

# SPACEMASTER: DATANET™

Issue #1

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## Introduction

Welcome to the premiere issue of *Spacemaster Datanet*. The purpose here is to expand and enhance your *Spacemaster* game, both by broadening the rules and by deepening the setting details, giving you a richer and more fulfilling game and game environment.

These issues will contain two basic types of information, supplements and previews. In the supplemental rules we will flesh out sections of the system that have had poor treatment. In preview materials we will explore information that are scheduled for books of future or questionable status. For instance, the Gamemaster's book is still on the schedule, but it seems unlikely that an ISC sourcebook will be produced in its originally envisioned form. Information from both are included in this book.

Enjoy.

**WARNING!** All Items in this PDF should be considered optional and completely unofficial.

## Credits

**Author:** Rob Defendi

**Editor:** Heike Kubasch

**Editing, Pagemaking, & Layout:** Tim Dugger & Sherry Robinson

**Artwork:** David Bezzina, Steven Farris,

Craig Henderson, Mike Jackson, Jeff Laubenstein,

### ICE Staff

**CEO:** Bruce Neidlinger

**President:** Heike Kubasch

**Office Manager/Cust. Service:** Lori Dugger

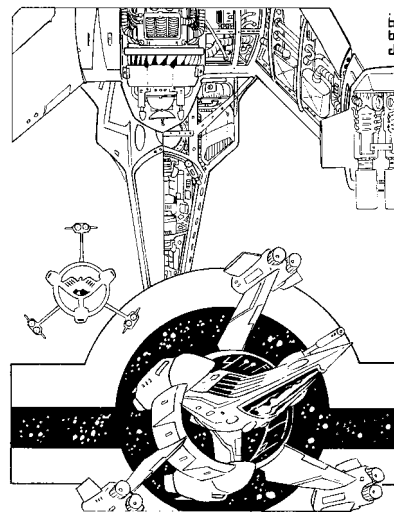
**Editor/Jack-of-All-Trades:** Tim Dugger

**Pagemaking:** Sherry Robinson

**Web Mistress:** Monica L. Wilson

**Office Cats:** Rajah, Phoebe, & Matsi

**My House Cats:** Bandit, Coco, & Rascal



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# 1.0 PRESSURE AND VACUUM EXPOSURE

Pressure, or rather the lack thereof, is one of the primary dangers of life in space. Characters must maintain constant vigilance to hold back the vacuum of space. Remember, nature may abhor a vacuum, but it abhors an atmosphere more, so check your suit seals.

There are a few myths about vacuum exposure. Here are the most common:

- In a vacuum, a human being will explode. This isn't true. A human being, in Earth's atmosphere, is only under about fifteen pounds per square inch of pressure. A change in pressure of fifteen PSI, while it might very well kill, is certainly not enough to cause the human body to explode.
- In space, human blood will begin to boil. While it is true that at body temperature and zero pressure blood will boil, human blood will never reach zero pressure in hard vacuum (in the body, at least). The human cardiovascular system is capable of applying 1.5 PSI to anything inside. Blood must be much hotter to boil at this pressure.

This has a couple of implications. First of all, death by spacing is not particularly messy. In addition, any pressure that is below 1.5 PSI (about 10% atmosphere) is as close to a vacuum as matters.

A real world example of vacuum exposure occurred when a man, taking a gondola into the upper atmosphere, lost the seal on one of the gloves in his pressure suit. Afterward, he reported pain and then loss of use of the hand, but after returning to normal the ground he regained use again. There was no permanent damage.

The problem with vacuum exposure is it causes a good, old-fashioned case of the bends. The amount of nitrogen blood can absorb is dependent on pressure. When this drops, the amount of nitrogen suspended in the blood becomes greater than the amount the blood can contain. This causes bubbles to form (generally in the joints). Enough of these will kill.

Therefore, when an astronaut is going EVA, they typically spend one or more hours beforehand breathing pure oxygen (to reduce the amount of nitrogen in the blood). In addition, during an EVA they generally do not breathe an air mixture containing nitrogen. Due to the pure oxygen and the problems associated, a character in pure oxygen is generally kept at

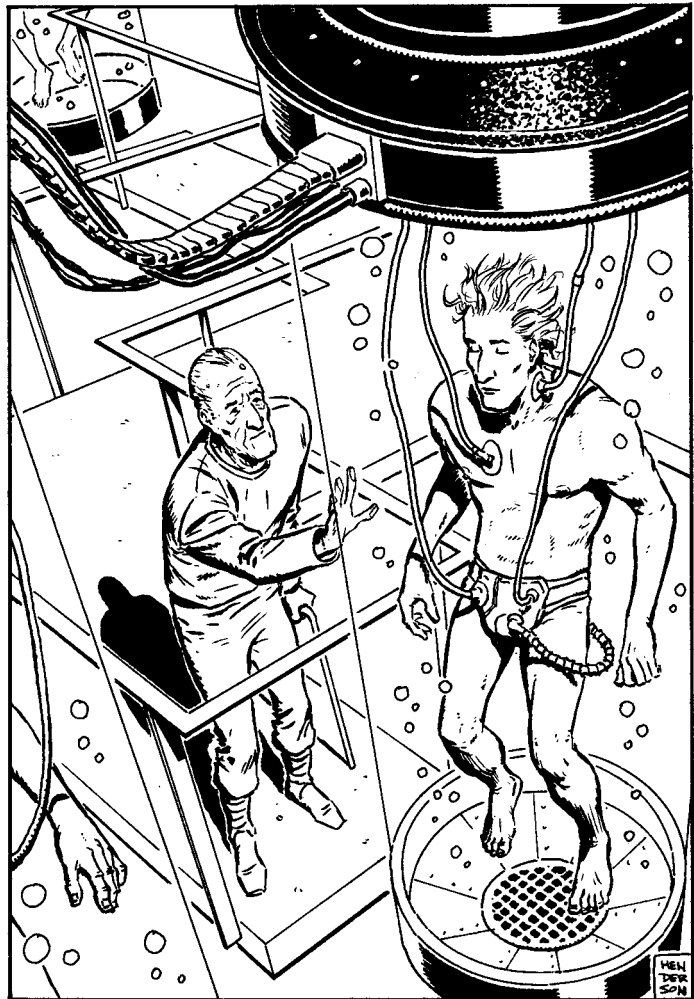
about one quarter atmosphere—which is conveniently about as much pressure one can put into a soft spacesuit and still bend the arms.

## BLOWING DOWN

Safely increasing a person's pressure is fairly easy. Deep sea researchers can gradually blow down in about ten or twelve hours. The GM must make a judgment call on how long this takes in light of the medical technology of his universe, but high-tech drugs might allow this in much quicker time frames. Use of Ziclomene in the *Privateers* universe reduces this figure to ten or twelve minutes. The desperate may even do it all but instantly, though this should probably cause a Vacuum Exposure Critical (the severity being GM's discretion).

## DECOMPRESSING

It takes a long time to decompress. Those same researchers who spent twelve hours blowing down take about two weeks to safely decompress. This could theoretically be altered by the tech level of the universe's medical science. Ziclomene, along with a series of nitrogen binders, allows for safe high-pressure decompression in a bit under six hours.



## 1.1 RAPID PRESSURE CHANGES

So what happens when an astronaut blows his suit seals? What happens when the ship is hulled? What happens when your ship's computer, suffering from paranoid schizophrenia, won't open the pod bay door?

The most important thing, from the point of view of the character, is the biological effect of vacuum exposure. And rightly so.

The effects of vacuum exposure are handled with the Vacuum Critical Table on page 19. To determine the severity of the critical, see below:

Situation	Severity
Brief but dangerous drop in pressure	A
Extended and dangerous drop in pressure or brief and significant drop in pressure	B
Extended, significant drop in pressure or brief and very significant drop in pressure	C
Extended very significant drop in pressure or brief exposure to hard vacuum	D
Per full round of hard vacuum	E

For the purposes of these situations, assume that a dangerous drop in pressure is a drop to 70% of an atmosphere. Assume a significant drop to be a drop to 40%-69% of an atmosphere. A very significant drop would be any to 11%-39% of an atmosphere. Since the body can apply pressure equal to 10% of an atmosphere to itself, any pressure of 10% or less is considered hard vacuum.

### MEDICAL TREATMENT

So a character has been sucking vacuum for three rounds—what is the trusty physician going to do about it? Most likely, he's going to drop him into a pressure chamber, crank him up to about ten nitrogen poor atmospheres, and begin treatment. Pure oxygen will do if the exposure isn't too prolonged, but it's a corrosive gas.

Why this treatment? The atmosphere is to keep the character from absorbing more nitrogen. The pressure is an attempt to force the nitrogen bubbles back into the blood stream.

Let the doctor make an Internal Medicine (Scientific/Analytical • Medical) static maneuver. The degree of success reduces the level of the critical the character took (the same roll is used, the result is merely shifted to the left). If the critical is shifted beyond the left edge of the table, all biological effects have been nullified. The results are as follows:

Result	Shift
Partial Success	1 Column
Near Success	2 Columns
Success	3 Columns
Absolute Success	4 Columns
Spectacular Success	5 Columns

Further medical checks can be used to treat the remaining symptoms (or revive the dead body). The GM will have to use his judgment for these effects.

Naturally if the Tech Level is high enough to provide vacuum-treating medications, then he will probably use them instead. This section is for lower tech level treatment only. For instance, use of Ziclomene grants an immediate +3 columns to the result of the medical maneuver.

## 1.2 EXPLOSIVE DECOMPRESSION

Explosive decompression occurs when a ship loses hull integrity. When that happens, the ship tends to "burst," blowing damaged bulkheads or pieces of hull into the vacuum of space. This, naturally, exposes anything inside to the hard vacuum of space.

Most ships are equipped with emergency life bubbles to save those trapped in these sections. In addition, ship sections should monitor for pressure. If a section is exposed to hard vacuum, emergency doors will fall and bulkheads seal, saving the atmosphere of the rest of the ship.

If a character is there during one of these explosions, the GM should narrate the event, applying additional Krush, Slash, or Pierce criticals as necessary for the situation. For instance, a character who is standing in an empty bay might only feel the effects of the vacuum, while a character in a narrow, twisting hall may take one or more Krush criticals as they are pulled toward vacuum. A character standing in a space stations cutlery shop. . . .

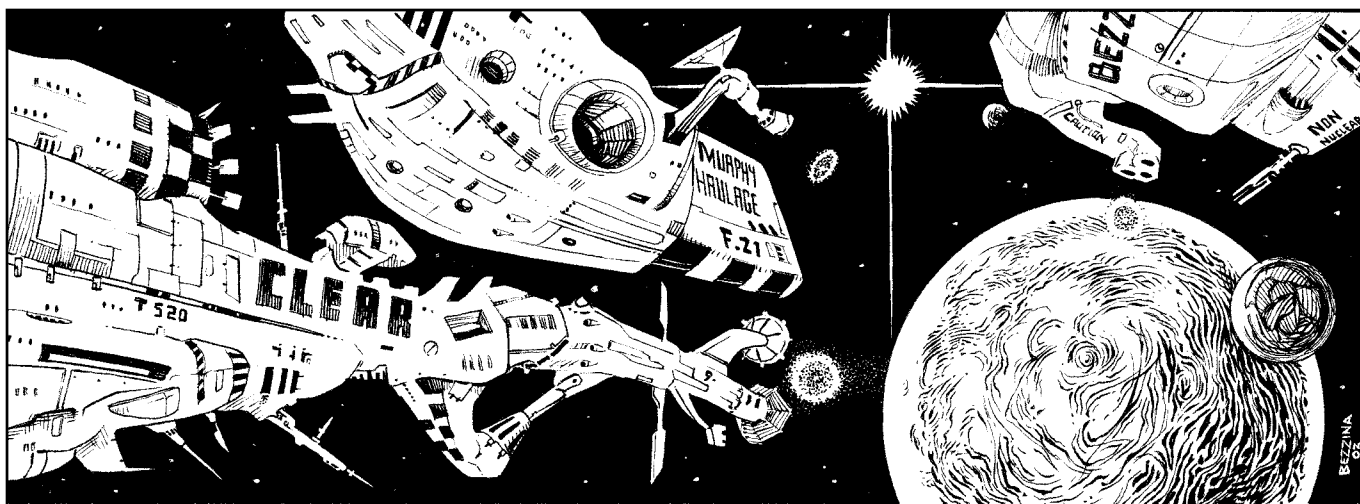
## 2.0 LEGENDS OF THE ISC: RUMORED ARCHITECT WORLDS

Naturally, any culture formed by unknown and powerful beings will develop a set of legends about those beings. Rumors of Architect ruins abound. All of the facts below are true and documented.

Still, the ISC vehemently denies that any of these worlds have anything to do with the Architects, or that any Architect evidence has ever been discovered.

### BONNER DURCHMUSTERUNG -18°1051 GALACTIC (-13.785, -11.520, -9.684)

This G-Type star was quarantined the first day the Inter-Species Commission met. All records of the reason for this quarantine were destroyed or classified, although certain old references refer to it as an Oort research station that produced some of the more significant drive advances of all time. It was quarantined due to "Intense radioactive instabilities" of the star. There is a rotating



fleet there (never permitted to stay longer than two weeks) to insure that any ships which arrive there are evacuated immediately for “humanitarian reasons.”

**CAPE PHOTOGRAPHIC DURCHMUSTERUNG -  
61° 6537**

**GALACTIC (+14.495, -7.226, -  
14.074)**

This G Type star was discovered by a survey crew in 6 CY. The fourth planet was immediately quarantined as being “extremely hazardous to sapient life.” The survey crew returned healthy, but refused to talk about the matter. They all were named in large patents during the next twenty years and their families are extremely rich to this day. A planetary defense system surrounds the fourth planet that is notorious for malfunctioning and firing on any ship that approaches. As there is nothing else of interest inside the system, most ships just avoid it.

**9 PUPPIS**

**(-9.693, -12.529, +1.839)**

This binary system contains a G and F type star, orbiting at a semi major axis of 9.67 AU’s. All expeditions to this system have failed, and psychics become extremely distressed passing within 50,000 AU’s. It is unknown whether this has anything to do with the Architects, but any psychic that comes near this system can’t seem to talk about anything but the Architects for 12 hours thereafter. This could be a coincidence.

**CAPE PHOTOGRAPHIC DURCHMUSTERUNG -  
66° 53**

**(+7.117, -10.530, -15.966)**

This unassuming star is the home of the most productive secret fighter research base in the ISC. This skunk works is so secret that the base’s name has never been divulged. It was established after a long range scan

reported “unknown ruins” on the fifth planet. The results of the subsequent survey, in 169 CY, are heavily classified.

**BONNER DURCHMUSTERUNG -4° 426**

**(-13.195, +1.401, -19.501)**

Any ship passing within 55 AU’s of the first planet of this system explodes, unexpectedly, for no apparent reason. No attack can be detected, and the quarantine on this system appears quite sincere. This problem is often attributed to an Architect defense system or experiment gone awry, but no one knows for sure.

**3.0 HEALTH CARE  
IN THE ISC**

There are few things in any world more dangerous than being a player character in an RPG—unless it’s being a villain in an RPG. It’s likely that any character in *Spacemaster* is not only shot at but also twisted, spindled, stapled, incarcerated, or sent on a long walk in a short spacesuit. So what happens to these poor characters? How effective are all the King’s horses and all the King’s men?

The ISC doctors are the finest medical professionals in known space. Every day they cure disease, patch holes, or just bandage knees. And they are taken completely for granted.

This article describes the state of ISC healthcare.

**3.1 FACILITIES**

ISC health facilities come in a variety of shapes and sizes. They are also known by several names, just a few of which are: clinic, med bay, hospital, office, emergent care facility, or ambulance.

The name or even the form of the health care facility has little effect on game mechanics, or even non-mechanic effects. The “med bay” on a flag ship might be far better equipped than a “hospital” in a small, out of the way settlement, especially one that’s a transport booth away from a major health center.



Which is an important point. On a civilized world, people rarely die from lack of adequate facilities, at least not without some major disaster clogging the halls with wounded. If a patient needs a piece of equipment that isn't available at his local hospital, the doctors will simply roll him to the evac transport booth, send his records into the system, set his life support equipment to automatic, then select the equipment needed on the other side. The patient will instantly be transported to the facility with the lowest patient load for said equipment. The doctor can step in a moment later and appear in the same locale, confident that there's already a medic wheeling the body down a hall and resuscitating as necessary. If needed, the nurses and interns can come as well.

However, sometimes people aren't near a transport booth or they are at a facility there transportation isn't available. In that case, the amount of medical equipment becomes a very important element in patient care.

Also, transport stresses the body. A patient without unstable life signs must make an RR vs. a level one poison to survive transport. All penalties caused by criticals are applied to this RR. Many patients need to be revived on the other side.

Check the table below for the quality of the facility. If the quality of the facility is unknown, assign one based on common sense and the available examples listed.

### ISC FACILITY QUALITY

Facility Quality	Example
Poor	Medkit, improvised gear.
Minimal	Stocked doctor's bag, ambulance, family doctor, veterinary hospital.
Supplied	Bush league hospital, excellent veterinary hospital, executive ambulance, med bay.
Excellent	Teaching hospital, fleet med bay.
State of the Art	High-end teaching hospital, research hospital, major regional medical center.

### 3.2 CAPABILITIES

When a character takes a critical, the critical itself describes the damage done. To discover what it takes to fix each aspect of the wound, check the categories below. They list the types of wounds and the facility quality necessary to find certain pieces of equipment.

#### A NOTE ON PENALTIES

In *SM:P* it says to apply any penalties caused by a critical to the medic's attempt to heal them. This is only true if the medic is trying to heal it with field therapies

such as with medical equipment that stimulates regeneration of tissue. Longer chemotherapies, using chemical regeneratives, take a day or more to heal wounds, but the severity of the wounds does not effect the medic's difficulty. The body knows how to heal itself.

### LIFE SUPPORT

This is the most basic of all medical treatment, the type they teach every ISC school child in health class. At the basic level, with no equipment, a person with first aid can try to use CPR to keep the patient alive. If there is no outstanding medical reason that this won't work, the doctor may make a medium First Aid or Medical Practice maneuver every minute. If they are successful, then one round of soul departure is converted to a minute of soul departure. If they fail, the character moves one step closer to death. They may keep trying, however, the next round.

If a doctor other than an Oort or a Kagoth tries to use CPR on a Kagoth, or if an oort tries CPR on a race other than Oort or Kagoth, they receive a -30 penalty due to size issues. If an Oort attempts CPR on a Kagoth, they receive a -70 penalty.

**Example:** *Carl is attempting to keep Bill alive while a party member runs to the med bay to get the life support gear. Three rounds have passed since Bill died, expending three of his twelve rounds until soul departure. Thirty seconds have passed, and Bill will have his soul leave his body, with all that entails, after another minute and a half. The fourth round Carl rolls a total of 112 on his First Aid maneuver. This means that the fourth round until soul departure actually takes a full minute to pass. Carl doesn't have to make any more maneuvers during that minute. Bill has now been dead one and a half minutes and has eight rounds of Soul Departure left. The next round Carl rolls a 56 and fails. The round passes, using up a round of Soul Departure. Bill has now been dead one minute and forty seconds and is still creeping closer to death. He has seven rounds of Soul Departure left. The next five maneuvers are a success and each of those convert another round of Soul Departure into a full minute. Now six minutes and forty seconds have passed, leaving two round of Soul Departure left. That life support equipment had better come soon.*

Automated Life Support Gear requires no check to operate, although someone must succeed in a Routine

First Aid or Medical Practice static maneuver to hook it up. Once running, it perfectly operates the patient's lungs and heart and the clock on Soul Departure stops immediately. The GM should keep track of how many rounds of Soul Departure have passed, however. If life support stops, thing pick up right where they've left off.

For life support to work, the patient must be structurally sound enough to gain its benefit. This means the heart must be intact enough to move blood (even if it isn't intact enough to pump with stimulation), the vascular system must be intact enough to move blood to the brain and not dump it all out on the floor (although tourniquets and direct pressure can often supply this), and the pulmonary system must be intact enough to move air and exchange oxygen.

Once Soul Departure runs out, only Stasis can stop stat loss.

**Option:** *In many cases (or even most cases) the actions taken for life support are the same actions taken for heroic measures. Under these circumstances, the GM may feel it's appropriate to only require one maneuver. This maneuver, at a Medium difficulty, determines life support for the round or minute. The same roll, with the proper heroic measures penalties applied (See Spacemaster: Privateers), determines whether the medic revives the patient.*

### STASIS

Stasis is the last line of defense for every medic and doctor. A patient in stasis, at the ISC tech level, does not age and Soul Departure does not progress. Essentially, all clocks are stopped. Rounds until death don't accumulate and stats do not deteriorate in death either.

Unfortunately, the character also does not heal or respond to healing technologies. This means that to heal the patient they must come out of stasis and all clocks start again.

It's a Medium Medical Practice maneuver or a very hard First Aid Maneuver to put a character into stasis. The amount of time the character is suspended depends on the level of success:

Success	Time Suspended
Partial Success	10 minutes
Near Success	1 Hour
Success	1 Day
Absolute or Unusual Success	Indefinite

Stasis is actually a fairly complex and delicate procedure that interacts with the biology of the patient. At the end of the time, the stasis field destabilizes. The doctor will see this coming about a minute in advance if he's paying attention and has six tries to stabilize the stasis before it collapses.

## **SURFACE INJURIES**

Dermal closers are the most basic of medical gear. See the *Equipment Manual* for more details.

## **BLEEDING**

While the dermal closer is the most basic piece of gear, the arterial sealer is considered the most critical. See the *Equipment Manual* for more details.

## **BONES**

Bones tend to be less critical to injuries. They are rarely treated on the scene, though some field medics

carry skeletal knitters. It's a Medium Medical Practice maneuver to heal a break, a Hard to heal a break that needs to be set first, and a Sheer Folly to heal a shatter. See the *Equipment Manual* for more details.

## **BURNS**

Up to second degree burns can be healed with a dermal closer. For more advanced burns, a surgical dermal sealer is necessary. For fatal burns, most doctors will prefer invasive life support and a day or two of multi-phasic chemotherapy, as chemical regenerative are easier on the system. It takes a Medium Medical Practice Maneuver to heal a third degree burn. See the *Equipment Manual* for more details.

## **JOINTS**

Repairing a joint is like repairing a bone. The difficulty is one step higher. See the *Equipment Manual* for more details.

## **BRAIN DAMAGE**

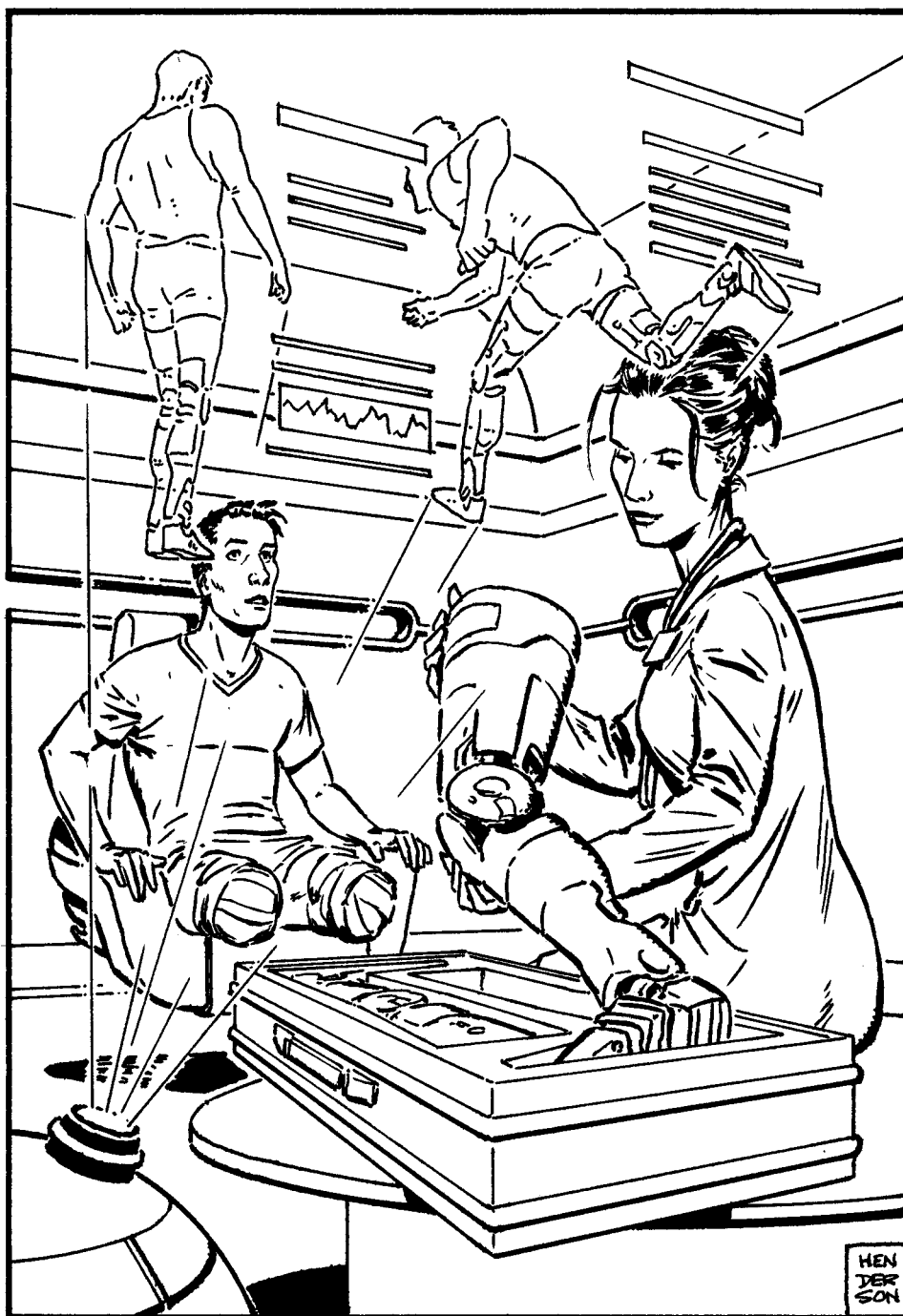
This is more commonly caused by stat loss from death. If this is the case, or if the character takes critical to the brain that the GM determines can be healed, then Neural Pathway Reconstruction is the way to go. See the *Equipment Manual* for more details.

## **MUSCLES AND TENDONS**

These are done with the more advanced tissue therapies. See the *Equipment Manual* for more details.

## **NERVE DAMAGE**

This is typically a result of either a critical or permanent damage from a badly-healed wound. This can only be healed with psychic healing or chemical regenerative. The chemotherapy is a Hard Medical Science (Neurology) maneuver.



## ORGAN DAMAGE

Organ damage is usually healed in two stages. First, they place a surrogate organ or piece of cyberware in the patient. This is a Hard Medical Science (Surgery), the difficulty increasing for more critical organs (such as the heart or eyes). Meanwhile, a cloned organ is grown for the patient over a one-month period. When the organ is ready, a new surgery transplants it.

## SHOCK

Shock comes in two forms. The first is caused by taking concussive hits. This is cured by healing those hits.

The other type is the “death in x rounds” crits. For these, the character can usually be saved with a Very Hard Medical Practice Maneuver if the wounds aren’t otherwise immediately fatal. If the wounds are fatal, they must be dealt with first, then the shock may be treated.

## DISEASE

Disease treatment is fairly straightforward. A Medium Medical Practice maneuver will cure most disease. More exotic or unknown ailments require more difficult checks at the GM’s discretion.

## POISONS

Poisons are usually treated by an antidote. It’s a Routine Medical Practice or First Aid maneuver to administer an antidote.

## VACUUM

Treating vacuum damage with a pressure controlled room and the proper drugs requires a Medium Medical Practice maneuver (if a difficulty is not provided in the critical description). Treatment without the proper equipment requires a Sheer Folly maneuver (or +4 difficulty levels to the difficulty listed in the critical).

## RADIATION

Radiation Poisoning requires gene therapy to heal. Straight regeneratives cause runaway cancer in someone with intense radiation poisoning (minor cancer in people with minor cases). Successfully creating a gene therapy is a

Very Hard Medical Practice maneuver. Administering it is a Routine Medical Practice Maneuver.

## GENETIC DISORDERS

Treating a genetic disorder is the same as treating Radiation Poisoning. The only difference is designing a gene therapy for a genetic disorder is Extremely Hard.

## DEATH

Heroic Measures are detailed in *Spacemaster: Privateers*, page 105.





## CHEMOTHERAPY

A cursory glance at the healing rates in *Spacemaster: Privateers* shows that an average person with an average healing maneuver recovers from a broken rib in two days and a broken leg in eight. This is because all those healing times assume medical treatment, which assumes multiphasic chemotherapy with regeneratives. Proper chemotherapy requires a Medium Medical Practice maneuver.

<b>Type of Treatment</b>	<b>Necessary Facilities</b>
Antidote, Common	Supplied
Antidote, Rare	Excellent
Antidote, Very Common	Minimal
Antidote, Ultra-Rare or Custom	State of the Art
Arterial Sealer	Minimal
Autodoctor	Supplied
Chemotherapy	Supplied
CPR	None
Cryochamber	Supplied
Cyberware Installation	Supplied
Dermal Closer	Minimal
Diagnostic Computer	Minimal
Disease	Minimal
Disease, Exotic	Excellent
Disease, Ultra Rare or Unknown*	State or the Art
Field Cast	Minimal
Field Splint	Poor
First Aid Kit	Poor
Gene Therapy	Supplied
Hypodermic Spray	Minimal
Laserscalpel (Field)	Minimal
Laserscalpel (Infirmmary)	Supplied
Life Support Unit	Minimal
Medispenser	Supplied
Medscanner	Minimal
NPR Gear	State of the Art
Organ Transplant	Supplied
Organ or Limb Cloning	State of the Art
Prosthetics	Supplied
Scannerbed	Minimal
Shock	Minimal
Skeletal Knitter	Minimal
Skin Patch	Minimal
Stasis Chamber	Supplied
Stasis Chamber with SI monitor to make adjustments	Excellent
Stasis Bags	Minimal
Surgical Dermal Sealer	Minimal
Surgical Arterial Sealer	Supplied
Surgical Tissue Regenerator	Supplied
Surgical Dermal Sealer	Supplied
Surgical Tissue Knitter	Supplied
Tissue Knitter	Minimal
Tissue Regenerator	Minimal
Vacuum without a good airlock	Supplied
Vacuum with a good airlock	Minimal

\*This assumes the disease can't be treated without specialize equipment.

## COST AND AVAILABILITY

Seeing a doctor costs about 100-500 credits an hour, depending on tests. A hospital stay cost depends on the quality of hospital required to treat the wound (not the quality actually attended). See below for the cost break down:

Required Hospital Quality	Cost per Day
Minimal	1,000
Supplied	3,000
Excellent	5,000
State of the Art	10,000

The ISC has never passed a Universal Health Care bill. The humans keep trying but the Falar keep blocking. The main argument that holds back the swing votes are the effects on taxes. Taxes on ISC worlds with local Universal Health Care laws approach fifty percent.

They have managed to pass several bills to make Health Insurance available to everyone. People cannot be rejected for preexisting conditions or bad health. The costs can get high, but there are government programs that can help people who honestly can't afford it, but the ISC is prosperous enough that most people don't need aid.

Health Insurance Costs are quite complex, but here are some general guidelines.

Coverage	Cost Per Month
80% coverage, no limit on copay	50 credits
90% coverage, 500 limit on copay	75 credits
95% coverage, 100 limit on copay	100 credits
10-50 credit copay, any visit or drug	150 credits
+Spouse	+50%
+Child	+50%
+Per additional child	+10%

Hospitals and doctors offices are located most everywhere, and even in the free worlds most health insurance will cover the costs. Essentially, anywhere on a civilized, non-Jeronan world, a character should be in range of an ambulance.

In occupied or Jeronan space, characters are most likely going to have to pay or bribe their way into their own health care. Sometimes additional bribes will be necessary to keep things quiet after the characters leave as well.

## 4.0 BLACK MARKET TECH

The following information is mostly intended for a theoretical "Black Market Tech" book. Here you will see some of the more useful rules and items.

### 4.1 PRICING

Illicitly obtained gear can cover a wide range of pricing. All gear has a base cost (which is the cost for buying the item legitimately). Multiply the base cost by the availability modifiers to get the asking price from a black market source. Certain venues allow haggling, but for most, the asking price is final.

### Availability

"Hot, hot, hot!"	x0.01
"It fell offa truck."	x0.1
"Friend" pricing	x0.9
"I'll need to see your paperwork."	x1
"You came to the right guy."	x5
"Ooooh. Tricky."	x10
"You want who's what now?"	x100

**"Hot, hot, hot!"** – This item is either so plentiful, so suspect, or so dangerous that the seller wants to move it. Fast. Buyer beware.

**"It fell offa truck."** – This is a comfortable item with a large supply. Either it wasn't hard to get or the seller obtained it in large quantities. Either way, the seller is doing a volume business.

**"Friend" pricing** – The availability is average but the seller wants to make a point. The price is slightly under the normal cost.

**"I'll need to see your paperwork."** – This person is either purchasing legally or is getting the base value of the item. Average availability, low risk purchase.

**"You came to the right guy."** – This item is plentiful enough, but there are inherent dangers. Either it's dangerous to stock or it's dangerous to obtain.

**"Ooooh. Tricky."** – This item is illegal and dangerous to traffic. This is probably the base availability for most genuinely illegal items (as opposed to nuisance smuggling items like banned entertainment and clothing from embargoed nations.)

**"You want who's what now?"** – This is for items that are strictly regulated and near impossible to obtain. They might be highly illegal, like nerve gas, or they might be difficult to move and hard to miss, like a room-sized medical scanner.

## 4.2 BLACK MARKET GEAR

Dear Mr. Director:

Enclosed is a full report on the state of Black Market datanet sites in the ISC. Many of these sites are actually warehoused out of Free Worlds, but their intent is simple, put illicit or restricted materials into the hands of the ISC criminal community. I have also included, for your enlightenment, a fragment of one site we grepped before they backtracked our address and shut down. It will give you an idea of how far this problem reaches.

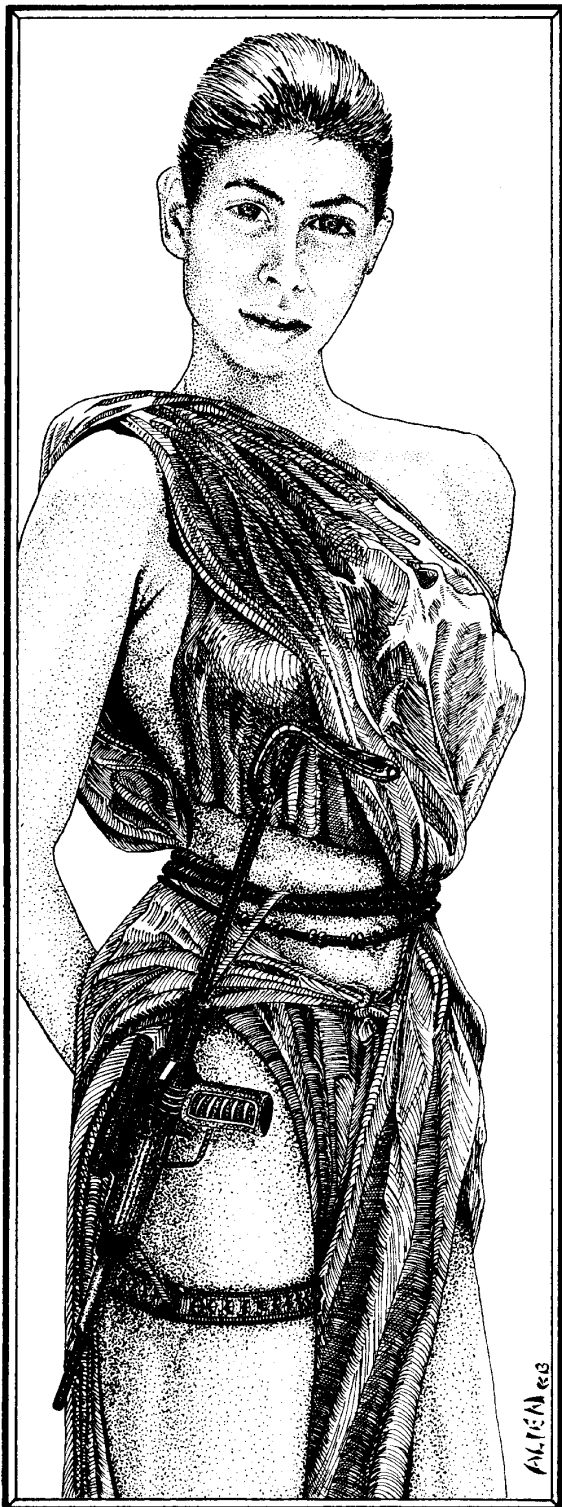
Signed,

Special Agent Hiram Kastiga, BCI

The following data is hot off the most carefully concealed black market site. It is classified FOUO (For Office Use Only).

## 4.2.1 ESPIONAGE EQUIPMENT

Don't just skim past this section yet, little campers. All this gear might have been designed for the spooks in the DFI, but I say that's what's good for the goose is good for the Falar. They call it espionage gear. I call it smuggling equipment. If you think this gear ain't useful, you ain't thinking.



## CONCEALMENT HOLSTERS

Hey, I get it. You don't want the competition knowing you came to the meeting heavy. You need a good way to hide all that extra punch. So we got you two types of holsters, concealment and deep concealment. Concealment holsters look normal but they carry just under the clothing. Deep concealment holsters carry so far under the clothing that only your "special friend" will know the difference. Check our hair color and texture guide for furred races.

**Game Stats:** *A concealment holster grants a +20 bonus to hiding a weapon but it takes 30% activity to draw the weapon. A Deep Concealment Holster adds +30 to the chance to hide the weapon but it take 50% activity to draw the weapon.*

**Concealment Holster Base Cost:** 50

**Deep Concealment Holster Base Cost:** 100

## FAUX SKIN PATCHES

Maybe you got you a scar. Maybe you don't like carrying a wallet. Maybe you want to wear a wire and your boss makes you walk around sensitive areas in your birthday suit. Whatever the reason, what you need is a Faux Skin Patch. This little beauty adheres to the skin, matching tone and texture automatically. It won't hide a bulge, but you can always use it to conceal something thin, or if all else fails, you can create a new body cavity with a spoon.

**Game Stats:** *The use of a Faux Skin Patch grants a +30 bonus to hiding small, concealable items.*

**Base Cost:** 50 per half-meter-square patch.

## 4.2.2 MEDICAL EQUIPMENT

Let's face it boys and girls, doctors have the racket. They get the big cred, they get the hot flesh, and they get the God complex. Worse, they rat to the cops every time you come forward with something that happens to look like a blaster burn. Bastards.

So what does a kiddie do, playing it fast and loose at the bottom of the Big Pit? Well I'll tell you. You go to some slap skin in a back alley and you have him cut you for a dose of ambrose. Then you hope that he doesn't use while he's tricking your cells into barely-controlled cancer in the hope that they might heal into something that vaguely resembles you shin bone.

Enough. Here we got the goods and if you've got a steady hand and a willingness to hit the d'net, you too can cut for fun an profit.

## STASIS BAGS

Damn. I don't know how many times some hopped up junk monkey has lopped off my arm. What's a guy s'pose'ta do? Well with one of these stasis bags and a good patch of synthskin, you might make it to your local

slap skin to reattach the damn thing. If I ever meet the oort that invented the blaster, I'll make him into a meter-tall plush-cuddly.

Anyway, these stasis bags are fast and portable. Pop in an arm, the leg, the nibbly-bits—even your friends head—into this little jimmy, gather up any other important bits and beat feet. Then hope your doc is good.

**Game Stats:** *The stasis bag works like a stasis chamber on a smaller scale. It's a good temporary solution but it's only temporary. A stasis bag cannot keep a piece of organic matter preserved for more than one hour, but even the untrained can get some use from it. Any result of a failure or better on the operators maneuver results in at least six minutes of stasis. Better results produce better stasis times, as shown in section 3.2.*

**Base Cost:** 2,500

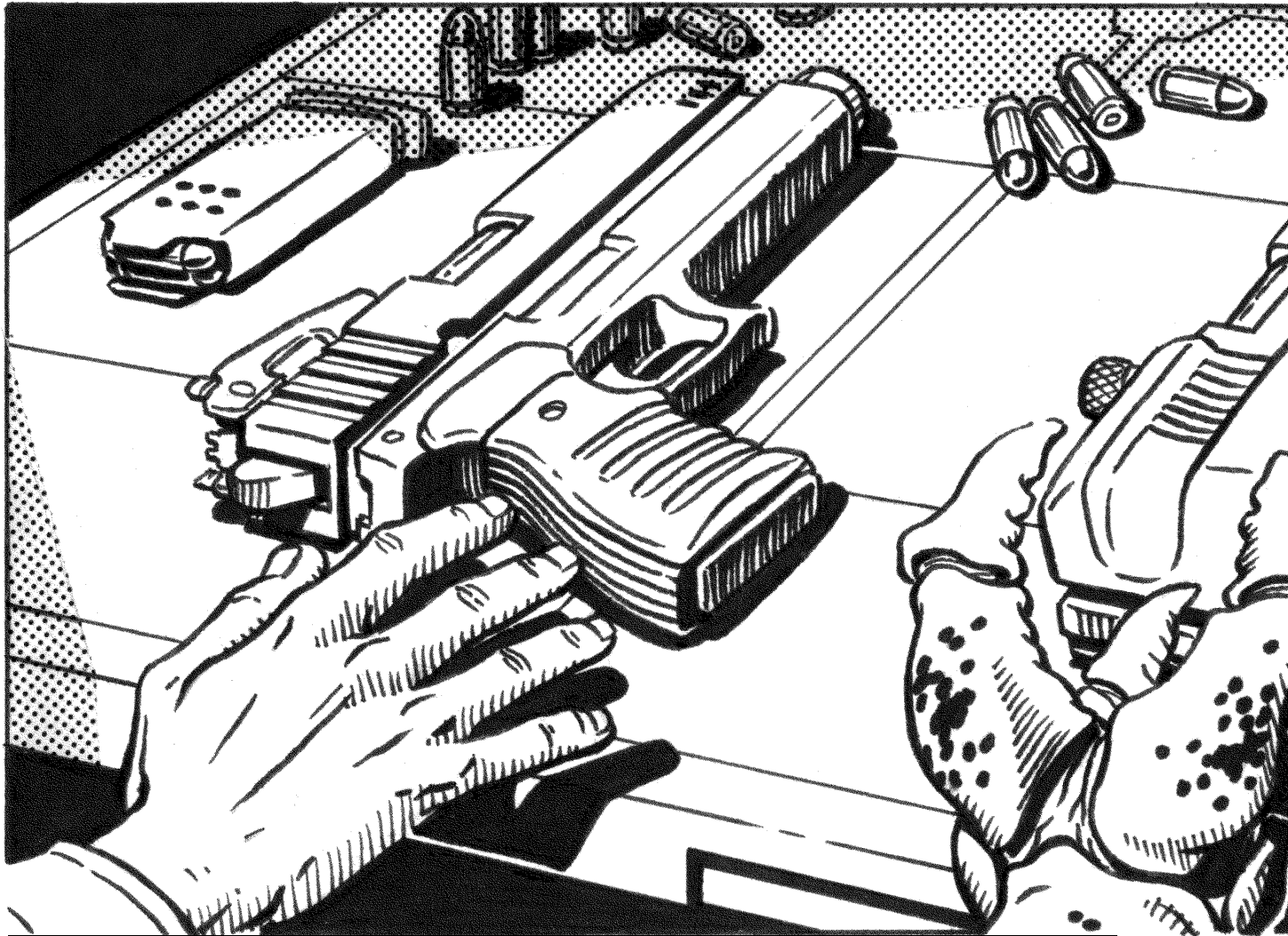
### SYNTH SKIN

Skin is like a space suit for your guts. But what do you do when you're deep in the thick and you suddenly

spring a leak? Well, Hell, kiddies, you pull out a patch. Just strip off the back layer and plop this onto a wound and who needs a slap skin? Just make sure you don't put it on backward or you might stick yourself to the next wall you touch.

**Game Stats:** *A patch of synth skin grants a +30 to any First Aid Maneuvers to stop bleeding (it also makes them Routine, so it's a total of +60.) It can handle any amount of bleeding. A successful Maneuver completely eliminates the first five points of bleeding from one wound. Further bleeding from the same wound is merely downgraded. The period of bleeding becomes per hour rather than per round as the character continues to hemorrhage. Still, this is the perfect solution in the heat of battle.*

**Base Cost:** 100



### 4.2.3 WEAPONS

It's a dangerous universe, kiddies, and I have to say that God helps those that help themselves . . . to weapons. So do not go gently into that good night and all those others clichés. Walk softly and carry a reactionless gyro-gun.

#### ANTI-TANK MISSILE SYSTEM

Good God, you need what? You aren't picking this up in person. I don't know you, buddy.

**Game Stats:** *This is a reloadable anti-tank weapon, firing ten-inch anti-armor missiles. The operator obtains a sensor lock and fires, allowing the missile to track in the air. This means the system can only be tracked during lock on . . . once the missile is in the air, it's the only active emission. Conduct the attack normally. EW attacks work against missiles but tanks don't move well enough to dodge like a space craft.*

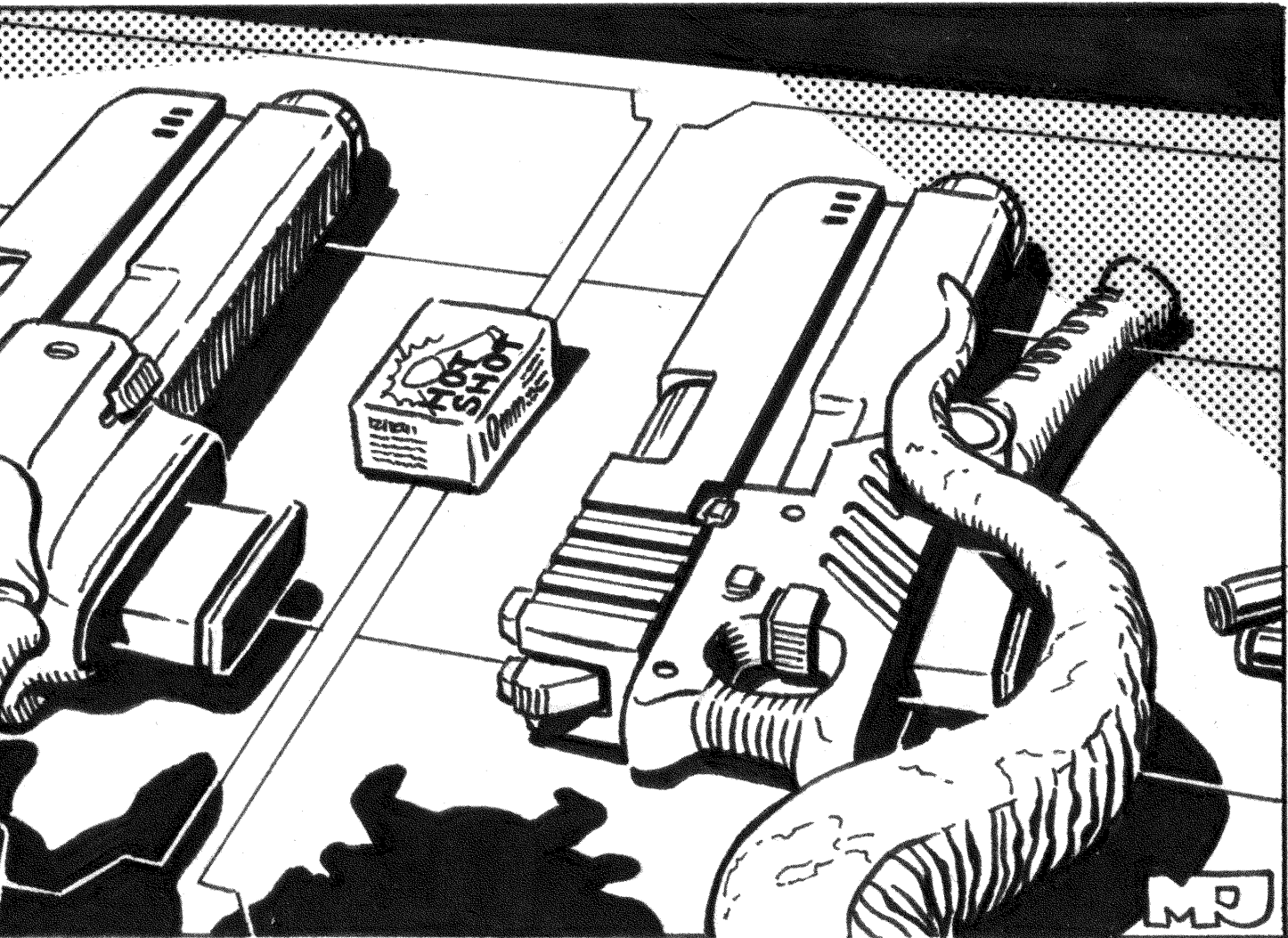
**Base Cost: System: 10,000; Missile: 1,000**

### DEMOLITIONS

Hey, we've all been there. You don't just need to kill everyone in the building, you need to kill the building too. We aren't here to judge, kiddie. We're here to make your dreams come true. We supply only the finest military grade explosives, complete with your choice of timed or remote detonators. These charges are not pre-shaped. It's do it yourself time, boys and girls. Drop us a line and tell us how it went if you still have fingers when you're done.

**Game Stats:** *Demolitions are sold in arbitrary "units." One unit, when successfully used on a structure or vehicle, attacks on the Demolitions table on page 17. Setting a unit of demolitions requires a Medium Demolitions Maneuver. The amount of units used determine which mark cap to use on the table. It also grants a bonus to the attack, as shown on the Demolitions Attack Table.*

**Base Cost Per Unit: 500**



## GYROPISTOL

Hey, sometime you need a little extra help. This gyropistol fires self-propelled rocket rounds which fire into the bad guy. It's easy-to-use, point and click technology, and if you don't use explosive ammo, it's really quiet like. So if you're tired of energy weapons, but aren't old-school enough for slug throwers, the gyropistol is the gun for you.

**Game Stats:** *The Gyropistol uses the Gyropistol Attack Table on page 18. There are a few different types of ammo. Solid rounds cause Ballistic Puncture Criticals. All ammunition types in Equipment Manual are available except for flechette rounds. Armor piercing (on solid rounds only), HEAP Nullifier,, and seeker versions of the ammo are available as well, and operate as described in Equipment Manual, page pp.40-43.*

**Pistol Base Cost:** 3,000

**Ammunition Bast Cost:** 10 per round

## 5.0 CARRIER SHOWDOWN

These behemoths are the backbone of the ISC and Jeronan Militaries. The carriers are the master of the space battle, lightly armed but able to bring a massive amount of damage to bear via their fighter compliment. The carrier is the beating heart of any flotilla and it is likely that players will run afoul one type or the other (depending on their legal status) eventually.

### ISC CARRIER

**Crew:** 1,474

1366 General Crew Berths

108 Military Staterooms

**Cargo:** 9,000 Kiloliters (3,000 Metric tons)

**Mass:** 292,939 Metric tons

Hits: 316,374

**CAT:** XX

**Vacuum Power Rating:** 20,344 (0)

**DB:** 88

**Armor Belt:** 8

**Defensive Screens:** 80

**Escort Point Defense:** 8

**EW:** 65/0

**Cost:** 7,950,851,678

**Top Speed:** 2.05 Gs Loaded, 2.3 Unloaded

**Translight Capability:** Level 2 Quantum Drive

**Atmospheric Capability:** None

**Armament:** 4 Mark 10 Blasters (Turret, +116) (x8)

1 Mark 50 Torpedo Tube (25 torpedoes) (x2)

1 Mark 40 Torpedo Tube (25 torpedoes) (x2)

1 Mark 30 Torpedo Tube (25 torpedoes) (x2)

1 Mark 20 Torpedo Tube (25 torpedoes) (x2)

1 Mark 10 Torpedo Tube (25 torpedoes) (x2)

**Features:** 2 Mark 50 Tractor Beams

2 Mark 10 Tractor Beams

Microfrequency Comm Rig (+Auxiliary)

Tight Beam Comm Rig

Quantum Comm Rig

Agile Communication System

Computer Translator

Advanced Sensor Suite (+Auxiliary)

RIF Generator (+Auxiliary)

Artificial Gravity

Workshop (38,958,385 CIP)

Sick Bay (142 Capacity)

17 S-17B Thunderstroke Fighters

34 S-12B Hammer Fighters

50 S-5B Sparrow Interceptors

Auxiliary Vacuum Power Generator

Auxiliary Reactionless Drive

(.22 Gs Loaded, .25 Gs Unloaded)

Auxiliary Quantum Level 1 Quantum Drive

6 Docking Rings

Top Quality Weapons

Agile Targeting Computer

10 Airlocks

Overly Complex

Poorly Shielded Engines

**Commentary:** The ISC Carrier is the powerhouse of the ISC military. With 2 Gs of acceleration, it can run relative circles around Jeronan Carriers in a one-on-one battle. In the early days of the war, the ISC even managed to fight in one-on-one battles. Unfortunately for the ISC, it wasn't unusual to have to fight several of these battles in a row as wave after wave of enemy flotillas overtook the ISC ships.

The fighter craft is the cheapest means of delivering iron on target, and it will be for the foreseeable future. Because of this the carrier is the most important ship in any fleet and the primary purpose of escorts is to keep the carrier from taking damage. If this battle tactic can be maintained, the ISC can deliver its destructive payloads via its S-12Bs and minimize the credit value in damage taken by the fleet.

Practically, things have not run nearly this smoothly.

Life on the carrier is of the highest quality, at least as far as ship-side Naval accommodations go. The carrier is a space-based city with movie theaters, dance clubs and other amenities, many inside the sensenet, of course. The selection of software and available processor time is unheard of on other Naval ships.

There is one noteworthy detail about the carrier. While the engines can take this beast above 2 Gs, this is the maximum acceleration the hull can handle. If the ship tries to push harder than that, it takes a pierce critical every hour. The captain can do this by throwing the battle switch and cutting off all safeties, but doing so is a court martial offense and the man had better have a good defense when the time comes.

The security on an ISC carrier is quite good. High security areas are invariably only accessible through a transport booth. They have separate power sources to keep them from going offline during emergencies. This gives the occupants a final defensive location in case of boarding action.

### **JERONAN CARRIER**

**Crew:** 1,497

1,407 General Crew Berths

90 Military Staterooms

**Cargo:** 3,000 Kiloliters (1,000 Metric tons)

**Mass:** 196,990 Metric tons

**Hits:** 196,990

**CAT:** XX

**Vacuum Power Rating:** 14,110 (0)

**DB:** 80

**Defensive Screens:** 80

**Escort Point Defense:** 8

**EW:** 50/0

**Cost:** 2,353,452,269

**Top Speed:** 1.02 Gs Loaded, 1.16 Unloaded

**Translight Capability:** Level 2 Quantum Drive

**Atmospheric Capability:** None

**Armament:** 1 Mark 10 Plasma (Turret, +110) (x10)

1 Mark 50 Torpedo Tube (20 torpedoes) (x2)

1 Mark 30 Torpedo Tube (20 torpedoes) (x2)

1 Mark 10 Torpedo Tube (20 torpedoes) (x2)

**Features:** 1 Mark 50 Tractor Beam

2 Mark 10 Tractor Beams

Microfrequency Comm Rig

Tight Beam Comm Rig

Quantum Comm Rig

Computer Translator

RIF Generator (+Auxiliary)

Artificial Gravity

Workshop (30,268,016 CIP)

Sick Bay (145 Capacity)

33 Wolverine Fighters

33 Slashing Blow III Fighters

33 Death Howl II Fighters

Auxiliary Vacuum Power Generator

4 Docking Rings

Well Shielded Drives

Shielded Weapons

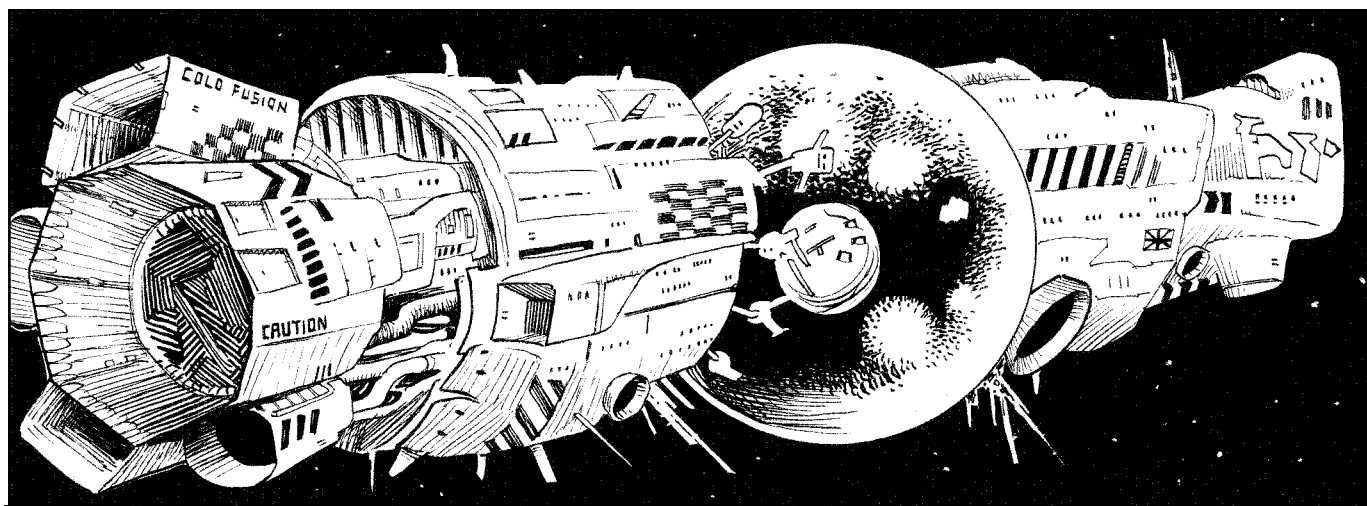
6 Airlocks

**Commentary:** In the Jeronan military no one is more revered than the lone warrior, taking on the enemy with nothing more than claw and wit. In this new era of high-tech warfare, there is no better example of this than the fighter pilot.

The Jeronan carrier is therefore the premiere post for a Jeronan officer. From here, the might of the Empire reaches across the ISC, devouring space with its constant, growing reach.

The carrier is as much a city as its ISC counterpart. The main differences are in the amenities. Whereas the ISC carrier conducts much of its entertainment in sensenet, the Jeronan carrier dedicates its recreational space to dueling rings and gymnasiums. On this carrier, a person can live a life as brutal as on the surface of any planet.

There is one noteworthy detail about the carrier. While the engines can take this beast above 1 G, this is the maximum acceleration the hull can handle. If the ship tries to push harder than that, it takes an a pierce critical every hour it tries something this serious. The captain can do this by throwing the battle switch and cutting off all safeties.



# ANTI-TANK MISSILE SYSTEM ATTACK TABLE

	Construction Armor Type											WEAPON DATA
	XX	XIX	XVIII	XVII	XVI	XV	XIV	XIII	XII	XI		
149 - 150	2	3	7A	14B	28B	34C	38C	43C	52D	94E	149 - 150	<b>F</b> – Weapon Failure. Roll a d10 1-7 = Temporary Overload (weapon may not fire next round); 8-10 = Malfunction (roll for severity).  <b>UM</b> – Unmodified roll. Apply result with no modifications.  <b>Note:</b> If Arms Law is used: Breakage Numbers: 1; Reliability/Strength: 95. In the event of breakage, roll a d10 1-7 = Temporary Overload (weapon may not fire next round); 8-10 = Malfunction (roll for severity)
147 - 148	2	3	7A	14B	28B	34C	38C	43C	51D	92D	147 - 148	
145 - 146	2	3	7A	14B	27B	33C	37C	42C	51D	91D	145 - 146	
143 - 144	2	3	7A	14B	27B	33C	37C	41C	50D	90D	143 - 144	
141 - 142	2	3	7A	13B	27B	32C	36C	41C	49D	88D	141 - 142	
139 - 140	2	3	7A	13B	26B	32C	35C	40C	48D	87D	139 - 140	
137 - 138	2	3	7A	13B	26B	31C	35C	39C	48D	86D	137 - 138	
135 - 136	2	3	7A	13B	25B	31C	34C	39C	47D	84D	135 - 136	
133 - 134	2	3	6A	12B	25B	30C	34C	38C	46D	83D	133 - 134	
131 - 132	2	3	6A	12B	24B	30C	33C	38C	45D	82D	131 - 132	
129 - 130	2	3	6A	12B	24B	29C	33C	37C	45D	80D	129 - 130	
127 - 128	2	3	6A	12B	23B	29C	32C	36C	44D	79D	127 - 128	
125 - 126	2	3	6A	12B	23B	28C	31C	36C	43D	78D	125 - 126	
123 - 124	2	3	6A	11B	23B	27C	31C	35C	43D	76D	123 - 124	
121 - 122	2	3	6A	11B	22B	27C	30C	35C	42C	75C	121 - 122	
119 - 120	2	3	6A	11B	22B	26C	30C	34C	41C	74C	119 - 120	
117 - 118	2	3	5A	11B	21B	26B	29C	33C	40C	72C	117 - 118	
115 - 116	2	2	5A	10B	21B	25B	29B	33B	40C	71C	115 - 116	
113 - 114	2	2	5A	10B	20B	25B	28B	32B	39C	70C	113 - 114	
111 - 112	2	2	5A	10B	20B	24B	28B	31B	38C	68C	111 - 112	
109 - 110	2	2	5A	10B	19B	24B	27B	31B	37C	67C	109 - 110	
107 - 108	2	2	5A	9A	19B	23B	26B	30B	37C	66C	107 - 108	
105 - 106	1	2	5A	9A	19A	23B	26B	30B	36C	64C	105 - 106	
103 - 104	1	2	5A	9A	18A	22B	25B	29B	35C	63C	103 - 104	
101 - 102	1	2	4A	9A	18A	22B	25B	28B	34C	62C	101 - 102	
99 - 100	1	2	4A	8A	17A	21B	24B	28B	34C	60C	99 - 100	
97 - 98	1	2	4A	8A	17A	21B	24B	27B	33C	59C	97 - 98	
95 - 96	1	2	4A	8A	16A	20B	23B	26B	32C	58C	95 - 96	
93 - 94	1	2	4A	8A	16A	20B	22B	26B	31B	56C	93 - 94	
91 - 92	1	2	4A	7A	15A	19B	22B	25B	31B	55B	91 - 92	
89 - 90	1	2	4A	7A	15A	19B	21B	25B	30B	54B	89 - 90	
87 - 88	1	2	4A	7A	15A	18B	21B	24B	29B	52B	87 - 88	
85 - 86	1	2	3A	7A	14A	18B	20B	23B	29B	51B	85 - 86	
83 - 84	1	1	3A	7A	14A	17A	20B	23B	28B	50B	83 - 84	
81 - 82	1	1	3A	6A	13A	17A	19A	22A	27B	48B	81 - 82	
79 - 80	1	1	3A	6A	13A	16A	19A	22A	26B	47B	79 - 80	
77 - 78	1	1	3A	6A	12A	16A	18A	21A	26B	46B	77 - 78	
75 - 76	1	1	3A	6A	12A	15A	17A	20A	25B	44B	75 - 76	
73 - 74	1	1	3	5A	12A	15A	17A	20A	24B	43B	73 - 74	
71 - 72	1	1	3	5A	11A	14A	16A	19A	23B	42B	71 - 72	
69 - 70	1	1	2	5A	11A	13A	16A	18A	23B	40B	69 - 70	
67 - 68	1	1	2	5A	10A	13A	15A	18A	22B	39B	67 - 68	
65 - 66	1	1	2	4	10A	12A	15A	17A	21A	38B	65 - 66	
63 - 64	1	1	2	4	9A	12A	14A	17A	20A	36B	63 - 64	
61 - 62	-	1	2	4	9	11A	13A	16A	20A	35A	61 - 62	
59 - 60	-	1	2	4	8	11A	13A	15A	19A	34A	59 - 60	
57 - 58	-	1	2	3	8	10A	12A	15A	18A	32A	57 - 58	
55 - 54	-	1	1	3	8	10A	12A	14A	17A	31A	55 - 54	
53 - 50	-	1	1	3	7	9A	11A	13A	17A	30A	53 - 50	
51 - 52	-	1	1	3	7	9A	11A	13A	16A	28A	51 - 52	
49 - 50	-	-	1	3	6	8	10A	12A	15A	27A	49 - 50	
47 - 48	-	-	1	2	6	8	9	12A	15A	26A	47 - 48	
45 - 46	-	-	1	2	5	7	9	11	14A	24A	45 - 46	
43 - 44	-	-	1	2	5	7	8	10	13A	23A	43 - 44	
40 - 42	-	-	1	1	4	6	8	9	12A	21A	40 - 42	
37 - 39	-	-	-	1	4	5	7	9	11	19A	37 - 39	
34 - 36	-	-	-	1	3	4	6	8	10	17A	34 - 36	
31 - 33	-	-	-	-	2	4	5	7	9	15	31 - 33	
28 - 30	-	-	-	-	2	3	4	6	7	13	28 - 30	
25 - 27	-	-	-	-	1	2	3	5	6	11	25 - 27	
22 - 24	-	-	-	-	-	1	2	4	5	9	22 - 24	
19 - 21	-	-	-	-	-	1	2	3	4	7	19 - 21	
16 - 18	-	-	-	-	-	-	1	2	3	5	16 - 18	
13 - 15	-	-	-	-	-	-	-	1	2	3	13 - 15	
10 - 12	-	-	-	-	-	-	-	-	1	1	10 - 12	
03 - 09	-	-	-	-	-	-	-	-	-	-	03 - 09	
UM 01 - 02	F	F	F	F	F	F	F	F	F	F	01 - 02 UM	



# DEMOLITIONS ATTACK TABLE

	Construction Armor Type											WEAPON DATA	
	XX	XIX	XVIII	XVII	XVI	XV	XIV	XIII	XII	XI			
<b>Maximum Result for 50 Units</b>												<b>Critical Type:</b> 'A', 'B', 'C', 'D' & 'E' are Blast crit 'F' = 'E' Blast crit & 'A' Blast crit 'G' = 'E' Blast crit & 'C' Blast crit 'H' = 'E' Blast crit & 'E' Blast crit	
149 - 150	30E	50E	140F	240F	450G	530G	570G	630H	750H	1350H	149 - 150		
147 - 148	19E	30E	80F	135F	251G	295G	317G	350H	417H	748H	147 - 148		
145 - 146	11E	18E	48F	80F	150G	176G	190G	210H	249H	448H	145 - 146		
143 - 144	9E	13E	36F	61F	113G	133G	143G	158H	188H	337H	143 - 144		
141 - 142	8E	12E	32F	55F	102G	121G	130G	144H	171H	307H	141 - 142		
139 - 140	7E	11E	29F	49F	92G	109G	117G	130H	154H	277H	139 - 140		
<b>Maximum Result for 40 Units</b>												<b>UM</b> – Unmodified roll. Apply result with no modifications.  <b>F</b> – Weapon Failure. Roll a d10 1-7=Dud (weapon will not fire); 8-10=Malfunction (roll for severity).	
137 - 138	6D	10E	26F	44F	82G	97G	105G	116H	138H	248H	137 - 138		
135 - 136	6D	10D	25E	43E	81F	96G	103G	114G	136G	244H	135 - 136		
133 - 134	6D	9D	25E	42E	80F	94F	101F	112G	134G	240G	133 - 134		
131 - 132	5D	8D	22E	37E	70F	83F	90F	100G	119G	213G	131 - 132		
129 - 130	5D	8D	22E	37E	69F	82F	88F	98G	117G	209G	129 - 130		
127 - 128	5D	8D	21E	36E	68F	80F	87F	96G	115G	206G	127 - 128		
<b>Maximum Result for 30 Units</b>												<b>Note:</b> If Arms Law is used: Breakage Numbers: 1; Reliability/Strength: 95. In the event of breakage, roll a d10 1-7 = Dud (weapon will not fire); 8-10 = Malfunction (roll for severity)	
125 - 126	4C	7D	18E	31E	59F	70F	76F	84G	100G	180G	125 - 126		
123 - 124	4C	7D	18D	31E	58E	69F	74F	83F	99G	177G	123 - 124		
121 - 122	4C	7C	18D	30D	57E	67F	73F	81F	97F	174G	121 - 122		
<b>Maximum Result for 25 Units</b>													<b>OB Mods (Based on # of Units):</b>  1 Unit..... -80      8 Units..... -10 2 Units..... -70      9 Units..... +0 3 Units..... -60      10 Units... +10 4 Units..... -50      20 Units... +20 5 Units..... -40      30 Units... +30 6 Units..... -30      40 Units... +40 7 Units..... -20      50 Units... +50
119 - 120	3C	6C	15D	26D	49E	58E	63E	70F	83F	149F	119 - 120		
117 - 118	3C	5C	15D	25D	48E	57E	62E	69F	82F	147F	117 - 118		
115 - 116	3C	5C	14D	25D	47E	56E	60E	67F	80F	144F	115 - 116		
<b>Maximum Result for 20 Units</b>													
113 - 114	3B	4C	12D	21D	39E	47E	51E	57F	68F	121F	113 - 114		
111 - 112	3B	4C	12C	20D	38D	46E	50E	56F	66F	119F	111 - 112		
109 - 110	3B	4C	11C	20D	38D	45E	49E	54E	65F	117F	109 - 110		
<b>Maximum Result for 15 Units</b>													
107 - 108	2B	3B	9C	16C	31D	36E	40E	44E	53E	95F	107 - 108		
105 - 106	2B	3B	9C	16C	30D	36D	39D	44E	52E	93E	105 - 106		
103 - 104	2B	3B	9C	15C	29D	35D	38D	43E	51E	91E	103 - 104		
<b>Maximum Result for 10 Units</b>													
99 - 102	2A	3B	8C	15C	28D	34D	37D	42E	50E	90E	99 - 102		
95 - 98	2A	3B	8B	14C	27C	32D	36D	40D	48E	86E	95 - 98		
<b>Maximum Result for 9 Units</b>													
90 - 94	2A	3A	7B	13B	26C	31D	34D	38D	46D	82E	90 - 94		
87 - 89	1	2A	7B	12B	24C	29C	32C	36D	43D	77D	87 - 89		
<b>Maximum Result for 8 Units</b>													
83 - 86	1	2A	6A	11B	23B	28C	30C	34D	41D	74D	83 - 86		
79 - 82	1	2	6A	11B	21B	26C	29C	33C	39D	70D	79 - 82		
<b>Maximum Result for 7 Units</b>													
75 - 78	1	2	5A	10A	20B	24B	27C	31C	37C	67D	75 - 78		
71 - 74	1	2	5	9A	19A	23B	25B	29C	35C	63C	71 - 74		
<b>Maximum Result for 6 Units</b>													
67 - 70	1	1	4	8A	17A	21B	24B	27B	33C	59C	67 - 70		
63 - 66	1	1	4	7	16A	20B	22B	25B	31B	55C	63 - 66		
<b>Maximum Result for 5 Units</b>													
59 - 62	-	1	3	7	14	18A	20A	24B	29B	51B	59 - 62		
55 - 58	-	1	3	6	13	16A	19A	22A	27B	47B	55 - 58		
<b>Maximum Result for 4 Units</b>													
51 - 54	-	1	2	5	11	15A	17A	20A	24B	44B	51 - 54		
47 - 50	-	1	2	4	10	13	15A	18A	22A	40B	47 - 50		
<b>Maximum Result for 3 Units</b>													
43 - 46	-	-	1	3	9	11	14	16A	20A	36A	43 - 46		
39 - 42	-	-	1	3	7	10	12	15	18A	32A	39 - 42		
<b>Maximum Result for 2 Units</b>													
35 - 38	-	-	-	2	6	8	10	13	16A	28A	35 - 38		
31 - 34	-	-	-	1	4	7	9	11	14	24A	31 - 34		
<b>Maximum Result for 1 Unit</b>													
27 - 30	-	-	-	-	3	5	7	9	12	21	27 - 30		
23 - 26	-	-	-	-	2	3	5	7	10	17	23 - 26		
19 - 22	-	-	-	-	-	2	3	5	7	13	19 - 22		
15 - 18	-	-	-	-	-	-	2	4	5	9	15 - 18		
11 - 14	-	-	-	-	-	-	-	2	3	5	11 - 14		
07 - 10	-	-	-	-	-	-	-	-	1	2	07 - 10		
03 - 06	-	-	-	-	-	-	-	-	-	-	03 - 06		
UM 01 - 02	F	F	F	F	F	F	F	F	F	F	01 - 02 UM		



# Vacuum Critical Strike Table

	A	B	C	D	E
01-05	That breeze was refreshing. +0H	Refreshing breeze ruffles foe's hair. Man, he looks good. +0H	Target's ears pop. +1H	Foe is disoriented. He loses initiative. +0H	Foe's ears pop. +1H
06-10	Chilly breeze. +1H	Foe feels the pressure change. +1H	Target's ears pop audibly. +2H	Foe's ears pop. +2H - ✕	That's hard vacuum, all right. +3H - ✕
11-15	Cold breeze. +2H	Foe's ears pop. +2H	Target's ears rupture. +3H	Foe's hands shake. +4H - ✕	Foe's hands quiver. +5H
16-20	Icy wind causes foe to lose initiative next round. +5H	Target is unbalanced. +3H - ✕	Slight inner ear damage. +5H - ✕	Escaping air distracts foe. He's trying to keep his feet. +6H - ☼	Capillaries burst. They call this vacuum blush. +7H - ☼
21-30	Foe loses initiative for 2 rnds. +3H	Foe is unbalanced. +5H - ✕	Foe's equilibrium confused. +6H - ☼	Foe struggles to keep his wind. 2☼	Foe is disoriented. +9H - ☼☼
31-40	Target is unbalanced. +3H - ☼	Blast of air buffets foe. +8H - ☼	Target is muddled. +7H - 2✕	Escaping air buffets foe. +8H - 3☼	Moisture boils away from eyes, mouth & throat. Foe sad. 4☼
41-50	Foe loses three rounds of initiative in the rush of air. +2H	Howling winds disorient foe. +6H - 2✕	Target is fighting to keep his orientation. +8H - ☼	Target slashed by debris. Blood boils away. +10H - 5♣	Foe struck by debris. Blood boiling away from wound. +20H - 2☼ - 2♣
51-55	Foe is unbalanced. +6H - ☼	Whirlwind stuns foe. +8H - ☼	Debris strikes foe's leg. ☼ - 3♣	Off hand struck by debris. Wrist is sprained. Penalty only to that hand. +12H - 2☼ - (-50)	Weapon arm struck. 50% chance anything held is dropped. +10H - 5☼
56-60	Cold and drop in pressure take foe's breath away. +15H - 3✕	Deafening howl of escaping air. +10H - ☼☼	Foe hits leg, hard. +9H - 2☼ - ☼	Air burst staggers foe. +10H - ☼☼	A flurry of sharp metal bits slash foe. His blood is boiling away. +20H - 7♣
61-65	Force of rushing air stuns foe. +10H - 2☼	Target is spun around. 3☼	Foe is spun. No initiative for 6 rnds. +5H - 3☼	Foe is spun like a top. +10H - 2☼☼	Foe is spinning wildly. +15H - 2☼☼
66	Blast of air sends foe spinning, breaking his weapon arm. +10H - 5☼☼ - (-50)	Eardrums rupture and nose bleeds. Hearing is permanently damaged. Penalty lasts for 5 rounds. +18H - 2♣ - (-50)	Foe struck in the head by debris. Massive case of the bends. Foe dies in 9 rnds. If no helmet, he has a fractured skull and passes out. +12H - 6☼ - (+20)	Foe flies through breach. He barely catches the edge. He can hold on until unconscious. He dies in 6 rounds. +25H - 5☼☼ - (+20)	Nitrogen bubbles form throughout foe. He fails in agony before dying after 3 rounds. Wave bye-bye. 6☼☼ - (+25)
67-70	Flying debris strikes foe in back. +8H - ☼	Wind buffets foe. +2H - ☼	Struck in back by debris. +11H - 2☼☼ - (-10)	Target is thrown hard into a bulkhead. He flies two full meters. +10H - 3☼	Nitrogen bubbles form. Foe takes one hit per hour. It will take a Routine Medical Practice man. to save him. +10H - 3☼ - (-50)
71-75	Blast of fleeing atmosphere disorients foe. ☼☼	Fog of escaping gas confuses foe. 3☼	Air-born debris flies in foe's eyes. +10H - 2☼	Pressure change causes nitrogen to begin to bubble. Foe takes a hit an hour. It will take a Routine Medical Practice man. to save him. +15H - 2☼☼ - (-10)	Nitrogen bubbles form in his blood. Foe takes one hit per half hour until dead. It will take an Easy Internal Medicine man. to save him. +15 - 2☼☼ - (-20)
76-80	Foe is tossed about by fleeing atmosphere. +15H - 2☼ - ☼	Whirling dust and debris blinds foe for 4 rounds. 4☼	This is why its called "hard" vacuum. Blow brakes ribs, even as nitrogen begins to bubble. Foe takes a hit an hour. Takes a Routine Medical Practice man. to save him. +15H - 3☼ - (-10)	Ear drums, inner ear damaged. Foe is deaf. Because of nitrogen bubbles, foe takes one hit every 1/2 hour. It will take an Easy Medical Practice man. to save him. +10H - 3☼ - (-50)	Lung collapses and hearing is lost. Nitrogen bubbles form. Foe will take one hit per fifteen minutes until dead. Takes a Light Medical Practice man. to save him. +20H - 6☼ - (-70)
81-85	Swirling debris breaks two of foe's ribs. Is foe is strapped in, he is spared the majority of the damage. +10H - (-25) Strapped In: +5H	Foe breaks a leg. Nitrogen begins bubble in his bloodstream, causing a hit an hour. It will take a Routine Medical Practice man. to save him. +15H - 3☼ - (-50) Strapped In: +5H - (-10)	Foe is thrown about. Nitrogen bubbles form, causing a hit a half hour. It will take an Easy Medical Practice man. to save him. +25H - 10☼ - (-20) Strapped In: +10H - (-20)	Foe tossed about. Nitrogen bubbles form. He will lose a hit every fifteen minutes. Takes a Light Medical Practice man. to save him. +25H - 4☼ - (-30) Strapped In: +15H - 2☼ - (-30)	Foe hurled about. Nitrogen runs rampant. Foe takes a hit every ten minutes until dead. Takes a Med. Medical Practice man. to save him. +50H - Dead in 12 rounds Strapped In: +25H - 8☼ - (-40)
86-90	Nitrogen begins to bubble in foe's blood. Foe takes a hit every hour. It will take a Routine Medical Practice man. to save him. +10H - (-10)	Nitrogen begins to bubble in foe's joints. He take a hit every half hour. It will take a Easy Medical Practice man. to save him. +15H - (-20)	Nitrogen bubbles reek havoc. Foe takes a hit every fifteen minutes. It will take a Light Medical Practice man. to save him. +30H - 6☼ - (-30)	Nitrogen bubbles run wild. Foe is in trouble. He will take a hit every ten minutes. It will take a Medium Medical Practice man. to save him. +40H - 8☼ - (-40)	Nitrogen causes circulatory problems. Foe takes a hit every five minutes until dead. Takes a Hard Internal Medicine man. to save him. +30H - 3☼ - (-50)
91-95	Foe bleeds through eyes and ears. Nitrogen bubbles cause a hit every half hour. Takes an Easy Medical Practice man. to save him. +10H - 5☼ - (-30)	Foe bleeds from ears and eyes. Damage to lungs. Foe takes a hit every 15 minutes. Takes a Light Internal Medicine man. to save him. +15H - 7☼ - (-50)	Bad case of the bends. Foe takes a hit every 10 minutes. It will take a Very Hard Medical Practice man. to save him. +20H - 9☼ - (-70)	Foe bleeds for ears. He takes a hit every five minutes. Takes a Hard Medical Practice man. to save him. +25H - 10☼ - (80)	Massive case of the bends. Foe dies in 12 rounds. It will take a Very Hard Medical Practice man. to save him. +35H - 6☼ - (-60) - (+20)
96-99	Blow puts foe in coma for 10 days (1 day if helmet). Takes a hit every 15 minutes. It will take a Light Medical Practice man. to save him. +200H	Target's lungs collapse violently. Foe dies after 12 agonizing rounds. It will take a Medium Medical Practice man. to save him. +20H - (-80) - (+20)	Damage to multiple internal organs. Foe will die after 10 rounds of incapacitation. Takes a Hard Medical Practice man. to save him. (+20)	Target is thrown about. Bones splinter, skewering his internal organs, killing him after three rounds. +25H - (+20)	Extreme damage to eyes, lungs, and ears. Foe dies in five rounds. Takes an Extremely Hard Medical Practice static man. to save him. +80H - 5☼☼ - (-70) - (+20)
100	Blow to head. The bends causes a hit every 10 minutes. It takes a Medium Medical Practice man. to save him. With Helmet: +25H - 5☼ W/O Helmet: +25H - Dies in 3 rnds	Foe's spinal cord is damaged, and his blood bubbles with nitrogen. He takes a hit every 5 minutes. It will take a Hard Internal Medicine man. to save him.	Explosive blast causes massive damage to ears, lungs and brains. Foe dies. (+20)	Lungs, eyes, and ears are disrupted. Foe dies after 12 rounds. (+20)	Abrupt decompression causes strokes and cardiac arrest. It will take a Sheer Folly Internal Medicine man. to save him. (+20)

Key: ✕=must parry β rounds; ☼=no parry for β rounds; ☼☼=stunned for β rounds; ♣=bleed β hits per round; (-β)=foe has -β penalty; (+β)=attacker gets +β next round