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THE EDGE  
OF  
IMPERIAL SPACE

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SPELLBOOK SOFTWARE AND GAMES

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# Chapter 1

## General Rules

### 1.1 Die Roll Conventions

#### Die Roll Conventions

**Check (or Throw):** To determine if a character succeeds or fails at a particular task, the player must make a check. To make a check, the player rolls 2d6 and adds any appropriate Dice Modifiers (such as a skill his character possesses, or a bonus from a piece of equipment). If the total is equal to or greater than the target number for that check, he succeeds. A check will usually have a skill or characteristic associated with it. For example, a check of Dex 8+ means roll 2d6, add your Dexterity Characteristic Modifier, and you succeed if you have a total result of 8 or more.

**Target Numbers:** In many checks, the player needs to roll equal to or above a specific number (usually, eight or more). This is denoted by a number followed by a plus, such as 8+ or 10+.

**Dice Modifier (abbreviated to DM):** A number to be applied to a die roll before it is used. Dice Modifiers are preceded by a sign, which indicates if the number is to be added to or subtracted from the roll. For example, a Dice Modifier of 2 indicates that two is to be subtracted from the roll; a Die Modifier of +4 indicates that four is to be added to the roll.

## Chapter 2

# Character Creation

### 2.1 Characteristics

Every person and creature in Edge of Imperial space has several characteristics that describe their base mental and physical potential.

**Strength (Str)** A characters physical strength, fitness and forcefulness.

**Dexterity (Dex)** Physical co-ordination and agility, reflexes.

**Endurance (End)** A characters ability to sustain damage, stamina and determination.

**Intelligence (Int)** A characters intellect and quickness of mind.

**Intelligence Quotient (IQ)** To determine the characters approximate (IQ) score multiply their Intelligence characteristic score by 10 and add 30. For example, a character with an Intelligence characteristic score of 7 has an approximate IQ score of 100 ( $7 \cdot 10 = 70 + 30 = 100$ ).

**Education (Edu)** A measure of a characters learning and experience.

**Education Table**

Edu	Education Level
0	No formal education
1-3	Elementary school
4-6	Middle school
7-9	High school
10-11	Equivalent to a university Bachelors degree
12-13	Equivalent to a university Masters degree
14-15	Equivalent to a university Doctoral degree

**Social Standing (Soc)** A characters place in society. Social Standing is a measure of the characters status in their home society, the level of society from which the character and their family comes and an indication of the company in which they are comfortable.

### Social Standing Table

Soc	Social Class
0	No social class
1-5	Lower class
6-10	Middle class
11	Nobility: Knight, Knightess, Dame
12	Nobility: Baron, Baronet, Baroness
13	Nobility: Marquis, Marquessa, Marchioness
14	Nobility: Count, Countess
15	Nobility: Duke, Duchess

To find these characteristics Roll 12d6, arrange in groups of 2, assign to the stats

Characteristics major effect is their modifier or (DM, for Dice Modifier) on rolls the player makes in the game to resolve situations.

Score	DM
0	-3
1	-2
2	-2
3	-1
4	-1
5	-1
6	+0
7	+0
8	+0
9	+1
10	+1
11	+1
12	+2
13	+2
14	+2
15	+3

## 2.2 Background Skills

Before embarking on your careers, you get a number of background skills equal to 3 + your Education DM (1 to 5, depending on your Education score).

Homeworld: Growing up on your homeworld gave you skills that depend on the planets nature. You can select any skill that matches your homeworlds planetary description and trade codes. If you came from a planet already established, then consult those sources for the planets description.

Homeworld	Background Skill
Agricultural	Animals 0
Asteroid	Zero-G 0
Desert	Survival 0
Fluid Oceans	Seafarer 0
Garden	Animals 0
High Technology	Computers 0
High Population	Streetwise 0
Ice-Capped	Vacc Suit 0
Industrial	Trade 0
Low Technology	Survival 0
Poor	Animals 0
Rich	Carouse 0
Water World	Seafarer 0
Vacuum	Vacc Suit 0

Education: A formal education gives you a basic level of competence in various sciences and academic disciplines. Any character may choose from the following list:

Admin 0, Advocate 0, Art 0, Carouse 0, Comms 0, Computer 0, Drive 0, Engineer 0, Language 0, Medic 0, Physical Science 0, Life Science 0, Social Science 0, Space Science 0, Trade 0.

## 2.3 Careers

At many points during a career, a character will have to make a throw of some sort. Most of these throws are characteristic throws roll 2d6, add the DM from the listed characteristic, and try to get a total higher than the listed value. A throw of Int 8+ means roll 2d6, add your Intelligence DM, and you succeed if you roll an 8 or more. A few throws are skill checks, where you add any levels in that skill and the DM from an appropriate characteristic. For example, a throw of Gunnery 8+ would mean roll 2d6, add your Gunnery skill and the DM from an appropriate characteristic such as Dexterity, and get over 8.

### Career Format

**Qualification:** What you need to roll to enter that career. Military careers use Enlistment as the description for this roll instead of qualification. If you fail this check then you cannot enter your chosen career this term. You must either submit to the Draft or take the Drifter career for this term. You suffer a 1 DM to qualification rolls for each previous career you have entered. Once you leave a career you cannot return to it. The Draft and the Drifter career are exceptions to this rule you can be Drafted into a career you were previously in but got ejected from and the Drifter career is always open.

**Skills and Training:** Each career has skill tables associated with it Personal Development, Service Skills, Specialist Skills and Advanced Education. In each term you spend in a career, pick one of these tables and roll 1d6 to see which skill you increase. You may only roll on Advanced Skills if your character has the listed qualification (usually Education 8+ or a certain Rank). You may only roll on the Officer Skills if your career has one and if you have received a commission. Skills can be listed with or without an associated level. If no rank is listed, then you gain that skill at Level 1 if you do not have it already, or increases its level by one if you are already trained in that field. If a rank is listed, then you gain the skill at that level as long as it is better than your current level in that skill.

**Basic Training:** For your first career only, you get all the skills listed in the Service Skills table at Level 0 as your basic training. For any subsequent careers, you may pick any one skill listed in the Service Skills table at Level 0 as your basic training.

**Survival:** Each career has a survival roll. If you fail this roll, roll on the mishap table. This mishap is always enough to force you to leave the service. You lose the benefit roll for the current term only. A natural 2 is always a failure.

**Events:** If you are still in your career after resolving the survival roll, roll on the events table to see what interesting things befall you this term.

**Commission:** This only applies to the military careers of Army, Navy and Marines. A character who succeeds at a commission roll becomes a Rank 1 officer in that career, and uses the officer Rank table from then on. A character may attempt a commission roll once per term, and trying for commission is optional. If you obtain a commission after having already advanced several ranks, you become a Rank 1 officer as normal but you may add your two final ranks together for the purposes of determining benefits and pensions. Some events give a bonus DM to advancement rolls, or give automatic advancement. You can apply these DMs to commission rolls also.

**Advancement:** Each career has an advancement roll. If you make a successful Advancement roll, then you move to the next rank and gain an extra roll on any of the Skills and Training Tables for this career. You also get any benefits listed for your new rank. You may only attempt to advance once per term. If your result is equal to or less than the number of terms you have spent in this career, then you cannot continue in this career after this term. Either your services are no longer required, or events have caused you to leave, or perhaps you are simply bored and want a new challenge. If you roll a natural 12, then you must continue in this career.

**Ranks and Benefits:** You start at Rank 0 in your career. Each time you succeed at an advancement check, you move onto the next Rank. Some ranks have benefits associated with them, such as extra skills or more benefits. You gain these benefits as soon as you attain that rank.

**Mustering-Out Benefits:** When you leave a career for any reason, you gain material benefits from that career. There are two tables Cash and Benefits. You may only roll on the cash tables a maximum of three times, regardless of how many careers or benefit rolls you have. You get one benefit roll per full term served. Leaving due to a mishap means you lose the benefit roll for that term, but not previous full terms in that career. If you reached rank 1 or 2, you get an extra benefit roll when leaving that service. If you reached rank 3 or 4, you get two extra benefit rolls, and if you reached rank 5 or 6, you get three extra benefit rolls and may apply a +1 to rolls on the Benefits table that you gain from that career.

## 2.4 Scout

**Enlistment:** Int 5+ 1 DM for every previous career.

**Assignments:** Choose one of the following:

- Courier
- Survey
- Exploration

**Skills and Training:**

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Pilot (spacecraft or small craft)	Medic
2	+1 Dex	Survival	Navigation
3	+1 End	Mechanic	Engineer (any)
4	+1 Int	Astrogation	Computer
5	+1 Edu	Comms	Space Science (any)
6	Jack of all Trades	Gun Combat (any)	Jack of all Trades
Roll	Courier	Survey	Exploration
1	Comms	Sensors	Sensors
2	Sensors	Persuade	Pilot (spacecraft)
3	Pilot (spacecraft)	Pilot (small craft)	Pilot (small craft)
4	Vacc Suit	Navigation	Life Science (any)
5	Zero-G	Diplomat	Stealth
6	Astrogation	Streetwise	Recon

### Ranks and Skills

Rank	Title	Skill or Benefit
0		
1	Scout	Vacc Suit 1
2		
3	Senior Scout	Pilot 1
4		
5		
6		



## Mishaps

1d6	Mishap
1	Severely injured in action. (This is the same as a result of 2 on the Injury table.) Alternatively, roll twice on the Injury table and take the lower result.
2	Psychologically damaged by your time in the scouts. Reduce your Intelligence or Social Standing by 1.
3	Your ship is damaged, and you have to hitch-hike your way back across the stars to the nearest scout base. Gain 1d6 Contacts and 1d3 Enemies.
4	You inadvertently cause a conflict between the Imperium and a minor world or race. Gain a Rival and Diplomat 1.
5	You have no idea what happened to you they found your ship drifting on the fringes of friendly space.
6	Injured. Roll on the Injury table.

## Events

2d6	Events
2	Disaster! Roll on the mishap table, but you are not ejected from this career.
3	Your ship is ambushed by enemy vessels. Either run, and throw Pilot 8+ to escape, or treat with them and throw Persuade 10+ to bargain with them. If you fail the check, then your ship is destroyed and you may not re-enlist in the Scouts at the end of this term. If you succeed, you survive and gain Sensors 1. Either way, gain an Enemy.
4	You survey an alien world. Gain one of Animals (riding or training) 1, Survival 1, Recon 1 or Life Science (any) 1
5	You perform an exemplary service for the scouts. Gain a +1 DM to any one Benefit roll.
6	You spend several years jumping from world to world in your scout ship. Gain one of Astro-gation 1, Navigation 1, Pilot (small craft) 1 or Mechanic 1.
7	Life Event. Roll on the Life Events table.
8	When dealing with an alien race, you have an opportunity to gather extra intelligence about them. Roll either Sensors 8+ or Deception 8+. If you succeed, gain an Ally in the Imperium and a +2 DM to your next Advancement roll. If you fail, roll on the Mishap table, but you are not ejected from this career.
9	Your scout ship is one of the first on the scene to rescue the survivors of a disaster. Roll either Medic 8+ or Engineer 8+. If you succeed, gain a Contact and a +2 DM to your next Advancement check. If you fail, gain an Enemy.
10	You spend a great deal of time on the fringes of known space. Roll Survival 8+ or Pilot 8+. If you succeed, gain a Contact in an alien race and one level in any skill of your choice. If you fail, roll on the Mishap table.
11	You serve as the courier for an important message from the Imperium. Either gain one level of Diplomat, or take a +4 DM to your next Advancement roll.
12	You discover a world, item or information of worth to the Imperium. You are automatically promoted.

## Mustering Out Benefits

Roll	Cash	Other Benefits
1	5,000	+1 END
2	10,000	+1 INT
3	20,000	+1 EDU
4	30,000	Weapon
5	40,000	Weapon
6	50,000	Scout Ship
7	75,000	Scout Ship

## 2.5 Naval Crewman

The bulk of the crew on board any naval vessel are lowranking crewmen, serving under more senior officers. Unlike other careers, the crewman career is divided not by specialization, but by the type of the navy. Planetary navies are smallscale affairs, normally only a handful of pirate hunter and customs ships or system defense boats. Subsector navies are the backbone of the Imperium, providing local defense and patrolling the space ways. The Imperial Navy is the most prestigious assignment, but also the most dangerous.

Assignments: Choose one of the following:

- Planetary Navy: You served in one of the hundreds of local naval forces across the Imperium.
- Subsector Navy: You served in a subsector navy under the seal of the local duke, battling pirates and protecting trade routes.
- Imperial Navy: You served upon a major warship, watching the borders for incursions by foreign powers.

### Qualifications:

- Planetary Navy Int 5+
- Subsector Navy Int 6+
- Imperial Navy Int 7+

If you are aged 34 or more: 2 DM

Per previous career: 1 DM

### Career Progress

Navy	Survival	Advancement
Planetary Navy	Int 5+	Edu 7+
Subsector Navy	Int 6+	Edu 7+
Imperial Navy	Int 7+	Edu 7+

**Commission:** Edu 8+

### Skills and Training

1d6	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Str	Pilot (any)	Remote Operations
2	+1 Dex	Vacc Suit	Astrogation
3	+1 End	ZeroG	Engineer (any)
4	+1 Int	Discipline	Computers
5	+1 Edu	Mechanic	Medic
6	+1 Social	Gun Combat (any)	Tactics (naval)

  

1d6	Planetary Navy	Subsector Navy	Imperial Navy
1	Pilot (any)	Pilot (any)	Pilot (any)
2	Space Science	Mechanic	Engineer (any)
3	Sensors	Sensors	Sensors
4	Comms	Comms	Comms
5	Gunner (turret)	Gunner (any)	Gunner (any)
6	Mechanic	Vacc Suit	Discipline

## Ranks and Skills

Rank Code	Skill	Rank Code	Skill
E1		O1	Melee (blade) 1
E2	Mechanic or Discipline	O2	Leadership 1
E3			
E4	Vacc Suit		
E5			

## Mustering Out Benefits

Roll	Cash	Other Benefits
1	1000	None
2	2000	+1 Education
3	3000	+1 Social
4	4000	Contact
5	5000	Weapon
6	6000	1 Ship Share
7	10,000	Two Ship Shares

## Mishaps

2d6	Mishap
2	Severe budgetary cutbacks leads your squadron being mothballed. You are one of the unfortunates who are not reassigned.
3	You are placed in the frozen watch, but something goes wrong. One of your limbs atrophies but you are provided with a cybernetic replacement.
4	Your ship is destroyed in a naval battle. You survive in an escape pod, but the ensuing inquiries and postmortems end your career.
5	A serious accident occurs on your watch and you are blamed for it. The accident is not your fault and is the result of another crewmembers negligence, but you are blamed. Gain an Enemy.
6	Injured. Roll on the Injury table
7	You fall in love with a serving colleague who is already married or in a longterm relationship and the liaison is discovered. You are forced out of the service after a court martial for breaking regulations. Gain your lovers partner as an Enemy.
8	Severely wounded. Roll twice on the Injury table and take the lower result.
9	You are implicated in a scandal. You avoid any real blame, but your tarnished reputation leaves your career in tatters.
10	A vindictive officer sinks your career. Gain a Rival.
11	You catch an obscure alien virus that leaves you incapacitated for much of your tour and are medically discharged. Lose 1 from Strength, Dexterity and Endurance as the illness is never fully shaken off.
12	You are taken prisoner in action and are unable to continue in your role once repatriated.

## Events

d66	Event
11	Disaster! Roll on the mishap table, but you are not ejected from this career.
12	A boring assignment leads to temptation. Roll End 8+, if you fail you develop a drinking problem or addiction, gain Streetwise and a reliance on a semilegal drug or alcohol.
13	You stand out from the rank and file, and are groomed for advancement by a superior. Either gain Leadership, or take a +4DM to your next Advancement roll (in any naval career).
14	You become well known on board ship for a particular personal quirk. Roll 1d6 for your reputation: 1-2: Gambler (Gambling 0), 3: Poet (Art 0), 4: Athlete (Athletics 0); 5-6: Joker (Perform 0)
15	You may report a fellow crewman for dereliction of duty. If you do gain a +2 DM to your next promotion roll and a Rival. If you fail to do so your crew mate is thankful and becomes an Ally.
16	You are given a special assignment or duty on board ship. Gain a +1 DM to any one Benefit roll.
21	Your vessel participates in a notable military engagement. Gain one of Sensors 1, Engineer (any) 1, Gunnery (any) 1 or Pilot (any) 1.
22	You foil an attempted crime on board, such as mutiny, sabotage, smuggling or conspiracy. Gain an Enemy, but also gain a +2 DM to your next Advancement roll in the Navy.
23	You join a gambling circle on board. Gain Gambler 1 or Deception 1. If you wish, throw Gambler 8+. If you succeed, gain an extra Benefit roll from this career; if you fail, you lose one Benefit roll from this career.
24	There is a hostile stowaway on your ship. Throw Investigate 8+. If successful you catch the troublemaker, you gain +4 to your next Advancement roll. If you do not, your ship is sabotaged and you must roll on the Injury table.
25	You have a chance to save a fellow crewman. If you wish to make the attempt, roll Endurance 8+. If you fail, you are injured. If you succeed, gain a Contact.
26	When hunting an enemy ship, you play cat and mouse with it, chasing sensor ghosts and false trails. Roll Sensors 8+ to find it before it finds you. If you fail, the enemy ship escapes, becoming an infamous commerce raider take its commander as an Enemy.
3136	Life Event. Roll on the Life Events table.
4146	Naval Event. Roll on the Naval Events table.
51	You are attacked by a hostile native lifeforms during a survey mission. Roll Animal (training) 8+. If you succeed, you befriend the animal and can keep it as a pet. If you fail roll on the Injury table.
52	Your ship is boarded, and you find yourself fighting blade to blade with the enemy. Gain Melee (blades) 1 and a dueling scar.
53	You are attacked and overrun by natives during a survey mission. One of your crew falls behind. You must make a Athletics 8+ check to escape; if you stop to pick up the fallen crewman, you have a 2 DM to your roll. If you escape and rescue the crewman, gain an Ally. If you fail, roll twice on the Injury table and take the lowest result.
54	You are engaged in first contact with a minor species. Roll Diplomacy 8+; if you fail roll on the Injury table. Succeed and you gain one of Diplomacy or Carouse.
55	You are escorting a crew mate to his court martial when there is an escape attempt. Roll Melee (any) 8+, if you succeed you gain an Enemy and a +4DM to your next promotion roll. If you fail roll on the Injury table.
56	You take part in a boarding action against a pirate vessel. Roll Gun Combat (any) or Melee (any) 8+. If you succeed you gain one of Melee, Gun Combat or Tactics. If you fail roll on the injury table.
61	On a long survey mission, you pick up some useful skills. Gain Survival 1, Sensors 1, Navigation 1 or Recon 1.
62	You spend this term in the asteroid belts of a system, showing the navys presence and deterring pirates and claim jumpers. Gain one rank in Vacc Suit, Zero-G or Sensors.
63	You are assigned to various non-combat support vessels. Forced to work alongside reservists and civilian crews, you appreciate the Navy way of doing things even more. Gain one of Discipline, Carouse or Persuade.
64	You star in a series of documentaries featuring your ship and your role gains you 1D3 Contacts, within and/or outside of the navy.
65	You impress a visiting officer so much you may automatically enter a branch of the service of your choice that you have the qualifications for.
66	You display heroism in battle, helping save your ship. You may gain a promotion or a commission automatically.

## Naval Events

Roll 2d6	Event
2	Just a Flesh Wound: The character is grazed by shrapnel or stray munitions. Roll two dice on the Injury table, choosing the higher result.
3	Special Mission: The character is assigned a secret mission by the navy. The mission goes off without a hitch, but something from the mission may show up during the campaign. Discuss the exact nature of the mission with your Referee.
4	New Rival: Someone on board ship or encountered while serving takes a strong dislike to the character, and becomes a rival.
5	Shore Encounter: During a period of liberty, the character has a curious and memorable encounter with a civilian. Roll 1d6: 12: Romantic, 3: Alien, 4: Criminal, 5: Conspiracy, 6: New Contact.
6	New Contact: The character picks up a new contact. Roll 1d6: 13: Naval, 45: Civilian, 6: Superior officer or unusual.
7	Cross Training: You receive training in a different branch of the navy. Roll on any Service Skill table besides your own. You can join this branch if you meet its requirements next term with a +4DM to enlistment.
8	Extra Training: You are given extra training. Roll Education 8+ to gain any one skill.
9	Lifesaver: You save the life of a crewman who becomes a lifelong friend. Gain a new Ally.
10	Holding Action: You are on board a warship that holds off a vastly superior hostile force for a prolonged period of time before relief arrives. This action results in all the crew being considered heroes both within the navy and amongst the wider population. Increase Social Standing by one or gain a +1 DM to your next Benefits roll.
11	Medal: Roll over (10 the number of terms since you last won a medal) to win a medal. If you roll the indicated number or higher, you are awarded the citation for Meritorious Performance of Duties. If you roll three or more higher than the indicated number, you are awarded a Medal for Conspicuous Gallantry.
12	Unusual Event: Something odd has occurred. Roll 1d6: 1: One of your crew mates is a secret telepath, who offers to train you in psionics. You may test your Psionic Strength Potential and, if strong enough, take the Psionist career next term. 2: You are framed for a crime, and imprisoned for the remainder of this term. You are then ejected from the navy. 3: Your ship misjumps, and has to make a long voyage home. Increase your age by 1d6 years and gain half as many skills, rounding up. 4: You uncover evidence of a conspiracy within the navy. Either join them, or reveal their existence and gain 1d3 Enemies. 5: You are captured and interrogated by agents of a foreign power. You manage to escape or be rescued (or did they let you go?). 6: Your ship encounters an anomaly, possibly connected to the Ancients.

## 2.6 Life Events

d66	Event	Description
11	Sickness or Injury	The character is injured or contracts a serious illness. Throw on the Injury Table
12	Birth.	Someone close to the character gives birth, or is born. The character is involved in some fashion (mother, father, relative, godparent, or similar).
13	Death.	Someone close to the character dies (a close friend or family member). Alternatively, one of the characters Allies dies.
14	Bad Luck.	The character has a run of bad luck. Lose one benefit throw for this career.
15	Bad Luck.	The character becomes addicted to something. It could be gambling, alcohol, drugs or something more exotic.
16	Bad Luck.	The character loses their job. They must pick a new career next term.
21-26	Language.	The character learns a new language. Gain Language (any) 1.
31-36	New Contact.	The character gains a Contact.
41	Relationship.	A romantic relationship involving the character ends. Badly. Change an Ally to an Enemy.
42	Relationship.	A romantic relationship involving the character deepens; possibly leading to marriage or some other emotional commitment.
43	Relationship.	A relationship involving the character deepens. Change a Contact into an Ally or a Rival into a Contact.
44	Relationship.	The character becomes involved in a new romantic relationship. Gain an Ally.
45	Betrayal.	The character is betrayed by someone close to them. Change an Ally into an Enemy.
46	Betrayal.	The character is betrayed by a friend. Change a Contact into a Rival.
51	Betrayal.	The character is betrayed by a stranger. Gain an Enemy.
52	Betrayal.	The character is able to work out problems with a former betrayer. Change a Rival into a Contact.
53	Travel.	The character spends a lot of time travelling. Gain either Survival 1 or Vacc Suit 1.
54	Travel.	The character travels extensively on their home planet. Change any one Background skill to level 1.
55	Travel.	The character spends a lot of time in space. Gain one of Vacc Suit 1, Zero-G 1 or Steward 1.
56	Travel.	The character moves to another planet. Gain +2 DM on your next Qualification throw.
61	Good Fortune.	The character's lifelong dream comes true. Gain one of +1 Intelligence, +1 Education or +1 on a benefit throw for this career.
62	Good Fortune	The character does something that is heroic or noteworthy and is briefly famous. Increase Social Standing by 1.
63	Good Fortune.	The character comes into some money unexpectedly. Gain +2 DM on a benefit throw for this career.
64	Crime.	The character commits, or is accused of committing, a crime. Reduce your Social Standing by 1.
65	Crime.	The character is the victim of a crime. Lose one benefit throw.
66	Unusual Event.	Throw 2d6 to determine the type of unusual event.

## Unusual Event

2d6	Unusual Event
2	Contact with Government. You briefly come into contact with the highest echelon of the Imperium an Archduke or the Emperor.
3	Game show. You are a contestant on a game show watched by millions of people.
4	Disaster. You are at the site of a major disaster and your heroic actions (real or not) are caught on video making you a celebrity for a short time. Gain +1 Social Standing.
5	Alien artefact. You have a strange and unusual device from an alien culture that is not normally available to humans.
6	Contact with Imperial Intelligence. You come into contact with Imperial Intelligence or the intelligence agency of a rival government
7	Psionics. The character encounters a Psionics Institute. You may immediately test your Psionic Strength and, if you qualify, take the Psion career next term.
8	Aliens. You spend time among an alien race. Gain one level of Life Sciences (biology) and a Contact among an alien race.
9	Amnesia. Something happened to you, but you dont know what it was.
10	Contact with your Leader. You briefly come into contact with the leader of your world. Gain a Contact among the government.
11	Celebrity. You come into contact with a very famous celebrity or sports figure.
12	Ancient Technology. You have something older than the Imperium, or even something older than humanity.

## 2.7 Injuries

Characters that are wounded in combat or accidents during character creation must roll on the Injury table.

**Injury Table**

1d6	Injury
1	Nearly killed. Reduce one physical characteristic by 1d6, reduce both other physical characteristics by 2 (or one of them by 4).
2	Severely injured. Reduce one physical characteristic by 1d6.
3	Missing eye or limb. Reduce Strength or Dexterity by 2.
4	Scarred. You are scarred and injured. Reduce any one physical characteristic by 2.
5	Injured. Reduce any physical characteristic by 1.
6	Lightly injured. No permanent effect.

**Injury Crisis** If any characteristic is reduced to 0, then the character suffers an injury crisis. The character dies unless he can pay 1d6 x 10,000 credits for medical care, which will bring any characteristics back up to 1. The character automatically fails any Qualification checks from now on he must either continue in the career he is in or become a Drifter if he wishes to take any more terms.

**Medical Care** If your character has been injured, then medical care may be able to undo the effects of damage. The restoration of a lost characteristic costs 5,000 Credits per point.

## Chapter 3

# Skills

### Skills

If a character has no level in a skill, then he is untrained and will suffer a 3 Dice Modifier when trying to use that skill.

If a character has zero level in a skill (Skill 0), then he is competent in using that skill, but has little experience. He does not get any bonus from his skill ranks when using that skill but at least he avoids the penalty for being untrained.

If a character has one or more level in a skill (Level 1, Level 2, and so on) then he is trained in that skill. Each rank represents several years of experience using that skill. A character with Level 23 in a skill is a skilled professional in that field.

Some skills have specialties specialised forms of that skill. A character picks a specialty when he gains level 1 in a skill with specialties. For example, a character might have Engineer 0, allowing him to make any Engineer skill checks without an unskilled penalty. He might then gain a level in Engineer, giving him Engineer (Jump drives) 1. He would make all Engineer checks involving Jump drives at a +1 DM, but would make all other Engineer checks at a +0 DM. A character can have multiple specialties in a skill an engineer might have Engineer (Jump drives) 1 and Engineer (power plant) 2. He would make checks related to Jump drives with a +1 DM, checks related to power plants with a +2 DM and all other Engineer checks with a +0 DM.

**Skills and Tasks** The Referee should only call for checks:

- when the characters are in danger.
- when the task is especially difficult or hazardous.
- when the characters are under the pressure of time.
- when success or failure is especially important or interesting.

### Task Checks

To make a check, the player rolls 2d6 and any appropriate Dice Modifiers. If the total is 8 or more, the character succeeds. The most common forms of task checks are characteristic checks and skill checks.

**Characteristic Check:**



These checks are used when the task is one not covered by an obvious skill, or where the characters innate abilities are the most important influence on the result. To make a Characteristic check, roll 2d6 and add the appropriate characteristic Dice Modifier.

**Skill Check:**

For a skill check, the character adds both his skill level and an appropriate characteristic DM. When making a skill check, if a character does not have any levels in that skill, then he suffers a 3 unskilled Dice Modifier.

**Task Difficulties**

- Simple tasks have a difficulty DM of +6.
- Easy tasks have a DM of +4.
- Routine tasks have a difficulty DM of +2.
- Average tasks have a difficulty DM of +0.
- Difficult tasks have a difficulty DM of 2.
- Very difficult tasks have a DM of 4.
- Formidable tasks have a difficulty DM of 6.

**Situational Modifiers**

If a character has help, such as good tools, competent aids or other beneficial circumstances, he receives a +1 DM to his skill check.

**Effect**

If the degree of success is important, then subtract 8 from the total of the dice roll plus Dice Modifiers. This margin of success is referred to as the Effect.

**Success**

Effect Total	Success
0	Marginal Success: The character barely succeeds at the task, and may have to accept a condition on his success. He fixes the engine but it will overheat. He finds a buyer for the goods but the buyer is a untrustworthy criminal.
15	Average Success: The character succeeds normally.
6+	Exceptional Success: The character succeeds in an impressive and elegant fashion.

**Failure**

Effect Total	Failure
Less than 6	Exceptional Failure: The character failed as completely as it is possibly to fail. Anything that can go wrong goes wrong. If attempting to repair a device, the device is further damaged or even destroyed. In a social situation, the character gets into further trouble.
2 to 5	Average Failure: The character has failed the task.
1	Marginal Failure: The character has almost, almost succeeded, and the Referee may permit him to scrape a success if he takes a significant consequence. A character trying to jump across a chasm hangs onto the far side by his fingernails but can only pull himself up if he drops his backpack. A character trying to land a ship can bring it down safely but the ship may never fly again. A character hacking a computer gets in but the security programs can trace his location.

### 3.1 Skill List

**Admin** This skill covers bureaucracies and administration of all sorts, including the navigation of bureaucratic obstacles or disasters.

**Advocate** Advocate gives a knowledge of common legal codes and practices, especially interstellar law.

**Animals** This skill, rare on industrialized or technologically advanced worlds, is for the care of animals.

- Riding: The character knows how to ride an animal who is trained to bear a rider.
- Veterinary: The character is trained in veterinary medicine and animal care.
- Training: The character knows how to tame and train animals.
- Farming: The character can grow and harvest crops and raise animals.

**Athletics** The character is a trained athlete and is physically fit.

- Co-ordination: Climbing, juggling, throwing.
- Endurance: Long-distance running, hiking.
- Strength: Feats of strength, weight-lifting.
- Flying: Species that fly gain this skill for free at level 0.
- Bow: Using Bow and Crossbow class weapons

**Art** The character is trained in a type of creative art.

- Acting: The character is a trained actor, at home on the stage, screen or holo.
- Dance: The character is trained dancer and performer.
- Holography: Recording and producing aesthetically pleasing and clear holographic images.
- Instrument: Playing a particular musical instrument, such a flute, piano or organ.
- Sculpting: Making artistic or abstract sculptures in a variety of media.
- Writing: Composing inspiring or interesting pieces of text.

**Astrogation** This skill is for plotting the courses of starships and calculating accurate jumps.

**Battle Dress** This skill permits the character to operate advanced battle armor.

**Broker** The Broker skill allows a character to negotiate trades and arrange fair deals.

**Carouse** Carousing is the art of socializing; of having fun, but also ensuring that other people have fun, of infectious good humor.

**Comms** The Comms skill covers the use of modern telecommunications opening communications channels, querying computer networks, jamming signals and so on, as well as the proper protocols for communicating with starports and other spacecraft.

**Computers** The Computers skill is for using and controlling computer systems.

**Deception** Deception allows a character to lie fluently, disguise himself, perform sleight of hand and fool onlookers.

**Diplomat** The Diplomat skill is for negotiating deals, establishing peaceful contact and smoothing over social faux pas.

**Drive** This skill is for controlling ground vehicles of various types. There are several Specialties.

- **Mole:** For controlling vehicles that move through solid matter using drills or other earth-moving technologies, like plasma torches or cavitation.
- **Tracked:** For tanks and other vehicles that move on tracks.
- **Wheeled:** For automobiles and similar ground cars.
- **Hovercraft:** This is the skill of operating hovercraft, which behave much differently than conventional vehicles on most surfaces.
- **Walker:** Though usually computer-controlled, walking vehicles require a different set of skills to any other land vehicle. This covers the use of two, four, or even eight-legged walkers.

**Engineer** The Engineer skill is used to operate and maintain spacecraft and advanced vehicles.

- **Maneuver Drive (M-Drive):** Maintaining and operating a spacecrafts maneuver drive, as well as its artificial gravity.
- **Jump Drive (J-Drive):** Maintaining and operating a spacecrafts Jump drive.
- **Electronics:** All forms of computing hardware, sensors and other electronics and electrics.
- **Life Support:** Covers oxygen generators, heating and lighting and other necessary life support
- **Power:** Maintaining and operating a spacecrafts power plant.

**Explosives** The Explosives skill covers the use of demolition charges and other explosive devices, including assembling or disarming bombs.

**Flyer** The various Specialties of this skill cover different types of flying vehicles.

- **Grav:** This covers air/rafts and other vehicles that use gravitic technology. Grav vehicles have theoretically perfect maneuverability and can hover, but skill checks may be necessary when performing high-speed aerobatics.
- **Rotor:** For helicopters, hovercraft and other similar craft. Rotor craft can hover but may require skill checks to keep steady in the face of adverse environmental conditions.
- **Wing:** For jets and other airplanes using a lifting body. Winged aircraft must keep moving forwards or they will stall and fall out of the sky.
- **Airship:** This is the skill of piloting balloons and airships, of any sort.

**Gambler** The character is familiar with a wide variety of gambling games, such as poker, roulette, blackjack, horse-racing, sports betting and so on, and has an excellent grasp of statistics and probability.

**Gunner** The various Specialties of this skill deal with the operation of ship-mounted weapons in space combat.

- **Turrets:** Operating turret-mounted weapons on board a ship.
- **Ortillery:** An abbreviation of Orbital artillery using a ships weapons for planetary bombardment or attacks on stationary targets.
- **Screens:** Activating and using a ships energy screens like Black Globe generators or meson screens.
- **Capital Weapons:** Operating bay or spinal mount weapons on board a ship.

**Gun Combat** The Gun Combat skill covers a variety of ranged weapons.

- **Slug Rifle:** Using rifle weapons such as the auto rifle or gauss rifle.
- **Slug Pistol:** Using pistols like the body pistol or snub pistol.

- Shotgun: Using shotguns.
- Energy Rifle: Using advanced energy weapons like laser rifles or plasma rifles.
- Energy Pistol: Using advanced pistol-style energy weapons like laser pistols and stunners.

**Heavy Weapons** The Heavy Weapons skill covers man-portable and larger weapons that cause extreme property damage, such as rocket launchers, artillery and plasma weapons.

- Launchers: Rocket launchers and grenade launchers.
- Rapid fire: Light and Heavy machine guns or anti-aircraft cannon.
- Man Portable Artillery: Man portable fusion and plasma weapons the FGMP, PGMP and similar.
- Field Artillery: Fixed guns, mortars and other indirect-fire weapons.
- Vehicle: Heavy weapons of any class mounted on a moving vehicle.

**Investigate** The Investigate skill incorporates keen observation, forensics, and detailed analysis.

**Jack of All Trades** The Jack of All Trades skill works differently to other skills. It reduces the unskilled penalty a character receives for not having the appropriate skill by one for every level of Jack of All Trades.

**Language** There are numerous different Language Specialties, each one covering reading and writing a different language. All characters can speak and read their native language without needing the Language skill, and automated computer translator programs mean that Language skills are not always needed on other worlds. Having Language 0 implies that the character has a smattering of simple phrases in many languages.

**Leadership** The Leadership skill is for directing, inspiring and rallying allies and comrades.

**Mechanic** The Mechanic skill allows the character to maintain and repair most equipment.

**Medic** The Medic skill covers emergency first aid and battlefield triage as well as diagnosis, treatment, surgery and long-term care.

**Melee** The melee skill covers attacking in hand-to-hand combat.

- Unarmed Combat: Whether it is trained martial arts or street fighting learned the hard way, this is the skill for using your body as a weapon.
- Blade: Attacking with swords, rapiers, blades and other edged weapons.
- Bludgeon: Attacking with maces, clubs, staves and so on.
- Natural Weapons: The favored combat skill of wild animals, this covers fighting with claws, teeth, and other weapons that are a part of you.

**Navigation** Navigation is the planet side counterpart of astrogation, covering plotting courses and finding directions on the ground.

**Persuade** Persuade is a more casual, informal version of Diplomacy.

**Pilot** The Pilot skill Specialties cover different forms of spacecraft.

- Small Craft: Shuttles and other craft under 100 tons.
- Spacecraft: Trade ships and other vessels between 100 and 5,000 tons.
- Capital Ships: Battleships and other ships over 5,000 tons.

**Recon** A character trained in Recon is able to scout out dangers and spot threats, unusual objects or out of place people.

**Remote Operations** Remote operations is the skill of using telepresence to remotely control drones, missiles, robots and other devices.

**Science** There are four separate Science skills Physical Sciences, Life Sciences, Social Sciences and Space Sciences. Each science skill has a number of specializations.

- Physical Sciences
  - Physics: The study of the fundamental forces.
  - Chemistry: The study of matter at the atomic, molecular, and macromolecular levels
  - Electronics: The study of circuits and computers.
- Life Sciences
  - Biology: The study of living organisms.
  - Cybernetics: The study of blending living and synthetic life.
  - Genetics: The study of genetic codes and engineering.
  - Psionics: The study of psionic powers and phenomena.
- Social Sciences
  - Archeology: The study of ancient civilizations. It also covers techniques of investigation and excavations.
  - Economics: The study of trade and markets.
  - History: The study of the past, as seen through documents and records as opposed to physical artifacts.
  - Linguistics: The study of languages.
  - Philosophy: The study of beliefs and religions.
  - Psychology: The study of thought and society.
  - Sophontology: The study of intelligent living creatures.
- Space Sciences
  - Planetology: The study of planet formation and evolution.
  - Robotics: The study of robot construction and use.
  - Xenology: The study of alien life forms.

**Seafarer** The Seafarer skill covers all manner of watercraft and ocean travel.

- Sail: This skill is for wind-driven watercraft.
- Submarine: For vehicles that travel underwater.
- Ocean Ships: For large, motorized sea-going vessels.
- Motorboats: For motorized small craft.

**Sensors** The Sensors skill covers the use and interpretation of data from electronic sensor devices, from observation satellites and remote probes to thermal imaging and densitometers.

**Stealth** A character trained in the Stealth skill is adept at staying unseen and unheard.

**Steward** The Steward skill allows the character to serve and care for nobles and high-class passengers.

**Streetwise** A character with the Streetwise skill understands the urban environment and the power structures in society.

**Survival** The Survival skill is the wilderness counterpart of the urban Streetwise skill the character is trained to survive in the wild, build shelters, hunt or trap animals, avoid exposure and so forth.

**Tactics** This skill covers tactical planning and decision making, from board games to squad level combat to fleet engagements.

- Military Tactics: Coordinating the attacks of foot troops or vehicles on the ground.
- Naval Tactics: Coordinating the attacks of a spacecraft or fleet.

**Trade** A character with a Trade skill is trained in producing some useful goods or services.

- Biologicals: Engineering and managing artificial organisms.
- Civil Engineering: Designing structures and buildings.
- Space Construction: Building orbital habitats and megastructures.
- Hydroponics: Growing crops in hostile environments.
- Polymers: Designing and using polymers.

**Vacc Suit** The Vacc Suit skill allows a character to wear and operate spacesuits and environmental suits. If the character does not have the requisite Vacc Suit skill for the suit he is wearing, he suffers a 2 DM to all skill checks made while wearing a suit for each missing level.

**Zero-G** Having the Zero-G skill means the character is adept at moving around in micro-gravity environments and free fall. A character without the Zero-G skill suffers a 2 DM to all checks made in free-fall.

## Chapter 4

# Combat

**COMBAT** If the combatants are all unprepared for combat, then each rolls 2d6 and adds their Dexterity DM to determine starting Initiative. Initiative determines the order that characters act in, but it can also be spent to react to events. If some of the combatants are ready for combat and some are not, such as in an ambush, the prepared characters are considered to get an automatic 12 on their roll, giving them an Initiative of 12 + Dexterity DM. Characters who have the Tactics skill may make a Tactics check and add the Effect of this check to the Initiative of everyone in their unit.

### The Combat Round

Each combat round lasts around six seconds of game time. In a combat round each character gets a minor action and a significant action. Actions are taken in descending order of Initiative. If two characters have the same Initiative, the character with the highest Dexterity goes first. If they are still tied, then characters act simultaneously. When a character acts, he takes all his actions at once. Once everyone has acted a combat round is over and a new round begins. Initiative is not re-rolled but is dynamic, and may be adjusted up and down by actions taken during a round.

### Dynamic Initiative

During the course of a round a characters Initiative score may be changed by reactions, recoil and hastening. Any changes affect your Initiative for one round only either the current round if you have yet to act or the following round if you have acted already. Reactions reduce your Initiative in order to allow you to defend yourself from attacks. Recoil slows you down if you are using a weapon heavier than you can handle. Hastening your action lets you act sooner but at a penalty to your roll. At the start of each combat round a character may declare that he is acting hastily. This gives him a +2 bonus to his Initiative for that round only but all his actions receive a 1 DM. A character can only hasten once.

### Minor Actions

**Movement** The character moves up to six metres. Difficult terrain, such as rubble, mud or thick underbrush can halve a characters movement, allowing him to move only three metres per movement action. Crouching also halves movement.

**Changing Stance** A character can change to any one of the three stances prone, crouched or standing as a minor action.

**Drawing and Reloading** The time taken to draw a weapon depends on its size and ease of use. The number of minor actions to ready or reload a weapon is listed in the description of each

weapon. Most weapons take one minor action to draw and another minor action to reload, but some weapons are especially fast or slow.

**Aiming** A character who spends a minor action aiming at a target gets a +1 DM to his next attack on the target, as long as the character does nothing except aim until he makes his attack. A character may spend multiple actions on aiming, gaining a maximum aiming DM of +6 if he spends six minor actions on aiming.

**Miscellaneous** The Referee may permit a character to perform a skill check or other action as a minor action if the use of the skill does not require the characters full attention or complex physical actions.

### Significant Actions

**Minor Actions** A character can take two minor actions instead of a significant action.

**Miscellaneous** A character may make a skill check or do something else as a significant action when such an action requires the characters full attention, concentration, complicated physical actions or some combination thereof.

**Attack** The most common significant action is an attack. The basic attack action is trying to injure a foe with a melee attack or a ranged weapon. The attacker declares his target, and the foe may choose to react. The attacker then makes a skill check, and if successful, deals damage to his target. As with any other skill check, the standard roll for success is 8+.

The standard skill checks used in making an attack are:

Melee Attack = 2d6 + Melee (appropriate specialty) + Strength or Dexterity DM (attackers choice)

Shooting Attack = 2d6 + Gun Combat (appropriate specialty) or Heavy Weapons (appropriate specialty) + Dexterity DM

Thrown Attack = 2d6 + Athletics (co-ordination) + Dexterity DM

Common Modifiers to Attacks Bonuses

Penalties

Aiming +1 per Aim action

Cover 0 to 6

Laser Sight +1 if aiming

Movement 1 for every 10 full metres of target movement Intelligent Weapon +1 if total DM is within the programs tolerance

Target Dodges (Reaction) 1

Environmental Effects 1 to 2

Range 0 to 6

Weapon Type	Personal	Close	Short	Medium	Long	Very Long	Distant
Pistol	-2	0	0	-2	-4	NO	NO
Shotgun	-2	0	0	0	-4	NO	NO
Assault Weapon	-3	-1	0	0	-1	-2	-6
Rifle	NO	-1	0	0	0	-1	-2
Rocket	NO	NO	0	0	0	0	-2



Target Stance 2 if attacking a prone target at Medium or greater range +2 if attacking a prone target at Personal range

Target Parries (Reaction) -Defenders Melee skill

Recoil and Heft When you make an attack, compare your Strength DM to the Recoil rating of the weapon you are using. If your Strength DM is lower then the difference is applied to your initiative next round. Melee weapons have a rating called Heft which works in exactly the same way.

When firing automatic weapons in burst mode, increase Recoil by 1. When firing them on full auto increase Recoil by half the Auto score.

Reactions The more time a character spends reacting, the longer it will be until he acts himself. Each reaction lowers Initiative by 2 and applies a 1 DM to all skill checks until the following round. There is no limit to how many times a character can react in a round but a character can only react once to each attack and the penalties from reacting are cumulative.

A character can only react to attacks that he is aware of.

Dodging A character who is being attacked may dodge, giving his attacker a 1 DM and giving himself a 1 DM on all skill checks until the next round. If the character is in cover or has an obstruction to duck or dodge behind, the DM to hit him is increased to 2.

Parrying A character who is being attacked in melee can parry, applying his Melee skill as a negative DM equal to the attack roll. A parrying character also has a 1 DM on all skill checks until the next round.

Other Actions Free Actions Some actions are so fast they do not even qualify as a minor action shouting a warning, pushing a button, checking your watch, and so on. A character can perform as many of these free actions as he likes in a turn, although if he performs several the Referee may require him to spend a minor or even a significant action on his various tasks.

Extended Actions Some skill checks will take longer than a single combat round to complete. Make a Timing roll for the task and then work out how many six second combat rounds it will take to complete. A character engaging in an extended action cannot do anything else but can abandon their action at any time and return to the normal Initiative order. A character who is hit by an attack while undertaking an extended action must make an 8+ roll using the skill in question with a negative DM equal to the amount of damage the attack causes (after armour). Failure indicates that this rounds work does not count towards the completion of the task. Failure by six or more (an Exceptional Failure) ruins the task and the character must start again.

Delay A character does not have to act when his turn comes up in the Initiative order. He may act at any later point during the round, even interrupting anothers actions to do so. When he acts, his Initiative is set to the count on which he acted. If the character has not acted by the end of the round he may choose to act first in the next round, effectively giving up his actions in the previous round in exchange for an Initiative advantage. His new Initiative is set to one higher than that of the current first person in the order. When multiple characters are delaying and all wish to act first in the following round, their Initiatives are all set to the same score and they act in Dexterity order as normal.

Special Considerations Automatic Weapons Automatic weapons any with a number listed in the Auto column are capable of three fire modes: single-shot, burst, and auto-fire. When using single shots, make attacks as normal. When using burst fire, add the Auto value to the damage. Burst fire uses a number of rounds equal to the Auto rating. When using auto-fire, roll a number of dice equal to the Auto rating of the weapon and sort them into pairs as you wish. Each pair is an attack. Auto-fire attacks can be allocated to as many different targets as you have attacks provided all the targets are within six metres of each other. Auto-fire attacks cannot benefit from a skill any higher than level 1.

Weapon skills of 2 or higher only count as 1 when making auto-fire attacks. Auto-fire uses a number of rounds equal to 3 x the Auto rating.

Battlefield Comms Communications technology is a vital part of the battlefield. If a character is not in communication with the rest of his unit and his commander, then he cannot benefit from Tactics or Leadership. Characters who benefitted from Tactics at the start of combat and are later cut off from their commander have their Initiative lowered by the same amount it was boosted at the start of combat. Unlike other Initiative modifications, this lasts until combat ends or communication is re-established. There are several methods of communication:

Direct: This covers hand signals and verbal communications. Hardlinks: Hardlinks are wires or other physical connections, and cannot be jammed. Radio: Radio communications allow communications as long as the radio signal can get through they can be jammed or blocked by local conditions. Laser: Two characters with tight beam lasers are in communication as long as line of sight exists between a character and another friendly laser-comm equipped character. Masers: These work just like lasers, but can cut through smoke and aerosols. Meson: Meson communicators cannot be jammed or blocked, but cannot be used while a character is moving.

Battlefield Sensors There are several types of sensors.

Bioscanner: Bioscanner sniffers detect airborne pathogens and hazardous chemicals. Infra-Red (Heat): Infra-red sensors detect warm bodies, and negate concealment from smoke and soft cover, but can be jammed by strong heat sources. Densitometer: An outgrowth of gravitic technology, a densitometer can scan an area and plot variable densities, effectively creating a three-dimensional map of all objects. Electromagnetic Detectors: These sensors can detect unshielded high-power electrical devices, such as gauss weapons or transmitters. Laser-Assisted Targeting: A low-powered laser is reflected off the target, giving targeting data to the firer. Light Intensification: Light intensification technology magnifies visible light, negating the penalties for darkness or low light. Motion Sensors: Can detect motion within range. Neural Activity Sensor: A combination of highly sensitive EM-detectors and psionic theory, NAS detectors pick up on the brain activity of living beings and classifies them according to amount and complexity, giving a rough idea of the intelligence of subjects.

Certain battlefield conditions affect ranged attacks:

Darkness: Low light gives a 1 DM to ranged attacks. Complete darkness gives a 4 DM. Light penalties can be avoided by using sensors to target instead of the naked eye. Smoke or Fog: Smoke gives a 1 DM to ranged attacks by obscuring the target; especially thick and impenetrable smoke gives a 2 DM. These penalties are doubled for laser weapons. Extreme Weather: Driving wind, rain, snowstorms and so forth give a 1 DM to ranged attacks from poor visibility and a 1 DM to ranged attacks from environmental interference. Sensors can be used to avoid the visibility penalty.

Cover Any sort of low wall, undergrowth, convenient rocks or other objects can serve as cover. Attacks made on characters who are behind cover suffer the negative cover DM on the table below. Crouching or prone targets (see overleaf) can claim cover one step higher on the table. If a character in full cover is crouching or prone they are impossible to hit but cannot return fire.

Cover Cover DM 1/4 (undergrowth, small rock, corner of a building) 0 1/2 (thick forest, low wall, crate) 1 3/4 (jungle, trench, reinforced position) 2 Full (pillbox) 4

Explosions Grenades, rockets and other explosives affect an area. A character caught in an explosion may dodge at the usual Initiative cost. A character who dodges an explosion may reduce the damage by 1d6 if he just dodges or by half if he dives for cover. A character who dives for cover ends up prone and loses his next significant action.

Firing into Combat If a character is firing a weapon at a target who is at Personal range to another combatant, then the attack suffers a 2 DM. If the attack misses, roll 1d6. On a 4+, the attack hits the nearest other combatant to the original target.

**Grappling** A character can attempt to wrestle or grab another person instead of hitting him. The attacker must move to Personal range and beat his target in an opposed Melee (unarmed) check. If he wins, he may do any one of the following:

Knock his opponent prone. Disarm his opponent. If he succeeds by 6+ he can take the weapon away; otherwise it ends up on the floor. Throw his opponent up to three metres for 1d6 damage. Inflict damage equal to 2 + the Effect. Escape the grapple and move away (as if with a normal movement action). Continue the grapple with no other effects. Drag his opponent up to three metres.

Throwing an opponent always ends the grapple. With any other option the winner can choose to end or continue the grapple as he sees fit. A character in a grapple cannot move or do anything other than make opposed Melee checks. Each time an opposed check is made the winner can choose an option from the above list.

Range Personal combat is divided into a series of range bands:

Range Distance to Target Squares to Target Personal Less than 1.5 metres 0 (combatants are in the same square) Close 1.5 to 3 metres 1 to 2 squares Short 3 to 12 metres 3 to 8 squares Medium 12 to 50 metres 9 to 34 squares Long 51 metres to 250 metres 35 to 166 squares Very Long 251 metres to 500 metres 167 to 334 squares Distant 501 metres+ 334 squares+

Stance A character can be standing, crouched or prone.

A standing character uses the normal rules. A crouching character moves at half speed but can make better use of cover. If a crouching character is in cover, consider it one row lower on the Cover.

A prone character cannot make melee attacks or dodge. He may make improved use of cover like a crouching character and he may still parry melee attacks. All ranged attacks targeting him suffer a 2 DM penalty. At Close range, the penalty is reduced to +0; a prone character being attacked at Personal range grants a +2 DM to attacks against him.

**Tactics and Leadership** The Tactics skill can be used to give an Initiative bonus to a whole unit at the start of combat. The unit commander may make a Tactics check, and everyone in the unit may increase their Initiative by the Effect of the check.

The Leadership skill can be used to increase another characters Initiative. The character with Leadership makes a Leadership check, and the target characters Initiative is increased by the Effect of the check. Making a Leadership skill check is a significant action.

**Thrown Weapons** There are two kinds of thrown weapons: the first kind strike a single target and do damage from the force of their impact, such as throwing knives or a thrown rock. These use the normal rules for ranged combat. The other kind of thrown weapon is a grenade or other explosive projectile that inflicts no damage from impact but typically delivers a harmful payload. The first kind of thrown weapon adds the Effect of the Athletics (co-ordination) check to its damage. The second does not.

If the attack fails the projectile scatters in a random direction for (6 + Effect) metres. This is usually only important if the projectile explodes on or after impact.

**Damage** Each weapon lists the damage it inflicts as a number of d6. Add the Effect of the attack roll to this damage.

Damage is applied initially to the targets Endurance. If a target is reduced to Endurance 0, then further damage is subtracted from the targets Strength or Dexterity. If either Strength or Dexterity is reduced to 0, the character is unconscious and any further damage is subtracted from the remaining physical characteristic. If all three physical characteristics are reduced to 0, the character is killed.

**Armour** Armour reduces damage by the value of the armour. A hit with Effect 6+ always inflicts at least one point of damage, regardless of the targets armour.

## Chapter 5

# Gear and Weapons

## Chapter 6

# Siop y Rhyfelwr Dawel.

Shop of the Silent Warrior

# Index

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