

Roaring Rockets Rules

PULP SCIENCE FICTION ROLE-PLAYING GAME
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ROARING ROCKETS IS A FAST-MOVING RETRO/pulp SCIENCE FICTION ROLE-PLAYING GAME BASED ON THE pulp/golden ERA OF SCIENCE FICTION (1890S-1950S). POPULAR WORKS WERE BUCK ROGERS, FLASH GORDON, AND TOM CORBETT. STREAMLINED RULES ALLOW EASY PLAY AND SHORT SET-UP TIME.

The people reading the genre (literally a hundred years ago)

PEOPLE IN THE 1890S-1950S WERE SELF-RELIANT AND MORALLY STRICT. THEIR DIVORCE RATE WAS 10%. POLITE SOCIETY DID NOT CURSE. THEIR FICTION WAS PG RATED. THEY HAD STRONGLY DEFINED GENDER ROLES. WOMEN LACED CORSETS TIGHT, WHICH CAUSED FAINTING UNDER ADVERSE CONDITIONS. CORSETS CAME OFF IN THE 1920S, BUT THE FAINTING STEREOTYPE PERSISTED IN PULP FICTION FOR A WHILE.

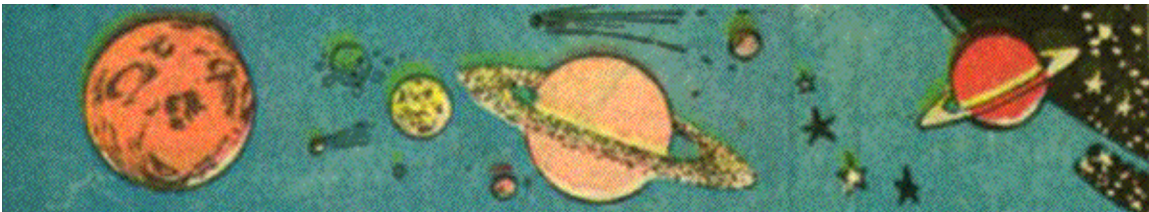
THE WOMEN READING PULP SCIENCE FICTION WERE NOT LIBERATED. THEY COULD NOT VOTE AND WERE EXPECTED TO DO AS THEY WERE TOLD. THE GENRE HAD INDEPENDENT AND CAPABLE WOMEN. MEN FOUND THIS PERFECTLY ACCEPTABLE IN SCIENCE FICTION, AND WOMEN LIKED SEEING THIS. PULP SCIENCE FICTION WAS ALSO PROGRESSIVELY FREE FROM OVERT RACISM.

The Genre

THIS GENRE CAN BE A LITTLE DIFFERENT:

- SPACE SHIPS DO NOT USE FUEL, BUT SHOOT SPARKS & SMOKE OUT THE BACK
- THEY HAVE FASTER-THAN-LIGHT TRAVEL BUT STILL USE VACUUM TUBES. THEIR COMPUTERS ARE MECHANICAL DEVICES THAT PERFORM ONE SPECIFIC COMPUTATION.
- THEY HAVE RAY GUNS, BUT STILL FIGHT WITH SWORDS
- THEY DO NOT HAVE NUCLEAR WEAPONS, BUT ORBITAL BATTLESHIPS ARE JUST AS EFFECTIVE
- MEN ARE TAUGHT HOW TO FIGHT BUT NOT HOW TO COOK
- GOOD LOOKS FOR STEREOTYPE WOMEN ARE THEIR SUPERPOWER. THE OFFICIAL WILL SAY YES INSTEAD OF NO, THE MONSTER WILL KIDNAP HER INSTEAD OF EATING HER, ETC.
- FAINTING IS KRYPTONITE FOR STEREOTYPE WOMEN. THIS USUALLY IS NOT A PROBLEM DURING THE GAME. SLEEPING AND FAINTED WOMEN GET +1 LOOKS. YOU CAN FAINT VOLUNTARILY. YOU CAN BE A GENERIC (NON-STEREOTYPE) WOMAN.
- MEN AND WOMEN ARE EQUAL IN PULP SCIENCE FICTION, BUT STILL HAVE GENDER-SPECIFIC JOBS AND STRONG ROLES.
- MEN ARE EXPECTED TO PROTECT WOMEN, AND SACRIFICE TO KEEP THEM SAFE AND COMFORTABLE. WOMEN HATE GETTING THEIR HAIR, CLOTHES, AND MAKEUP RUINED, MEN ARE EXPECTED TO BE PROACTIVE ABOUT THAT.

EARTH IS UNITED BECAUSE IT IS SURROUNDED BY HOSTILE ALIEN EMPIRES. IT ADMINISTRATES A BENEVOLENT DE-FACTO EMPIRE, PROVIDING INTERPLANETARY SECURITY. KNOWN SPACE IS MOST THINGS WITHIN 75 LIGHT YEARS OF EARTH (A 75-DAY TRIP). IT ENCOMPASSES 3500 STAR-SYSTEMS, MANY CONTAINING AN INHABITABLE PLANET. THE STAR SCOUTS ARE SLOWLY PUSHING BACK THE BOUNDARIES OF KNOWN SPACE.



Character creation (skip this if YOU ARE USING A CHARACTER ARCHETYPE)

This is the quick list. The instructions are detailed below.

1. GET A CHARACTER SHEET; CHARACTERS MAY ONLY BE HUMAN. THIS WILL GO BETTER IF THE CHARACTER IS THE SAME GENDER AS YOU. YOUR CHOICES ARE A STEREOTYPE EARTHMAN, STEREOTYPE EARTH-WOMAN, OR GENERIC HUMAN (MALE OR FEMALE).
2. ROLL STATISTICS ON 1 DIE EACH OR DIVIDE POINTS BETWEEN THEM. MAKE RE-ROLLS AS DIRECTED. THE THREE CHARACTER TYPES HAVE DIFFERENT RULES FOR THIS. SEE BELOW.
3. YOU NEED INT AT LEAST 4 TO BE A SPACE CADET. IF YOU DO NOT HAVE IT, YOU MAY SWITCH TWO STATS TO GET IT.
4. IF THE STATS DO NOT GO WITH THE ARTWORK ON YOUR CHARACTER SHEET, NOW IS THE TIME TO CHANGE SHEETS.
5. CALCULATE FIGURED CHARACTERISTICS (SEE BELOW)
6. BACKGROUND: PICK A BACKGROUND; ROLL FOR SKILL LEVELS AND MONEY
7. BASIC SKILLS: PICK OR ROLL FOR AN EXTRA SKILL & ROLL FOR LEVEL
8. SPECIAL SKILLS: STEREOTYPE MEN AND WOMEN GET DIFFERENT SPECIAL SKILLS (FOLLOW DIRECTIONS)
9. CADET SKILLS: IF YOU ARE GOING TO BE A CADET, PICK OR ROLL A SKILL.
10. RE-ROLL ONE OF THE ROLLS YOU MADE EARLIER, AND KEEP THE BEST ROLL. THIS MAY CHANGE OTHER NUMBERS.
11. DECIDE ON NAME, DESCRIPTION, AND PERSONALITY.
12. BUY EQUIPMENT WITH MONEY. YOU GET CLOTHES & EFFECTS FOR FREE, AND SOMETHING TO CARRY THEM IN. SPACE CADETS GET SOME STUFF FOR FREE (SEE BOLD TEXT IN THE NEXT PARAGRAPH).

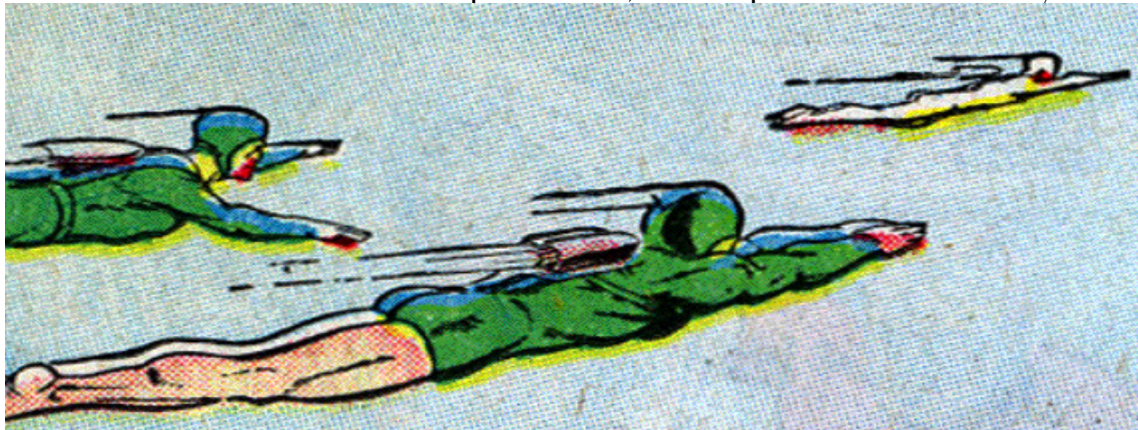
THE CHARACTERS MIGHT BE IN THE SPACE RANGERS (SHERIFFS IN SPACE), STAR PATROL (LIKE OUR COAST GUARD), OR STAR SCOUTS (EXPLORERS). IF SO, THEY ARE ISSUED EQUIPMENT BUT HAVE TO OBEY ORDERS. NEW CHARACTERS SHOULD BE SPACE CADETS ASSIGNED TO THE RANGERS, PATROL, OR SCOUTS. **ISSUE UNIFORMS, SPACE SUIT, HELMET, VEST, POCKET MULTI-TOOL, AND STUN PISTOL.** STEREOTYPE WOMEN ARE ALSO ASSIGNED **PEPPER SPRAY, MAKEUP, & HAIR STUFF.** EVERYONE WITH MECHANIC SKILL GETS A **SMALL MECHANICS TOOLBOX.**

ASTRO FLEET AND SPACE MARINES ARE NOT GOOD CHOICES BECAUSE THEY JUST FIGHT BATTLES AND GET SHOT AT. NON-SERVICE CHARACTERS MIGHT BE ADVENTURERS, COMPANY MEN, OR OTHER NON-GOVERNMENT STATUS. THEY ARE STILL EXPECTED TO UPHOLD THE LAWS AND SOCIETAL CONVENTIONS EVEN THOUGH THEY LACK AUTHORITY. THINGS GO A LITTLE BETTER IN THIS GAME IF EVERYONE IS IN THE RANGERS, PATROL, OR SCOUTS.

ALL PLAYER CHARACTERS ARE GOOD GUYS. THE GAME MASTER MUST CONFISCATE ALL CHARACTERS WHO ARE MORALLY REPUGNANT OR SOCIALLY UNACCEPTABLE BY THE STANDARDS OF 100 YEARS AGO OR TODAY. THEY ARE KEPT FOR USE AS VILLAINS, PREFERABLY IN PARTNERSHIP WITH THE PLAYER.

HIGH NUMBERS ARE GOOD ON CHARACTER SHEETS. LOW DIE ROLLS ARE GOOD WHEN PLAYING THE GAME. ANYTHING THAT ADDS TO YOUR SKILL OR SUBTRACTS FROM YOUR DIE ROLL IS GOOD.

MOST CHARACTERS ARE STEREOTYPE MEN AND WOMEN. IF YOU WANT A CHARACTER THAT DOES NOT FIT THE STEREOTYPES OF THE DAY, MAKE A GENERIC HUMAN CHARACTER: YOU MAY START WITH EITHER MENS OR WOMENS BACKGROUNDS. INSTEAD OF MENS OR WOMENS SPECIAL SKILLS, TAKE 4 POINTS OF THEM IN ANY COMBINATION.



Statistics

STEREOTYPE MEN & GENERIC HAVE 3 STATS. ROLL ON 1 DIE EACH, THEN TAKE 3 REROLLS (KEEPING THE BEST VALUE EVERY TIME). OR DIVIDE 13 POINTS BETWEEN THE THREE STATS.

STEREOTYPE WOMEN HAVE 4 STATS. ROLL ON 1 DIE EACH, THEN TAKE 4 REROLLS. OR DIVIDE 17 POINTS BETWEEN THEM. THEY CAN TRANSFER POINTS FROM STR TO INT AFTER TAKING THEIR REROLLS.

INTELLIGENCE (INT): BASIC MENTAL STAT. SMARTS, PERCEPTIVENESS, ETC. THE RANGE IS 1-6. YOU TRY TO ROLL INT OR LESS ON A DIE TO FIGURE THINGS OUT OR NOTICE THEM.

STRENGTH (STR): BASIC PHYSICAL STAT. BRAWN, TOUGHNESS, ETC. THE RANGE IS 1-6 FOR MEN AND 1-5 FOR ALL WOMEN & GENERIC CHARACTERS. **ALL WOMEN TAKE 1 INSTEAD OF 6, GENERIC MEN TAKE 4 INSTEAD OF 6.**

DEXTERITY (DEX): BASIC COMBAT STAT. QUICKNESS, ACCURACY, ETC. THE RANGE IS 1-6 FOR ALL MEN AND GENERICS AND 2-6 FOR STEREOTYPE WOMEN. **STEREOTYPE WOMEN TAKE 4 INSTEAD OF 1. "THE STORMTROOPERS ARE NOT BAD SHOTS, I HAVE A HIGH DEX!"**

Looks (LKS): ONLY STEREOTYPE WOMEN HAVE THIS STAT. LOOKS GET THEM A FAVORABLE RESULT. THE OFFICIAL SAYS YES INSTEAD OF NO, THE MONSTER KIDNAPS YOU INSTEAD OF EATING YOU, ETC. THE GAME MASTER DECIDES WHEN TO ROLL. YOU CAN TEMPORARILY IMPROVE YOUR LOOKS WITH THINGS LIKE HEELS AND MAKEUP. SOME SITUATIONS WARRANT A PENALTY, AND LOOKS MAY NOT WORK AFTER YOU ATTACK. LKS 0 IS AVERAGE AND GETS NO ROLL, LKS 1 IS WELL ABOVE AVERAGE, AND LKS 6 IS STUNNING. ALL MEN AND GENERIC WOMEN HAVE LKS 0. PLAYER CHARACTERS AND SOME BAD GUYS ARE IMMUNE TO LOOKS. LOOKS WORKS ON MOST MALES AND SOME FEMALES.

NOTES: YOUR CHARACTER'S STATS MUST ALL BE IN THE 1-6 RANGE. THEY MAY NEVER DROP BELOW 1, OR RISE ABOVE 6. STEREOTYPE WOMEN CAN NEVER HAVE DEX BELOW 2 OR STR ABOVE 5. GENERICS MAY NOT HAVE STR ABOVE 5. **IF CHARACTER CREATION INCREASES A STAT PAST ITS LEGAL RANGE, TAKE 3 SKILL POINTS INSTEAD.**

THERE IS NO STATISTIC FOR LUCK; INSTEAD THERE IS VERBAL HYGIENE. NOBODY SWORE IN PULP SCIENCE FICTION BOOKS, MOVIES, OR COMICS. NOT EVEN SURROGATE SWEAR WORDS. THERE WAS NO OFF-COLOR SPEECH OR INNUENDO, EITHER. IF THE GAME MASTER NEEDS A VICTIM, HE WILL PICK THE PLAYER WITH THE DIRTIEST MOUTH. GOOD THINGS WILL HAPPEN TO THE CLEANEST.

Figured Characteristics

Body: YOU HAVE AS MANY Body points AS STR points (OR 3 body, whichever is greater). WHEN THE AMOUNT OF body damage you HAVE TAKEN EQUALS YOUR body, YOU ARE BADLY WOUNDED AND CANNOT MOVE ON YOUR OWN. IF YOU GO DOWN TO -6 body, YOU ARE DEAD. YOU GET 1 body point back PER WEEK YOU REST. BIG WOUNDS (3+points) BLEED 1 body PER 10 TURNS UNTIL SOMEONE STOPS THE BLEEDING OR THE GAME MASTER SAYS IT STOPS. YOUR body STAT MAY NOT BE MORE THAN STR+3.

STUN: YOU HAVE AS MANY STUN points AS STR points. **THE MINIMUM IS 3 FOR ALL MEN AND 2 FOR ALL WOMEN.** WHEN THE AMOUNT OF STUN damage you HAVE TAKEN EQUALS YOUR STUN, YOU ARE KNOCKED OUT. YOU GET 1 STUN point back PER TURN YOU REST. IF YOU GO DOWN TO -6 STUN, YOU ARE STUNNED FOR A LONG TIME. YOUR STUN STAT MAY NOT BE MORE THAN STR+3.

Hit Roll: YOUR hit roll is **7+DEX**. TO HIT A TARGET IN COMBAT, YOU MUST ROLL 2 DICE AND SUBTRACT THEM FROM YOUR hit roll. IF YOUR RESULT IS BIGGER THAN OR EQUAL TO THE TARGET'S DEX, YOU HIT. IF NOT, YOU MISS. THIS IS THE SAME AS USING THE CHART.

Punch: ALL WOMEN WITHOUT A fighting skill (like boxing) PUNCH FOR 1 STUN damage. **MEN AND fighting WOMEN PUNCH FOR light STUN.** -1 damage if STR is 1, +1 if STR is 6.



CHARACTER BACKGROUNDS FOR STEREOTYPE MEN & GENERICS ('CREDITS' IS THE MONEY YOU START WITH)

If you do NOT want to pick a background, take 8 points of skills and 3 credits.

1. **SPACE PILOT:** 1-6 credits, Pilot skill 1-6, Navigation 1-6, Scope 1-3, ZERO-G 1-3
2. **SPACESHIP ENGINEER:** 1-6 credits, +1 INT, MECHANIC skill 1-6, DEFLECTOR 1-3, SCOPE 1-3, ZERO-G 1.
3. **METEOR MINER:** 2-12 credits, Pilot skill 1-3, NAVIGATION 1, MINER skill 1-6, MECHANIC 1, ZERO-G 1-6
4. **SPACE MARINE:** 1-6 credits, +1 STR, SHOOTING 1, FENCING 1, BOXING 1, WILDERNESS SURVIVAL 1-3, ZERO-G 1. NOT FOR WOMEN IN TRADITIONAL GAMES.
5. **MARTIAL ARTS:** 1-3 credits, 1-3 abilities:
 - 1) Judo chop (md STUN)
 - 2) KARATE chop (lt kill)
 - 3) Judo Hold vs MINOR NPCs
 - 4) Add 1-3 STUN TO YOUR CHARACTER SHEET
 - 5) Block AND punch combo
 - 6) SWEEP: KNOCK DOWN HUMANOID AND DO lt STUN
6. **ACTION HERO:** 1-6 credits, SHOOTING 1-3, FENCING 1-3, BOXING 1-3, PILOT 1-3

CHARACTER BACKGROUNDS FOR STEREOTYPE WOMEN & GENERIC HUMANS

If you do NOT want to pick a background, take 8 points of skills and 3 credits.

1. **REPORTER:** 1-6 credits, +1 INT, OPERATE audio/visual equipment 1-6, TYPE FAST 1-6, SHORTHAND 1-6
2. **NURSE:** 1-6 credits, Medic skills <best of 2 dice>: STOP BLEEDING, HEAL A BODY POINT IN A DAY INSTEAD OF A WEEK. ALSO CHEMISTRY 1-3.
3. **TRAVEL AGENT:** 1-6 credits, +1 INT, TRAVEL AGENT skill 1-6: ENCYCLOPEDIA KNOWLEDGE OF THE KNOWN PLANETS, plus details about bad guys and monsters
4. **ENTERTAINER:** 1-6 credits, +1 LKS, Music skill, SINGING, DANCING, & MODELING all 1-6 (OR split 12 points BETWEEN THEM). ALSO TAKE AN EXTRA 3 points in WOMENS skills.
5. **RICH GIRL:** 10-60 credits. GET-daddy-to-pay-for-it skill 1-6. THERE IS A PENALTY WHEN USING THIS skill FOR EXPENSIVE ITEMS OR TRYING AGAIN.
6. **COWGIRL:** 1-3 credits, SHOOTING 1-3, COWGIRL 1-6: RIDING, ROPING, ANIMAL HUSBANDRY, ETC.



Basic skills list

Skills HAVE A MAXIMUM VALUE OF 6. Roll your skill level OR LESS TO SUCCEED. Take 2 points of skills if you do NOT WANT TO pick OR roll skills from this list.

1. **SHOOTING:** 1-3 (improves your chance to shoot something).
2. **FENCING:** 1-3 (improves your chance to club something).
3. **BOXING:** 1-3 (improves your chance to punch something).
4. **Pilot:** 1-3, NAVIGATION 1, SCOPE 1.
5. **Medic:** 1-3 (STOP BLEEDING, HEAL A BODY POINT IN A DAY INSTEAD OF A WEEK).
6. **SCIENCE 1-3:** YOU KNOW ALL KINDS OF SCIENCE THINGS. THE SKILL CANNOT BE HIGHER THAN YOUR INT.

Special skills for STEREOTYPE MEN & GENERIC HUMANS

Cooking: MEN CANNOT COOK. WITHOUT THIS SKILL THEY CAN ONLY EAT WHAT COMES OUT OF A CAN OR BOX. EATING AFTER A FAILED COOKING ROLL IS NOT PLEASANT. MEN START WITH A skill level of 2 in ONE TYPE of cooking. GENERICS split 4 points BETWEEN THE MENS & WOMENS special skills. MENS COOKING SKILLS ARE HALF PRICE; YOU GET 2 PER SKILL POINT. OR TAKE THE GENERIC HUMAN DEFAULT OF SANDWICHES 4 plus BREAKFAST 4.

1 - GRILLING & BBQ

3 - SOUPS & STEWS

5 - BAKING (BREADS, CAKES, ETC.)

2 - SANDWICHES & BURRITOS

4 - PASTA

6 - BREAKFAST (EGGS, BACON, PANFLAPS, WAFFLES, ETC)

Special skills for STEREOTYPE WOMEN & GENERIC HUMANS

STEREOTYPE WOMEN GET ALL 4 SKILLS AND ROLL FOR VALUE. EMBRACE THE STEREOTYPE AND HAVE SOME FUN. If you do NOT WANT TO roll THESE, divide 12 points BETWEEN THEM.

Faint Resistance (1-5): STEREOTYPE WOMEN MAY FAINT UNDER SUDDEN STRESS. THIS IS YOUR RESISTANCE TO FAINTING. THE GAME MASTER DECIDES WHEN TO ROLL. FAINT RESISTANCE CANNOT START HIGHER THAN 5 (TAKE 3 INSTEAD OF 6). NOTE THAT SLEEPING & FAINTED WOMEN GET +1 LKS. YOU CAN FAINT VOLUNTARILY.

REVIVE A FAINTED WOMAN BY FANNING HER FACE OR GENTLY SLAPPING THE BACK OF HER HAND TO GIVE HER ANOTHER FAINT RESISTANCE ROLL. THROW WATER ON HER FACE FOR INSTANT REVIVAL AT THE COST OF HER CLOTHES, HAIR AND MAKEUP. SMELLING SALTS WAKE HER RIGHT UP, BUT YOU NEED CERTIFIED MEDICAL SKILLS TO GET THEM.

Run in Heels (1-6): HEELS IMPROVE YOUR LOOKS, BUT SLOW YOU DOWN TO 2M/TURN AND YOU CANNOT SNEAK IN THEM. THIS SKILL NEGATES THE PENALTY. BLOW YOUR ROLL AND YOU STUMBLE LOUDLY. MISS IT BY 4 AND YOU FALL.

Makeup (1-6): A SUCCESSFUL ROLL LETS YOU IMPROVE YOUR LOOKS WITH IMPROVISED MAKEUP, UNDER ADVERSE CONDITIONS, OR PUT YOUR FACE ON TWICE AS FAST. MAKEUP NORMALLY TAKES HALF AN HOUR AND A BUNCH OF STUFF.

Hairstyling (1-6): A SUCCESSFUL ROLL LETS YOU IMPROVE YOUR LOOKS WITH IMPROVISED STUFF, UNDER ADVERSE CONDITIONS, OR DO YOUR HAIR TWICE AS FAST. HAIR NORMALLY TAKES HALF AN HOUR AND A BUNCH OF STUFF.

Cadet skills (for SPACE CADETS, RANGERS, PATROL, & SCOUTS)

YOU GET THIS WHEN JOINING THE CADETS. SPACE CADETS GET ANOTHER pick OR roll WHEN PROMOTED TO SPACE RANGER, STAR PATROL, STAR SCOUT, OR THE MILITARY.

1. **Pilot 1**

2. **Scope 1:** OPERATE THE SCOPE ON A SPACE SHIP

3. **SHOOTING 1:** SUBTRACT FROM die roll (improves your chance to shoot something)

4. **MECHANIC 1:** FIX THINGS

5. **WILDERNESS SURVIVAL 1:** THIS IS YOUR ABILITY TO SURVIVE WITH LITTLE OR NO EQUIPMENT

6. **DEFLECTOR 1:** OPERATE THE DEFLECTOR ON A SPACE SHIP



Equipment List

A CREDIT (CR) IS MONEY. ONE CREDIT IS A LOT OF MONEY. INEXPENSIVE THINGS ARE "FREE".

THIS GENRE HAS NO SEMICONDUCTORS. ELECTRONICS ARE BIG. IT DOES NOT HAVE MICRO-ELECTRONICS, COMPUTERS AS WE KNOW THEM, OR ARTIFICIAL INTELLIGENCE EITHER.

WEAPONS AND ARMOR ARE RESTRICTED ON MOST POPULATED PLANETS AND IN MOST CITIES. FRONTIER TOWNS WILL ALLOW YOU TO CARRY A VEST, FORCE FIELD BELT, STUN PISTOL, OR BATON. NOTE THAT RIFLES ARE CUMBERSOME AND HARD TO CARRY AROUND. SPACE RANGERS AND OTHER OFFICERS CARRY THEIR SERVICE-ISSUED STUN PISTOL NEARLY EVERYWHERE.

EQUIPMENT MARKED @ IS USABLE IN ZERO-G, THOSE MARKED % ARE USABLE UNDERWATER.

SPACE SUIT @%: -1 looks, 20 CR. IT IS FORMFITTING AND COMES IN CERTAIN SIZES AND CUTS. IT HAS A 2-HOUR TANK, A RADIO, A BUBBLE HELMET, AND THRUSTERS (ONLY WORKS IN SPACE). SPACE SUITS ARE ALSO DIVING SUITS: REPLACE THE AIR TANK/THRUSTER PACK WITH THE GILL/IMPPELLER PACK. WOMENS SUITS HAVE A BUTTON ON THE NECK TO PUFF AIR ON THEIR FACE FOR FAINT RECOVERY.

NICE LOOKING WOMENS SPACE SUIT @%: NO LOOKS PENALTY, 100CR. YOU CAN WEAR MAKEUP AND MOST HAIRSTYLES IN IT. FOR AN EXTRA 5 CREDITS IT CAN HAVE HIGH-HEELED BOOTS (+1 LOOKS).

RADIO: 2 CR. A WALKIE-TALKIE/CELL-PHONE COMBO THE SIZE OF A QUART OF MILK.

INTERSTELLAR TELEGRAM: 1 CR. TELEGRAPH OFFICES ARE AVAILABLE IN CAPITOLS AND LARGE CITIES.

SLEEPER HELMET @: NOT FOR SALE. KEEPS PRISONERS ASLEEP FOR TRANSPORT.

FIRST AID KIT @: 0 CR. MEDICAL SKILLS HAVE A -2 PENALTY WITHOUT MEDICAL SUPPLIES.

BINOCULARS: 1 CR

MAKEUP @: +1 LOOKS IF PROPERLY APPLIED, TAKES ABOUT 30 MINUTES, 1 CR

HAIR STUFF @: +1 LOOKS IF HAIR IS PROPERLY DONE, TAKES ABOUT 30 MINUTES, 1 CR

HIGH HEELS: +1 LOOKS, BUT SLOWS YOU DOWN TO 2M/TURN AND YOU CANNOT SNEAK WELL, 1 CR

NICE CLOTHES OR UNIFORM: +1 LOOKS, BUT THEY ARE EXPENSIVE AND EASILY DAMAGED. 5 CR

TACTICAL BATON: Md STUN + 1 Kill, 0 CR. TELESCOPING BATON COSTS 1 CR BUT IS EASY TO CARRY.

KNIFE / BAYONET %: Lt Kill, 0 CR

SWORD / SPEAR %: Md Kill, 2 CR

BULLET PISTOL: Lt Kill, 2 CR

BULLET RIFLE: Md Kill, 3 CR

MACHINE PISTOL: 2 Kill AUTOFIRE, 3 CR

MACHINE RIFLE: 3 Kill AUTOFIRE, 4 CR

NOTE: IF A MACHINE PISTOL OR RIFLE IS FIRED FULL AUTO, IT RUNS OUT OF AMMO ON A HIT ROLL OF 9 OR MORE (SPEND THE NEXT TURN RELOADING IF YOU HAVE MORE AMMO).

SHOTGUN: Lt Kill, TREAT TARGET AS 1 DEX, 2 CR

GAUSS PISTOL %: Lt Kill, IGNORES ARMOR, 4 CR

GAUSS RIFLE %: Md Kill, IGNORES ARMOR, 6 CR

STUN PISTOL @%: Md STUN (ENERGY), 4 CR

STUN RIFLE @%: Hv STUN (ENERGY), 6 CR

ROCKET PISTOL @%: Lt kill TO EVERYTHING WITH 1M OF IMPACT. MIN RANGE=6M. 4CR

ROCKET RIFLE @%: Md kill TO EVERYTHING WITH 1M OF IMPACT, 1 kill TO EVERYTHING WITHIN 2M.

MINIMUM RANGE FOR ROCKET RIFLE IS 10M. 7 CR

RAY PISTOL @%: STUN SETTING (BLUE) DOES Lt STUN. Kill (RED) DOES Lt Kill. AUTOFIRE DOES 1 STUN. 4 CR

RAY RIFLE @%: STUN (BLUE) SETTING DOES Md STUN. Kill (RED) DOES Md Kill. AUTOFIRE DOES 2 STUN. 6 CR

HEAVY WEAPON: BIG TRIPOD-MOUNTED VERSION OF A RIFLE. IT DOES MEGA-DAMAGE, BUT TAKES 2 MEN TO CARRY. MEGA-STUN WEAPONS USUALLY DO Lt kill ALSO. 3X AS EXPENSIVE AS RIFLE.

SPLAT GUN: Hv STUN + Lt Kill, TREAT TARGET AS 1 DEX. 20 CR. BIG BIPOD-MOUNTED ENERGY WEAPON, DIFFICULT TO CARRY.

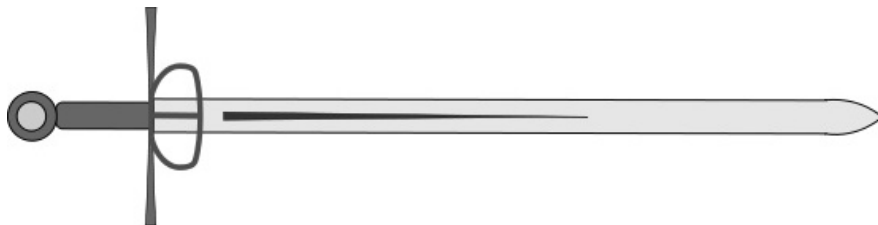
SPEARGUN %: Md Kill, 2 CR

CONCUSSION GRENADE: Hv STUN+Lt Kill, 5M RADIUS, 1 CR.

FRAGMENTATION GRENADE: Hv Kill, 5M RADIUS, 1 CR.

A GRENADE WILL USUALLY ROLL 1-3M AFTER LANDING, MORE IF THE GROUND IS SMOOTH.

PEPPER SPRAY: A HIT REDUCES THE VICTIMS DEX TO 1 AND CAUSES A LOT OF PAIN. MOST ANIMALS AND MINOR NPCs WILL RUN IF HIT. 4M RANGE.



FORCE field belt @: 1 point ARMOR vs. ENERGY ATTACKS ONLY. 15 CR. LASTS 30 MINUTES. FORCE fields CANCEL INSTEAD OF COMBINING. THE belt is SOMEWHAT bulky.

HELMET @%: 2 points ARMOR if THE ATTACKER ROLLS MAX DAMAGE, MESSES UP HAIR, 1 CR.

BALLISTIC VEST @%: 1 point ARMOR if THE ATTACKER ROLLS ABOVE AVERAGE DAMAGE, -1 looks, 2 CR.

SHIELD @: Vs RANGED: 2 pt ARMOR if DAMAGE die is odd. Vs MELEE: MAKE HIT ROLL TO BLOCK ATTACK. 1 CR.

LIGHT ARMOR @%: 1 point ARMOR, -2 looks. 10 CR. YOUR DEX is limited to 5. HEAVY, UNCOMFORTABLE, TAKES 15 MINUTES TO PUT ON. IT TAKES A TURN TO GET BACK UP if your STR is below 3.

MEDIUM ARMOR @%: 2 points ARMOR, -4 looks, STR 2 REQUIRED, 50 CR. YOUR DEX is limited to 3. HEAVY, UNCOMFORTABLE, TAKES 20 MINUTES TO PUT ON, AND YOU NEED SOMEONE TO HELP YOU PUT IT ON. IT TAKES A TURN TO GET BACK UP if your STR is below 5.

HEAVY ARMOR @%: 3 points ARMOR, -6 looks, STR 5 REQUIRED, 250 CR. YOUR DEX is 1. HEAVY, UNCOMFORTABLE, TAKES 30 MINUTES TO PUT ON, AND YOU NEED SOMEONE TO HELP YOU PUT IT ON. IT TAKES A TURN TO GET BACK UP.

NICE looking WOMENS ARMOR @%: 5 TIMES AS EXPENSIVE, BUT THE looks penalty is 1 LESS AND IT ONLY fits YOU. FOR AN EXTRA 5 CREDITS IT CAN HAVE HIGH-HEELED BOOTS (LOWERS looks penalty MORE).

SPACE ARMOR @%: +20 CR, BUT IT ALSO WORKS AS A SPACE SUIT.

MOST ARMOR PREVENTS THE USE OF MAKEUP, HAIRSTYLES, CLOTHES, & HEELS.

ARMOR SUITS COME WITH HELMETS. VESTS & HELMET PROTECTION IS NOT CUMULATIVE.

C-RATIONS: FOOD IN CANS THAT MEN CAN HANDLE. DOES NOT TASTE BAD, BUT DOES NOT TASTE GOOD EITHER. 1 CR/BOX.

Dehydrated food bar: FOOD IN A BOX THAT MEN CAN HANDLE. DOES NOT TASTE GOOD. 1 CR/CRATE.

GROUND CAR: 250 CR

Flying CAR: 750 CR

Rocket pack @: Flies 30M/TURN, LASTS 30 MINUTES, 10 CR.

Gill pack %: LETS YOU BREATHE UNDERWATER. THE impellers MOVE YOU 1M/TURN FOR 30 MINUTES. 10CR.

BOAR: 600 CR. LARGE 6-WHEEL-DRIVE AMPHIBIOUS BOAT/CAR. GOVERNMENT ONES MAY HAVE AN OPTIONAL TURRET.

INTERSTELLAR PASSAGE, PRIVATE CABIN: 4 CR PER LIGHT YEAR (THIS TAKES 1 day)

Radium RECHARGE FOR A SPACE SHIP: 10 CR TIMES THE SIZE OF THE SHIP (good for 30 days of TRAVEL)

SPEEDER (HOVER) CAR: 500 CR

HORSE, THOAT, OR OTHER BEAST OF BURDEN: 50 CR



Character combat

CHARACTERS & BAD GUYS TAKE ALTERNATING TURNS

DAMAGE CLASSES

Wimpy: 1 point of damage.

MEGA: Roll 2 dice, and add them.

Light (lt): Roll 2 dice, and the lowest one tells you the amount of damage you did. (EXAMPLE: BARE FISTS). YOU CAN ROLL A d4 (4-sided dice) INSTEAD if you prefer.

Medium (md): Roll 1 die. This is the damage.

Heavy (hv): Roll 2 dice, and take the biggest. YOU CAN ROLL A d8 (8-sided die) INSTEAD if you prefer.

Killing (kill): DOES body damage + STUN damage.

STUNNING (stun): DOES STUN damage.

KILLING WEAPONS DO THE SAME STUN DAMAGE AS BODY DAMAGE UNLESS OTHERWISE SPECIFIED.

AUTOFIRE WEAPONS CAN BE USED SEVERAL WAYS.

Drill: Roll your hit die and make an extra hit for each lower number that would hit the target. THE HITS COMBINE TO OVERCOME ARMOR.

Hose: Make one attack and treat the target as DEX 1.

FAN: Make one attack against every target in a close group. Your hit roll is 8 (DEX 1) vs every target.

ARMOR SUBTRACTS damage points.

FISTS usually do light STUN damage. All women without any boxing-type skills do wimpy damage.

THE CHARACTER HIT CHART (THIS IS THE SAME AS SUBTRACTING THE DICE FROM YOUR HIT ROLL)

ATTACKER DEX (top) vs. Roll 2 dice (left side)

	1	2	3	4	5	6
2:	6	6	6	(6)	(6)	(6)
3:	5	6	6	6	(6)	(6)
4:	4	5	6	6	6	(6)
5:	3	4	5	6	6	6
6:	2	3	4	5	6	6
7:	1	2	3	4	5	6
8:	(1)	1	2	3	4	5
9:	-	(1)	1	2	3	4
10:	-	-	(1)	1	2	3
11:	-	-	-	(1)	1	2
12:	-	-	-	-	(1)	1

Check your DEX against the die roll.

You hit if the target has that DEX or less.

(Lots of dodging happens in pulp SciFi)

3 = You hit if the target has a DEX of 3 or less.

(6) = You hit with the next bigger damage class.

(1) = You hit if the target has a DEX of 1 or less with the next smaller damage class.

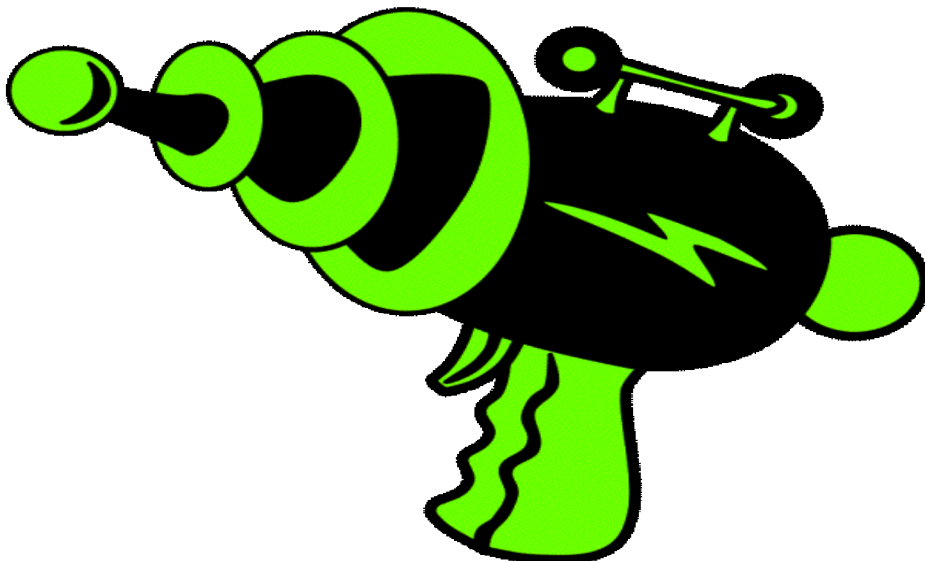
TARGETS THAT ARE NOT TRYING TO AVOID YOUR ATTACK HAVE A DEX of 1.

Add the appropriate skill to your hit roll stat, making it easier to hit.

Add the targets **sizemod** to your hit roll stat. Examples: CAR: sizemod +2, Breadbox: sizemod -2

Add a penalty to the hit roll if the target is taking cover. Example: a -2 penalty for good cover.

EXAMPLE: REX punches a bad guy and rolls a 7. Add the bonuses (he has boxing 1) to the hit roll (11) to make it 12. Subtract the dice from his hit roll (12): 12-7=5. REX hits if the target has a DEX of 5 or less.



TACTICS (THINGS YOU CAN DO IN A FIGHT)

ADVANCE: MOVE 3M AND ATTACK WITH -1 PENALTY TO YOUR HIT ROLL STAT.

AIM: SPEND A TURN AIMING AND THEN YOU CAN ATTACK THAT TARGET WITH A +2 BONUS TO YOUR HIT ROLL STAT.

ATTACK: NORMAL ATTACK, YOU DO NOT MOVE AN APPRECIABLE DISTANCE.

BLOCK: INSTEAD OF ATTACKING, MAKE YOUR NORMAL HIT ROLL TO BLOCK THE OTHER GUYS PUNCH. AN ARM CAN BLOCK A PUNCH, A STICK CAN BLOCK A SWORD, BUT NOT EVERYTHING CAN BE BLOCKED.

COVER: DELAY YOUR ATTACK UNTIL SOMETHING HAPPENS WITH THE TARGET. EXAMPLE 1: YOU COVER A BAD GUY; IF HE TRIES TO DRAW HIS GUN YOU PUNCH HIM. EXAMPLE 2: YOU COVER A WINDOW; IF A BAD GUY TRIES TO SHOOT OUT OF IT, YOU SHOOT AT HIM FIRST.

DODGE: MOVE 3M AND ATTACKERS HAVE -1 PENALTY TO THEIR HIT ROLL.

RUN: MOVE 6 METERS.

OPPORTUNITY FIRE: IF THE GAME MASTER ALLOWS, YOU CAN TAKE YOUR TURN EARLY TO SHOOT AT A MOVING TARGET.

VIRTUAL DAMAGE ROLL: SOME ATTACKS DO CONSTANT DAMAGE (PUNCHING AND AUTOFIRE). SOME DEFENSES HAVE YOU CHECK THE DAMAGE ROLL TO SEE IF THEY APPLY (HELMETS & VESTS). MAKE A DIE ROLL AND USE IT TO SEE IF THE DEFENSE APPLIES AS IF THAT WAS THE DAMAGE ROLL.

CHARACTER-ON-MINOR-NPC: WHEN A CHARACTER ATTACKS A MINOR NON-PLAYER-CHARACTER, APPLY THE HIT ROLL SPILLOVER TO ONE DAMAGE DIE. *EXAMPLE: IF YOU HIT A DEX OF THREE, BUT ONLY NEEDED TO HIT A DEX OF ONE, ADD TWO TO A DAMAGE DIE (SIX MAX).* IF YOU DO MAX DAMAGE YOU MIGHT KILL OR KNOCK OUT THE MINOR NPC. THE GAME MASTER DECIDES WHEN YOU CAN DO THIS.

NPC-ON-NPC: WHEN MINOR NON-PLAYER-CHARACTERS ARE ON BOTH SIDES OF A FIGHT, DO NOT WASTE TIME KEEPING RECORDS FOR THEM. ROLL A DIE WHEN THEY SHOOT AT EACH OTHER, THEY INCAPACITATE ON A ROLL OF 1-2. GOOD FIGHTERS OR HV DMG WEAPON INCAPACITATES ON 1-3, A POOR FIGHTER OR LT WEAPON ON A 1.



Vehicle combat chart

CHARACTERS AND BAD GUYS PICK TACTICS SIMULTANEOUSLY AND SHOOT SIMULTANEOUSLY

FIRER'S DEX (TOP) vs. TARGET size (left side)

	1	2	3	4	5	6
6 :	7-	8-	9-	10-	11-	11
5:	6-	7-	8-	9-	10-	11-
4:	5-	6-	7-	8-	9-	10-
3:	4-	5-	6-	7-	8-	9-
2:	3-	4-	5-	6-	7-	8-
1:	3	3-	4-	5-	6-	7-

7- = Roll 2 dice. If you roll a 7 or less, you hit. If NOT, you miss.
11 = Roll 11- & FIRER CHOOSES HIT LOCATION.
3* = Roll 3- & TARGET CHOOSES LOCATION.
SUBTRACT YOUR SHOOTING skill FROM THE dice.

THE HIT LOCATION (roll 1 die)

1. **WEAPON MOUNT:** WEAPON(S) DESTROYED BY ONE HIT. ANY PERSON IN THE MOUNT TAKES A MEGA HIT.
2. **CARGO:** SOME IS DESTROYED.
3. **CREW:** SOMEONE TAKES A MEGA HIT. TURRET OPERATORS & TAIL GUNNERS ARE HIT WHEN THEIR WEAPON MOUNT IS (AND NOT BY CREW HITS).
4. **ENGINE:** THE ENGINE TAKES A HIT. ITS DAMAGE CAPACITY IS THE SAME AS THE VEHICLE SIZE. MAX PERFORMANCE WITH DAMAGE IS "NORMAL", MAX WITH HALF DAMAGE IS "SLOW & SLEGGISH". THE SHIP CANNOT MOVE OR MANEUVER ONCE THE ENGINE IS DESTROYED.
5. **POWER PLANT (OR GAS TANK):** TAKES A HIT. ITS DAMAGE CAPACITY IS THE SAME AS THE VEHICLE SIZE. THINGS THAT NEED LOTS OF POWER WILL NOT OPERATE WHEN IT IS DESTROYED. THIS INCLUDES ENGINES, OVERDRIVE, GRAVITY, DEFLECTOR, ENERGY WEAPONS, ETC.
6. **OVERDRIVE OR WHEELS:** ITS DAMAGE CAPACITY IS THE SAME AS THE VEHICLE SIZE. THE VEHICLE CANNOT GO FASTER THAN LIGHT WHEN IT IS DESTROYED / A WHEEL TAKES A HIT AND MAY BE IMPAIRED OR DESTROYED. IF A NON-EXISTENT OR DESTROYED SYSTEM IS HIT, THE GAME MASTER ASSIGNS OR ROLLS A NEW HIT, AND ASSIGNS EXTRA DAMAGE. (SOMEONE'S FOOTLOCKER, THE STEREO, THE TOILET, ETC.)

TACTICS (THESE ARE THINGS YOU CAN DO IN A VEHICLE)

ATTACK: MOST GUNS MAY FIRE.

CLOSE ATTACK: OPPONENT SHOOTS FIRST. BOTH VEHICLES MAY USE SHORT-RANGE WEAPONS THIS TURN. YOUR TAIL GUNS CANNOT FIRE. FAILS VS. OPEN RANGE OR DISENGAGE UNLESS YOUR VEHICLE IS FASTER. *EXAMPLE: TAKING YOUR FIGHTER IN TO STRAFE A BATTLESHIP.*

DISENGAGE: ESCAPE, UNLESS OPPONENT DOES CLOSE ATTACK OR MANEUVER. YOUR NOSE GUNS CANNOT FIRE. FAILS AGAINST FASTER VEHICLES. *EXAMPLE: RUNNING AWAY.*

MANEUVER FOR POSITION: PUTS YOU BEHIND A VEHICLE OF EQUAL OR LARGER SIZE AT CLOSE RANGE. MAKE PILOT skill roll TO SUCCEED (+2 TO skill IF YOUR VEHICLE IS MORE MANEUVERABLE). FAILS IF THE OTHER GUY MAKES HIS PILOT skill roll (-2 TO HIS skill IF HIS VEHICLE IS LESS MANEUVERABLE). BOTH PILOTS DEDUCT THE SIZE OF THEIR VEHICLE FROM THEIR skill roll. *EXAMPLE: TRYING TO GET ON THE OTHER GUY'S TAIL.*

OPEN RANGE: YOU CAN ONLY FIRE AND BE FIRED AT WITH LONG-RANGE WEAPONS. YOUR NOSE GUNS CANNOT FIRE. THIS MANEUVER FAILS VS. CLOSE ATTACK, DISENGAGE, OR MANEUVER. FAILS AGAINST FASTER VEHICLES. *EXAMPLE: TRYING TO GET FARTHER AWAY SO YOU CAN PASTE HIM WITH MISSILES AT LONG RANGE.*



Size: SMALL VEHICLES ARE HARDER TO HIT.

1 = CAR

2 = city bus

3 = YACHT

4 = FERRY

5 = FREIGHTER

6 = TANKER

SIZE 1 VEHICLES CAN BE DAMAGED BY MD KILL HAND WEAPONS. THEIR SIZEMOD IS +2.

SIZE 2 VEHICLES CAN BE DAMAGED BY HV KILL HAND WEAPONS. THEIR SIZEMOD IS +4.

IT TAKES ONE DAY FOR MOST SHIPS TO COVER A LIGHT YEAR USING **OVERDRIVE**.

Slow ships NEED TWO DAYS TO COVER A LIGHT YEAR. ANY SHIP THAT TAKES HALF ENGINE DAMAGE BECOMES SLOW.

Fast ships CAN GO 2 LIGHT YEARS IN A DAY. A SHIP WITH ENGINE DAMAGE IS NO LONGER FAST.

Sluggish ships HALVE THE PILOTS SKILL ROLL (ROUND UP).

MANEUVERABLE ships ALWAYS SUCCEED IN THEIR TACTICS AGAINST SLUGGISH SHIPS THAT ARE SLOWER IF THE PILOT MAKES HIS SKILL ROLL.

SPACE SHIPS AND SCOPES WORK **UNDERWATER** LIKE SUBMARINES. MOST SPACE SHIPS CAN ONLY GO DOWN 50M.

START THE BATTLE WITH ONE TURN AT LONG RANGE (ONLY IF SOMEONE HAS LONG RANGE WEAPONS).

IF TWO VEHICLES **CLOSE ATTACK** EACH OTHER, THEY BOTH SUCCEED.

IF SOMEONE IS **ON YOUR TAIL**, YOU MAY NOT USE NOSE GUNS, CLOSE ATTACK, OR USE THE MANEUVER TACTIC.

NOSE & TAIL GUNS CANNOT BOTH BE USED ON THE SAME TARGET ON THE SAME TURN.

NOSE GUNS ARE OPERATED BY THE PILOT. HE USES PILOT SKILL, NOT SHOOTING SKILL.

Tail guns ARE OPERATED BY A TAIL GUNNER, OR THE COPILOT CAN OPERATE THEM REMOTELY WITH A -1 PENALTY.

EACH **TURRET** NEEDS A GUNNER, OR THEY CAN ALL BE SLAVED TOGETHER AND CONTROLLED FROM THE WEAPONS CONSOLE WITH A -2 PENALTY.

VEHICLE WEAPONS

Equipment marked @ is usable in space, those marked % are usable underwater.

Big weapons: LARGER VERSIONS OF WEAPONS DO MORE DAMAGE TO WHATEVER THEY HIT.

HEAVY CANNON @: SHORT RANGE ONLY, BUT DOES DOUBLE DAMAGE.

AUTOCANNON @: SHORT RANGE ONLY, BUT SHOOTS TWICE.

RAY GUNS @%: CAN BE SET TO DISABLE, WHICH DOES NOT DO PERMANENT DAMAGE. THE CAN AUTOFIRE: A SIZE 3 RAY GUN COULD FIRE ONCE FOR 3 DAMAGE OR 3 TIMES FOR 1 DAMAGE. IF YOU WANT TO FIRE AT MULTIPLE TARGETS, THEY MUST BE CLOSE TOGETHER.

DEFLECTOR SHIELD @: BLOCKS ONE (NORMAL DAMAGE) RAY HIT PER TURN IF THE OPERATOR MAKES HIS DEFLECTOR SKILL ROLL. THIS IS A DIFFICULT SYSTEM TO OPERATE, AND YOU NEED A SHIP OF SIZE 3+ TO CARRY IT.

MILITARY VEHICLE WEAPONS (USUALLY FOUND ONLY ON MILITARY VEHICLES)

Coil gun @: SHORT RANGE ONLY, IGNORES ALL DEFENSES. IT CAN ONLY BE A NOSE GUN BECAUSE IT RUNS DOWN THE LENGTH OF THE VEHICLE. NON-MILITARY VEHICLES *could* CARRY THIS, BUT DO NOT FOR OBVIOUS REASONS.

TORPEDOES @%: SHORT RANGE SINGLE-USE WEAPON, BUT DOES DOUBLE DAMAGE. YOU HAVE A LIMITED NUMBER, BUT CAN LAUNCH ALL, SOME, OR ONE ALL AT ONCE. TORPEDOES ARE EXPENSIVE.

MISSILE LAUNCHER @%: A LONG-RANGE WEAPON THAT SHOOTS 1 MISSILE PER TURN. MISSILES ARE EXPENSIVE. MOST LAUNCHERS HAVE 6-12 MISSILES; ENOUGH FOR A SIMPLE BATTLE WITHOUT COUNTING. -2 PENALTY AT SHORT RANGE.

BOMBARD @: LARGE SPACE SHIPS USE THESE TO FLATTEN CITIES. IT NEEDS A LARGE SUPPLY OF BOMBS.

ECM @%: THIS IS AN EXPENSIVE SYSTEM. AN ECM UNIT CONFUSES ONE MISSILE PER TURN, SUBTRACTING THE OPERATORS ECM SKILL FROM THE ATTACKERS DEX (ROUGHLY CANCELING THE ATTACKERS SHOOTING SKILL). ONE PER VEHICLE MAX.

FORCE field @: LARGE WARSHIPS (SIZE 4+) CAN HAVE ONE FORCE FIELD. IT BLOCKS ONE POINT OF RAY DAMAGE PER TURN.

ARMOR @%: CERTAIN VEHICLES (LIKE TANKS & BATTLESHIPS) HAVE ARMOR. IT REDUCES THE DAMAGE FROM WEAPONS BY 1, SO ONLY HITS FROM BIG WEAPONS GET THROUGH. IT IS A HEAVY SYSTEM, REDUCING SPEED & MANEUVERABILITY.

SPACE SHIP TECHNOLOGY

TESLA ENGINES ARE USED FOR MANEUVERING AND LANDING. THEY SHOOT SPARKS AND SMOKE OUT THE BACK.

OVERDRIVE MAKES SPACE SHIPS GO REALLY FAST; IT CAN GO A LIGHT YEAR IN ABOUT A DAY. OVERDRIVE CANNOT BE ENGAGED QUICKLY. IT CANNOT BE USED IN AIR, AND YOU MUST SLOW DOWN IN NEBULAS. IT TAKES 3 TURNS TO ENGAGE THE OVERDRIVE, THE SHIP CANNOT TURN OR USE WEAPONS WHEN THE OVERDRIVE IS BEING TURNED ON. WEAPONS CANNOT BE USED IN OVERDRIVE.

GRAVITY GENERATORS GO UNDER THE FLOOR-PLATES. THEY PROVIDE ARTIFICIAL GRAVITY IN SPACE AND CAN BE REVERSED TO PROVIDE ANTIGRAVITY HOVER OVER PLANETS.

POWER GENERATORS POWER THE TESLA ENGINES, OVERDRIVE, GRAVITY GENERATORS, AND SO FORTH. THEY RUN FOR A MONTH AT FULL POWER ON A TANK OF RADIUM (AVAILABLE AT EVERY SPACEPORT). REFUELING MEANS TAKING THE ENGINE APART AND IT TAKES A TEAM OF MECHANICS ALL DAY.

INTERSTELLAR RADIO GOES 5-10 LIGHT YEARS AND PROVIDES INSTANTANEOUS COMMUNICATION.

SCOPE IS A TV SCREEN THAT WORKS LIKE A COMBINATION RADAR, FLIR, AND TELESCOPE.

CYROCHAMBERS PUT SOMEONE IN COLD SLEEP. THEY ARE USED TO TRANSPORT PRISONERS, INJURED PEOPLE, AND DESPERATE PASSENGERS. THE PROCESS IS SAFE BUT UNPLEASANT.

SELF-SEALING BULKHEADS TURN LARGE HOLES INTO SLOW LEAKS THAT CAN BE PATCHED.

VEHICLE COMBAT NOTES

- NORMAL SIZED VEHICLE WEAPONS ARE THE SAME AS HEAVY WEAPONS FOR CHARACTER COMBAT (MEGA DAMAGE).
- NORMAL VEHICLE WEAPONS DO 1 DAMAGE PER HIT. SIZE 2 WEAPONS DO 2 DAMAGE PER HIT, AND SO FORTH.
- PLAYERS AND IMPORTANT NPCs CAN CHOOSE HIT LOCATION IF THE TARGET IS LARGER THAN SIZE 12.
- SPACE SHIP ENGINES CAN BE **RED-LINED** IF THERE IS A MECHANIC IN THE ENGINE ROOM. THE SPACE-SHIP IS TREATED AS IF IT WERE FASTER FOR A FEW TURNS (ACCORDING TO GM), BUT ROLL AGAINST MECHANIC SKILL. IF NOBODY MAKES THEIR ROLL THE SHIP TAKES AN ENGINE HIT. -1 TO ROLL PER ENGINE HIT AND FOR EVERY PREVIOUS TIME YOU RED-LINED IT.
- **DISABLE RULE:** MANY LARGE VEHICLE SYSTEMS CAN BE DISABLED BY DAMAGE. THE GAME MASTER ROLLS A DIE WHEN THEY ARE HIT. IF HE ROLLS THE WEAPON DAMAGE OR LESS, THE SYSTEM IS DISABLED (STOPS FUNCTIONING) UNTIL SOMEONE FIXES IT BY MAKING A MECHANIC ROLL. THE GAME MASTER SHOULD IGNORE THIS RULE SELECTIVELY TO ADVANCE THE PLOT WHEN NECESSARY. SPACE SHIP POWER PLANTS EXPLODE IF THE DISABLE ROLL IS 1 (UNLESS A PLAYER CHARACTER IS ON BOARD).

EXAMPLE SPACE SHIPS (SMALL CRAFT DO NOT HAVE AN OVERDRIVE OR SCOPE)

TYPICAL HUMAN CREWMAN: INT4/S4/D4, PILOT 2, SHOOTING 2, SCOPE 2, DEFLECTOR 2

RUNABOUT, SIZE 1 SMALL CRAFT: A ONE OR TWO SEATS AND A LITTLE CARGO SPACE.

"P-1000 SPACE SHARK" TYPE FAST & VERY MANEUVERABLE ASTRO FLEET **FIGHTER**, SIZE 1 SMALL CRAFT: ONE SEAT, NOSE AUTOCANNON

"R-7 STARFLASH" TYPE FAST & VERY MANEUVERABLE ASTRO FLEET FIGHTER-LIKE **RECON CRAFT**, SIZE 1 SMALL CRAFT: ONE SEAT, SCOPE, SMALL RAY GUN (DOES NOT AFFECT TARGETS LARGER THAN SIZE 2, AND ONLY DOES HV DAMAGE TO CREW). EXCEPTIONALLY FAST AND CAN USUALLY PULL AWAY FROM EVEN FAST SHIPS.

SHUTTLE, SIZE 2 SLOW SMALL CRAFT: CREW 1, HOLDS CARGO OR A DOZEN PEOPLE.

"ROCK HOUND" CLASS SMALL FAST MANEUVERABLE **SCOUT**, SIZE 2: STAR SCOUT VESSEL, CREW 1-2, OPTIONAL RAY GUN OR AUTOCANNON IN NOSE.

"INTREPID" CLASS LARGE FAST **SCOUT**, SIZE 3: STAR SCOUT VESSEL, CREW 1-6, OPTIONAL RAY GUN OR MISSILE LAUNCHER TURRET, SMALL CARGO AREA, CAN MAKE 40-DAY TRIPS (COVERING 80 LIGHT-YEARS).

"KAZE" CLASS FAST MANEUVERABLE **TORPEDO BOAT**, SIZE 2: ASTRO FLEET WARSHIP, ECM, RAY GUN TURRET, 4 NOSE TORPEDOES, 15 LIGHT-YEAR RANGE. THE NAME IS PRONOUNCED **Kaw-zee**.

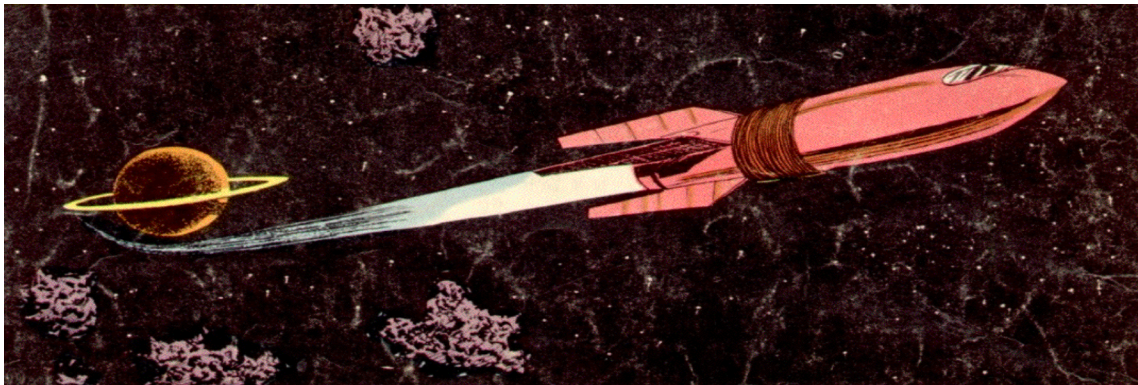
"AARDVARK" CLASS **BRIG**, SIZE 3, FAST: STAR SCOUT VESSEL, CREW 2-8, BAY FOR BOAR OR FLYING CAR, AUTOCANNON IN NOSE, MISSILE LAUNCHER TURRET, ECM. 75 LIGHT-YEAR RANGE, LARGE PANTRY AND DELUXE KITCHEN FOR LONG TRIPS. EXPENSIVE SCOPE FOR RECONNAISSANCE MISSIONS.

"STARBURST" CLASS **CUTTER**, SIZE 3: SPACE RANGER/STAR PATROL VESSEL, AKA PATROL SHIP, CREW 2-6, CARGO AREA, DEFLECTOR SHIELD, UP TO 2 OPTIONAL RAY GUN TURRETS. THE POWER GENERATOR IS EXTRA ROBUST, AND TAKES 4 HITS.

"BALCLUTHA", A SMALL SLOW & VERY SLUGGISH **FREIGHTER**, SIZE 4: CREW 2-4, GENEROUS CARGO AREA

"CYRANO" CLASS **PROWLER**, SIZE 5, FAST: ASTRO FLEET WARSHIP, DEFLECTOR SHIELD, ECM, MISSILE LAUNCHER TURRET (8 MISSILES), 4 R-7 STARFLASH RECON CRAFT, 4 F-2 LIGHTNING FIGHTERS, OR 8 CRUISE DRONES. THIS VERSATILE CRAFT CAN BE RECONFIGURED FOR OTHER MISSIONS, LIKE REPLACING THE FIGHTERS WITH A SPECIAL OPS TEAM WITH 4 BOAR AMPHIBIOUS VEHICLES. ONLY EARTH BUILDS PROWLERS.

MOST SPACE SHIPS HAVE BINOCULARS, A HAND RADIO, FIRST AID KIT, SMELLING SALTS, AND TOOLS FOR MAINTENANCE & REPAIR ABOARD. EVERY ROOM HAS AN INTERCOM. IF SOMEONE STAYS ON THE SHIP, THE AWAY TEAM IS SUPPOSED TO BRING THE RADIO.



Aliens (INT/STR/DEX, Hit Roll) *Ɖ Hit points are same as STR unless it says otherwise*

BEQUILER int5/s2/d2, HR9: THESE BIG GRUBS USE MENTAL POWERS TO ALTER THE WAY ONE PERSON SEES THEM. OFTEN THEY WILL TRY TO LOOK LIKE A BEAUTIFUL FEMALE, PILE OF GOLD, ETC. THEIR GOAL IS TO GET THEIR PROBOSCS INTO THE VICTIMS EAR TO SUCK THEIR BRAINS OUT. THEY STEAL SPACE SHIPS. THEY ARE SOLITARY.

BUG-EYED MONSTER (BEM) int0/s15/d4, HR11, sizemod +1: CLAWS & BITES FOR HV KILL

CLOUDWORM int0/s12/d3, HR11, sizemod +3: BITES FOR MEGASTUN + MD KILL. FLIES, CAN DAMAGE VEHICLES. LIVES IN CLOUDS, MISTS, & VAPORS. THEY ARE SLOW, BUT ARE HARD TO SEE IN A CLOUD. HARD TO KILL BUT EASY TO FLEE. THEY HAVE A SNAKY DRAGON-LIKE APPEARANCE. VEHICLE STATS: SLOW & VERY MANEUVERABLE.

DINOSAURS OF ONE KIND OR ANOTHER ARE ON A LOT OF PLANETS. ONCE THEY HAVE YOU IN THEIR MOUTH THEY WILL KEEP CHEWING (GUARANTEED HIT EVERY TURN). SWORDS DO +1 DAMAGE TO THEM AND BULLETS DO -1 DAMAGE.

Small predator int0/s4/d4, HR11: BITES FOR LT KILL. VELOCIRAPTOR SIZE.

Medium predator int0/s8/d3, HR10, sizemod +2: BITES FOR MD KILL. ALLOSAUR SIZE.

LARGE PREDATOR int0/s16/d2, HR9, sizemod +4: BITES FOR HV KILL. TYRANNOSAUR SIZE.

HERBIVORE: SIMILAR STATS TO CARNIVORES. CAN DO DAMAGE BY CHARGING OR TAIL-WHIPPING WHEN PROVOKED.

HUMANOIDS: AT LEAST HALF OF INTELLIGENT LIFE IS HUMANOID OF ONE KIND OR ANOTHER. MOST OF THEM STAY ON THEIR OWN PLANET.

INSECTOID: THEY ARE ALWAYS TRYING TO CONQUER SOME HELPLESS COMMUNITY, TAKE THE LAND, AND ENSLAVE THE INHABITANTS. THERE ARE A LOT OF THEM, AND THEY WOULD BE A MAJOR THREAT IF THEY DID NOT SPEND MOST OF THEIR EFFORTS FIGHTING OTHER INSECTOIDS. THEY USE A MIX OF HIGH- AND LOW-TECH EQUIPMENT; THEY HAVE HIGH TECH BUT PRODUCE MOSTLY A MIX OF ARCHAIC EQUIPMENT. INSECTOIDS FOLLOW ORDERS WITHOUT FEAR OR QUESTIONS. THEY HAVE MANY CASTES, BUT HERE ARE THE ONES YOU MIGHT MEET:

Worker int2/s3/d2, HR9, sizemod -1: LOTS OF THESE. HITS FOR WIMP KILL, BUT MAY HAVE CRUDE WEAPONS.

Soldier int2/s6/d4, HR11: CLAWS FOR LT KILL, CAN HAVE ANY WEAPON.

JUGGERNAUT int1/s18/d4, HR11, sizemod +2: CLAWS FOR HV KILL, CANNOT HOLD WEAPONS, 1 POINT ARMOR.

SMART int3/s3/d3, HR10: THESE CREW SPACE SHIPS. HITS FOR WIMP KILL, BUT MAY HAVE ANY WEAPON.

Kakido int3/s2/d3, HR10: THE KAKIDO EMPIRE CAME APART AFTER ATTACKING EARTH TOO MANY TIMES. THE PRINCES CARRY ON INDEPENDENTLY WITH SMALL HIDDEN FORCES. THEY ENGAGE IN PIRACY, TERRORISM, AND CRIME WHILE DREAMING OF CONQUERING THE GALAXY. THEY ARE SHORT BALD GREY HUMANOIDS.

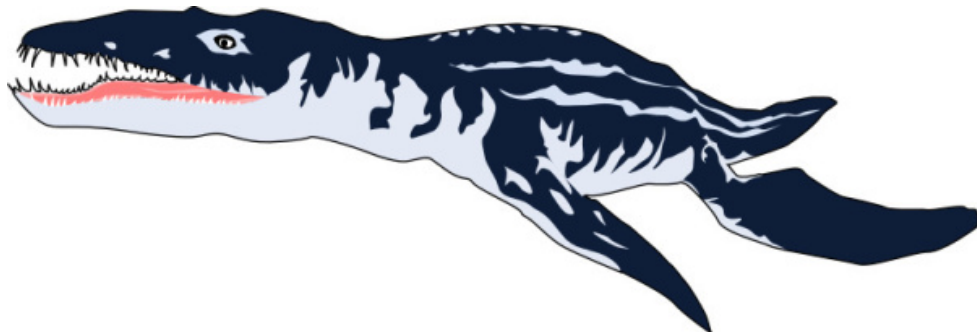
KRAKEN int5/s4/d4, HR11: THESE MALEVOLENT RELICS OF A SHATTERED HIGH-TECH EMPIRE ARE BENT ON CONQUEST. THEY LOOK LIKE A BIG BLACK OCTOPUS AND ONLY BREATHE WATER. THEIR VEHICLES ARE LESS MANEUVERABLE THAN AIR-FILLED ONES. THEY HAVE EXCELLENT SCIENTISTS AND MILITARY PLANNERS. KRAKEN ARE FEW IN NUMBER, SO THEY ALLOW SOME PLANETS TO BECOME VASSALS, BOLSTERING THE KRAKEN FORCES. IF THEY GET YOU WITH THEIR TENTACLES THEY HOLD ON AND BITE FOR LT KILL EVERY TURN.

Mimi int0/s3/d5, HR12, sizemod -1: SMALL AND FUZZY. BITES FOR LT KILL. COMES IN SCREAMING PACKS ON MANY WORLDS. HOW THEY SPREAD IS A MYSTERY.

Mollizoon int2/s3/d3, HR10: THEY WANT TO CONQUER EVERYTHING, STARTING WITH EACH OTHER. MOLLIZOON ARE HAMPERED BY IMPATIENCE AND HAVING TO BUY MOST OF THEIR ADVANCED TECHNOLOGY. THEY OFTEN SHOW UP AMONG PIRATES AND MERCENARIES. THEY LOOK LIKE A FAT WORM WITH SUCKER-FEET BENEATH, SPINES ON TOP, AND A RING OF SHORT MANIPULATORY TENTACLES AROUND THEIR MOUTH. BITES FOR 1 KILL. BREATHES BOTH AIR & WATER.

MUTANT RAT int1/s3/d4, sizemod -1, HR11: DOG-SIZED. BITES FOR LT KILL, BUT SOME USE CRUDE WEAPONS. A MAD SCIENTIST GENETICALLY ENGINEERED THEM, BUT THEY ESCAPED AND SPREAD FROM PLANET TO PLANET BY HIDING ON SHIPS.

ORC int2/s5/d3, HR10: HUMANOID WANNABE CONQUERORS. THEIR TECH IS NOT AS ADVANCED AS EARTHS, AND THEY FIGHT EACH OTHER A LOT. THEY OFTEN SHOW UP AMIDST MERCENARIES, SLAVERS, AND PIRATES.



PREDATOR: PREDATORS ARE PART OF THE BALANCE OF NATURE. BIG ONES CAN BE DANGEROUS.

Wolf-like: INT0/s3/d5, HR12: BITES FOR Lt kill.

Tiger-like: INT0/s9/d5, HR12: BITES FOR Md kill.

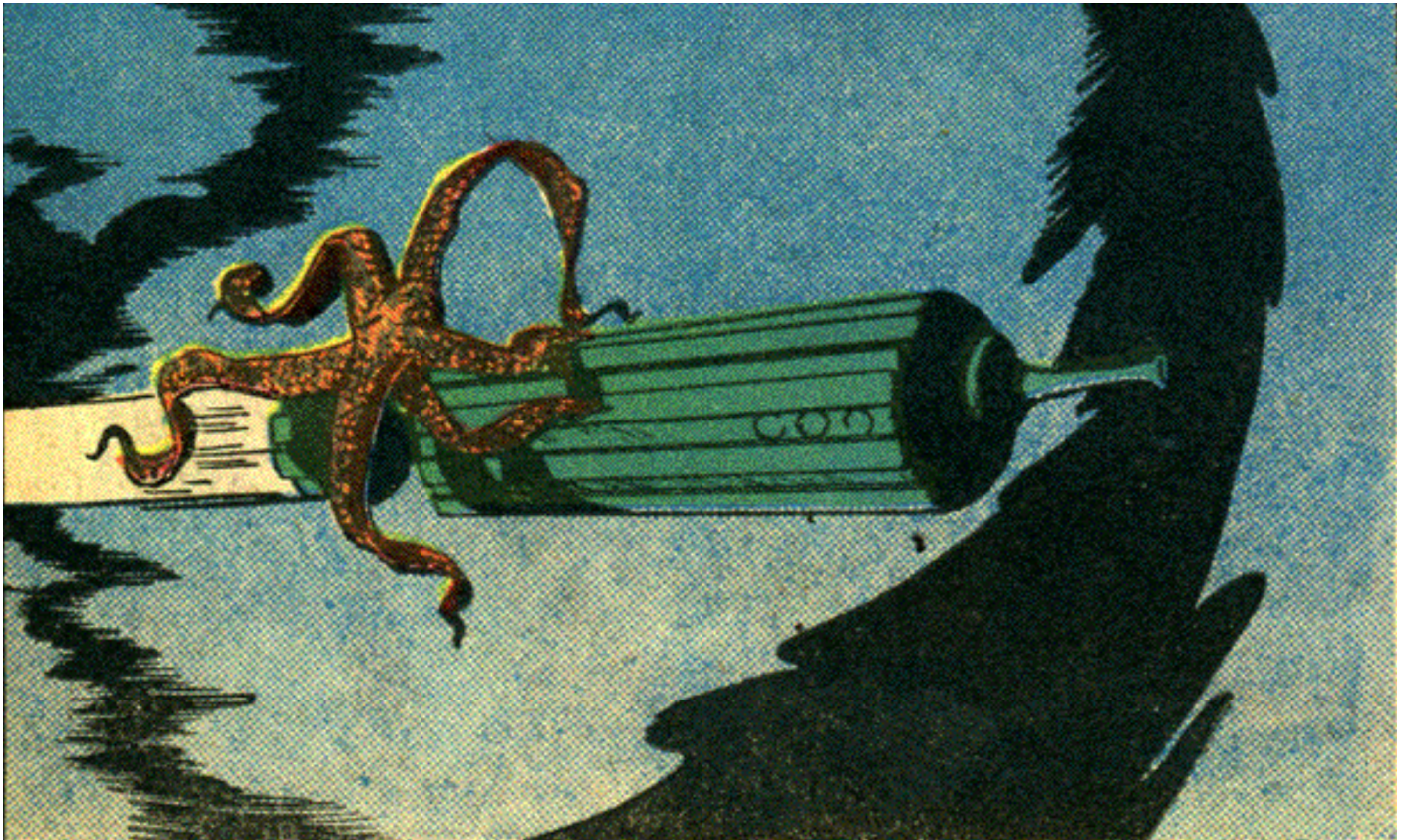
Crocodile-like: INT0/s12/d3, HR10: BITES FOR Md kill.

Shark-like: INT0/s15/d4, HR11: BITES FOR Md Kill.

PSIO INT6/s2/d3, HR10: THESE SINISTER RELICS OF A FALLEN EMPIRE ARE ALWAYS UP TO NO GOOD. THEY HAVE MENTAL POWERS AND ARE VERY TRICKY. HAIRLESS POINTY-EARED HUMANOIDS. THEY HAVE WHATEVER MENTAL POWERS THE GAME MASTER WANTS THEM TO, BUT ONLY ONE AT A TIME AND IT TAKES ALL THEIR CONCENTRATION. THEIR POWERS ARE SHORT RANGE AND STOP AFFECTING THE VICTIM ONCE CONCENTRATION OR CONTACT CEASES. PSIOS OFTEN USE SPACE APES & MERCENARIES.

PSYREN INT3/s2/d3/lks3, HR10: SINISTER GREEN HAIRED FEMALE. THEY CAN SING A BEAUTIFUL PSYCOSONIC SONG THAT STUPTIFIES MEN (BUT NOT WOMEN). VICTIMS ARE ADDICTED MAN-SLAVES AFTER A MONTH OR SO OF REPEATED EXPOSURE. AFTER A FEW YEARS THEIR INTELLIGENCE HAS BEEN SO DAMAGED THE MEN DIE. THE DEFENSE IS EARPLUGS OR LOUD MUSIC. BECAUSE THE SONG IS 50% MENTAL POWERS, IT DOES NOT WORK IF RECORDED, AMPLIFIED, BROADCAST, ETC. PSYRENS ARE CATTY AND DO NOT COOPERATE WELL, AND USUALLY USE THEIR POWER FOR PERSONAL ADVANTAGE ON A SMALL SCALE. LOOKS DO NOT WORK ON THEM. A WOMAN WITH SINGING SKILL CAN SING LOUD INTO AN EAR TO PROTECT A MAN, OR MAKE A SKILL ROLL TO PROTECT EVERYONE NEARBY.

SALAMANDER INT2/s4/d3, HR10: THE SALAMANDERS WANT TO BE CONQUERORS. THEIR ONLY PROBLEMS ARE PRIDE, POOR PLANNING, COMICALLY UNRELIABLE TECHNOLOGY, AND THE FACT THEY SPEND MOST OF THEIR TIME TRYING TO CONQUER EACH OTHER. THEY LOOK LIKE A BIG WHITE 6-LEGGED SALAMANDER AND BITE FOR Lt kill. THEY BREATHE AIR AND WATER. THEY EAT PRISONERS, EXCEPT FOR BEAUTIFUL STEREOTYPE WOMEN, WHO THEY ENSLAVE.



Shelk int3/s3/d3, HR10: Evil wannabe conquerors. They enslave vulnerable communities, forcing them to work and slowly slaughtering the victims to feed on blood. They look like spiders with fanged humanoid heads, 8 spider-legs that look like fingers, and a pair of small humanoid arms tucked under the head. Looks do not work on them. Can bite for Lt kill.

Space Ape int1/s9/d2, HR9, sizemod +1: Genetically engineered soldiers by the Psios, now working as thugs & mercenaries. They do md stun with fists, do Hv Stun + Lt kill with batons, and can use splat guns as rifles.

Space Pirates: Hijackers, slavers, thieves and kidnapers. Some are multi-species groups, often led by an evil Earthman.

Tentacle Monster int0/s12/d4, HR11, sizemod +1: You cannot move once grabbed. Tentacle monsters usually have Hv kill fangs for eating you (the fangs cannot miss once you are held).

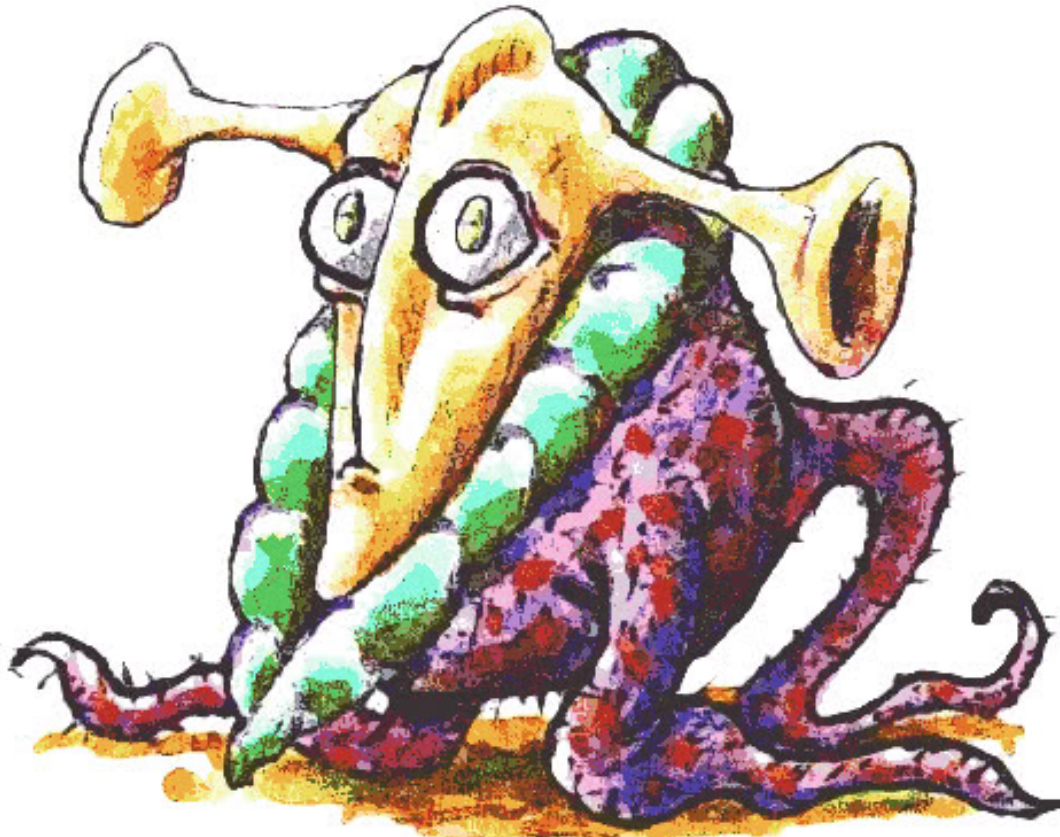
Thark int3/s5/d4, HR11, sizemod +1: 4-armed green barbarian humanoids. They acquire technology when they can and become raiders. They get two attacks per turn if using fists, batons, or swords. They sometimes work as mercenaries.

Tigerman int3/s5/d4, HR11: Genetically engineered humanoid warriors made by an extinct people. Purposeless, they attempt to conquer and enslave hapless communities. They are not good at governing or empire building. Claws for Lt kill, can have any weapon. They sometimes work as mercenaries.

Void Shark (vehicle size 1-6, fast & very maneuverable): These huge critters live in space and occasionally tear open space ships to eat a crewman or two. It bites ships for damage equal to its size. It usually takes 3*size hits to drive it off, and you cannot outrun it. The only tactic it uses is close attack, and it always works. DEX & pilot skill for attacking is usually 3. Void shark attacks are terrifying but uncommon. Jettisoning the food often works.

Wanderers int3/s2/d5, HR12: They were genetically engineered to be space workers by an extinct race. A target for conquerors, they try to live in peace and stay out of the way by building space stations in systems with no habitable planets. They look like multi-armed monkeys, and bite for 1 kill. They only live in zero-G and never land on planets (they only live in space ships and stations).

PLEASE INVENT NEW GENRE-COMPATIBLE BAD GUYS AND DRAW FROM GOLDEN-AGE SCIENCE FICTION.



Zero-G

THE LITTLE ROCKETS ON YOUR SPACE SUIT ACCELERATE OR DECELERATE YOU 1M/TURN. YOU KEEP GOING UNLESS YOU SLOW DOWN. DOING THINGS LIKE PUNCHING OR SHOOTING A BULLET PISTOL CAUSE YOU TO SPIN UNCONTROLLABLY UNTIL YOU MAKE A ZERO-G ROLL, SPINNING DOWN WITH YOUR ROCKETS. ZERO-G SKILL LETS YOU DO HARD THINGS, LIKE USING NON-ZERO-G EQUIPMENT WITHOUT SPINNING UNCONTROLLABLY.

LOW GRAVITY PLANETS: CHARACTERS CAN JUMP 8M. LOW GRAVITY NATIVES HAVE -1 PUNCH DAMAGE.

HIGH GRAVITY: PLANETS CHARACTERS CAN ONLY RUN 2M AND ADVANCE 1M PER TURN. HIGH GRAVITY NATIVES HAVE +1 PUNCH DAMAGE.

Underwater

YOU CAN SWIM 1M/TURN AND IT MAKES YOU TIRED QUICKLY. BREATHE UNDERWATER WITH AIR TANKS OR GILL PACKS.

Experience

- THE GAME MASTER GIVES EVERY CHARACTER 3-5 EXPERIENCE POINTS (EP) AT THE END OF EVERY SESSION, DEPENDING ON THE SESSION LENGTH.
- RESCUING EARNS 1-3 EP, DEPENDING ON THE NUMBER OF PEOPLE RESCUED AND RESCUE QUALITY.
- THE GAME MASTER AWARDS 1-3 EP TO THOSE PLAYERS WHO WERE VERY ENTERTAINING AND ENRICHED THE PLAY EXPERIENCE FOR EVERYONE.
- THE GAME MASTER AWARDS 1-3 EP TO THOSE PLAYERS WHO STAYED IN CHARACTER AND ROLE-PLAYED WELL.
- AT THE END OF THE ADVENTURE THERE IS A 1-3 EP FOR PLAYERS ACCOMPLISHING THEIR OBJECTIVES (DOUBLE FOR THE LEADER). THE ENTIRE GROUP IS USUALLY GIVEN THE SAME AWARD.
- STEREOTYPE EARTHWOMEN GET A 1 EP PER SITTING BONUS FOR TRADITIONAL GAMES

Penalties to experience point awards

WHEN A PLAYER (OR GROUP OF PLAYERS) GETS A PENALTY, THE LEADER GETS A MATCHING PENALTY

- 1-3 EP PENALTY FOR VIOLATING OR THE GENRES MORAL CODE: IMMORAL ACTS, IGNORING INNOCENTS IN DISTRESS, PUTTING INNOCENTS AT RISK, KILLING INSTEAD OF CAPTURING, ABUSE OF AUTHORITY, IGNORING ABUSE OF AUTHORITY, TREATING LAWS & SOCIAL NORMS AS IMPEDIMENTS, ETC. THERE MAY BE DEMERITS AND/OR CRIMINAL CHARGES AS WELL.
- 1-3 EP PENALTY FOR VIOLATING OR THE GENRES PG RATING. THIS MEANS NO NUDITY, NO SEX, NO DISPLAYS OF VICE, ETC. CHARACTERS WHO DIVORCE OR HAVE SEX OUTSIDE OF MARRIAGE BECOME PROPERTY OF THE GAME MASTER.
- 1-3 EP PENALTY FOR BLASPHEMY BY PLAYER OR CHARACTER. PUBLIC BLASPHEMY WOULD COST YOU OPPORTUNITIES A HUNDRED YEARS AGO.
- 1-3 EP PENALTY FOR MEN WHO HURT WOMEN OR ALLOW THEM TO COME TO HARM, EXCEPT IN THE LINE OF DUTY. WOMEN MAY BE HARMED WHILE BEING APPREHENDED, ARRESTED, FIGHTING AGAINST MEN, PERPETRATING EVIL, AND SO FORTH IF NECESSARY. FEMALE CHARACTERS MAY PLACE THEMSELVES AT RISK.
- 1-3 EP PENALTY FOR WOMEN WHO DISRESPECT OR DISOBEY AUTHORITY.
- THE EARTHMANS BURDEN IS TO PROTECT THOSE BEINGS & PLANETS UNDER EARTH PROTECTION, 1-3 EP PENALTY FOR IGNORING THIS.
- 1-3 EXPERIENCE POINT (EP) PENALTY FOR IRRITATING THE GAME MASTER OR BOGGING DOWN THE GAME.
- 1-3 EP PENALTY FOR PLAYERS WHO PEEKED AT THE ADVENTURE OR OTHER GM-ONLY INFORMATION.

Spend EXPERIENCE POINTS DURING DOWNTIME, LIKE BETWEEN ADVENTURES OR DURING VOYAGES. IT REQUIRES STUDY AND PRACTICE.

- 10 EXPERIENCE POINTS IMPROVE ONE SKILL BY ONE POINT.
- 10 EXPERIENCE POINTS BUYS A NEW SKILL AT LEVEL 1.
- 30 EXPERIENCE POINTS CAN BUY YOU A STUN POINT. THE MAX IS 3 + STR.
- MARTIAL ARTS MANEUVERS LIKE CHOPS AND SWEEPS COST 30 EXPERIENCE POINTS.
- IT COSTS 30 POINTS FOR A STEREOTYPE WOMAN TO RAISE HER FAINT RESISTANCE FROM A 5 TO A 6, AND SHE CANNOT FAINT ANY MORE IF SHE DOES (EVEN IF SHE WANTS TO).

Payday HAPPENS AFTER THE ADVENTURE. SPACE CADETS GET 3CR/MONTH; DEPUTY RANGERS, PATROL, AND SPACE SCOUTS GET 5CR.

SOME SKILLS CANNOT BE ADDED AFTER CHARACTER DESIGN, SUCH AS GET-DADDY-TO-PAY-FOR-IT.

GENRE NOTES

- IN TRADITIONAL GAMES: A WOMAN CAN BE IN COMMAND, BUT A WOMAN WILL RARELY BE PUT IN COMMAND OF MEN. GAME MASTERS MAY IGNORE THIS HISTORY-BASED RULE AND PLAY A MOD GAME.
- FRONTIER JUSTICE: IF SOMEONE TRIES TO KILL OR KIDNAP YOU, AND YOU PREVAIL, YOU ARE ENTITLED TO WHAT THEY HAVE ON THEM. IF YOU ARE A SPACE RANGER OR OTHER SERVICEMAN YOU ARE PERMITTED TO TAKE ONLY THEIR WEAPON.
- Pulp science fiction frequently featured space stations and domed underwater cities.
- MENTAL POWERS ARE STRONGLY ASSOCIATED WITH EVIL. ANY CHARACTER WHO ACQUIRES THEM BECOMES EVIL AND/OR INSANE (BUT WILL NOT THINK SO), AND BECOMES PROPERTY OF THE GAME MASTER FOR FUTURE USE AS A VILLAIN (PREFERABLY IN PARTNERSHIP WITH THE PLAYER).
- THE SOCIETY READING pulp science fiction HAD LIMITED ACCOMMODATION FOR NON-TRADITIONAL GENDER ROLES. MAKE CHARACTERS OUTSIDE OF ESTABLISHED GENDER ROLES ON A GENERIC HUMAN CHARACTER SHEET. BOTH MALE & FEMALE BACKGROUND & SKILLS ARE AVAILABLE. USE ANY APPROPRIATE ARTWORK.
- IN pulp science fiction, nobody goes beyond second base (kissing). EVEN THOUGH MEN AND WOMEN TAKE LONG VOYAGES IN SMALL SPACECRAFT, YOUR CHARACTERS WOULD NEVER EVEN CONTEMPLATE AN ILLICIT RELATIONSHIP.
- SACRIFICE IS AN IMPORTANT CONCEPT. CHARACTERS RISK THEIR LIVES TO SAVE OTHERS. READERS QUOTED JOHN 15:13 AND EXPECTED HEROES TO ACT LIKE THIS. IF A CHARACTER PERISHES THIS WAY, THE PLAYERS NEXT CHARACTER GETS A HEAD START. THE USUAL AWARD IS AN EXPERIENCED CHARACTER; AWARD +5 skill points. AWARD +25 CR IF THERE WAS NO HOPE OF SURVIVAL.

Character design

ROARING ROCKETS NEEDS ROLE-PLAYING MORE THAN OTHER GAMES. HERE ARE CHARACTER DESIGN SUGGESTIONS:

- DESCRIBE THE PERSONALITY OF YOUR CHARACTER.
- WHY DOES THE CHARACTER DO WHAT HE/SHE DOES?
- DEFINING MOMENT: WHAT EVENT MADE THE CHARACTER INTO WHAT HE/SHE IS?
- WHAT IS THE STORY QUESTION? (SHE WANTS LOVE, WILL SHE EVER FIND IT? HE WANTS TO FIND HIS FATHER, WILL HE?)
- WHAT ARE HIS/HER QUIRKS OR MANNERISMS? WHAT DOES YOUR CHARACTER SOUND LIKE?
- WHAT DOES YOUR CHARACTER VALUE AND WHAT IS HIS/HER ATTITUDE?
- WRITE BRIEF HISTORY OF YOUR CHARACTER IN LESS THAN 100 WORDS.

Try using at least 3 of these. The best place for this is on the back of your character sheet.

