

Space Cadets and other service organizations

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ALL ABOUT THE SPACE RANGERS, STAR SCOUTS, STAR PATROL AND THE MILITARY

THESE ORGANIZATIONS ARE ALL FRIENDLY RIVALS. THEY COMPETE FOR BUDGET MONEY BUT WORK TOGETHER. THEY OFTEN SEND FORCES TO HELP EACH OTHER IN TIMES OF NEED. THEY SOMETIMES EXCHANGE OFFICERS AND MAKE MULTI-ORGANIZATION TEAMS. CHARACTERS CAN TRANSFER BETWEEN ORGANIZATIONS, BUT USUALLY HAVE TO GO DOWN TO RANK 1.

IT IS REASONABLE TO HAVE A TEAM OF CHARACTERS FROM MULTIPLE ORGANIZATIONS. THE TEAM LEADER MUST WORK FOR THE SPONSORING ORGANIZATION. IF YOU ARE NOT IN THE SPONSORING ORGANIZATION, YOU MAY NOT BE LEADER OR PROMOTE PAST HIM. CHARACTERS IN THE MILITARY SHOULD NOT BE PLACED IN CHARGE OR PROMOTED PAST THE LEADER.

NOTE: YOU DO NOT HAVE TO DECORATE YOUR CHARACTER SHEET TO MATCH THE UNIFORMS HERE. CHARACTER SHEETS ARE BEST WHEN UNIQUE.

Space Cadets

THESE ARE OFFICERS IN TRAINING. UPON GRADUATION, SPACE CADETS BECOME OFFICERS IN ONE OF THE OTHER ORGANIZATIONS.

UPPERCLASSMEN ARE FREQUENTLY ASSIGNED TO ONE OF THE OTHER ORGANIZATIONS AS APPRENTICE OFFICERS. THEY GRADUATE WHEN THEY PROVE THEMSELVES.

THE SPACE CADETS ACCEPT BOTH MEN AND WOMEN, THOUGH MOST CADETS ARE MEN.

GREY UNIFORMS WITH BLACK TRIM.

EMBLEM IS THE PLANET EARTH: A BLUE CIRCLE WITH A WHITE BORDER. WHITE CONTINENTS ARE ON THE BLUE FIELD.

NEW CHARACTERS SHOULD START AS SPACE CADETS.

Space Rangers

LIKE THE SHERIFFS AND MARSHALS OF THE OLD WEST, THE SPACE RANGERS KEEP THE FRONTIER SAFER. THEY HAVE JURISDICTION FOR INTERPLANETARY CRIMES. IF THERE ARE NO LOCAL POLICE, THE SPACE RANGERS PROVIDE LAW AND ORDER.

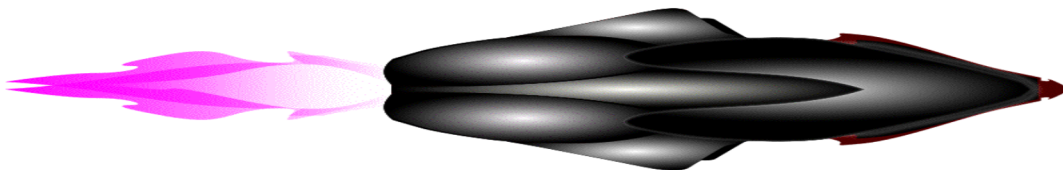
RANGERS ARE FREQUENTLY DEPLOYED IN GROUPS OF 2-8. THEY OFTEN HAVE A SHIP AT THEIR DISPOSAL, BUT USUALLY PERFORM GROUND MISSIONS.

THE SPACE RANGERS ACCEPT BOTH MEN AND WOMEN. WOMEN ARE NOT USUALLY PLACED IN CHARGE OF MEN IN A TRADITIONAL GAME, BUT MAY BE PLACED IN CHARGE IN A MOD GAME. FEMALE RANGERS ARE SOMETIMES CALLED RANGERETTES.

DARK BLUE UNIFORMS WITH WHITE TRIM. ROYAL BLUE SHIPS WITH SILVER TRIM.

THE EMBLEM IS A 7-POINTED GOLD STAR, SOMETIMES WITH A BLACK OR WHITE BORDER TO MAKE IT STAND OUT.

MOST ADVENTURES ARE SPACE RANGER ADVENTURES.



Star Patrol

THE STAR PATROL IS EQUIVALENT TO OUR COAST GUARD. THEY ANSWER DISTRESS CALLS, STOP SMUGGLERS, ARREST SPACE PIRATES, AND SO FORTH.

THE PATROL USUALLY OPERATES SMALL VESSELS WITH A CREW OF 4-12. THEY LAND AND HANDLE PROBLEMS ON THE GROUND WHEN NECESSARY, BUT USUALLY OPERATE FROM THEIR SHIP.

THE STAR PATROL ACCEPTS BOTH MEN AND WOMEN. WOMEN ARE NOT USUALLY PLACED IN CHARGE OF MEN IN A TRADITIONAL GAME, BUT MAY BE PLACED IN CHARGE IN A MOD GAME. MEN ARE OFTEN CALLED PATROLMEN AND WOMEN PATROLGIRLS.

WHITE UNIFORMS WITH RED TRIM. SILVERY SHIPS WITH RED TRIM.

THE EMBLEM IS A STYLIZED RED FLASH GORDON TYPE ROCKET WITH A BLACK OR WHITE BORDER.

SOME ADVENTURES ARE STAR PATROL ADVENTURES.

Star Scouts

THE STAR SCOUTS ARE EXPLORERS. THEY GO WHERE NO MAN HAS GONE BEFORE, PUSH BACK THE FRONTIER, EXPLORE NEW STAR SYSTEMS AND NEW PLANETS, ENCOUNTER NEW CIVILIZATIONS, AND SO FORTH.

THE SCOUTS USUALLY OPERATE FAST VESSELS WITH A CREW OF 2-10. THEIR VESSELS CAN OFTEN DEPLOY A GROUND VEHICLE. SCIENCE IS A BIG PART OF WHAT THEY DO.

THE STAR SCOUTS ACCEPT BOTH MEN AND WOMEN. WOMEN ARE NOT USUALLY PLACED IN CHARGE OF MEN IN A TRADITIONAL GAME, BUT MAY BE PLACED IN CHARGE IN A MOD GAME.

TAN UNIFORMS WITH BLACK TRIM. TAN SHIPS WITH BLUE TRIM.

THE EMBLEM IS A BLACK SEXTANT WITH A WHITE BORDER.

SOME ADVENTURES ARE STAR SCOUT ADVENTURES.

Astro Fleet

THE ASTRO FLEET IS A MILITARY ORGANIZATION. THEY FIGHT BATTLES IN SPACE. SOME OF THEIR VESSELS ARE HUGE.

WORTHY ENLISTED MEN MAY PROMOTE INTO THE SPACE CADETS. THE ASTRO FLEET ONLY ACCEPTS MEN. OFFICERS ARE RECRUITED FROM THE SPACE CADETS.

ENLISTED UNIFORMS ARE POWDER BLUE WITH INDIGO TRIM. RANK INSIGNIA IS ON A SHOULDER PATCH. OFFICERS UNIFORMS ARE POWDER BLUE WITH GOLD TRIM. OFFICERS HAVE SHOULDER BOARDS WITH RANK INSIGNIA ON THEM.

SKY BLUE SHIPS WITH VIOLET TRIM.

THE EMBLEM IS A BLACK CIRCLE WITH A WHITE BORDER. ON THE BLACK FIELD IS AN ARMORED FIST HOLDING A WHITE THUNDERBOLT.

ASTRO FLEET IS A POOR CHOICE FOR CHARACTERS. THE JOB IS MOSTLY WAITING (LOTS OF DRILLS), WITH OCCASIONAL BATTLES THAT ARE JUST BLOWING THINGS UP AND GETTING SHOT AT. FEW WOMEN ARE ACCEPTED, AND ONLY IN NON-COMBAT ROLES (EXCEPT IN AN ULTRA-MOD GAME).



Space Marines

THE SPACE MARINES ARE A MILITARY ORGANIZATION. THEY FIGHT BATTLES IN ON PLANETS. THEY HAVE NO SPACE SHIPS OF THEIR OWN, THEY RELY ON THE ASTRO FLEET FOR TRANSPORTATION.

WORTHY ENLISTED MEN MAY PROMOTE INTO THE SPACE CADETS. THE SPACE MARINES ONLY ACCEPT MEN. OFFICERS ARE RECRUITED FROM THE SPACE CADETS.

ENLISTED UNIFORMS ARE GREEN WITH BLACK TRIM. RANK INSIGNIA IS ON SHOULDER PATCHES. OFFICERS UNIFORMS ARE GREEN WITH SILVER TRIM OFFICERS HAVE SHOULDER BOARDS WITH RANK INSIGNIA ON THEM.

THE EMBLEM IS A BLACK CIRCLE WITH A WHITE BORDER. ON THE BLACK FIELD ARE TWO SILVER SWORDS MAKING AN X.

THE SPACE MARINES ARE A POOR CHOICE FOR CHARACTERS. THE JOB IS MOSTLY WAITING (LOTS OF DRILLS), WITH OCCASIONAL BATTLES THAT ARE JUST BLOWING THINGS UP AND GETTING SHOT AT. FEW WOMEN ARE ACCEPTED, AND ONLY IN NON-COMBAT ROLES (EXCEPT IN AN ULTRA-MOD GAME).

Alien Legion

NON-HUMAN ALIENS CAN VOLUNTEER TO JOIN THE ALIEN LEGION AS ENLISTED PERSONNEL. THEY FIGHT ALONGSIDE THE SPACE MARINES. OFFICERS ARE MEN FROM THE SPACE MARINES. THEY HAVE NO SPACE SHIPS OF THEIR OWN; THEY RELY ON THE ASTRO FLEET FOR TRANSPORTATION.

THE ALIEN LEGION ACCEPTS BOTH MALES AND FEMALES, BUT THEY SERVE IN SEPARATE UNITS. MOST OF THEM ARE MALE.

ENLISTED UNIFORMS ARE BROWN WITH ORANGE TRIM. ONLY ALIENS WEAR THEM. OFFICERS UNIFORMS ARE BROWN WITH SILVER TRIM. ONLY EARTHMEN WEAR THEM (NO WOMEN, EXCEPT IN AN ULTRA-MOD GAME).

THE EMBLEM IS A BLACK CIRCLE WITH A WHITE BORDER. ON THE BLACK FIELD IS A STYLIZED WHITE EAGLE. OFFICERS HAVE SHOULDER BOARDS WITH RANK INSIGNIA ON THEM. CHARACTERS SHOULD NOT BE IN THE ALIEN LEGION.



Enlisted ranks for AF, SM, AL

1: PRIVATE	2: CORPORAL	3: LANCE CORPORAL
4: SPECIALIST (SPEC)	5: SERGEANT	6: MASTER SERGEANT
7: CENTURION	8: SENIOR CENTURION	9: TRIBUNE

THESE RANKS ARE DIFFERENT FROM OUR CONTEMPORARY MILITARY RANKS.

THE PATH FROM ENLISTED TO OFFICER IS VIA THE SPACE CADETS. THE BEST RECRUITS MAY SKIP ENLISTED AND GO STRAIGHT TO THE SPACE CADETS. SPACE CADETS ARE PROMOTED TO OFFICER 1 RANK WHEN THEY PROVE THEMSELVES. THEY ARE TRAINED WITH A CADET SKILL WHEN PROMOTING INTO OR OUT OF THE CADETS.

Officer ranks for AF, SM, AL

- 1: ENSIGN
- 2: LIEUTENANT
- 3: CAPTAIN
- 4: MAJOR
- 5: COLONEL
- 6: COMMAORE
- 7: GENERAL / ADMIRAL
- 8: STRATEGOS
- 9: MARSHAL

Ranks for SR, SP, SC

- DEPUTY
- CAPTAIN
- SUPERVISOR
- CHIEF
- COMMISSIONER

THESE RANKS ARE DIFFERENT FROM OUR CONTEMPORARY MILITARY RANKS.

CHARACTERS WITH RANK 5 OR HIGHER BECOME PROPERTY OF THE GAME MASTER.

Promotions in Space Cadets

YOU ARE PROMOTED ONCE YOU TAKE ALL THE TRAINING AND PROVE YOURSELF IN THE FIELD. YOU THEN TRANSFER TO ONE OF THE OTHER ORGANIZATIONS. THIS PROMOTION IS WORTH 10 DECORATION POINTS. WOMEN WITHOUT A BADGE OF VIRTUE DECORATION MAY BE GIVEN ONE INSTEAD OF THIS PROMOTION IN A TRADITIONAL GAME (GAME MASTERS CHOICE).

Promotions in Astro-Fleet, Space Marines, or Alien Legion

AF, SM, & AL PROMOTE ONE OF TWO WAYS. EITHER YOU ARE AMAZING AND ARE PROMOTED ON THE FIELD OF BATTLE, OR YOU SPEND A LONG TIME IN YOUR EXISTING RANK AND PASS A BATTERY OF TESTS. EACH PROMOTION IS WORTH 10 DECORATION POINTS. ENLISTED CAN PROMOTE TO SPACE CADET BY PROVING THEY ARE UNUSUALLY SMART AND CAPABLE, AND ARE LEADERSHIP MATERIAL.

Promotions in Space Rangers, Star Patrol, and Star Scouts

EACH PROMOTION IS WORTH 20 DECORATION POINTS. WOMEN ARE PROMOTED AS HIGH AND AS EASILY AS MEN IN A MOD GAME; IN A TRADITIONAL GAME THEY GET OTHER COMPENSATION THAT IS JUST AS GOOD.

DEPUTY TO CAPTAIN: YOU ARE PROMOTED ONCE YOU PROVE THAT YOU ARE AMAZINGLY CAPABLE AND CAN HANDLE LEADING A TEAM. CAPTAINS OCCASIONALLY HAVE TO DO DESK WORK. WOMEN WITHOUT TWO BADGES OF VIRTUE MAY BE GIVEN ONE INSTEAD OF THIS PROMOTION IN A TRADITIONAL GAME (GAME MASTERS CHOICE).

CAPTAIN TO SUPERVISOR: YOU ARE PROMOTED ONCE YOU PROVE THAT YOU ARE REALLY GOOD AT LEADING PEOPLE AND CAN HANDLE PAPERWORK. SUPERVISORS DO MOSTLY DESK WORK, POLITICS, AND HANDLE PERSONNEL PROBLEMS. THIS PROMOTION RETIRES A CHARACTER. WOMEN WITHOUT THREE BADGES OF VIRTUE MAY BE GIVEN ONE INSTEAD OF THIS PROMOTION IN A TRADITIONAL GAME (GAME MASTERS CHOICE).

SUPERVISOR TO CHIEF: YOU ARE PROMOTED ONCE YOU PROVE THAT YOU HAVE MASTERED LEADERSHIP, BUREAUCRACY, AND POLITICS. CHIEFS ONLY DO DESK WORK AND POLITICS.

WOMEN WITHOUT FOUR BADGES OF VIRTUE MAY BE GIVEN ONE INSTEAD OF THIS PROMOTION IN A TRADITIONAL GAME (GAME MASTERS CHOICE).

Chief to Commissioner: ONE OF THE BEST CHIEFS ARE CHOSEN WHEN THERE IS A VACANCY. ONLY MEN ARE PROMOTED TO COMMISSIONER IN A TRADITIONAL GAME.

Family Life

- MARRIED SERVICEPEOPLE WITHOUT CHILDREN SERVE TOGETHER.
- A SERVICEWOMAN IS GIVEN A MARRIAGE DISCHARGE WHEN SHE MARRIES A CIVILIAN SO SHE CAN RUN THE HOUSEHOLD.
- A PREGNANT SERVICEWOMAN IS GIVEN A MATRON DISCHARGE SO SHE CAN RAISE CHILDREN.
- A SERVICEMANS FAMILY CAN BE TAKEN TO WHATEVER BASE HE IS STATIONED ON AND ASSIGNED BASE HOUSING.



Special units

THESE ARE SMALL SPECIAL UNITS. THESE ARE HERE TO SUIT THE NEEDS OF SPECIAL GROUPS OF PLAYERS. ALL REQUIRE CHARACTERS BUILT FOR THE UNIT. THESE CHARACTERS SHOULD NOT BE USED OUTSIDE OF THE SPECIAL UNIT. FEEL FREE TO ADD MORE SPECIAL UNITS TO THIS LIST.

RECOMMENDATION FOR GAME MASTERS: DO NOT PUT THE CHARACTERS IN THESE SPECIAL UNITS UNLESS YOU NEED TO. THAT WAY YOU HAVE MAXIMUM FLEXIBILITY IN THE TYPES OF ADVENTURES YOU RUN.

LadyHawks (all women)

THIS IS A SPECIAL ELITE STAR PATROL SQUADRON OF 20 SHIPS AND CREWS. IT IS AN ALL-WOMEN UNIT FOR GROUPS OF ALL FEMALE PLAYERS WITH ALL FEMALE CHARACTERS. THE SHIPS HAVE NAMES LIKE AMAZON, VALKRIE, CYNANE, MULAN, PANTEA, ZENOBIA, & JEANNE D'ARC. A MALE PLAYER SITTING IN ON A GAME MAY USE HIS REGULAR MALE CHARACTER AS A SIDEKICK (THEY ARE GOOD FOR DISTRACTING THE BAD GUYS & DRAWING FIRE).

THE UNIT WAS CREATED FOR MISSIONS WHERE A WOMAN'S TOUCH WAS NEEDED. IN PRACTICE, IT IS SENT ON MANY MISSIONS BECAUSE THEY ARE THE ONLY ONES AVAILABLE.

THE GAME MASTER SHOULD DO FEWER FAINT CHECKS IN A LADYHAWK GAME.

- START WITH AN EXTRA POINT OF DEX (TAKE 3 EXTRA SKILL POINTS IF DEX IS 6).
- DIVIDE 6 EXTRA POINTS BETWEEN FAINT RESISTANCE AND RUN-IN-HEELS. ANY EXCESS IS LOST.
- ALL CHARACTERS START AS DEPUTY PATROLGIRLS. TAKE AN EXTRA CADET SKILL.
- ALL CHARACTERS GET A FREE FIGHTING PACKAGE (BOXING, FENCING, & SHOOTING).
- ALL CHARACTERS GET PILOT 1 AND A ROCKET PACK.
- START WITH A RAY PISTOL AND STUN RIFLE INSTEAD OF A STUN PISTOL.

PLANET BUSTERS (all men)

THIS IS A SPECIAL ELITE SPACE RANGER SQUADRON OF 16 SHIPS AND CREWS. IT IS AN ALL-MALE UNIT FOR ALL MALE PLAYERS WITH ALL MALE CHARACTERS. THEIR SHIPS ARE NAMED AFTER FAMOUS GENERALS. A FEMALE PLAYER SITTING IN ON A GAME MAY USE HER REGULAR FEMALE CHARACTER AS AN EMPOWERED SIDEKICK.

THE UNIT WAS CREATED FOR MISSIONS THAT NEED CREATIVE PROBLEM SOLVING AND THE ABILITY TO GO IN SHOOTING.

- START WITH AN EXTRA POINT OF STR (TAKE 3 EXTRA SKILL POINTS IF STR IS 6).
- ALL CHARACTERS START AS DEPUTY SPACE RANGERS. TAKE AN EXTRA CADET SKILL.
- ALL CHARACTERS GET A FREE FIGHTING PACKAGE (BOXING, FENCING, & SHOOTING).
- ALL CHARACTERS GET LIGHT ARMOR.
- START WITH A STUN PISTOL AND ROCKET RIFLE.
- THE SHIP HAS A BOAR ARMORED VEHICLE WITH A HEAVY RAY GUN IN A TURRET.

SPACE DETECTIVES (minimal fighting)

THIS IS A SPECIAL ELITE SPACE RANGER SQUADRON OF 16 SHIPS AND CREWS. THEIR SHIPS ARE NAMED AFTER FICTIONAL DETECTIVES. 3 SHIPS HAVE ALL-GIRL CREWS.

THE UNIT WAS CREATED FOR MISSIONS THAT NEED CLEVER NON-VIOLENT PROBLEM SOLVING. IN PRACTICE, IT IS SENT ON MANY MISSIONS BECAUSE THEY ARE THE ONLY ONES AVAILABLE.

- START WITH AN EXTRA POINT OF INT (TAKE 3 EXTRA SKILL POINTS IF INT IS 6).
- ALL CHARACTERS START AS DEPUTY SPACE RANGERS. TAKE AN EXTRA CADET SKILL.
- ALL CHARACTERS START WITH 4 POINTS OF DETECTIVE-TYPE SKILLS LIKE ACCOUNTING, CHEMISTRY, SCIENCE, TRAVEL AGENT, AND SO FORTH.
- AWARD 1-5 EXTRA EXPERIENCE POINTS FOR SOLVING A VIOLENT SITUATION NON-VIOLENTLY.

SCIENCE PATROL (exploring & problem-solving)

THIS IS A SPECIAL ELITE STAR SCOUT SQUADRON OF 20 SHIPS AND CREWS. THEIR SHIPS ARE NAMED AFTER FAMOUS SCIENTISTS. 3 SHIPS HAVE ALL-GIRL CREWS.

THE UNIT WAS CREATED FOR SCIENCE MISSIONS. IN PRACTICE, IT IS SENT ON MANY NON-SCIENCE MISSIONS BECAUSE THEY ARE THE ONLY ONES AVAILABLE.

- START WITH AN EXTRA POINT OF INT (TAKE 3 EXTRA SKILL POINTS IF INT IS 6).
- ALL CHARACTERS START AS DEPUTY STAR SCOUTS. TAKE AN EXTRA CADET SKILL.
- ALL CHARACTERS START WITH 4 POINTS OF SCIENCE-TYPE SKILLS LIKE SCIENCE, CHEMISTRY, COMPUTER, CRYPTOGRAPHY, ELECTRONICS, ENGINEERING, MECHANIC, AND SO FORTH.
- SCIENCE PATROL ADVENTURES ARE EXPLORATION & PUZZLE-ORIENTED, WITH MINIMAL FIGHTING.

THESE SPECIAL UNITS USE SPECIAL SHIPS LIKE THIS

"ELITE" CLASS CUTTER, SIZE 3: CREW 2-8, CARGO AREA WITH RAMP (CAN CONTAIN A BOAT ARMORED VEHICLE OR FLYING CAR), DEFLECTOR SHIELD, ECM, NOSE CANNON, RAY GUN TURRET, 6 TWO-BUNK CABINS, 8 CRYOCHAMBERS, MINI-LABORATORY.

THE BONUS SECURE CABIN CAN BE EITHER A TWO-BUNK CABIN, UTILITY ROOM, ARMORED PRESSURIZED SAFE ROOM, OR PRISONER CELL.

EMPOWERED SIDEKICK

IN A GAMING GROUP THAT IS MOSTLY GUYS, THE GIRL CAN PLAY AN EMPOWERED SIDEKICK CHARACTER. THE PLAYER WRITES THE CHARACTER'S PERSONALITY SO THAT SHE FREQUENTLY GOES OFF ON HER OWN AND DISCOVERS THE MAJOR PLOT COMPLICATION. THIS FREQUENTLY LEADS TO BEING CAPTURED BY BAD GUYS. THE GAME MASTER, IN CLASSIC PULP SCIENCE FICTION STYLE, HELPS MAKE SURE SHE SURVIVES LONG ENOUGH TO BE RESCUED.

