage applied to suit's SDP 50) as well as enhancing the wearer's performance (PHYS 12 for lifting and damage, MOVE 8). Starships and Mecha cannot be piloted while wearing Powered Armor.

Respirator   10
Breathing mask for filtering out smog, toxic atmospheres, etc. Oxygen (1 hour) bottle included.

Skis   20
For snow travel (reduces terrain from Rough to Normal).

Sneaksuit   30
Futuristic equivalent of camouflage, the sneaksuit mimics the background of whatever the wearer is passing in front of (Adds +2 to any Stealth attempt).

Snowshoes   10
For movement over deep snow (reduces terrain from Very Rough to Rough).

Stunner   30
A hand-held device used to incapacitate opponents without killing (10DC Stun only, +1 accuracy, 60m range).

Survival Dome   30
Light, self-inflating habitat for four. Air tight, can even be used in space (although air must be provided for breathing). Takes five minutes to set up.

Technical Scanner   50
Hand-held scanner about the size of a paperback book. Readout examines mechanical/electronic hardware and gives repair procedures and problems on LCD screen. (Adds +2 to any Technology skills).

Tent (nylon)   10
Holds four. Can be set up in five minutes.

Toolknife   5
Classic "Swiss army" knife (DC 0.5). Saw, screwdrivers, tweezers, awls, etc.

Universal Translator   120
Translates unknown languages and provides English equivalents through attached earphones. When spoken into, translates your words back via digitized voice. Takes three turns to translate a simple language; six turns to analyze and translate a complex one. *Note: on a roll of 6 on 1D6, any previously unknown language is untranslatable.*

Utility Belt   2
Belt or harness with pouches. Can be used to carry up to 6 objects or devices up to the size of a large paperback book. or a total combined weight no greater than 10kg.

Video Camera   30
Hand-held digital video camera with unlimited recording time. Can also send video recordings over the Hypernet.

Video Commo   30
Two-way hand-held video communicator. Range is equivalent to a standard communicator, with same limits. Can also send and receive Video Recordings over the Hypernet.

Wristwatch   5
Digital time keeper with alarm, day, date.

Equipment Definitions

DC: Damage Class, the amount of dice rolled to determine any damage inflicted by the weapon.

KD: Killing Defense, the amount subtracted from all damage taken by anyone using this equipment.

POW: Power, the Characteristic and Skill Level of the Computer system in question. Used as the AV for any actions taken by the Computer.

SDP: Structural Damage Points, the amount of damage the vehicle can take before being destroyed.

MIN: Minimum, the minimum PHYS required to use this weapon (see **Weapons** below)

Lightspeed

Weapons

Weapons are defined by the following statistics: **DC** (the number of dice rolled to determine the amount of damage done to the target; ratings in italics indicates it is Stunning Damage, while normal ratings are Lethal Damage), **Accuracy** (any bonus or penalty to your Character's Action Value while using the Weapon), **MIN** (the minimum Physical Characteristic your Character must have to even use the Weapon),

Here's a special thing to remember about all Melee Weapons – for every point of Physical you have over the MIN, you get to **add** an extra die of Damage. However, you can never roll more than double the original Damage dice listed for the Weapon.

For example, if Rico has a Monoblade (DAM 2d6, MIN 2) and his PHYS is 3, he will do 3d6 with the Short Sword (+1 over the MIN = +1d6 Damage). If he somehow gained a PHYS of 4, he would then do 4d6 of Damage, but even if his PHYS went up to 5 or higher, he could never do more than 4d6 with the Short Sword.

Pocket Blaster (3DC, -1 accuracy, ROF 2, 20m range)
Blaster Pistol (5DC, +1 accuracy, ROF 2, 60m range)
Blaster Rifle (7DC, +1 accuracy, ROF 2, 400m range)
Heavy Blaster (12 DC, +1 accuracy, ROF 1, 400m range)
Combat Knife (1DC, min 1)
Energy Sword (4DC, min 2)
Monoblade (2DC, min 2)
Sonic Grenade (*10DC Stun only*, 5m area effect)
Thermal Grenade (5DC, 5m area effect)
Fragmentation Grenade (7DC, 5m area effect)

Defenses

Defenses and Armor are defined by their **KD** (the Killing Defense rating, an amount subtracted from any Stunning or Lethal Damage done to your Character). Against punches and kicks, either the armor KD or the character's Defense should be used, whichever is higher, but not both.

Defensive Vest (6 KD)
Defensive Jacket (14 KD)
Flight Suit (5 KD)
Space Suit (5 KD)
Industrial Space Suit (8 KD)
Military Space Suit (10 KD)
Heavy Armor (20 KD)
Personal Force Screen (10 KD, Stunners only)
Advanced Force Screen (30 KD)
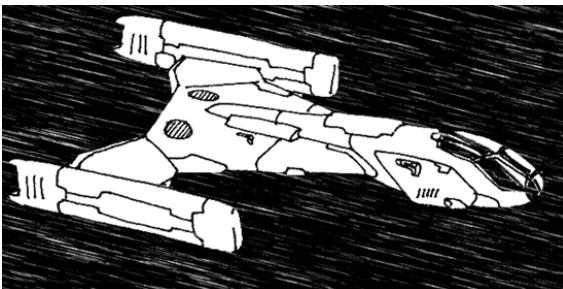
Step Four: Trick Out Your Peacekeeper

Astro Police Rangers are also assigned a Peacekeeper Long-Range Starfighter. They are given an allowance of 5000 credits to make the following modifications as they see fit:

Enhanced Artificial Intelligence   1000 each
Peacekeepers are equipped with a built-in artificial intelligence capable of communicating with the pilot, performing self-diagnostics, and piloting the starfighter through simple maneuvers (landing, take-off, hovering). The built-in AI acts as a pilot with Mental and Combat staistics of 2. Each enhancement increases one of the statistics by 1 to a maximum of 10.

Enhanced Ion Drive   1000 each
Increases the Ion drive performance by 1 AU per day.

Enhanced Hyperdrive   5000 each
Increases the Maximum Hyperspace speed by 10 LY per Hour.

Enhanced Sensors   100 each
Increases the range of the starfighter's sensors by 10km.

Enhanced Shields   500 each
Increases the Force Shield's power by 1K.

Enhanced Thrusters   2000 each
Increases the speed of the starfighter by 1 km.

Enhanced Tractor Beam   1000 each
Adds +1 to the tractor beam's roll to immobilize the target.

Extra Missiles   2000 each
Each extra missile reduces handling by 1.

Increased Cargo Hold   500 each
Increases the Cargo Hold capacity by 500kg to a maximum of 1,500kg. Each increase reduces handling by 1.

Increased Firepower   1000 each
Increases the energy output of the Blaster Cannons by 1K to a maximum of 10K. Each increase reduces the Peacekeeper's Range by 100 Light Years.

Increased Range   1000 each
Increases the starfighter's Hyperspace Range by 100 Light Years.

Maneuver Verniers   1000 each
Increases the starfighter's handling by 1, up to a maximum of Zero.

Reinforced Structure   500 each
Increases the starfighter's structure by 1K. Each increase of 2K reduces the handling by 1.

Example Character and Peacekeeper

On the following page, we'll walk through the process of creating a Astro Police Ranger.

Step 1: What are you like?

Name: Ypsilon Bear

Using the questionnaire, we determine that Ypsilon is Male, from a Colony world named Tarapchack, attended college at Tarapchak University, that his parents are divorced and named Jean Mills (mother), and Greg Bear (father), and that he comes from a Law Enforcement background (his mother was an Astro Police Officer).

Using this information, we create the following personality and history for Ypsilon:

Ypsilon Bear is a loner. He was raised on the colony world of Tarapchack by his divorced First American father, Greg Bear. His mother, Jean Mills, lived in the Core Worlds where she was a famous Astro Police Officer. He always wanted to grow up to be just like his mother, despite the protestation of his father. When he grew up, the only way into law enforcement for him was the Rangers.

Step Two: Nice and Easy, By the Numbers.

We then assign 20 points to Ypsilon's 4 Primary Characteristics, and determine his Derived Characteristics.

Mental: 7   **Hits**: 15
Combat: 6   **Defense**: 6
Pysical: 3
Movement: 4

We then choose Ypsilon's skills. He receives the following skills automatically: Computers 2, Current Events 2, Perception 2, Persuasion 2, Evade 2, Hand-to-Hand 2

We then spend an additional 30 points on other skills at our discretion. We'll choose skills that represent how we think Ypsilon grew up on Tarapchak: Pilot Grav Vehicle 3, Pilot Starfighter 3, Astrogation 3, Computers 3, Streetwise 3, Science 3, Survival 3, Vehicle Technology 3, Shields 3, Evade +3

Ypsilon then receives the following bonus skills as a result of Ranger Training: Acrobatics +1, Astrogation +1, Computers +1, Evade +1, First Aid +1, Melee Weapons +1, Perception +1, Pilot Starfighter +1, Ranged Weapons +1, Shields +1, System Operation +1, Tracking +1

The final resulting skills are:
Acrobatics 1, Astrogation 4, Computers 6, Current Events 2, Evade 6, First Aid 1, Hand-to-Hand 2, Melee Weapons 1, Perception 3, Persuasion 2, Pilot Grav Vehicle 3, Pilot Starfighter 4, Ranged Weapons 1, Science 3, Shields 4, Streetwise 3, Survival 3, System Operation 1, Tracking 1, Vehicle Technology 3.

Step Three: Equipment

Now we outfit Ypsilon with the standard Ranger kit: Blaster Pistol (5DC, +1 accuracy, 60m range), Flight Suit (5 KD), Datapad (2 POW), Cuff-Tape Dispenser (difficulty 22), Peacekeeper Starfighter.

We then spend the 500 Credit equipment allowance, purchasing the following items: IR goggles and Flash (50 cr), Mechanic's Tool Kit (10 cr), Universal Translator (120 cr), Inertial Compass (30 cr), Survival Dome (30 cr), Technical Scanner (50 cr), 9 weeks of Food Packs (90 cr), First Aid Kit (5 cr), Analyser (100 cr), Canteen (1 cr), Wristwatch (5 cr), Ultility Belt (2 cr), Lighter (1 cr), Flashlight (1 cr), and a Toolknife (5 cr).

Step Four: Trick Out your Peacekeeper

Then we modify Ypsilon's Peacekeeper with the 5000 credit modification allowance: Enhanced Artificial Intelligence (1000 cr), Enhanced Ion Drive (2000 cr), Increased Range (1000 cr), Maneuver Verniers (1000 cr).

Ypsilon's Peacekeeper now has the following statistics:

PEACEKEEPER STARFIGHTER: KD 4K, SDP 8K, MV-1, MOVE 2km, Pass 1+1, Blaster Cannons (5K, +1 accuracy, 2.4km range), 2 Strike Missiles (12K each, 28.8km range), Tractor Beam (15+3d6 vs target's structure+3d6, success indicates target is immobilized, -5 accuracy, 1.2km range), Shields (6K), Options: Hyperdrive (100 LY per hour, 1100 LY range), Ion Drive (3 AU per day), Atmospheric re-entry protection, passenger seat for prisoners, 500kg storage, ejection seats, security system, sensors (70km range, 10000km communications), backup sensors (10km range, 3000km communications), Artificial Intelligence (Mental 3, Combat 3).

And that's it. Our character, Ypsilon Bear, is ready to start his patrol. What comes next is for the GameMaster. The GameMaster creates a story for a character like Ypsilon to take part in.

Action

Lost in Time (Phases)

When characters are fighting, Combat Time starts. Combat Time is a system of keeping track of combatants and actions through the use of Phases. A Phase corresponds to about 3 seconds of game time, an increment in which a character can perform one action, on average.

During a Phase, characters must act in order. Although in the real world, action usually happens simultaneously and with much confusion, the game has to keep things simple by imposing order on things. **Each Phase, the character with the highest Mental Characteristic gets their action first**. Other actions occur in order of descending Mental Characteristic until everyone has acted. If two characters have the same Mental, the character with the highest Combat characteristic goes first. If they are still tied, both act at the same time.

Note: Other Instant Fuzion games use a larger game-time increment called Rounds, consisting of 4 Phases. Rounds are not used in *Lightspeed*, but can be easily re-introduced should the Game Master desire.

Lost in Space (Movement and Scale)

In Instant Fuzion, everything is measured in an arbitrary distance called a **Hex.** A Hex is equivalent to 2 meters. This makes it easy to keep track of combat using miniatures and hexmaps.

A character may always move up to half his Move characteristic in Hexes and perform one action. Alternatively, he may move up to his full Move in Hexes and perform no other action, though he may roll evasions when attacked. This is the Running action (see Actions). A truly desperate character could move up to twice his Move score in hexes, may not perform another action, and suffer a penalty to his Combat characteristic that Phase. This is the Sprint action (see Actions).

Space Fighters do not measure their movement in MOVE. Instead, they use kilometers per phase. 1 km per Phase is equivalent to about Mach 1. If using a hex map to keep track of space movement, assume each hex is equal to 0.5km.

Never Tell Me The Odds! (Task Resolution)

When a character attempts to perform an action whose outcome is uncertain, the Game Master should call for a **Skill Test** to determine if the action succeeded or failed. The player should roll three dice and add the result to the total of the character's Characteristic and Skill. The result is called the **Action Value**. Compare the Action Value to a number corresponding to the action's **Difficulty Level**, as determined by the Game Master, called the **Difficulty Value**. A Difficulty Value of 10 represents an easy task while a Diffculty Value of more than 20 represents an especially difficult task. If the Action Value is higher than the Difficulty Value, the action was a success. If the Action Value is less than the Difficulty Value, the action was a failure.

Note: If the dice roll three 1's, the action is automatically a failure. However, if the dice roll three 6's, then the player may roll the dice again, totalling both rolls together.

CHARACTERISTIC + SKILL + 3 DICE (AV) vs. DIFFICULTY VALUE (DV)	
DIFFICULTY LEVEL	**DIFFICULTY VALUE**
No Problem	10
Easy	14
Hard	18
Really Hard	22
Mega Hard	26

The higher the Action Value, the more likely you will succeed. If you are competing against someone else, both characters compare their two Action Values; the highest total wins the contest.

What Skill and Characteristic you use depends on the task. To pilot a Starship, you add together the character's Pilot Starship Skill and your Combat Characteristic, for example, or to shoot a gun, you add together the character's Ranged Weapon Skill and his Combat Characteristic.

Example of Action Resolution: I want to hit my opponent in combat. I have a Combat Characteristic of 5, and Fighting Skill of 5, so I roll my 3 dice and come up with a total of 10 on the dice. I then add this number to my Skill and Characteristic, and come up with an Action Value of 20. To dodge my attack, my opponent rolls 3 dice and comes up with a 12 on the dice. He then adds this to his Combat Characteristic of 6, plus his Fighting Skill of 6, for an Action Value of 24. Therefore, since his total is greater than mine, I missed.

You Did WHAT? (Actions)

In order to simplify combat situations, the more common combat actions are listed below along with their effects.

Attack: Attacks count as one Action. The Difficulty Value for attacks equals the target's Combat + Evasion + 3 dice. If an attack roll exceeds the target Difficulty Value by 10 or more, the attack ignores any armor defense when determining damage.

Aim: Each phase taken Aiming adds +1 to the character's Action Value. A character may aim a weapon for as many phases as their skill in that weapon. No other Actions are possible while aiming.

Block: Stops any one successful hand-to-hand or melee attack with a successful Defensive Roll vs the Attacker's Attack roll. The blocker automatically wins initiative next phase.

Choke: Hold A Grab at - 4 to the attacker's Action Value. 2 dice damage. And you can't talk while being choked.

Disarm: After a fighter has successfully Grabbed a weapon or gadget, he may automatically remove it the next Phase using this maneuver.

Dodge: Adds 3 to the character's Evasion rolls when being attacked. –1 is subtracted for each successive attack that Phase.

Draw & Attack: Draw weapon and attack in one Action. -3 to the character's Action Value.

Entangle: Immobilize opponent until he can make a Escape. Requires a successful Grab in the previous Phase.

Escape: Escape from Grabs or Entangles, using Physical+Body or Evasion skill vs opponent's Physcial+Body or Fighting skill.

Get Up: Get up from being prone.

Grab: Grab a target or gadget; -2 to the attacker's Action Value to perform; -3 to all Evasion rolls that Phase.

Other Action: Any single action not otherwise specified, such as reloading, mounting a vehicle, changing weapons, etc.

Recover: -5 to all Evasion rolls this Phase, reduce any Stunning damage taken by Physical x 2.

Run: Move up to your Move in hexes (a Run) and perform no other action.

Sprint: Move up to twice your Move and perform no other action. Combat Characteristic is halved for all Evasions, and Zero for all attacks this Phase.

Sweep/Trip: Opponent falls; takes -2 penalty to his Combat Characteristic next phase, must spend an Action to get back up.

Throw: Throw one object (-4 to the Action Value if not made for throwing).

Use Skill: Use a non-combat related skill, such as jump or roll or use a piece of equipment. Difficulty Value's are usually set by the GM.

Wait: Wait for a chance to take your action or hold an action til later in the Phase

Bullseye! (Hitting the Target)

After the player has declared the action for his character, an appropriate Skill Test is made to determine the success or failure of the action.

For all hand-to-hand attacks, including kicking, grabbing, and punching, use the following formula:

> **Attacker's Combat + Fighting Skill + 3 dice vs.
> Opponent's Combat + Evasion Skill + 3 dice**

For all melee attacks, including swordfights, spears, and knives, use the following formula:

> **Attacker's Combat + Weapon Skill + 3 dice vs.
> Opponent's Combat + Evasion Skill + 3 dice**

For all ranged attacks, including guns, and lasers, use the following formula:

> **Attacker's Combat + Ranged Weapon Skill + 3 dice vs.
> Opponent's Combat + Evasion Skill + 3 dice**

If the attacker's roll exceeds the target's roll by 10 or more, any damage from the attack ignores any armor KD the target might have.

Sometimes, environmental factors impact the chance of hitting the target. Apply the following modifiers to the attacker's roll during such conditions.

Combat Ranges	AV
Melee (4m/2 hexes or less)	-0
Close (10m/5 hexes or less)	-2
Medium (50m/25 hexes or less)	-4
Long (out to listed range of weapon)	-6
Extreme (every 50m/25 hexes beyond listed range of weapon)	-1
Other Combat Modifiers	**AV**
Moving target (per 3 hexes traveled last round)	-1
Target silhouetted	+2
Vehicle mounted, no turret	-4
Firing shoulder arm from hip	-2
Aiming (per phase)	+1
Weapon braced on tripod or support	+2
Tiny Target (bullseye, eye, vital area)	-6
Small Target (less than 1m wide, head, limb)	-4
Large Target (trees, cars, large animals, etc.)	+2
Very Large Target (vehicles, walls, side of barn)	+4
Surprise Attack (successful Stealth roll)	+5
Off-Hand (using the wrong hand)	-3
Target Prone (lying on the ground)	-2
Firing two handed (modifier to each hand)	-3/-6

He's On My Tail! I Can't Shake Him!
(Starfighter Combat)

Spacecraft combat will inevitably occur in any *Lightspeed* game. Either the Astro Police are pursuing a Pirate or criminal, or being pursued by an Imperial Invasion Vanguard.

Spacecraft combat works much like regular combat with one major exception: Maneuvering for Firing Position. The first part of any starfighter combat is determining who maneuvers their starfighter into the most advantageous angle for attack. The loser of this contest generally faces a hard uphill battle just to survive.

When firing starfighter-mounted weapons, forward-firing weapons use the Pilot's Pilot Starfighter skill to attack. Turreted weapons use the gunner's Gunnery skill to attack.

Space combats generally follow this simple procedure:

1. Compare Distance and Range
If both combatants begin from neutral firing positions, the starfighter with the longest range automatically gains initiative this Phase and is able to fire first, and will continue to automatically have initiative until both combatants are within range of the other.

2. Determine Initiative and Firing Position
Once both combatants are within range of each other's weapons, roll 3d6 + Your character's **COM** (plus any Combat Sense) + Your character's Pilot Starfighter Skill + Your spacecraft's **MV** (Maneuver Value) and compare with your opponent(s). Consult the following table to determine the maneuver's results:

> **Tied Roll: No Aim**
> Both combatants are in poor firing positions.
>
> **Rolls within 1 of each other: Head On**
> Both combatants in good firing positions.
>
> **Winner beats loser by 2 or more: Side On**
> Winner in good firing position. +1 Initiative next round.
>
> **Winner beats loser by 4 or more: Tail**
> Winner in excellent firing position (+2 AV). +2 Initiative next round.
>
> **Modifiers:**
> Full Offense (+1 Initiative, -2 DV)
> Full Defense (-1 Initiative, +2 DV)

3. Move
Combatants may attempt to flee or maneuver, putting distance or obstacles between themselves and their opponents.

4. Open Fire
Combatants in good firing positions may open fire on any target within range in descending order of Mental. Damage is applied immediately.

> **Attacker's Combat + Gunnery Skill + MV + 3 dice vs. Opponent's Combat + Pilot Skill + MV + 3 dice**

5. Shields
If a starfighter or starship with Shields is hit, the pilot or co-pilot may attempt to absorb the damage. The shield operator must make a Shield roll against a DV of the damage in Kills + 10. If successful, the Force Shields

Kills are added to the target's armor KD but do not degrade. If unsuccessful, the shields are still applied, but are reduced by 1K in effectiveness.

6. Determine Damage
Subtract the fighter's armor KD from the damage done. Roll on the random hit location chart to determine which of the fighter's systems is damaged. Apply damage as indicated by the chart. Damage is subtracted from the fighter's SDP. If it's SDP is reduced to Zero or less, the fighter is destroyed.

7. Repeat
Repeat the process outlined above. Only a combatant with a superior firing position may break engagement. If a combatant with a superior firing position chooses to break engagement, both fighters move away from each other. The other fighter may attempt to pursue, but will have to close the distance to re-engage.

This Thing Must Weigh a Ton!
(Lifting and Throwing)

To test whether a character can lift, bend, or how far he can throw an object equivalent to a baseball in weight, use the following table. Roll 1 dice and add the result to the character's Physical.

For example, a character with a Strength of 4 tries to lift a prisoner into the shuttle. The character would have to roll a 5 on the die in order to score a total of 9 necessary to lift an adult male.

Likewise, a character with a Strength of 9 tries to break free of the steel handcuffs placed on him. He's pretty strong, but he still has to roll 6 on the die in order to score a total of 15 necessary to break steel.

Similarly, a character with a Strength of 6 wants to throw a Stun Grenade. The die roll result is 5, meaning that the character can throw that grenade up to 55 Hexes away.

Total	Lift	Bend/Break	Distance
2	Groceries	Balsa Wood	2.5 hexes
5	Child	Plastic	5 hexes
7	Adult Female	Wood	20 hexes
9	Adult Male	Aluminum	40 hexes
11	Lion,2 Men	Iron	55 hexes (city block)
13	Grav Cycle		250 hexes (1/2 km)
15	Small Car	Steel	500 hexes (1 km)
17	Elephant		5000 hexes (5 km)

Oh.. That's Gotta Hurt! (Damage)

If an attack succeeds in hitting the target, that target suffers the effect of that attack. This effect is called **Damage**. Damage is measured in **DC**, or **Damage Class**. DC indicates the number of dice rolled and added together to determine the amount of damage done to the target. Damage represents various factors from abrasion, bruising, concussion, laceration, and shock.

A character's punch does DC equal to his Physical characteristic. Therefore, a character with a Physical characteristic of 5, and a Fighting Skill of 6, would do 11 DC, or roll 11 dice to determine damage.

Damage comes in two varieties: Stunning and Lethal.

Stunning Damage represents damage from impacts and concussions and can be caused by fists and kicks. Whenever a character takes Stunning damage, he is able to reduce the amount of damage he takes by his Defense characteristic. Any remaining damage is subtracted from his Hits. If a character loses all his Hits from Stunning damage, he is rendered unconscious.

Lethal Damage represents damage done by blasters and swords and explosions. Lethal damage is NOT reduced by the character's Defense. All Lethal Damage is subtracted directly from the character's Hits.

If a character is wearing armor or a defense, he is able to subtract the **Killing Defense (KD)** of the armor from all damage taken. Any that remains is subtracted from the character's Hits.

If a character loses all his Hits from Lethal damage, he is considered "Mortally Wounded", he has been rendered unconscious and is dying. He will lose 1 additional Hit below zero for every Phase he goes without First Aid. Once the character receives First Aid, they stop losing negative Hits and are "stabilized". They may begin the healing process (see below).

If the character loses as many negative Hits as his Physical characteristic times two, he has died and cannot be revived short of superscience.

It's Not So Much the Fall that Kills You, It's the Hitting the Ground at the End… (The Environment)

Guns and swords aren't the only thing that can hurt a character. The world is full of potential dangers; falls, illness, drowning, even being hit by lightning. All of this falls under the heading of the Environment:

Cumulative Environmental Effects: Shock, Poison/Drugs, Burns, Disease & Asphyxiation.

Each of these are effects of the environment that harm a character through accumulation; shock and poison by continual damage to the character, asphixation through accumulated lack of air.

Electricity and Fire are always ranked by intensity of the effect (GM's decision), with damage occurring each phase a character is exposed to the source.

Type	Mild	Intense	Deadly
DC	**DC1-4**	**DC5-10**	**DC11-20**
Electricity	Battery	Wall socket	Lightning
Fire	Wood	Gasoline	Thermite

Like electricity, Poison & Drugs are ranked by the power of the drug or poison. Damage effects occur each minute, not phase, while Illness takes place over days, weeks or even months (Ref's choice).

Type	Mild	Strong	Powerful
DC	**DC1-4**	**DC5-10**	**DC11-20**
Poison	Belladonna	Arsenic	Stonefish Venom
Drug	Alcohol	Sodium Pentathol	LSD
Illness	Measles	Pneumonia	Plague

A drug or poison need not be fatal; sleep or "truth drugs" also work by accumulation; "damage" is subtracted from different point pools depending on the type of effect.

Example: Morgan administers a strong dose of Mind Control Serum (DC5) to Jake, hoping to find out the Cyber Cabals' secrets. Each turn, the drug does 5 to 30 points to Jake's Resistance. At 0, he gives in.

Asphyxiation: This does 3DC per Phase, taken from a character's Hits. Sitting quietly, a character can hold a character's breath up to 2 phases for every point of Physical (a tough character could hold his breath for about two and a half minutes.). If activity, such as swimming or running is required, this rises to 4 pts.

Falling: A character takes 1DC per 3 Hexes (6 meters) fallen. This means that a fall of 18 hexes (36 meters) will do 6DC of damage and will kill most humans. Armor KD does NOT reduce falling damage.

I'm Not Dead Yet! I'm Feeling Much Better! (Healing and Recovery)

Characters who are wounded will heal naturally as long as they are able to rest and recuperate. Medical Attention will help speed the process.

Natural Healing will reduce any Stunning Damage by Physical x 2 per Phase. It will also reduce Lethal Damage by Physical x 2 per week. No other actions can be performed while healing. A character who is healing must by lying down and comfortable, have access to plenty of water, and not subjected to stress.

Medical attention and First Aid will allow the character to heal at a rate of their Physical x 2 per day. In fact, immediate treatment of wounds with a Medpack will provide the first day's healing immediately.

Wounded characters who do not get rest or time to heal will suffer an additional Hit per week unless treated with First Aid again. Mortally wounded characters who have been stabilized, but not allowed to get rest or time to heal will suffer an additional Hit of damage per day unless treated with First Aid again.

Blowing Stuff Up!
(Vehicle and Object Damage)

Non-living items, such as vehicles, mecha, starfighters, and equipment, do not have Hits. Instead, they measure their durability and structure with SDP (Structural Damage Points). Each SDP is equivalent to a Hit or point of damage. Non-living items might also have a KD (Killing Defense) rating which subtracts damage prior to being applied to it's SDP. If a device or vehicle's SDP is reduced to 0, it is destroyed.

Really big weapons do more dice of damage than you'd be realistically expected to roll and add. To simplify things, their damage has been averaged and simplified using a unit called KILLS. Spacecraft, vehicle, and mecha armor is rated in KILLS as well. Each KILL of armor is equivalent to 50 KD of armor. To further simplify things, spacecraft, vehicle, and mecha SDP is rated in KILLS as well. Each KILL of SDP is equivalent to SDP 50 or 50 Hits. When spacecraft, vehicle, or mecha damage each other, the weapon's KILL-rating in damage is compared to the target's KILL-rating in Killing Defense. The remainder is subtracted from the spacecraft's KILLS of SDP. Once a spacecraft has lost all KILLS of SDP, it is destroyed.

Because mecha, vehicles, and spacecraft are complicated mechanisms which damage can effect in various ways, use the following Hit Tables to determine the exact effect any damage has. The percentages in parentheses indicate the amount of of the total Kills or SDP that location constitutes. For example, legs/hindlimb (15%) indicates that 15% of the vehicle's SDP are located in this leg. If the vehicle has 4K (or 200 SDP), then that leg could take 30 Hits before being destroyed.

Other Items

Sometimes, a character may wish to break a piece of equipment or scenery, or hide behind something for cover. Use the following values for determining Killing Defense and Structural Damage Points of various common items:

Normal Wooden Door/Table:	KD7,	SDP 5
Heavy Wooden Door/Table:	KD9,	SDP 12
Wooden Wall (1 Space x 1 Space):	KD7,	SDP 15
Metal Grate:	KD20,	SDP 20
Metal Door:	KD20,	SDP 30
Stone Wall (1 Hex x 1 Hex):	KD30,	SDP 50
Glass Window:	KD2,	SDP 4

Humanoid/Animorphic Mecha Hit Table [Roll 3D6]

3D6	Location	Effect	Damage (after armor)	AV Modifier
3-5	Head (10%)	Lose sensors	double damage	-6
6	hands/forepaws*	Lose hand-held weapon	1/2 damage	-4
7-8	arms/forelimb*(10%)	Normal damage	1/2 damage	-3
9-11	Torso (40%)	Normal damage	1x damage	-1
12	Weapon	Normal damage	1/2 damage	-5
13	Powerplant	Normal damage	2x damage	-6
14	Pilot**	Normal damage	Damage to pilot only	-3
15-16	legs/hindlimb* (15%)	-10% Move	1/2 damage	-4
17-18	feet/hindpaws*	-1 MV	1/2 damage	-4

* if it isn't obvious, roll 1die: even=right, odd=left. If location not there, roll again.
** if shot penetrates armor.

Vehicle and Spacecraft Hit Table [Roll 3D6]

3D6	Vehicle	Spacecraft	Effect	Damage (after armor)	AV Modifier
3-6	Front Wheel/Repulsor (5%)	Maneuver Thrusters (5%)	-1 MV	1x damage	-6
7	Controls (5%)	Controls (5%)	-1 MV	1x damage	-4
8	Engine (10%)	Hyperdrive (10%)	Normal damage	2x damage	-3
9-	Body	Fuselage (20%)	Normal damage	1x damage	-3
10	Body	Cargo	Normal damage	1/2damage	-1
11	Powerplant	Powerplant	Normal damage	2 x damage	-5
12	Weapon	Weapon	Lose one weapon.	½ damage	-6
13	Crew**	Crew**	Damage to pilot only	1x damage	-3
14	Cargo	Thrusters (5%)	-10% MOVE	1x damage	X
15-18	Rear Wheel/Repulsor (5%)	Maneuver Thrusters (5%)	-1 MV	1/2 damage	-4

* if it isn't obvious, roll 1 die: even=right, odd=left If location not there, roll again.
**if shot penetrates armor

Example of Man-to-Man Combat

A Ranger finds himself preparing for a shoot-out with a Mercenary. Both combatants are 20 hexes (40 meters) apart on a street, the Mercenary has just discovered the approaching Ranger and both combatants have drawn their weapons.

Phase 1: The Ranger has a Mental of 4 compared to the Mercenary's 2, so the Ranger acts first. He fires his blaster pistol at the mercenary, rolling 7 plus his Combat of 6 plus Ranged Weapons skill of 5 plus accuracy of +1 minus range modifier of –4 (5-25 hexes range) for a total of 15. The Mercenary attempts to evade, rolling 12 plus his Combat of 5 plus an Evasion skill of 6, for a total of 23. The Ranger's shot missed!

The Mercenary retaliates by firing his Blaster rifle, rolling 8 plus his Combat of 5 plus his Ranged Weapons skill of 5 plus an accuracy of +1 minus range modifier of –4, for a total of 15. The Ranger attempts to evade, rolling a 9 plus his Combat of 6 plus his Evasion skill of 5, for a total of 20. The two combatants are clearly at long range.

Phase 2: The Ranger fires again, rolling a 15 for a total of 23 against the Mercenary's evasion roll of 11, a total of 22. The Ranger has shot the Mercenary! The Ranger's Blaster Pistol does 5DC of damage. He rolls 5 dice, totalling 17 points of damage. The Mercenary subtracts his armor's 20 KD from the damage, resulting in no damage being done to him at all. The blaster bolt simply ricochets off the mercenary's armor. Uh-Oh! The Ranger's in trouble.

The Mercenary fires back, rolling 8 for a total of 14 against the Ranger's evasion roll of 10, a total of 21. Again, another miss!

Phase 3: The Ranger tries a different tactic. He decides to close the distance and wrestle with the brute. He Runs, allowing him to close the distance by 5 Hexes (10 meters). The range is now 15 Hexes (30 Meters). Since his action this phase was to run, he can't attack.

The Mercenary, on the other hand, opens fire at his oncoming pursuer, rolling an abyssmal 4. With an additional –1 for shooting at a moving target, the result is a total of 12. The Ranger's evasion roll of 11, a total 22. The Blaster bolt whizzes past harmlessly.

Phase 4: The Ranger sprints! By sprinting he closes the gap by 10 hexes (20 meters), but his Combat characteristic is halved and his Evasion skill is zero this phase! The range is now 5 hexes (10 meters).

The Mercenary opens fire again. The range modifier is now only –2, but the modifier for the moving target is now –3. The Mercenary rolls 12 for a total of 18. The Ranger's Evasion roll is 14, plus a halved Combat of 3, and no Evasion skill, the total is 17. He is hit! The Mercenary's Blaster Rifle does 7DC. He rolls 7 dice for a total of 24. The Ranger's flight suit subtracts 10KD from the damage, resulting in 14 Hits being subtracted from his 30 Hits. The Ranger is wounded and is now at 16 Hits.

Phase 5: The Ranger slows to a run to cover the remaining 5 Hexes (10 meters) between him and his opponent. They are now at hand-to-hand range.

The Mercenary tries to shoot the Ranger again, rolling 8, with the only modifier being the Ranger's running this Phase, for a total of 18. The Ranger tries to evade, rolling 13, for a total of 24. The shot misses again.

Phase 6: This time, the Ranger goes hand-to-hand. He tries to grab the Mercenary's rifle. He rolls 11 plus his Combat of 6 plus Hand-to-Hand skill of 7 minus a modifier of –2 for performing the Grab, for a total of 22. The Mercenary tries to evade, rolling 10 for a total of 21.

The Mercenary tries to use an Escape to wrest his rifle away. He rolls a 9, plus his Physical of 6 plus Evasion skill of 6, for a total of 21. The Ranger fights to keep his grip, rolling 10, plus his Physical of 5 plus his Hand-to-Hand skill of 7, for a total of 22. He keeps his grip!

Phase 7: The Ranger, having successfully grabbed his opponent's rifle, may automatically disarm his opponent this Phase. He takes the rifle away!

The Mercenary tries to punch the Ranger, rolling 16, plus his Combat of 6 plus his Hand-to-Hand skill of 6, for a total of 28. The Ranger tries to evade, rolling 14 for a total of 26. The Ranger has been punched! The Mercenary does 6DC of stunning damage with his punch. He rolls 21 on 6 dice. The Ranger staggers, but his Flight suit's KD subtracts 10 from the damage, resulting in 11 Hits being subtracted from the Ranger's remaining 16 Hits. The Ranger has 5 remaining Hits (though he could recover those 11 stunning Hits if he wanted to).

Phase 8: The Ranger backs up 2 hexes (4 meters), and opens fire on the Mercenary with the Blaster Rifle. He rolls 13 for a total of 25. The Mercenary tries to evade, rolling 10 for a total of 21. He is hit! The Ranger rolls the 7DC of the blaster rifle, doing 28 Hits of damage. The Mercenary's battle armor's 20 KD subtracts 20 Hits from that, resulting in 8 Hits being subtracted from the Mercenary's 30 Hits. The Mercenary has 22 Hits remaining.

The Mercenary moves forward 2 hexes to close the distance and punches again. He rolls 11 for a total of 23. The Ranger tries to evade with a roll of 13 for a total of 24. The punch misses.

Phase 9: The Ranger backs up another 2 hexes and trains the rifle on the Mercenary, saying "There's still plenty of juice left in this powerpack. Care to give up now?". The Mercenary weighs his chances. He's got some grenades and could possibly take this Ranger on hand-to-hand, but his armor doesn't protect him fully from the Blaster Rifle and he couldn't outrun the blast radius of the grenade. He rubs the smoking wound on his shoulder and decides to give up.

Besides, this Ranger's got some Moxie.

Example of Starfighter Dogfighting

A Ranger in a Peacekeeper finds himself in a dogfight with an Imperial Harpy.

The Ranger's Combat is 6, his Starfighter Pilot skill is 5, Shield skill is 4, and Gunnery skill is 7. The Peacekeeper's MV is –2 with a MOVE of 2km.

The Imperial's Combat is 7, his Starfighter Pilot skill is 6, and Gunnery skill of 6. The Harpy's MV is –0 with a MOVE of 3km.

Both fighters begin from neutral firing positions 2.5km apart, the max range of the Harpy's Blaster cannons.

Phase 1: The Imperial has the range advantage as is able to fire first. The Imperial rolls an 8, plus Combat plus Gunnery sill plus MV plus accuracy equals a total of 22. The Ranger rolls a 15, plus Combat plus Starfighter Piloting skill plus MV totals 26. The Imperial's opening shot misses.

Phase 2: Neither fighter tries to flee, so both fighters are still in range. Both combatants roll 3d6 and add the result to their Combat plus Starfighter Pilot skill plus MV to determine initiative. The Ranger's rolls a 9 for a total of 18. The Imperial rolls a 9 as well, for a total of 22. The Imperial beats the Ranger by 4 and has maneuvered his fighter behind the Ranger's and will get +2 to his AV and +2 to next phase's initiative. The Harpy opens fire! The Imperial rolls an 11, plus Combat plus Gunnery skill plus MV plus accuracy equals 25. The Ranger rolls 8, plus Combat plus Starfighter Piloting skill plus MV totals 19. The Ranger's hit! The Harpy's Blaster Cannons do 10K to the Peacekeeper. The pilot then makes a shield skill check, rolling 8 plus Combat plus Shield Skill, a total of 18 against a DV of 10K+10, or 20. The shield skill check fails. The shields still absorb the 6K of damage, but are degraded to 5K. The Peacekeeper's armor KD protects against the additional 4K. But another hit will do damage to the Peacekeeper's structure.

Phase 3: The Ranger decides to go Full Offensive, adding 1 to his initiative roll by sacrificing his DV. This time, the Ranger rolls 13, totalling 25. The Imperial rolls 9, +2 from the bonus from the previous Phase, totalling 25. The Ranger has looped around and has managed to attack the Harpy from head-on! Neither fighter tries to flee, so both fighters are still in range. The Ranger attacks, rolling a 12, plus his Combat plus Gunnery skill plus MV plus accuracy, for a total of 26. The Imperial rolls 9, plus Combat plus Starfighter Pilot skill plus MV for a total of 22.

The Ranger scored a hit! The Harpy lacks shields, but it's armor subtracts 1K from the 5K damage done. The remaining 4K are applied to a random location on the Harpy. The Ranger rolls a 12 for location, indicating a weapon. The GameMaster determines that one of the Harpy's Blaster cannons is disabled. It also takes half damage to it's SDP, so 2K is subtracted from it's 4K of structure.

Phase 4: Both combatants roll initiative again. The Ranger rolls 11 for a total of 22. The Imperial rolls 11 for a total of 24. The Harpy has looped around and has managed to catch the Peacekeeper from the side and will get +1 initiative next Phase! The Imperial opens fire, rolling 13 for a total of 27. The Ranger rolls 6 , a total of 15, to evade. He tries to use his Shields, rolling 15 for a total of 25, against a DV of 5K+10 or 15. The shields easily absorb the now 5K damage of the Harpy's remaining Blaster cannon.

Phase 5: Both combatants roll initiative again. The Ranger rolls 12, for a total of 23. The Imperial rolls 17, plus the bonus from last Phase, for a total of 30! The Imperial has once again gotten his Harpy behind the Ranger for optimum firing position. The Ranger tries to get away, but to no avail, the Imperial Harpy is faster and easily keeps up. The Imperial opens fire, rolling 14, plus the +2 bonus from the initiative roll, for a total of 30. The Ranger tries to evade, rolling 15 for a total of 24. He tries to use his shields, rolling 17 against the DV of 5K+5 or 10. Once again, the Ranger's shields easily absorb the blast.

Phase 6: Both combatants roll initiative again. The Ranger decides to go full offensive again, and rolls 12, for a total of 24. The Imperial rolls 7, plus the bonus from last phase, for a bonus of 22. The Peacekeeper has pulled away from the Harpy and has re-acquired a good firing position, attacking from the Imperial's side. The Imperial attempts to flee, putting 1km distance between them, still within range of the Peacekeeper's Blaster cannons. The Ranger opens fire, rolling 12, for a total of 23. The Imperial tries to evade, rolling 10, for a total of 23, exactly what the Ranger needed to roll to hit! The Ranger rolls a 14 for location, indicating a hit to the thrusters and full damage! The Harpy's armor subtracts 1K from the 5K done by the Blaster cannons. The remaining 4K is subtracted from the 2K remaining in the Harpy's SDP. The Harpy is at –2K and is destroyed!

As should be evident from this combat scenario, Harpies are small disposable yet highly agile fighters that are easy to destroy while Peacekeepers are tough but sluggish fighters that can take punishment.

The Game

Lightspeed is a role-playing game. A Role-playing game is an interactive game where a Game Master directs and tells a story and each Player controls the actions and behavior of the one of the characters in that story.

The Players have the easy part. It's their job to create their characters, choose their actions, and speak appropriately for that character. The GameMaster has the toughest job. In addition to being the referee and adjudicate rules, he has to control the actions and behavior of all the supporting characters and villains of the story. Sometimes, he even has to create the story itself. When creating his own story, or **Adventure**, the GameMaster has to keep an eye on the plot, the pacing, the perceived "fun" of the story for the players, and on maintaining an appropriate level of challenge for the players and their characters.

Adventures

Lightspeed adventures are easy to create and run. For the most part, the characters are ordered to apprehend a criminal or fugitive and return him to justice. These types of adventures follow a pretty stable formula:

1. **Research the Target.** Find out where he lives, what he likes to do, and who he knows.

2. **Track Down the Target.** Using the research, set about trying to find the target. This can involve interrogating acquaintances or accomplices, searching residences or hangouts, and various other tactics.

3. **Apprehend the Target.** The target rarely cooperates and will try to flee. This can lead to either confrontation if the target thinks he (or they) can win, or to a chase if the target thinkgs he (or they) can get away. Chases can be on foot, in Grav vehicles, or in Starships. Chases more often than not lead to confrontations when the target becomes desperate. Confrontation usually means a shoot-out or a brawl.

This is not, by any means, the only type of adventure available to a team of Astro Police Rangers. Rangers face a number of dangers and challenges. Some of them include the following:

- **Busting an Imperial Spy Network.** The Imperials are spying on the Federation all the time. Although this type of mission is usually handled by StarForce Counterintelligence, Rangers may be called in to help in the investigation or to apprehend suspects.

- **Investigating a Homicide.** A body is found dead. The Rangers are called in to help discover who did it and catch them before they kill again. Murders are very serious crimes, and great priority is put on finding and apprehending the perpetrator. The problem with homicides is that the perpetrator is not always immediately known. This type of investigation requires much more preliminary research and

deduction. The Rangers must find clues and put them together in an effort to implicate a perpetrator.

- **Pirates!** Pirates roam the space near planets, preying upon hapless starships, leaving their crew in disabled hulks to die in space or burn up in the atmosphere. Busting a pirate ring is, in many ways, like apprehending a criminal target. Research has to be done to determine the hiding place or places of the pirates, track them down, and apprehend them. Unfortunately, Pirates tend to be better trained, armed and equipped than most criminals.

- **Investigate an Important Theft.** A rare piece of art, a starship, or a large some of money, has been stolen, and the Rangers are asked to help find the culprit! Much like investigating a homicide, thefts usually don't point to an obvious perpetrator. Extra research has to be done in order to find the clues that implicate a suspect. Then the team has to track down and apprehend the suspect.

- **Kidnapping.** Someone very special to a very rich or important person has been kidnapped. The Rangers must figure out who did it and find them, then rescue the kidnap victim, before the kidnappers carry out their threat. Kidnap cases are very delicate, as an innocent's life hangs in the balance. Whether the victim lives or dies is in the hands of the Rangers. Kidnap cases can easily turn into hostage negotiations.

- **Hostage Negotiations.** A hostage is held at gunpoint, the perpetrator is desperate and trapped. No Ranger wants to see an innocent hurt in the pursuit of apprehending a criminal. Hostage negotiations are even more delicate than kidnapping, because the results are immediate and more desperate.

- **One of Their Own.** A Ranger has gone rogue and it's up to the player characters to track him down and return him to justice. This type of story offers plenty of opportunity to introduce intrigue and betrayal into the game.

Non-Player Characters

Non-Player Characters, or NPCs, are those characters created and controlled by the GameMaster. These are the extras, the villains, and the supporting cast of the story. Believable Non-Player Characters can make a story extra engaging.

Creating Non-Player Characters is easy. The first step is having an idea of who this character is. Is it a villain? A buddy? A relative? A commanding officer? An alien?The NPC's personality often stems from their role, position, or purpose in the story. Think of how the NPC talks and acts. How they would behave in different circumstances, and what choices they would make. Often, the smallest details can help create the most believable and realistic NPC.

The next step is to create the statistics for the NPC. One easy way is to take one of the many templates provided in this game and modify them. Gauge the characteristics and skills against your vision of the NPC. Are they tougher? Are they smarter? Are they more or less experienced? Adjust their characteristics and skills accordingly.

Another easy way to create NPC statistics is to "clone" the Player Characters. Take a look at their statistics and skills. Give the NPC similar characteristics and skills. PC "clones" make good villains, as they are similar in many ways, two sides of the same coin. If the NPC is supposed to be more experienced than the PC's, then give them more or higher skills and better equipment. Making villains tougher than the PC's will create a better challenge for the players and their characters to overcome.

Remember, Non-Player Characters don't have to follow the same rules as Player Characters. They can have any characteristic or skill level you choose. NPC's are not beholding to the same restrictions that are placed on PC's in order to keep their creation fair.

Rewards for Success

At the end of successful adventures, the GameMaster should award each player with **Experience Points (XP)**. Experience Points are awarded based on the merit of the player during that game. A player should be awarded between 1 and 10 XP at the end. 1 XP might be given for a particularly recalcitrant player who refused to act in the team, was boorish, or particularly screwed up. 5 XP is a nice average amount to give to players who succeeded by not spectacularly so. 7-10 XP is a large amount, generally awarded only to players who did an exceptional job playing their character, achieved the mission with particular style or aplomb, or generally made everyone else have a good time.

These Experience Points are spent on improving their character. Experience Points can increase skills and Characteristics. Skills can be raised one level for a number of XP equal to the next level. For example, to raise a skill from 4 to 5 would cost 5 XP. Characteristics, on the other hand, cost five times the next level. To raise a character's Mental from 5 to 6 would cost 30 XP.

Other rewards can be given to the characters to indirectly reward the player for a good game. Extra money to buy new equipment or modify existing equipment is good also.

Conversion Notes

Most Fuzion games use a different formula to determine Hits, Defense, and Damage. Note: This game, like *Dragonball Z*, incorporates the attacker's skill into the damage dice of attacks, and therefore doubles the normal Hits and Defense a character has. To convert characters to or from other Instant Fuzion games, adjust the Hits and Defense of the character according to the game being played.

For example, if you wish to use Usagi Yojimbo characters in this game, their Hits and Defense are Doubled.

However, if you wish to use characters from this game in WildStrike!, their Hits and Defense are halved.

Some Instant Fuzion games such as Dragonball Z and WildStrike! use the Fuzion skill categories instead of individual skills. Simply add the levels of all the character's skills in the corresponding category and divide by the number of skills that character has. The result is the level of skill in that category.

Lightspeed can also be adapted to Total Fuzion. In order to convert characters from Instant Fuzion to Total Fuzion, use the following guidelines:

Physical = Strength, Constitution, Body. Multiply the characteristic by 3 and divide the result between the three stats.

Mental = Intelligence, Presence, Willpower. Multiply the characteristic by 3 and divide the result between the three stats.

Combat = Reflexes, Dexterity, Technique. Multiply the characteristic by 3 and divide the result between the three stats.

Move= Move. No conversion is necessary.

Refigure the character's Secondary Characteristics according to the new Primary Characteristics determined above.

Skills convert over directly. No conversion is necessary.

Credits and Disclaimer

Caveat

Future *Lightspeed* supplements

Federation StarForce: This planned supplement will provide information on creating Federation StarForce characters as well as rules and stats for Starship combat.

Colonial Traders: Create transport captains and design your transport. Be careful of pirates and crime lords and, in the end, you might make a profit.

Quantum Psychic Astro Police: Mankind has opened the door to the power of the quantum universe. These Astro Police defend the Galaxy from Ultra-Threats, beings of such immense power they would be considered gods.

Federation MechaForce: Join the Federation MechaForce and use your giant walking Warbot to defend the Galaxy. MechaForce will include rules on creating MechaForce pilots as well as rules for creating and destroying giant walking robots!

Hypernet Hackers: The Hypernet offers many opportunities for the talented hacker.

Cybertech: Many of the Old Earth Empires and Mega-Corps encourage the augmentation of the human body with artificial enhancements, many illegal, some just plain unstable.

Droids: Droids are everywhere in the Galaxy. This supplement will reveal just how many there are, how to build them, and how to play them.

Aliens: They're strange, otherworldly, and, well, alien. Now players can bring that strangeness into the game with rules on how to create alien PCs.

Imperials: Be the bad guy, serve the Empreror as Imperial Shock Troopers, Walker Pilots, and Fleet Officers.

Bounty Hunters: Rangers without the prestige. Bounty Hunters are tough independent types who don't need no stinking Astro Police support. Of course, the help would be nice sometimes.