THE Colonies™

Science Fiction Roleplaying on Occupied Earth

SECTION 1
PLAYER BRIEFING

The following is an excerpt from Brigadier Samuel Robertson's introductory lecture to his class at the Martian Defense Force Academy.

The Height of Discovery

It all started with the Hubble Space Telescope. After countless years of continual upgrading, it was finally retired in 2010. The Sagan Space Observatory, which supported a scientific crew of five, replaced it. NASA and United States Spaceforce scientists shared time on the observatory and eventually began renting its use out to other nations and organizations. This orbiting telescope became man's ultimate early warning system. But, we'll get to that later.

Another inportant instrument in man's development was the International Space Station. It was crucial to Earth's future and directly contributed to the development of new spacecraft designs, alloys, and even solar cruises (commercial space tourism), causing the economies of the United States, United Kingdom, and the European Union to soar.

With the advent of construction yards on the Moon in 2018, giant factories were erected to create the materials necessary for shipbuilding. The next generation of space craft were just around the corner and caused the downfall of the International Space Station. Since it wasn't able to handle any of the United States' new deep space and interplanetary craft designs, U.S. personnel were reassigned to the Moon. Full ownership of the station was eventually relinquished to the European Union in 2020.

The year 2021 gave birth to fusion power. A ten year resolution was instituted by the United Nations and all major governments agreed to replace nuclear fission reactors with these new, cleaner, and more efficient fusion powered reactors. Every member of the United Nations signed a ban on nuclear weapons and radioactive materials three years before the deadline. This may very well have been the downfall of man.

The last big scientific invention born on Earth was the technology of photonics. Using light instead of electricity, this new conductive medium replaced conventional electronics, allowing smaller and faster computer systems to be built. It laid the foundation for unlimited computer creativity.

The United States, in cooperation with Russia, achieved the boldest space mission yet in 2030—the colonization of Mars. The United Kingdom and the European Union also became partners and contributed billions of dollars in supplies. Originally intended as a scientific outpost, it soon became an adventurer's paradise; much like Africa or the Amazon in previous centuries. Tourism boomed as cruises between Earth and Mars were offered by civilian corporations.

Disaster!

Now, back to the Sagan Observatory. The year 2036 marked a four-hundred percent increase in its usage due to Earth's top astronomers and astrophysicists fighting for time on it. Each one strived to become the first to qualify a new celestial body which appeared in the skies. It turned out to be

Table of Contents

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PIG — Politically Incorrect Games

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a new comet that was also on a collision course with Earth.

Data was checked and rechecked. Unfortunately, the findings were accurate. This new threat caused governments to cooperate like never before. Several ideas surfaced—most were fantastic yet unlikely.

Nuclear weapons seemed to be the only hope. The United States and Russia worked diligently to design one that would be able to obliterate the massive rock of iron and ice. In the end, however, physics proved to be on the side of the comet.

In 2037 a top secret U.S. operation, deep in the Arizona desert, began refitting an experimental deep space craft to carry refugees to far away planets. Intended for unmanned exploration, the craft used a new drive system: the photon drive. It was, theoretically, capable of achieving near-light speeds by expelling light particles to create thrust. In addition to colony seeding modules, special acceleration chambers were needed in order to protect the occupants from deadly g-forces.

Using census data, the government secretly recruited citizens to colonize new worlds. They left Earth, never even being informed of their destination. Although, the existence of these *seeding ships* was never made public, recent missions to Earth have confirmed that at least twenty were launched.

Setup or Salvation?

The countdown to devastation was interrupted when a radio signal came in from space. Everyone's attention was focused on this signal. After days of analysis, the encoding method was finally cracked and the first sounds of an alien voice echoed throughout the halls of the White House and U.S. Space Command.

They called themselves the *Virimar* and offered to destroy the comet. The world leaders agreed without hesitation; a decision which cost our brothers their freedom.

People were celebrating in the streets when word came that the comet was gone. They rejoiced for two days. On the third day, however, another catastrophe struck. The world went momentarily dark and silent.

A shockwave from the blast struck the Earth, destroying all orbital satellites and many central computer systems. The computers were easy to fix, but all satellite communication was lost, including the link with Mars.

Dangerous amounts of radiation in near orbital space were also reported. After analysis, scientists concluded that an extremely intense electro-magnetic debris field was present throughout most of the solar system. This meant that no space craft could launch and no contact with Mars could be re-established.

This debris field eventually led to the Virimar request to land their massive space craft on Earth. Everyone felt compassionately toward their saviors and the aliens were allowed to land in a isolated part of Australia. They have been there ever since.

The Virimar never journeyed outside their craft and only met with high ranking government officials. Talk of aliens soon went away; out of site, out of mind. But, for over forty years, the Virimar lived an isolated existence in the Australian Outback.

The Sleepers Awaken

In 2081 the debris field began to dissipate and a renewed interest in space travel blossomed. But, before it could come to fruition, yet another threat materialized.

The French, who were secretly amassing an army, invaded key strategic cities in Europe. Backed by Virimar weapon and technologies, the cities fell quickly.

The United States, United Kingdom, Canada, Mexico, and China banded together in a new World War. Virimar technology made the French a powerful force. Over one million allied troops were dispatched to Europe. It would appear that this move was calculated by the Virimar.

With the majority of troops abroad, the Virimar activated sleeper agents which they had planted throughout the world. Many were politicians, aristocrats, and monarchs. This provided an easy method for overthrowing governments.

Nations were soon controlled by Virimar collaborators and puppets. The aliens commanded national armies which were used to oppress the masses. Attempts were made by numerous parties to assemble nuclear weapons, but since all radioactive material was strictly regulated, they were unsuccessful. Had they not banned these deadly weapons, the Earth may have remained free.

Today, Earth is divided into Virimar controlled provinces. Although, each region is governed by humans, these men have either been brainwashed by the Virimar or have been enticed by wealth. Most, also have brain implants limiting their actions.

Life on Earth

Except for the collaborators, living on Earth is tough. Conditions have been reduced to that of the mid-twentieth century. New technologies appear only in the administrative areas, leaving the masses without artificial intelligence, biotech medical assistance, or organized municipal utilities.

Major cities still maintain the largest populations. The same crime laden neighborhoods exist with even more starving and suffering people. Money has been rendered useless and people trade jewelry and goods in order to survive. Barter is now a way of life for all but the French.

The countries which were once referred to as *third word* have regressed to primitive societies. From the warrior tribes of the South African province to the tribal groupings of the Alaskans, men have become slaves to necessity.

The Republic of France is the only free nation on Earth. It was given all of eastern Europe for its treachery. A security wall surrounds France, preventing entrance or egress. All French citizens live in luxury.

ADMINISTRATIVE AREAS

Slang: *comfort zone*

Collaborators monitor their territories from the comforts of the administrative areas. These are often the city centers; the only remnants of a once advanced Earth.

Skyscrapers cast shadows over the dilapidated neighborhoods of the common man. Administrators live in luxury and benefit from the suffering masses. Their words echo "*I have betrayed my brethren*" to the masses.

INNER CITY

Slang: *the ghetto or the 'hood*

The neighborhoods closest to the administrative area are heavily watched by collaborator troops. They are monitored for terrorist groups and possible threats to the comfort zone.

The inner city neighborhoods are densely packed with homes; crimes of desperation run amok. The only police available are those who volunteer to protect the peace. Many are killed for their interference.

Gangs are common among the inner city neighborhoods. They rule their territories and are not usually challenged by police. Homemade narcotics are often traded for food or other commodities.

OUTER CITY

Slang: *the 'subs or farms*

The once middle and upper class residents of the suburban neighborhoods are now little better off than the poor. The suburbs have become the ruins of once fruitful communities on the outskirts of the cities.
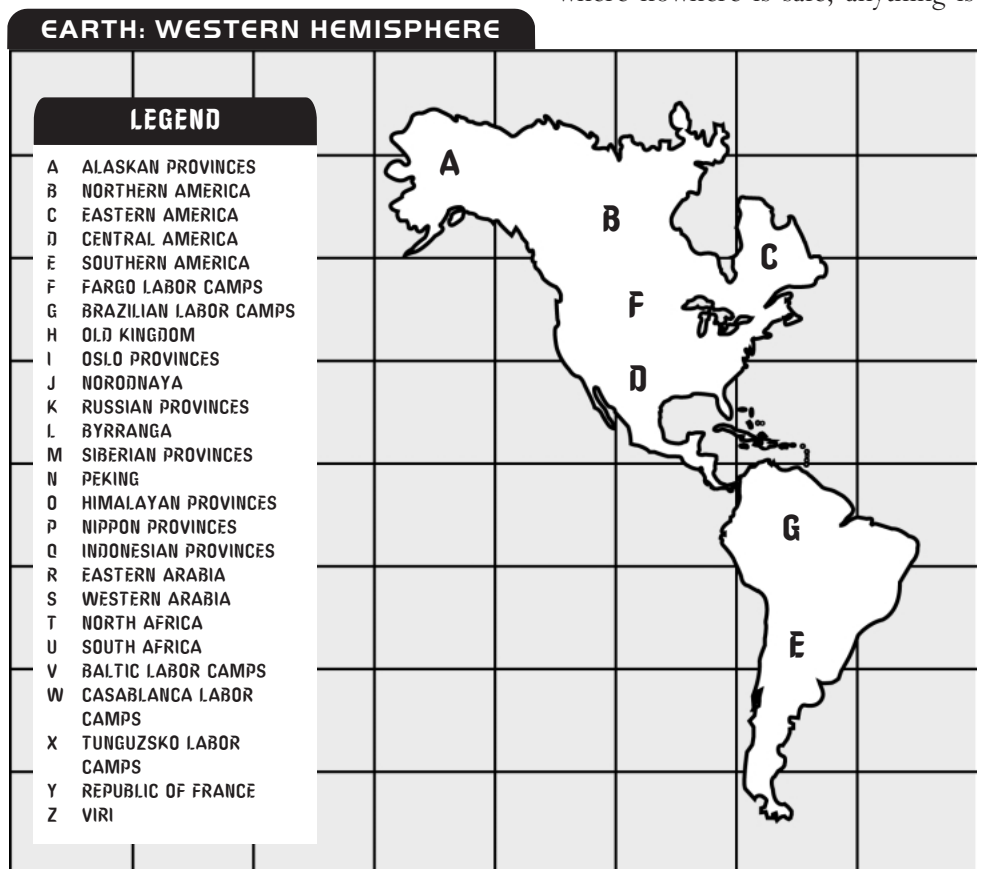
Although nicer homes exist here, they are typically neglected. Those which are kept up, are usually done so by entire families which occupy the home. It is not uncommon for more than ten family members to occupy one dwelling.

It is also common for *the 'subs* to contain a lot of farmland, operated by communal groups.

LABOR CAMPS

Slang: *death camps*

Political crimes are the only interest of collaborator policing units. Labor camps were established to house the millions guilty of political crimes. In a world where nowhere is safe, anything is

EARTH: WESTERN HEMISPHERE

	LEGEND
A	ALASKAN PROVINCES
B	NORTHERN AMERICA
C	EASTERN AMERICA
D	CENTRAL AMERICA
E	SOUTHERN AMERICA
F	FARGO LABOR CAMPS
G	BRAZILIAN LABOR CAMPS
H	OLD KINGDOM
I	OSLO PROVINCES
J	NORODNAYA
K	RUSSIAN PROVINCES
L	BYRRANGA
M	SIBERIAN PROVINCES
N	PEKING
O	HIMALAYAN PROVINCES
P	NIPPON PROVINCES
Q	INDONESIAN PROVINCES
R	EASTERN ARABIA
S	WESTERN ARABIA
T	NORTH AFRICA
U	SOUTH AFRICA
V	BALTIC LABOR CAMPS
W	CASABLANCA LABOR CAMPS
X	TUNGUZSKO LABOR CAMPS
Y	REPUBLIC OF FRANCE
Z	VIRI

preferred to living in a camp. These are little better than Nazi concentration camps.

Mars

MARTIAN SOCIETY

After Mars lost contact with Earth, we stepped up building and planet-scaping projects to promote self-sufficiency. Early Martian architecture took on an alien quality, but people soon adapted; it slowly evolved to what we see today.

The huge towers and circular structures of the arcologies (self-contained cities) overshadow fields of greenhouses. Numerous monorail tracks connect the arcologies and are positioned at various altitudes. Each arcology houses anywhere from ten to twenty thousand people.

Mars became a superpower on par with the United States and had created a new self-sufficient and highly capitalistic state. Mars also became the voice of freedom in the solar system. Democrat elections are held every six years for positions such as prime minister, senator (three from each arcology), and governor (presiding over each arcology). Although, anyone can run for office, most candidates come from the corporate class.

The colony is fueled by money, creating a need for large corporations. Unlike Earth corporations, those on Mars have a strong sense of community and always lookout for the welfare of employees and their families. Healthcare, accommodations, and even food are all part of the employer's contract.

Those who elect not to work for a large corporation are still cared for. They are given apartments at the bottom levels of arcologies; a symbol of their social contribution. Many activists move into these welfare homes and recruit their under-privileged neighbors to participate in protests. Some, even refuse to work entirely, relying on their own survival skills to keep them alive in makeshift shelters on the planet's surface.

MARTIAN SPACE TRAVEL

Although space travel was out of reach for years, scientist carried out orbital tests which were, relatively, hazard free. Short, unmanned trips to the Martian moons were also successful.

Later space craft were fitted with modified versions of the old U.S. fusion-photon drive prototype which was moved to Mars as a classified Spaceforce project in 2035. Special chambers were later developed to protect the crew from the craft's deadly acceleration.

A number of refugees managed to escape Earth in obsolete and risky space craft. They alerted the Martian authorities to the situation on Earth. A small group of scientists even managed to smuggle an incomplete report concerning the colony ships.

Once the radioactivity in the solar system had returned to normal levels, craft were launched to find and recover the missing colony ships. To date, four colonies have been found: Cassiopia, Serpenti, Reticuli, and Orionis.

The first wave of colonists have now returned home. Mankind's new home— Mars. The Martian government is recruiting men and women to join the Off-World Militia. That's why you are here.

This ends the excerpt.

EARTH: EASTERN HEMISPHERE
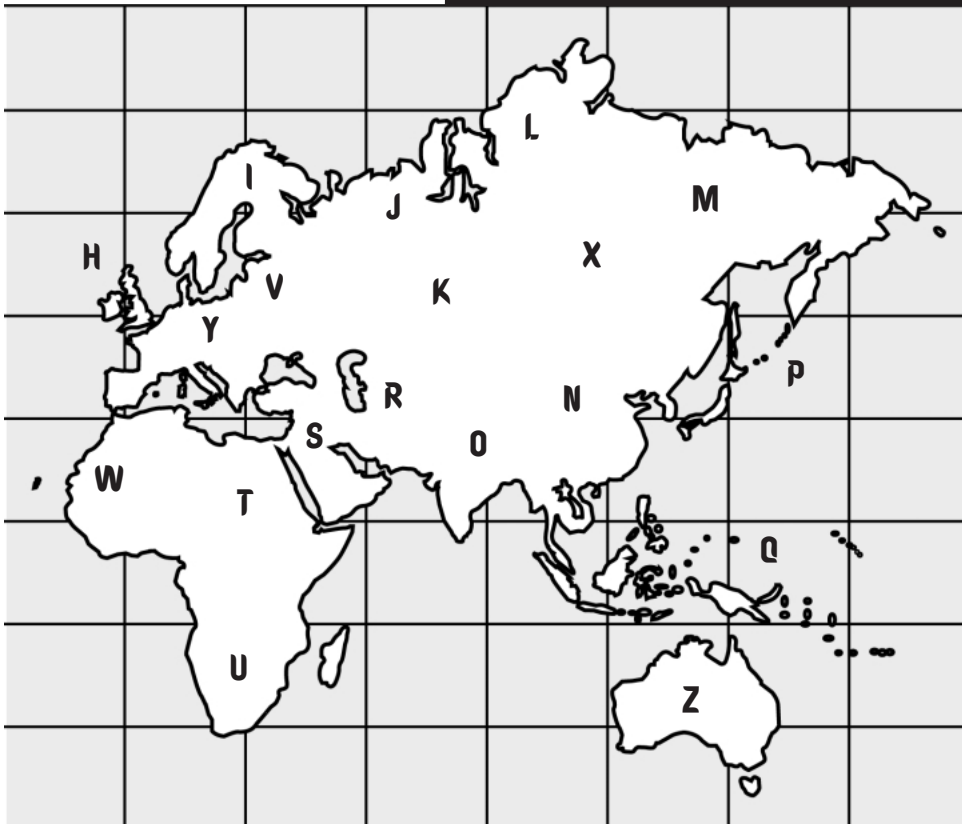
The Other Colonies

CASSIOPIA

A dark and savage world, the native wildlife hunts anything that moves. Long periods of total darkness also forced man to adapt; many developed telepathic abilities.

SERPENTI

The technologically barren world of Serpenti is not one to be visited casually. Its electrically charged rings interfere with all electronic and photonic components, preventing their use. The rings shift orbit once per ten days permitting craft to traverse the planet's atmosphere. Radiation from the rings also seem to cause mutation in human embryos.

A number of communities were formed by families which shared common interests and goals.

RETICULI

Ancient ruins were found on this seemingly perfect world shortly after the colonists arrived. These ruins were the remnants of an advanced but extinct civilization. The colonists discovered data records which detailed advanced biotech procedures and adapted them for humans. Some caused horrible side effects.

Unbeknownst to the inhabitants, nanotech devices infected everyone that came close enough to the ruins. These would eventually return with the first wave of colonists to reach Mars, and begin to infect Earth's first colony.

The surface of Reticuli is mostly sand. Presumably, most animal and plant life was affected by whatever destroyed the original occupants of the ruins. Water can be found in small, sporadic pockets.

Because of this, many encampments outside of the ruins have assumed names which incorporate the word *Oasis*.

ORIONIS

A delicate peace exists on this world. Christianity ruled Orionis, initially, but the leaders were slowly corrupted by power. They perverted their faith by oppressing the inhabitants. Many so called *heretics* fled to other parts of the planet to escape the oppression. They created a computer centric society which prospered and grew to the size of New York. Other smaller communes were created with the belief that every man, women, and child is part of the family and should be treated as such. The faithful still exist, but are outnumbered and out-skilled by the *heretics*.

Liberation Cells

The Off-World Militia is made up of teams called liberation cells. Each cell is composed of about five to ten people; each with distinct functions. Every cell has a leader, one or more techs, and a pilot. The remainder of the personnel are, ideally, soldiers.

The Moon is the lifeline for all cells. It functions as a distribution and medical center in addition to being a transit point to and from Mars.

Earth, on the other hand, is the front line. It is recommended that each cell organize one or more resistance groups and use their facilities as a second base of operations; one that can be used to more closely monitor the situation.

NOTE TO PLAYERS: Your group should maintain an Earth base in the city which you actually live and are familiar with. Map it out, if so desired. Remember, the city center houses the collaborators, while the other neighborhoods provide potential freedom fighters.

MISSIONS

Liberation cells are given missions by their superiors (Martian Defense Force liaisons) on the Moon. These missions may last for one or more gaming sessions and can provide recognition, experience, new allies, or new equipment.

TECHNOLOGIES AND PROJECTS

Liberation cells use techs to repair and design new equipment for use in missions. It is important for cells to possess more than one tech in order to have access to a diverse range of technologies.

Special projects can be undertaken by one or more techs and are funded with experience. More information is presented in *Section 7: Projects* ➠.

Expansion

A number of low cost supplemental books are planned to expand the playable universe of The Colonies. Free updates will also be posted on the PIGAMES.NET web site.

THE FIRST COLONY

Take your adventures to Mars. This book covers its political structure, corporations, and development.

SPACE SOURCEBOOK

Take your adventures to other worlds. This book covers Mars' interest in space, interplanetary craft, and faster than light craft.

THE VIRIMAR WAR

Take your adventures to the front lines. This book introduces the elusive Virimar and details the start of the attacks by the Martian Defense Force.

SECTION 2
HOW TO PLAY

A Brief Note About Roleplaying

This is a game. Its sole purpose is to entertain through interactive storytelling. Each player takes the role of a character, much like an actor in a play or movie. These characters, however, are completely controlled by you, the player. You determine the character's background, personality and abilities; all of which affect their interaction with others in the story.

The game is moderated by the gamemaster, who also tells the story. His job is to keep the game interesting, and not to mention, fair. The gamemaster will invent the mission, but players are encouraged to suggest ideas and allow their characters to grow within the framework of the story. The characters are the most important element of play and develop through the course of the game.

It is assumed that at least one player of your group is an experienced gamemaster. If you would like more information on roleplaying or gamemastering check out *About's* roleplaying information and tips at HTTP://ROLEPLAYGAMES.ABOUT.COM.

Dice Mechanics

This game requires at least two six-sided dice in order to play. Although one set of two is sufficient, you may want to provide a set plus a few extra dice for each player.

These dice are always rolled in pairs taking the sum of the two. This sum is called the DICE TOTAL. Some special abilities or actions may also call for a number of BONUS DICE or PENALTY DICE to be rolled with the pair.

The two lowest dice are added together when using BONUS DICE, while the two highest are added together when using PENALTY DICE. BONUS DICE and PENALTY DICE cancel each other out.

PENALTY DICE are noted as -❶ and BONUS DICE as ⁺❶, with the actual number of dice in the circle.

➡ Example

Jon is attempting a task which calls for 1 penalty die (-❶) and 3 bonus dice (⁺❸). One of the bonus dice is canceled out by the penalty die. This leaves 2 bonus dice (⁺❷). Jon now rolls a total of 4 dice (the 2 original dice plus the 2 bonus dice). He rolls a 2, 4, 6, and 5. Because he is using bonus dice, Jon takes the sum of the two lowest dice which are the 2 and the 4, making a dice total of 6.

Basic Task Rolls

During the course of a gaming session, you will want to accomplish tasks. Rolls of the dice are used to determine if these tasks succeed. Task rolls provide a balanced system which reflects a character's skill and ability levels. The more skilled a character is the higher his chance of success.

A character accomplishes a basic task when his DICE TOTAL is less than or equal to his SKILL TOTAL, which is equal to the sum of the appropriate skill rating and its corresponding trait (listed in the skills section).

📖 Basic Task Rolls

1. Compute Skill Total (trait + skill)
2. Roll Dice and Compute Dice Total
3. Determine Success
   dice total must be less than or equal to skill total

Advanced Task Rolls

Advanced task rolls add realism by utilizing varying levels of difficulty which are assigned by the gamemaster. Varying degrees of success are also determined by the outcome of the roll.

Difficulties

Difficulties make it easy for the gamemaster to determine when and how to roll for tasks. They also affect the outcome of a task.

SIMPLE tasks do not require a roll unless the gamemaster wishes to know the character's degree of success, or if the task is contested by another character. Simple tasks represent trivial labors that usually require little or no training. We generally take them for granted.

EASY tasks, also do not require rolls unless contested or a specific degree of success is required. Easy tasks are mundane, every day labors that require very little skill.

MARGIN = SKILL TOTAL - DICE TOTAL	DIFFICULTY					
MARGIN	Simple	Easy	Average	Challenging	Hard	Impossible
Less than -6	FAILURE	FAILURE	FAILURE	CRITICAL FAILURE	CRITICAL FAILURE	CRITICAL FAILURE
-6 to -1	FAILURE	FAILURE	FAILURE	FAILURE	CRITICAL FAILURE	CRITICAL FAILURE
0	AVERAGE	AVERAGE	POOR	FAILURE	FAILURE	CRITICAL FAILURE
1-3	GOOD	AVERAGE	AVERAGE	POOR	FAILURE	FAILURE
4-5	GOOD	GOOD	AVERAGE	POOR	POOR	FAILURE
6-7	EXCELLENT	GOOD	GOOD	AVERAGE	POOR	POOR
8-9	EXCELLENT	EXCELLENT	GOOD	AVERAGE	AVERAGE	POOR
10-11	EXCELLENT	EXCELLENT	EXCELLENT	GOOD	AVERAGE	AVERAGE
12-13	CRITICAL SUCCESS	CRITICAL SUCCESS	EXCELLENT	EXCELLENT	GOOD	AVERAGE
14 +	CRITICAL SUCCESS	CRITICAL SUCCESS	CRITICAL SUCCESS	CRITICAL SUCCESS	EXCELLENT	GOOD
RANGE	Point Blank	Short	Medium	Long	Extreme	
CONTESTED SUCCESS	Poor	Average	Good	Excellent	Critical Suc.	

AVERAGE tasks always require rolls and represent innocuous actions that must rely on training and experience. They also require some thought or effort.

CHALLENGING tasks are slightly more difficult than average ones and require some effort and/or thought. They are usually harmless and require the **DICE TOTAL** to be less than the **SKILL TOTAL** by at least one to be successful.

HARD tasks typically require above average skill and represent some action unfamiliar to a character. They can also be fairly dangerous and require the **DICE TOTAL** to be less than the **SKILL TOTAL** by at least four to be successful.

IMPOSSIBLE tasks cover all dangerous or unfeasible situations. Characters attempting such actions are either very brave or very stupid. They require the **DICE TOTAL** to be less than the **SKILL TOTAL** by at least six to be successful.

Task difficulties may be increased or decreased by a character's actions or his environment. Difficulties may not be reduced less than **SIMPLE** or greater than **IMPOSSIBLE**. An increase in difficulty is noted as **1▶** and a decrease as **◀1**, with the actual number of difficulty levels changed in the arrow.

Outcome

To determine how successful a task is we must first compute the difference between the **SKILL TOTAL** and the **DICE TOTAL (SKILL TOTAL - DICE TOTAL)**. This value is called the **MARGIN**.

Once we know the margin, consult the *Success table*. Compare the **MARGIN** on the left of the table with the difficulty at the top. The **DEGREE OF SUCCESS** describes the outcome of the task. Keep in mind that not all rolls require this level of detail and simply succeeding at a roll may be enough.

There are seven possible outcomes:

CRITICAL FAILURE represents a horrible mishap or backfire. This could be missing an opponent and accidentally shooting a friend or a chase down a flight of stairs resulting in a serious fall.

FAILURE represents a failed attempt at a task. Unlike critical failures, it does not necessarily indicate a harmful outcome.

POOR SUCCESS represents a grazing hit when in combat or a vehicle repair which may only last a few hours. It does not guarantee that the result will last.

AVERAGE SUCCESS represents a typical outcome. This could be a solid gun shot to the chest or a forged passport which looks real under standard inspection.

GOOD SUCCESS represents a better than average outcome. This could be landing on one's feet when jumping a great distance or designing a computer program which operates slightly better than anticipated.

EXCELLENT SUCCESS represents an outcome far beyond the intentions of a character. This could be a physical feat such as a flip which wins a competition or a spacecraft maneuver which brings an opponent in weapons range.

CRITICAL SUCCESS represents a miraculous outcome. This could be incapacitating an opponent with one punch or executing a piloting maneuver which causes an opponent's vehicle to crash.

There are two special situations which cause the success table to be ignored. If the two dice used for the **DICE TOTAL** are both ones (**SNAKE EYES**) the task is a **CRITICAL SUCCESS**. And, if the two dice used for the **DICE TOTAL** are both sixes (**BOX CARS**) the task is a failure (but not a critical failure).

📖 **Advanced Task Rolls**

1. Compute Skill Total (trait + skill)
2. Roll Dice and Compute Dice Total
3. Compute Margin (skill total - dice total)
4. Determine Degree of Success by Cross Referencing the Margin with the Difficulty of the Task on the Success Table

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Skill Specialization

Each skill includes a number of specialties which represent a particular field of knowledge or experience. Specialization of fitness skills adds **+❶** to all related task rolls.

Untrained Task Rolls

All fitness skills can be attempted without prior training. Technical and psionic skills, however, require that the character has at least a rating of one in order to be used. Attempting a technical specialty in which the character has not specialized is considered an untrained task.

In these cases the **SKILL TOTAL** would be equal to the associated trait only. This type of task roll would also be used in situations where a single trait would govern the outcome.

➡ **Example**

Jon is attempting to remember if Kelly told him to meet her at five or six o'clock. Jon would roll two dice. If the sum of the dice are less than or equal to his perception rating (trait only) then he succeeds. This sort of roll would be extremely difficult. But, then again if the person playing Jon could remember the time he wouldn't have to roll.

Contested Tasks

There will be situations that place two people at odds with each other in some sort of struggle. To resolve this conflict, both parties make task rolls and the character with the higher **MARGIN** wins the struggle. If neither roll actually is successful both parties fail.

Some skills allow an effect to be contested by rolling against a difficulty level which is determined by the original task's **DEGREE OF SUCCESS**. The difficulty of such situations is noted on the **SUCCESS TABLE**. Contested rolls use the same trait and skill as the original roll, unless otherwise noted.

➡ **Example**

Jon is attempting to break a security code designed by Kyle. Kyle's Finesse (security) roll resulted in a good success. This means that Jon must succeed at a Challenging task in order to break the code.

SECTION 3
RECRUITMENT

Each character possesses primary and secondary traits which describes him in terms of physical and mental ability, and potential.

Primary Traits

Primary traits are used to compute skill totals and range from zero to six. Characters cannot start the game with a trait higher than five.

RATING	DESCRIPTION
0	BELOW AVERAGE
1	LOW AVERAGE
2	AVERAGE
3	HIGH AVERAGE
4	NOTEWORTHY
5	GIFTED
6	LEGENDARY

STRENGTH determines a character's size and muscle mass. It also affects how much physical damage a character can bestow. Untrained strength rolls are used for:

- *lifting and carrying heavy objects*
- *breaking things*
- *pushing and pulling things*

DEXTERITY is a character's physical prowess, hand-eye coordination, and grace. It affects how well a character can fire a gun, climb a rope, etc. Untrained dexterity rolls are used for:

- *delicate hand maneuvers*

PERCEPTION is almost like a sixth sense. It is how well the character notices little details or is able to communicate them to others. Untrained perception rolls are used for:

- *the senses (hearing, sight, taste, smell, and touch)*
- *noticing something*
- *communicating through hand gestures or code words*

WILLPOWER constitutes a character's mental discipline. It allows him to press on in the face of danger, attempt a task with confidence, or even control his emotions. Untrained willpower rolls are used for:

- *resisting illness*
- *resisting effects of alcohol*
- *resisting impulses of fear, anger, etc.*

REASONING gauges how well a character can analyze information and is the driving force behind skills that require study. Untrained reasoning rolls are used for:

- *basic mathematics*
- *rational thought*
- *logical deduction*

PSIONICS represents the character's control over his mental energy. Think of it as the strength and dexterity of the mind. It should be noted that psionics is considerably different from willpower in that it can only effect the use of psionic based skills. Psionics skills cannot be used unskilled.

Secondary Traits

Secondary traits change throughout the course of the game and must be tracked.

STAMINA measures a character's health and fitness. It is the sum total of strength and willpower multiplied by two.

Stamina is subdivided into **STRESS** (noted as ⚡ with a preceding value) and **WOUNDS** (noted as 💣 with a preceding value). Stress is the degree of fatigue and blunt trauma that a character has endured, while Wounds is the degree of physical injury, such as lacerations.

Locate the stamina section on the character sheet. Starting from the bottom, fill in the largest blank box from each group (of stamina boxes) on the character sheet until the total number of filled boxes is equal to twenty-five minus the stamina rating. The remaining unfilled boxes should equal the character's stamina rating. Do this for both stress and wounds.

➡ Example

Jon has a strength of 4 and willpower of 3. His stamina would be 14 (4+3=7; 7x2=14). His stress and wound boxes on the character sheet would look the following way:

□□□☒☒ -❶	-❶ ☒☒□□□
□□□☒☒ -❷	-❷ ☒☒□□□
□□□☒☒ -❸	-❸ ☒☒□□□
□□□☒☒ -❹	-❹ ☒☒□□□
□□☒☒☒ -❺	-❺ ☒☒☒□□

As Jon takes damage, he checks off the blank boxes starting at the top; from smallest box to largest on each line. Once one line is completely checked off, he then continues on the next.

REACTION measures a characters

nerves, reflexes, and general speed. It is equal to twelve minus dexterity and perception.

REPUTATION measures how well a character is known and how popular he is. Those familiar with the character may decide to either help or hurt him. Characters begin play with a reputation of zero.

Reputation rolls can be made by anyone who has contact with the character. Perception + reasoning is used as the skill total. Reputation ranges from zero to twenty and may modify the roll with penalty or bonus dice.

TARGET'S REPUTATION	REPUTATION MODIFIER
0-5	-❶
6-10	⓿
11-15	+❶
16-20	+❷

Characters may also assume poor reputations when they act cowardly or bizarre:

- *Character cowers behind cover and is seen by many people.*
- *Character fails to complete a mission.*
- *Character commits a sadistic act.*
- *Character betrays his cell or friends.*
- *Character is taken prisoner in battle.*

AURA indicates the character's level of psionic activity. The more he uses psionic skills the higher his aura will be, and the more likely someone with similar skills will be able to detect him. Aura ranges from zero to twenty.

SIGNATURE represents the character's level of electromagnetic emissions caused by implants and exotech. The larger the number, the easier he is to trace with sensor equipment.

CONTAGION is equal to the number of distinct nanotech combines occupying the character's body plus three. It

represents the likelihood of combine transference to another character or damage due to interference.

DEPENDENCY represents the character's need for his nanotech units. The higher the dependency the greater the withdrawal if anything should happen to them.

ABERRATION represents the character's current biotech chemical build-up. When the Aberration rating reaches twenty the character uncontrollably activates one of his biotech aberrations and his aberration rating resets to zero. At five, ten, and fifteen, willpower + biotech rolls are made to determine if the aberration is triggered.

📖 Secondary Traits Ratings

STAMINA.	$= (STRENGTH + WILLPOWER) \times 2$
REACTION.	$= 12 - DEXTERITY - PERCEPTION$
REPUTATION	$= 0$
AURA	$= 0$
SIGNATURE	$= SUM OF IMPLANTS/EXOTECH SIG.$
CONTAGION	$= NUMBER OF NANOTECH COMBINES$
DEPENDENCY	$= 0$
ABERRATION	$= 0$

Skills

Skills are divided into three categories: fitness, technical, and psionic.

- *Fitness skills represent physical prowess.*
- *Technical skills represent knowledge.*
- *Psionic skills represent mental powers.*

Fitness skills require a minimum rating of five for specialization. Technical and psionic skills have no minimum rating for specialization. Specialties which are not chosen as part of a skill are considered untrained.

Skill ratings range from zero to twelve. Skills can not be raised higher than

double the associated trait. This does not apply to skills that are received as part of a character's background.

RATING	DESCRIPTION
0.	*UNTRAINED*
1.	*PASSING KNOWLEDGE*
2.	*UNDERTRAINED*
3.	*BASIC KNOWLEDGE*
4.	*WORKING KNOWLEDGE*
5.	*SOLID ABILITY*
6.	*HIGHLY TRAINED*
7.	*ELITE*
8.	*EXPERT*
9.	*LEADER IN FIELD*
10.	*MASTER*
11-12	*LEGENDARY*

📖 Skills & Specialties

Fitness

BRAWLING	*melee, unarmed, grappling, zero-g*
WEAPONS	*sidearm, sniper, heavy, demolitions, archaic*
ATHLETICS	*throw, climb, run, swim, zero-g*
FINESSE	*forgery, stealth, security, legerdemain*
SURVIVAL	*desert, jungle, arctic, crash*

Technical

ALGORITHMS	*design, editing, hacking, autonomies*
ASTRO	*structural, propulsion, weaponry, comm*
CHEMICAL	*explosives, alloys, fuels, coolants*
CIVIL	*surface, orbital, arcology*
ELECTRICAL	*implants, exotech*
GENETIC	*sampling, biotech*
MECHANICAL	*propulsion, exotech, implants*
PHOTONICS	*nanotech, implants, computers*
MEDICINE	*surgery, drugs, first aid, implants*

(Piloting)

ASTRO	*maneuvers, gunnery, atmospheric, repair*
SURFACE	*maneuvers, gunnery, repair*
WATER	*maneuvers, gunnery, submersibles, repair*

Psionics

KINETICS	*strike, shield, radiance, sonics*
PASSIVE	*sense, empathy, telepathy, quiet*
ACTIVE	*unlock, trespass, overload, noise*
INTRUSIVE	*implant, trigger, extract*

Creating Characters

It is a good idea for the players to get together and decide which skills and abilities will be needed beforehand. Each cell requires at least one space craft pilot (space craft skill with a rating of six or higher) and one technician.

Colonial diversity adds a wide range of talent. An important part of forming the cell is recognizing the strengths and weaknesses of each of the colonies' inhabitants.

STEP 1: COLONY

Choose from one of the six worlds as the character's planet of nativity.

📖 The Colonies

MARS	(MARTIAN)
EARTH	(EARTHER)
CASSIOPIA	(CASSIOPIAN)
SERPENTI	(SERPENTINE)
RETICULI	(RETICULAN)
ORIONIS	(ORIONISIAN)

STEP 2: BACKGROUND

Determine the character's past by consulting the appropriate colony's tables. Characters that are given psionic skills as part of their background begin play with a psionic rating of one at no extra cost.

MARTIANS

Refer to page 13 ➡

A. Roll two dice and consult the Family Status table. Record any trait or skill modifiers received.

B. Roll two dice and consult the Reason for Joining Cell table.

EARTHERS

Refer to page 14 ➡

A. Roll one die and consult the Leaving Earth table. Record any trait modifiers, implants, or biotech received from subsequent tables.

CASSIOPIANS

Refer to page 15 ➡

A. Roll two dice and consult the Adaptation table. Record any skill modifiers received.

B. Roll two dice and consult the Cultural Standing table. Record any

social stigma received.

SERPENTINES

Refer to page 16 ➡

A. Roll one die and consult the Number of Mutations table.

B. Roll two dice and consult the Mutation table. Record any skill modifiers or biotech received.

C. Roll two dice and consult the Clan table. Record any skill modifiers or rituals received.

RETICULANS

Refer to page 17 ➡

A. Roll one die and consult the Proximity to Ruins table. Record any nanotech received from subsequent tables.

B. Roll one die and consult the Biotech Experimentation table. Record any biotech received.

ORIONISIANS

Refer to page 18 ➡

A. Roll one die and consult the Life Path table. Record any trait or skill modifiers received.

STEP 3: TRAIT AND SKILL RATINGS

A total of 150 points may be used to purchase primary traits and skill ratings. Point cost factors are listed on the appropriate colony page. Multiply the appropriate trait or skill cost factor times the desired rating to determine the total cost. Multiply a skill's cost factor by three to determine the total cost for a specialty.

Each trait and skill has a rating of zero by default. Traits may not be raised over five and skills may no go over ten. Skills may not be raised higher than double the related trait, also.

Secondary traits may be computed once all primary traits have been purchased.

Any points left over are converted to experience points and can be used at a later time.

STEP 4: GEAR

Characters are equipped before they go one missions. Each cell is issued the following gear. Other items may be acquired due to colony bonuses.

1 COMPOSITE ARMOR PER MEMBER
1 LASER RIFLE PER MEMBER
CASE OF 500 POWERPACKS
20 GRENADES
1 TECH KIT
1 MEDICAL KIT
1 MOON HOPPER
1 EMERGENCY SHELTER
ROPE
FOOD RATIONS
2 PRESSURE SUITS
2 PERSONAL POMS
4 AUTONOMIES

📖 Recruitment Procedures

1. **Choose Colony**
   Earth, Mars, Cassiopia, Serpenti, Reticuli, or Orionis.

2. **Determine Background**
   Record trait and skill modifiers, special equipment, and special technologies / abilities.

Earth	page 12
Mars	page 13
Cassiopia	page 14
Serpenti	page 15
Reticuli	page 16
Orionis	page 17

3. **Allocate 150 Points to Traits and Skills**

traits/skills	cost factor x rating
specialization	cost factor x 3

4. **Determine Gear**

MARS
THE NEW SEAT OF FREEDOM AND DEMOCRACY

Family Status

Family lives on the top level of an arcology.
+2 REPUTATION, ENERGY FIELD

3   Political Lower Class
Family lives near the top level of an arcology.
+1 REPUTATION

4   Corporate Upper Class
Family lives on the top level of an arcology.
+1 REPUTATION, ENERGY FIELD

5   Corporate Lower Class
Family lives near the top level of an arcology.

6   Scientist
Family lives near the middle level of an arcology. You begin play with 10 experience points which may be used for projects only
+2 IN ANY TECHNICAL SKILL, TECH OR MEDICAL KIT

7   Labor Management
Family lives near the middle level of an arcology.

8-9   Laborer
Family lives near the bottom level of an arcology. You begin play with 10 experience points which may be used for projects only

10   Military Officer / Command Rank
Family lives in military complex suite.
EP PISTOL

11   Military Enlisted Rank
Family lives in military complex quarters.
EP RIFLE

12   Shirker
Family moves from friend to friend or lives in makeshift atmospheric shelter.
SPECIALTY IN CRASH (SURVIVAL)

Reason for Joining Cell

2   Military Orders
Acting as a MDF liaison or military advisor to the cell.
Roll on *MDF RANKS* table.

3-4   Revenge
One or more friends or relatives from another cell were killed on a mission to Earth and you have decided to avenge their deaths.

5-6   Recovery
You have relatives on Earth and your agenda is to rescue them.

7   Young and Foolish
You seek the adventure and glory of liberating earth.

8-9   Duty Bound
You believe it is your duty to help free earth.
ELECTROSTUN PISTOL

10   Criminal
You committed a serious crime and have joined a cell to escape the authorities.
POM W/HACKING ALGORITHMS, LOCK PICKS

11   Mercenary
You have been hired by a corporation or politician to fight for Earth's freedom with the promise of considerable wealth.
EP RIFLE, ALLOY ARMOR

12   Mole
You are secretly working for the Virimar and are attempting to gain confidence at the top of the mars corporate and political hierarchies. You will work with the cell to gain their trust. The gamemaster will coach you on secret agendas and which gear to begin with.

Mars Defense Force Rank

2-4   Sergeant
EP RIFLE, ALLOY ARMOR

5-7   Staff Sergeant
EP RIFLE, ALLOY ARMOR

8-9   Master Sergeant
EP PISTOL, ALLOY ARMOR

10-11   Lieutenant
EP PISTOL, COMPOSITE ARMOR

12   Captain
EP PISTOL, ENERGY FIELD

TRAIT COSTS		SKILL COSTS					
Strength	3	Brawling	3	Chemical	3	Space	4
Dexterity	3	Weapons	3	Civil	3	Surface	1
Perception	3	Athletics	3	Electrical	1	Water	5
Willpower	3	Finesse	3	Genetic	3	Kinetics	8
Reasoning	3	Survival	3	Mechanical	1	Passive	8
Psionics	8	Algorithms	3	Photonics	3	Active	8
		Astro	4	Medicine	3	Intrusive	8

EARTH
THE BIRTHPLACE OF HUMANITY

Leaving Earth

1-2   First Wave Refugee
You left Earth before the Virimar attacked.

3-4   Second Wave Refugee
You left Earth just as the Virimar attacked. Roll one die.
1-3   ROLL ONCE ON INJURY TABLE
4-6   ROLL TWICE ON INJURY TABLE

5   Third Wave Refugee
You left Earth after the Virimar attacked. Roll three times on *INJURY* table.

6   Third Wave Refugee
You left Earth after you were captured and altered by the Virimar. You resisted their conditioning and escaped. Roll once on *ALTERATION* table and once on *INJURY* table.

Injury

2-3   Small Scar

4-6   Disfiguring Scar

7   Damaged Optical Nerves
Character has *MEDICAL GRADE EYE* implants.

8   Muscle Atrophy
-1 STRENGTH OR DEXTERITY

9   Limb Replaced with Implant
Choose a *MEDICAL GRADE ARM* or *LEG* implant.

10   Internal Damage
-1 PERMANENT STAMINA

11   Internal Damage
-2 PERMANENT STAMINA

12   Head Injury
-1 REASONING

Alteration

2   Biotech Experimentation
You were part of the second generation super-soldier program. Choose one *METABOLISM* enhancement.

3   Biotech Experimentation
You were part of the second generation super-soldier program. Choose one *ENVIRONMENTAL* enhancement.

4-5   Biotech Experimentation
You were part of the first generation super-soldier program. Choose one *METABOLISM* enhancement and one *ABERRATION*.

6   Biotech Experimentation
You were part of the first generation super-soldier program. Choose one *ENVIRONMENTAL* enhancement and one *ABERRATION*.

7   Implant
You killed one of their top collaborators and were given an implant to prevent you from doing it again. Character has a *KILLING* limiter implant.

8   Implant
You were extremely violent and aggressive, and were given an implant to make you more manageable. Character has a *VIOLENCE* limiter implant.

9-10   Implant Experimentation
You were part of the third generation super-soldier program. Character has a *FEAR* limiter implant.

11   Implant Experimentation
You were part of the third generation super-soldier program. Character has a *PAIN* limiter implant.

12   Implant Experimentation
You were part of the third generation super-soldier program. Character has an *EMOTIONAL* limiter implant.

TRAIT COSTS

Trait	Cost
Strength	3
Dexterity	3
Perception	3
Willpower	3
Reasoning	3
Psionics	8

SKILL COSTS

Skill	Cost	Skill	Cost	Skill	Cost
Brawling	3	Chemical	3	Space	5
Weapons	4	Civil	3	Surface	1
Athletics	3	Electrical	3	Water	3
Finesse	3	Genetic	3	Kinetics	8
Survival	4	Mechanical	3	Passive	8
Algorithms	3	Photonics	3	Active	8
Astro	5	Medicine	3	Intrusive	8

CASSIOPIA
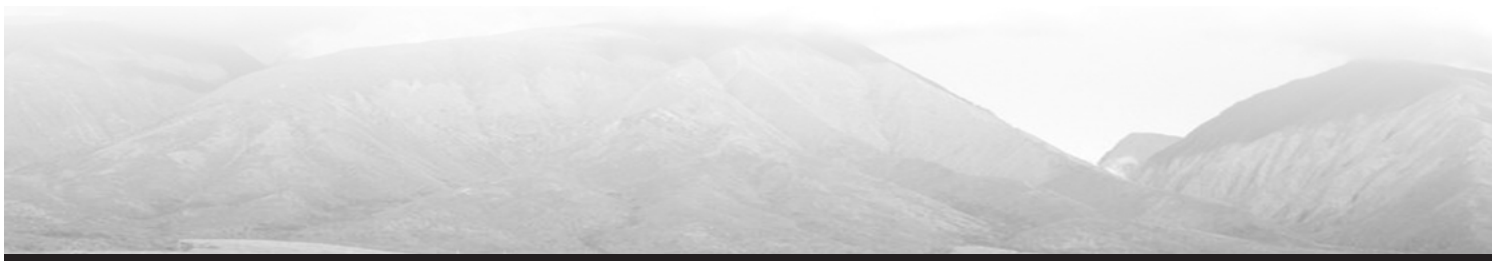## THE WORLD OF ETERNAL NIGHT

Cultural Standing

2   Servitor
You were a slave on Cassiopia because of a debt or criminal activity. Other Cassiopians can sense your station and treat you like an animal.

3   Exile
You were banished from society for your criminal behavior or mental illness. Other Cassiopians can sense your station and treat you with distrust and disrespect.

4-6   Nurturer
You were charged with healing the sick, helping the elderly, and watching over the less fortunate. Other Cassiopians can sense your station and either treat you with respect or expect you to help them.
+1 *MEDICINE*

7-8   Builder
You were charged with building shelter or tools from available resources. Other Cassiopians can sense your station and expect you to be a technological genius.
+1 *CIVIL, ELECTRICAL, OR MECHANICAL ENGINEERING*

9-11   Warrior
You were charged with protecting the colonists and gathering food. Other Cassiopians can sense your station and either treat you with respect or fear.
+2 *BRAWLING OR ATHLETICS*

12   Elder
You lead the colonists by virtue of wisdom and experience. Other Cassiopians can sense your station and treat you with respect. They expect you to be wise and occasionally seek your advice.
+2 *SURVIVAL*

Adaptation

2-4   Biotech Mutation
NOCTURNAL VISION

5-6   Biotech Mutation
SONAR

7   Biotech Mutation
RADIOACTIVE SENSITIVITY

8   Talent in Detecting People
SPECIALTY IN SENSE (PASSIVES)

9   Talent in Telekinesis
+2 *KINETICS*

10   Talent in Telepathy
+2 *PASSIVES*

11   Talent in Telekinetic Combat
SPECIALTY IN STRIKE (KINETICS)

12   Talent in Telekinetic Protection
SPECIALTY IN SHIELD (KINETICS)

TRAIT COSTS		
Strength	1
Dexterity	1
Perception	1
Willpower	3
Reasoning	3
Psionics	6

SKILL COSTS					
Brawling	1	Chemical	4	Space	5
Weapons	3	Civil	2	Surface	4
Athletics	1	Electrical	2	Water	5
Finesse	4	Genetic	4	Kinetics	7
Survival	1	Mechanical	2	Passive	8
Algorithms	4	Photonics	4	Active	8
Astro	5	Medicine	4	Intrusive	8

SERPENTI
THE RINGED WORLD OF MUTATION

Number of Mutations

1-3	Roll Once on Mutation Table
4-5	Roll Twice on Mutation Table
6	Roll Three Times on Mutation Table

Mutation

2-4	**Passive Telepathic Ability** +2 *PASSIVE PSIONICS*
5-7	**Active Telepathic Ability** +2 *ACTIVE PSIONICS*
8	**Invasive Telepathic Ability** +2 *INVASIVE PSIONICS*
9-10	**Biotech** Choose one *METABOLISM* enhancement.
11-12	**Biotech** Choose one *SENSORY* enhancement.

Clan

2-4 Aurain
Master farmers. The Aurain export agricultural goods to other clans in exchange for tools and meat.
+2 *SURVIVAL*

5 Qioux
Artists. The Qioux have been feuding with the Fergus clan for over forty years. No one remembers why. They export cloth and pottery to other clans in exchange for food and tools.

6 Fergus
Mechanics. You begin play with 10 experience points which may be used for projects only. They export tools and other equipment to other clans in exchange for food and cloth. See Qioux clan.
+2 *MECHANICAL ENGINEERING, TECH KIT*

7 Pondsmith
Storytellers. The Pondsmith are responsible for the Serpentine chronicle which contains complete census information. They are welcome by every clan.

8-9 Sentule
Philosophers. The Sentule have uncanny observation skills and offer their services as teachers to other clans in exchange for food and goods.
+1 *PERCEPTION*

10 Kramdor
Superstitious. The Kramdor must perform short rituals before combat and social events. They keep to themselves.

11-12 Hope
Fierce warriors. The Hope clan offers its services as hunters and protectors to other clans in exchange for food and goods.
+1 *BRAWLING*, +1 *ATHLETICS, KNIFE, OR BOW*

TRAIT COSTS

Strength	3
Dexterity	3
Perception	3
Willpower	3
Reasoning	3
Psionics	6

SKILL COSTS

Brawling	3	Chemical	3	Space	5
Weapons	4	Civil	3	Surface	5
Athletics	3	Electrical	4	Water	5
Finesse	3	Genetic	5	Kinetics	8
Survival	2	Mechanical	1	Passive	6
Algorithms	5	Photonics	5	Active	6
Astro	5	Medicine	3	Intrusive	7

RETICULI
THE WORLD OF ANCIENT RUINS

Proximity to Ruins

1   **Lived Within the Ruins**
Roll on *NANOTECH* table three times.

2-3   **Lived Just Outside the Ruins**
Roll on *NANOTECH* table twice.

4-5   **Lived Near the Ruins**
Roll on *NANOTECH* table once.

6   **Lived Far from the Ruins**
You were not infected with nanotech.

Nanotech Infection

1-2   **Tissue/Cell Repair Combine**

3   **Cardio-vascular Combine**

4   **Respiratory Combine**

5   **Nutritional Combine**

6   **Bio-electrical Combine**

Biotech Experimentation

1   **You Stayed Away from Biotech**
You have no biotech.

2-3   **You were Curious about Biotech**
Choose one *METABOLISM* or *SENSORY* enhancement and one *ABERRATION*.

4   **You were Interested in Biotech**
Choose any combination of two *METABOLISM* or *SENSORY* enhancements and two *ABERRATIONS*.

5   **You were Experimented Upon**
Choose any combination of three *METABOLISM* or *SENSORY* enhancements and three *ABERRATIONS*.

6   **Your Treatments were Botched**
Choose one *METABOLISM* or *SENSORY* enhancement and three *ABERRATIONS*.

TRAIT COSTS	
Strength	3
Dexterity	3
Perception	3
Willpower	3
Reasoning	3
Psionics	8

SKILL COSTS					
Brawling	4	Chemical	3	Space	5
Weapons	4	Civil	3	Surface	2
Athletics	3	Electrical	3	Water	3
Finesse	4	Genetic	2	Kinetics	8
Survival	4	Mechanical	3	Passive	8
Algorithms	3	Photonics	2	Active	8
Astro	5	Medicine	4	Intrusive	8

ORIONIS
THE WORLD OF THREE CULTURES

Life Path

1 Faithful
Although you believe that murder is a sin, you rationalize the use of deadly force as a necessity. Nevertheless, it weighs heavily on your mind. You may also attempt to persuade others to follow your faith (Christian extremist).

2 High Priest
You expect others to cater to your needs and often throw tantrums when they do not.
+2 FINESSE

3-4 City Farmer
You appreciate all forms of life as well as an honest day's work, although you are extremely selfish and materialistic. You begin play with 10 experience points which may be used for *POM* and *ALGORITHM* projects only.
+1 SURVIVAL, +1 ALGORITHMS

5 City Tech
You can't understand how people function without computers and other forms of technology. You particularly despise manual labor and begin play with 10 experience points which may be used for *POM* and *ALGORITHM* projects only
+2 PHOTONICS, +2 ALGORITHMS, TECH KIT, POM, 2 AUTONOMIES

6 Communal Farmer
You are humble and look out for the other members of your team.
+2 SURVIVAL

TRAIT COSTS	
Strength	4
Dexterity	2
Perception	2
Willpower	3
Reasoning	3
Psionics	7

SKILL COSTS					
Brawling	4	Chemical	5	Space	5
Weapons	5	Civil	5	Surface	5
Athletics	2	Electrical	2	Water	5
Finesse	5	Genetic	5	Kinetics	8
Survival	1	Mechanical	4	Passive	7
Algorithms	2	Photonics	3	Active	7
Astro	5	Medicine	4	Intrusive	8

SECTION 4
SKILL DESCRIPTIONS

Fitness Skills

All fitness skills use dexterity for the skill total unless otherwise noted.

BRAWLING

Brawling is a diverse skill which covers all forms of combat EXCEPT shooting and throwing weapons.

SPECIALTIES

MELEE: non-ranged weapons including knives, swords, clubs, etc.

UNARMED: straight forward hand to hand fighting.

GRAPPLING: tackling, throwing, and pinning the opponent (wrestling).

ZERO-G: this covers melee, unarmed, and grappling when in zero-g situations only.

WEAPONS

This skill covers all forms of ranged weapons which either fire projectiles or beams of energy.

SPECIALTIES

SIDEARM: all pistols, or carbine sized weapons that can be used with one hand.

SNIPER: firing a weapon from a long distance after aiming for more than one turn.

HEAVY: all heavy ordnance such as assault weapons and small artillery.

DEMOLITIONS: the creation and use of all forms of explosives and detonators.

ARCHAIC: mechanical weapons such as the bow and crossbow.

ATHLETICS

Athletics covers gymnastics and sports, or any other activity that requires physical fitness, grace, or agility.

SPECIALTIES

THROW: hurling and slinging items such as rocks or grenades.

CLIMB: traversing vertical walls, ladders, or similar situation using hands and feet.

RUN: moving from one point to another at a fast pace, either in a relaxed state or purposely avoiding someone or something (evading combat).

ZERO-G: this covers throw, climb, and run when in zero gravity situations only.

FINESSE

Finesse covers all areas of street knowledge relating to criminal behavior.

SPECIALTIES

FORGERY: creating fake documents and orders.

STEALTH: sneaking around unnoticed.

SECURITY: picking all forms of archaic and computerized locks.

LEGERDEMAIN: picking pockets, sleight of hand, and general pilfering.

SURVIVAL

Survival is the knowledge of staying alive in dangerous environments. It can be used to build shelters, locate food sources, hunt, and follow paths. Survival uses reasoning or willpower for the skill total.

SPECIALTIES

DESERT: these regions of sand are extremely hot by day and cold by night. Water and heat stroke are the biggest risks.

JUNGLE: densely populated forests where insects and wild animals are abundant.

ARCTIC: icy and cold. Not much there in terms of food.

CRASH: the salvaging of components from a craft in order to assist in survival techniques.

Technical Skills

All technical skills use reasoning for the skill total unless otherwise noted.

ALGORITHMS

Algorithms is the ability to design and modify computer code. Use of this skill without specialties can determine the function of algorithms or code segments.

SPECIALTIES

DESIGN: inventing and coding new computer programs.

EDITING: modifying and retooling existing computer programs.

HACKING: breaking into secured files, systems, and programs.

AUTONOMIES: this covers design, editing, and hacking when working with autonomies.

ASTRO ENGINEERING

Astro (astronautical) Engineering

allows a character to design, build, and repair spacecraft components. This skill can be used to analyze craft components, identify specific craft, and read ship design plans.

SPECIALTIES

STRUCTURAL: superstructure and the ship's outer hull.

PROPULSION: reactors and propulsion systems.

WEAPONRY: spacecraft weapon systems.

COMM: communication and basic control systems.

CHEMICAL ENGINEERING

Chemical Engineering allows a character to design and mix chemical formulas. This skill can be used determine chemical formulas, properties, and purposes. It can also be used to prepare basic substances.

SPECIALTIES

EXPLOSIVES: all forms of explosive formulas.

ALLOYS: formulas that create super-materials for purposes of armor, spacecraft hulls, and even bandages. This is also referred to as metallurgy.

FUELS: formulas that can be used to power reactors and drive systems.

COOLANTS: formulas that can be used to regulate temperature, pressure, or molecular decay and bond.

CIVIL ENGINEERING

Civil Engineering allows a character to design, build, and repair complex structural systems. This skill can be used to determine structural stability and weak points. It can also be used to read structural blueprints.

SPECIALTIES

SURFACE: buildings, fortifications, and bridges.

ORBITAL: orbital-based structures such as stations, satellites, and docking platforms.

ARCOLOGY: arcologies and other massive structures.

ELECTRICAL ENGINEERING

Electrical Engineering allows a character to design, build, and repair complex electrical and electronic devices. This skill can be used to determine the function of circuitry, build basic electrical or electronic components, and read electrical schematics.

SPECIALTIES

IMPLANTS: electrical and power components for implant devices.

EXOTECH: computer and power systems for power armor used by the Martian military.

GENETIC ENGINEERING

Genetic Engineering allows a character to tamper with the genetic code of humans and other life forms.

SPECIALTIES

SAMPLING: identification and indexing of genetic code.

BIOTECH: modifications to the genetic code which effect biological change.

MECHANICAL ENGINEERING

Mechanical Engineering allows a character to design, build, and repair complex mechanical devices. This skill can be used to determine mechanical efficiency and read design blueprints.

SPECIALTIES

PROPULSION: propulsion systems designed for use within an atmosphere or gravity field.

EXOTECH: mechanical components for Martian military power armor, such as joints, gears, and structures.

IMPLANTS: mechanical components for devices which integrate with living tissue, such as joints, gears, and structures.

PHOTONICS

Photonics allows a character to design, build, and repair complex optical devices. It can also be used to read photonic schematics.

SPECIALTIES

NANOTECH: nanotech and other microscopic devices.

IMPLANTS: computer and power systems of devices which integrate with human tissue.

COMPUTERS: central computer units and sub-units which drive spacecraft, arcologies, and other important facets of society.

MEDICINE

Medicine is the knowledge of human anatomy, medical procedure, diagnosis, and treatment. This skill provides anatomical knowledge (biology).

SPECIALTIES

SURGERY: repair of serious injuries or performing medical operations. Dexterity can also be used for the skill total when attempting precision work.

DRUGS: study of the properties and interactions of drugs on the body.

FIRST AID: application of basic medical techniques with the purpose of sanitizing and bandaging small wounds, and acting in emergency situations.

IMPLANTS: installation of bio-implants and the maintenance of implant/body integration.

SPACE CRAFT

The operation and basic repair of space craft. This skill allows a character to pilot a space craft under routine

conditions.

SPECIALTIES

MANEUVERS: piloting the craft under stressful situations. Dexterity is used for the skill total when using this specialty.

GUNNERY: using the craft's weapons systems.

REPAIR: basic repair of the craft's systems.

ATMOSPHERIC: includes maneuvers and gunnery for atmospheric craft only.

SURFACE CRAFT

The operation and basic repair of surface craft. This skill allows a character to pilot a surface craft under routine conditions.

SPECIALTIES

MANEUVERS: piloting the craft under stressful situations. Dexterity is used for the skill total when using this specialty.

GUNNERY: using the craft's weapons systems.

REPAIR: basic repair of the craft's systems.

WATER CRAFT

The operation and basic repair of water craft. This skill allows a character to pilot a water craft under routine conditions.

SPECIALTIES

MANEUVERS: piloting the craft under stressful situations. Dexterity is used for the skill total when using this specialty.

GUNNERY: using the craft's weapons systems.

SUBMERSIBLES: includes maneuvers and gunnery for submersible craft only.

REPAIR: basic repair of the craft's systems.

Psionic Skills

Each time psionic skills are used by a character his aura rating is increased by one. Stress may also be increased depending on the degree of success of the task roll. Tasks may be maintained for more than one turn without re-rolling, but stress may also be applied each turn *(see table below)*. The maximum number of turns which a task may be maintained is equal to the character's willpower rating. All psionics skills use psionics for the skill total. The difficulty of psionic task rolls is based on range.

DEGREE OF SUCCESS	STRESS SUSTAINED INITIAL TURN	ADDITIONAL TURNS
CRITICAL FAILURE	5⚡	n/a
POOR	2⚡	2⚡
AVERAGE	2⚡	1⚡
GOOD	1⚡	1⚡
EXCELLENT	1⚡	0
CRITICAL SUCCESS	0	0

📖 Ranges for Psionic Skills

PB 1m   S 3m   M 5m   L 8m   E 10m

(multiply values by psionic rating)

KINETICS

The power to manifest physical force solely with the mind. This skill allows a character to move around small objects up to 1 cubic inch in size. The gamemaster can assign penalty dice to tasks involving larger objects.

SPECIALTIES

STRIKE: a telekinetic punch which can be targeted at an individual or object. Damage is determined by the degree of success.

DEGREE OF SUCCESS	STRIKE DAMAGE
POOR	1⚡
AVERAGE	2⚡
GOOD	4⚡
EXCELLENT	6⚡
CRITICAL SUCCESS	10⚡

SHIELD: a telekinetic barrier which can obstruct an incoming attack or other threat. The attack receives a number of penalty dice determined by the degree of success. A success of **AVERAGE** or better is required to protect against wound damage. Shield can also be extended to provide protection to more than one individual at ➊ per additional person.

DEGREE OF SUCCESS	ATTACK MODIFIER
CRITICAL FAILURE	+➊
POOR (FOR STRESS DAMAGE ONLY)	➊
AVERAGE	➊
GOOD	➋
EXCELLENT	➌
CRITICAL SUCCESS	➎

RADIANCE: by speeding up the movement of floating air or gas particles, a character can create a sphere of hot plasma and direct it at someone, causing fire damage *(see Section 8: Combat ➡)*. The plasma also shows up as a heat source on scanners and can be made to light an area.

SONICS: by speeding up the movement of floating air or gas particles, a character can create a sound wave which hinders the ability to hear and the effectiveness of communication systems.

PASSIVE PSIONICS

The power to reach out and sense the surface thoughts of another mind. This skill allows a character to sense all forms of life as well as their aura ratings within range. This skill does not produce stress.

TARGET'S AURA	SENSE MODIFIER
0-5	-2
6-10	-1
11-15	0
16-20	+1

SPECIALTIES

EMPATHY: the character can detect the emotional state or conscious thoughts of a character within range.

TELEPATHY: the character can communicate his own thoughts to an individual within range.

QUIET: the character can calm his mind, lowering his aura rating by the margin of the roll and adding penalty dice to all empathy rolls directed at him. All stress sustained on the initial turn of any psionic skill task can also be negated if quiet is successfully performed the previous turn.

DEGREE OF SUCCESS	EMPATHY MODIFIER
CRITICAL FAILURE	+1
POOR	0
AVERAGE	-1
GOOD	-2
EXCELLENT	-3
CRITICAL SUCCESS	-5

ACTIVE PSIONICS

The power to uncover the subconscious thoughts of another mind. This skill allows a character to detect emotions, beliefs, and psychological issues that are deeply buried in another character's subconscious, provided he is within range.

SPECIALTIES

TRESPASS: the character can access the memories of another person within range. The character can also allow others to access his own memory.

OVERLOAD: the character can force a stream of random thoughts and memories into the consciousness of another person within range. This causes extreme confusion (penalty dice on all rolls) while it is being performed, as well as on the following turn. A critical failure causes the character to suffer -1 on all rolls due to his own miserable failure.

DEGREE OF SUCCESS	TASK MODIFIER
CRITICAL FAILURE (AFFECTS SELF)	-1
POOR	0
AVERAGE	-1
GOOD	-2
EXCELLENT	-3
CRITICAL SUCCESS	-5

NOISE: the character can create random thoughts to prevent others from accessing his memories or thoughts.

Anyone who targets the character while using noise receives a number of penalty dice as determined by the degree of success of his roll.

DEGREE OF SUCCESS	TASK MODIFIER
CRITICAL FAILURE	+1
POOR	-1
AVERAGE	-1
GOOD	-2
EXCELLENT	-3
CRITICAL SUCCESS	-5

INTRUSIVE PSIONICS

The power to invade and manipulate the subconscious of another mind. This skills requires specialization.

SPECIALTIES

IMPLANT: the character can introduce false memories into another character's mind.

TRIGGER: the character can implant an action into the mind of another which is triggered by a spoken phrase or telepathic thought. If the action goes against the individual's beliefs or interests the action is contested against his willpower plus reasoning ratings.

EXTRACT: the character can remove an entire memory of a person, event, or place from another character's mind.
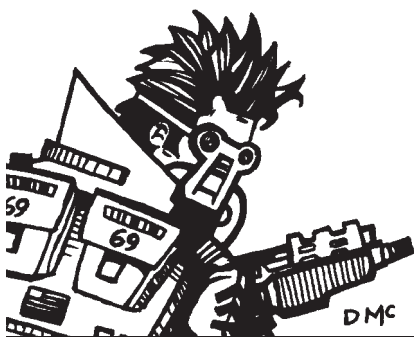
SECTION 5A
TECHNOLOGY: BIOTECH

Biotech, also known as genetic engineering, is the tampering with the human genetic code—either in an embryo or full grown adult.

Embryonic biotech was fairly common on Earth, but Mars restricts its practice to eliminating birth defects only. This is the safest form of biotech and does not typically produce aberrations.

Performing biotech treatment on adults is very hazardous. Nine out of ten recipients possess aberrations—unwanted side effects. Every time a task is rolled using a biotech ability, the character's aberration rating is increased by one. A willpower roll is made every time the aberration rating reaches five (**+❶**), ten (**❶**), and fifteen (**-❷**). If the roll fails, the gamemaster randomly activates one aberration and the character's aberration rating resets to zero. An aberration is automatically triggered when the character's aberration rating reaches twenty. Characters without aberrations can ignore the aberration trait.

Metabolism Enhancements

Metabolism enhancements are activated by a re-engineered adrenal gland which secretes hormones and affects bodily functions.

MUSCLE ENHANCEMENT

Specialized hormones derived from adrenaline are released into the character's system, affecting his muscle tissue. **+❶** to all strength related task rolls.

ENHANCED RESPONSIVENESS

Specialized hormones derived from adrenaline are released into the character's system, affecting his decisiveness and reaction speed. **+❶** to all reaction rolls.

REFINED EQUILIBRIUM

Specialized hormones derived from adrenaline are released into the character's system, affecting his balance and physical grace. **+❶** to all athletics related rolls.

ACCELERATED HEALING

This biotech enhancement heals an amount of damage per turn determined by the character's willpower rating.

WILLPOWER RATING	DAMAGE HEALED PER TURN
0-1	1⚡
2	2⚡
3	3⚡
4	4⚡ or 1☀
5	5⚡ or 2☀
6	6⚡ or 3☀

ENHANCED RESISTANCE

This biotech enhancement makes the character impervious to disease, poison, and low doses of radiation.

ENHANCED ENDURANCE

This biotech enhancement makes the character less susceptible to stress damage as determined by his willpower rating. Every time the character receives stress damage, reduce the value by the amount listed below.

WILLPOWER RATING	REDUCE STRESS BY THIS AMOUNT
0-1	0
2	-1⚡
3	-2⚡
4	-3⚡
5	-4⚡
6	-5⚡

Sensory Enhancements

Sensory enhancements are re-designs of a particular sensory organ and its connections to the brain.

ACUTE HEARING

This biotech enhancement adds **+❶** to all perception related task rolls that would be affected by hearing.

ACUTE SMELL

This biotech enhancement adds **+❶** to all perception related task rolls that would be affected by smell.

ACUTE VISION

This biotech enhancement adds **+❶** to all perception related task rolls that would be affected by vision.

NOCTURNAL VISION

This biotech enhancement adds **+❶** to all perception related task rolls that would be affected by seeing in the dark and removes the partial light penalty in combat.

SONAR

This biotech enhancement can be used to detect people or objects by sound, in the same manner as dolphins and bats.

⊕PB 1m ⊕S 5m ⊕M 10m ⊕L 15m ⊕E 20m

(multiply values by willpower rating)

RADIOACTIVE SENSITIVITY

This biotech enhancement can be used to locate and quantify radiation sources.

⊕PB 1m ⊕S 3m ⊕M 5m ⊕L 8m ⊕E 10m

(multiply values by willpower rating)

TACTILE DESENSITIVITY

This biotech enhancement modifies the nervous system to ignore all sensations acquired through touch. It also allows a character to ignore pain and he receives one less penalty die for stress and wound injury modifiers.

Environmental Enhancements

Environmental enhancements are activated by custom designed glands and operate similarly to metabolism enhancements.

OPTICAL SHOCK PROTECTION

When the optic nerve is stimulated past a certain point, it shuts down momentarily to prevent damage.

AURAL SHOCK PROTECTION

When the ear drum is stimulated past a certain point, it shuts down momentarily to prevent damage.

ADJUSTABLE TEMPERATURE RANGE

This biotech enhancement allows a character to adjust his body temperature from 36° to 120° Fahrenheit with no ill effects. This can be used to trick thermal sensors or even burn another character.

WATER BREATHING

The biotech gland engineered into the lungs extracts oxygen from the water allowing a character to breathe underwater as if he had gills.

HYDRATION

The biotech gland produces hydrogen which it uses to mix with the oxygen in the blood stream to form water. This can prevent a character from becoming dehydrated.

REFRACTIVE PIGMENT

This biotech enhancement allows a character to blend in with his surroundings. The biotech gland converts the pigment in his skin to colors similar to his immediate surroundings. Anyone attempting to spot the character receives ❷ on the roll provided either his clothes also match the surroundings or he is not wearing clothes.

Tissue Growth

This type of enhancement empowers new cells to develop in any manner designated.

CELLULAR REGENERATION

The character's body can regrow damaged or destroyed cells which are not normally capable of such regrowth, such as replacement retinas or lungs. Although the character's healing rate is not affected, he is never required to roll for permanent injuries.

LABORATORY GROWTH

Newly created cells are injected into synthetic polymer frameworks and have special instructions for growth. This allows them to develop into any desired organ or gland which must be kept in a sterile environment until ready for implantation into a blood-matched host. Organs typically require at least three to four weeks of growth before they can be implanted.

Skin may also be grown this way, but only requires grafting of the synthetic framework onto the damaged area. The new skin must be covered for up to four weeks while it develops.

Aberrations

RADIOACTIVE

The character becomes radioactive and anyone coming within one meter from him suffers from an amount of stress damage equal to six minus his willpower rating.

COCOON

The character suffers a complete shutdown of bodily functions and cannot act. He will remain in this condition for a number of turns equal to six minus his willpower rating. People have also been known to secrete a substance which forms a cocoon like casing.

SPONTANEOUS COMBUSTION

The character suddenly bursts into flames and anyone coming within one meter from him suffers from an amount of wound damage equal to six minus his willpower rating. The character also suffers an amount of damage equal to the roll of one die.

SECRETIONS

A biotech gland causes a harmless substance to be secreted from the skin. The substance is quite disgusting to look at.

POISON SECRETIONS

A biotech gland causes poison to be secreted from the skin. Anyone coming into contact with it suffers 1💣 per turn for a number of turns equal to six minus his willpower rating.

BIOELECTRIC DISCHARGE

The character releases an electrical discharge and anyone coming within

two meters from him suffers an amount of stress damage equal to six minus his willpower rating. If anyone else is within one meter from that person, a discharge is then sent to him causing half the damage. It then continues to move to anyone else in range, halving the damage yet again, until the damage reaches zero.

RAGING MADNESS

The character explodes in a blind fury. He attacks the nearest individual regardless if the victim is friend or foe. The character must continue the attack until a successful willpower roll is made (aberration modifier applies).

OVERHEATING

The character breaks out into a deep sweat and must rehydrate himself. He receives $2\mkern-6mu\not$ for each further biotech enhancement used until completely rested.

DAZED

The character cannot think clearly and receives ➊ on all rolls until completely rested.

SUICIDAL TENDENCIES

The character suffers from serious suicidal tendencies and cannot be left alone. The character must make a **HARD** willpower roll whenever he fails any task. If the roll fails, he will attempt to kill himself.

MUSCLE FATIGUE

The character sustains $2\mkern-6mu\not$ and receives ➋ on all strength related rolls until completely rested.

LOST EQUILIBRIUM

The character receives ➋ on all dexterity related rolls until completely rested.

Biotech Enhancements

Metabolism Enhancements

MUSCLE ENHANCEMENT

ENHANCED RESPONSIVENESS

REFINED EQUILIBRIUM

ACCELERATED HEALING

ENHANCED RESISTANCE

ENHANCED ENDURANCE

Sensory Enhancements

ACUTE HEARING

ACUTE SMELL

ACUTE VISION

NOCTURNAL VISION

SONAR

RADIOACTIVE SENSITIVITY

TACTILE DESENSITIVITY

Environmental Enhancements

OPTICAL SHOCK PROTECTION

AURAL SHOCK PROTECTION

ADJUSTABLE TEMPERATURE RANGE

WATER BREATHING

HYDRATION

REFRACTIVE PIGMENT

Tissue Growth

CELLULAR REGENERATION

[LABORATORY GROWTH]

Aberrations

RADIOACTIVE

COCOON

SPONTANEOUS COMBUSTION

SECRETIONS

POISON SECRETIONS

BIOELECTRIC DISCHARGE

RAGING MADNESS

OVERHEATING

DAZED

SUICIDAL TENDENCIES

MUSCLE FATIGUE

LOST EQUILIBRIUM

SECTION 5B
TECHNOLOGY: NANOTECH

Nanotech is the science of microscopic devices which either permeate a living being (biological) or Parallel Optic Matrix. These devices are part of a combine which is programmed to performs an overall function but consist of propagational, functional, and investigation units.

Propagation units replenish the combine when other units become depleted or damaged. Functional units carry out their specific functions. Investigative units constantly patrol their assigned locations and determine if it is necessary for functional units to be called in.

Biological Maintenance Units

Biological Maintenance Units (B.M.U.) are somewhat contagious. It is possible for part of a combine to move to another person when bodily fluids are exchanged. Whenever such a situation occurs, a task roll is made using the contagion rating of the infector. The margin of the roll indicates the number of combines transmitted.

📖 BMU Contagion Roll

1. Skill Total is Equal to Contagion Rating
2. Roll Dice and Compute Margin
3. The Number of Combines Transmitted is Equal to Margin

It is possible for combines to be rendered inactive by extreme doses of radiation or energy weapon discharge.

Whenever such a situation exists, make a task roll using the character's contagion rating. The margin indicates the number of damaged combines.

Characters can also become extremely dependent on their nanotech combines. If anything should happen to a nanotech combine the character must make a willpower roll to avoid the effects of dependency. Bonus or penalty dice are applied to the roll depending on the character's dependency rating.

DEPENDENCY RATING	MODIFIER
0-5	+②
6-10	+①
11-15	⓪
16-20	-①

A character's dependency rating increases each time a biological maintenance combine undertakes a serious repair or task.

TISSUE/CELL REPAIR COMBINE

This combine repairs tissue damage (wounds) at a rate of five points per day. Medical rolls made to revive dead characters receive +②. Rolls made on the permanent injuries table receive a modifier of -2, with modified rolls of zero or less counting as a one.

This combine also destroys cancer cells and repairs damage caused by disease.

DEPENDENCY EFFECTS: normal wound recovery is halved. Wounds heals at a rate equal to half the willpower rating per week. The character's immune system may also degrade causing more frequent colds and increased fatigue. Stress caused by physical exertion is increased by one point.

CARDIO-VASCULAR COMBINE

This combine improves blood clotting, decreasing wound damage by one point. If only one point of wound damage was sustained before modification, it is converted to stress damage instead.

This combine also decreases stress caused by physical exertion by one point.

DEPENDENCY EFFECTS: changes to the metabolism can affect biotech enhancements. A willpower roll must be made using an amount of bonus/penalty dice determined by the character's dependency rating. Enhanced muscle mass, enhanced reflexes, and enhanced equilibrium provide no bonus to traits if the roll fails.

Wounds may also fail to clot. A willpower roll must be made for all wounds that cause a knockdown. The roll uses an amount of bonus/penalty dice determined by the character's dependency rating. If the roll fails, he sustains $+1 \mathcal{Z}$ per turn for a number of turns equal to the roll of one die. Medical treatment can prevent this from occurring.

RESPIRATORY COMBINE

This combine improves the filtration of oxygen from the air. Toxins are filtered out of the lungs and are excreted in small safety casings. The effects of toxins that cause physical

harm such as acids and poisons are not affected.

DEPENDENCY EFFECTS: the character requires increased oxygen either through an implant, tank, or new respiratory combine. He suffers **-❷** on all physical rolls if not adequately supplied with oxygen.

NUTRITIONAL COMBINE

This combine improves the nutritional intake of a character. He need not worry about dehydration or malnutrition so long as he ingests a minimum of food and water products. The combine introduces an optimum amount of protein and vitamins into the character's system, keeping him healthy.

DEPENDENCY EFFECTS: the character requires an excessive amount of water and protein. When presented with food he must make a willpower roll to avoid eating. If more than four hours passes without food the character gains **-❷** on all his rolls.

BIO-ELECTRICAL COMBINE

This combine improves the efficiency of the character's bio-electrical system. All strength and dexterity rolls receive **+❶** if the character is sufficiently nourished and hydrated.

The character's body also reduces the amount of stress damage received from electricity or electrostun weapons by two points.

DEPENDENCY EFFECTS: the character's electrolytes are incapable of proper balance and cause **-❶** on all strength and dexterity rolls.

The character's body also converts up to **2⚡** from electricity or electrostun weapons to wound damage.

Viral Units

Viral units are just as contagious as Biological Maintenance Units, except that they are designed to cause injury in individuals that they are passed to. They are completely safe to the person in which they have been originally implanted.

DISRUPTER COMBINE

Once transferred to another individual, this combine will begin to create havoc with his bio-electrical system. The infected character receives **-❶** on all strength and dexterity rolls until the nanotech combine is removed. This infection is typically perceived as a common cold or other illness.

EATER COMBINE

Once transferred to another individual, this combine will begin to cause damage to internal organs and tissue. The infected character receives an amount of wound damage equal to the roll of one die each week until the nanotech combine is removed. If the roll is equal to or greater than the character's willpower rating he must also roll on the permanent injury table. This infection is typically perceived as a serious disease or syndrome.

POISON COMBINE

Once transferred to another individual, this combine will begin to release neural toxins into the bloodstream, causing the breakdown of synapses in the brain. The character receives an amount of stress damage equal to the roll of one die each week until the nanotech combine is removed. All psionics and reasoning rolls receive **-❶**. Any given week in which the single die roll is greater than or equal to the character's willpower rating, all strength and dexterity rolls also receive **-❶**. This

infection is typically perceived as a serious mental disorder.

POM Units

POM combines are used by Martian corporations to maintain and repair systems. Because they are expensive, POM combines are not found on the Moon or with the Off-World Militia. (*see Section 7: Projects* ➠)

Removing Nanotech

Nanotech combines can be removed with the proper training and medical equipment. It is a long and tedious procedure, however. (*see Section 7: Projects* ➠)

Nanotech Combines

Biological Maintenance Units

TISSUE/CELL REPAIR COMBINE

CARDIO-VASCULAR COMBINE

RESPIRATORY COMBINE

NUTRITIONAL COMBINE

BIO-ELECTRICAL COMBINE

Viral Units

DISRUPTER COMBINE

EATER COMBINE

POISON COMBINE

Other Units

POM COMBINE

SECTION 5C
TECHNOLOGY: IMPLANTS

Implants are electro-mechanical devices surgically grafted onto human tissue to replace damaged organs or enhance the body for military use.

Implants can be built with either electronics or photonics technologies. Ionic pulses burn out electronic components and cause all electrical based implants to fail. Because of this photonics based systems are reliable.

Each component also radiates a small amount of energy which adds an amount to the character's signature rating.

SIGNATURE RATING	DETECTION MODIFIER
0	-❹
3-5	-❷
9-10	-❶
11-15	⓿
16-20	+❷

It is also possible for implants to become damaged through abuse or physical attack. Any attack that specifically targets an implant and inflicts more than **2**☀ has the potential to cause the implant to malfunction. Roll one die. If the result is a five, the implant begins to radiate excess energy, causing the signature to increase by one. If the result is a six, the implant's signature increases by two. Any attack that specifically targets an implant and inflicts more than **4**☀ renders the implant useless and must be repaired. Implants which act as armor may ignore this die roll.

Optic Implants

The standard optics replacements work in a manner similar to early twenty-first century digital cameras. They utilize microscopic, light absorbing sensors which relay images directly to the brain ensuring 20/20 vision. Flash protection is built-in.

Characters with optic implants may not use sensory biotech relating to vision.

TECHNOLOGY: photonics.

SIGNATURE: none.

MEDICAL IMPLANT

The medical implant is only used to restore defective or damaged vision.

MILITARY CORE UNIT

The military core unit operates similarly to the medical implant except that it includes the ability to interface with a Parallel Optic Matrix and up to two of the options listed below. When only one eye is replaced, the character suffers **1**⚡ upon using optional accessories.

THERMAL IMAGING OPTION

This option adds a set of sensors which absorb infrared light, allowing characters to see in darkness by displaying heat sources. The vision is not perfect and requires a perception roll for objects with which the character is not familiar.

TELESCOPIC IMAGING OPTION

This option adds a set of high-definition sensors which increases the focal range of the implant, allowing characters to better identify objects at greater distances. Characters may add **+❶** to all perception related task rolls that would be affected by vision. This option may also be used as a scope as detailed in the combat section.

MICROSCOPIC IMAGING OPTION

This option adds a set of extremely small sensors which are used to focus on microscopic objects. This option was designed to replace the need for a magnifier when working on photonic circuitry.

DATA DISPLAY OPTION

This option passes information from a Parallel Optic Matrix to the optic unit via a neural interface (required for use). Data from the interface is seen as text and pictures overlaid on the image from the optic sensors.

IMAGE RECORDER OPTION

This option passes visual information received from the optic sensors to a Parallel Optic Matrix via neural interface (required for use). This data may then be stored in a POM in the form of still images or motion video files.

Aural Implants

Aural systems are used to replace the human ear. Characters with aural implants may not use sensory biotech relating to hearing.

TECHNOLOGY: photonics.

SIGNATURE: none.

MEDICAL IMPLANT

The medical implant is only used to

restore defective or damaged hearing.

MILITARY CORE UNIT

The military core unit operates similarly to the medical implant except that it includes the ability to connect to a Parallel Optic Matrix and up to two of the options listed below.

AMPLIFICATION OPTION

This option allows the character to increase the volume of all audible sound. Characters may add **+❶** to all perception related task rolls that would be affected by hearing.

AURAL INTERFACE OPTION

This option passes information from a Parallel Optic Matrix to the aural unit via a neural interface (required for use). Data from the interface is heard as speech.

AUDIO RECORDER OPTION

This option passes aural information received from the aural sensors to a Parallel Optic Matrix via neural interface (required for use). This data may then be stored in a POM in the form of audio files.

Comm Units

Comm systems are only used by the military and require neural interfaces and Parallel Optic Matrixes.

TECHNOLOGY: see descriptions.

SIGNATURE: 1 (when used).

ELECTRONIC TRANSCEIVER

This implant allows a character to send and receive old-fashioned radio signals in either video or audio modes.

PHOTONIC TRANSCEIVER

This implant allows a character's Parallel Optic Matrixes to communicate with others using the Link communication network.

Sensor Units

Sensor systems are only used by the military and require neural interfaces and Parallel Optic Matrixes.

TECHNOLOGY: photonics.

SIGNATURE: 2 (when used).

LASER RANGING

This implant works the same as a laser site as described in the combat section.

EM SENSOR

This implant allows a character to detect old-fashioned radio signals, Link communication network transmissions, and signatures from implants and exotech. Detecting these signals is dependent on range and uses reasoning + perception or the skill of a search algorithm.

BIOLOGICAL SENSOR

This implant allows a character to detect the presence of human life forms using heartbeats and bio-electrical readings. Detecting these signals is dependent on range and uses reasoning + perception or the skill of a search algorithm.

📖 Sensor Ranges

⚷**PB** 1m ⚷**S** 3m ⚷**M** 5m ⚷**L** 8m ⚷**E** 10m???

Replacement Limbs

Artificial limbs have been available for decades. Hands, arms, and legs may be replaced if damaged or diseased.

Biotech skin may also be grafted onto the replacement if a special porous frame, called *BioReal,* was used in its construction. BioReal is necessary for the skin to graft properly, as it connects the skin to the patient's living tissue.

An ablative treated covering may also be added to the limb offering protection against laser weapons. All called strikes targeted at ablative treated limbs by laser weapons receive **-❷**. The ablative covering is rendered useless if more than **4**💥 is directed at it. Ablative coverings are incompatible with biotech skin and must occupy the outermost layer of any limb.

It is possible for very small weapons such as pistols or knives to be built into limbs, although such an implant would be highly illegal on Mars.

FIELD GRADE

Field grade units are makeshift replacements fitted by field medics. Not only do they appear primitive, but they are also inferior devices and offer the following disadvantages:

HAND: All manual dexterity tasks involving the hand receive **-❷**.

ARM: All brawling or athletics tasks involving the arm receive **-❷**.

LEG: All athletics, brawling, or movement tasks receive **-❷**.

TECHNOLOGY: electrical, mechanical

SIGNATURE: 5.

MEDICAL GRADE

Medical grade replacements function identically to their organic counterparts. They offer no disadvantages.

TECHNOLOGY: electrical, mechanical

SIGNATURE: 2.

MILITARY GRADE

Military grade replacements offer increased strength and resistance to damage. They offer no disadvantages, but considerable advantages. Military grade units act as armor and all called strikes targeted at them receive **-❷**.

TECHNOLOGY: photonic, mechanical

SIGNATURE: 1

HAND: All strength related tasks involving the hand receive **+❷**.

ARM: All strength related tasks involving the arm receive **+❷** (punches, head locks, etc.).

LEG: All strength related tasks involving the leg receive **+❷** (kicks, climbing, etc.). All athletics rolls receive **+❷** if both legs have been replaced.

Protective Implants

EM SHIELDING

Special shielding can be implanted under the skin or as part of a device in order to prevent damage from ionic radiation. When shielded, electrical implants are impervious to such damage. Shielding is unnecessary with photonics based implants, because it is built in to the basic design. EM shielding also reduces a character's signature rating to one.

TECHNOLOGY: mechanical

EXOSKELETON

Exoskeletons consist of a super thin alloy material which is interwoven onto the character's skin and muscle tissue. Its dull grey finish is extremely obvious. Attack rolls using EP weapons, arrows, or other thrown objects which inflict either **STRESS** or **WOUND** damage receive **-❷**. Attack rolls using particle streamers receive **-❶**.

TECHNOLOGY: mechanical, chemical

SIGNATURE: none.

SUBDERMAL PLATING

Armor plating can be implanted directly beneath the skin. It works as a form of stopping power but can cause severe bruising. Attack rolls inflicting **WOUND** damage receive **-❶** and up to **3**✲ is converted to **STRESS** damage.

TECHNOLOGY: mechanical

SIGNATURE: none.

AUTO INJECTOR

Drugs can be automatically injected into the character's bloodstream through a subdermal implant. Drug vials (*1 x 1/2 inches in size*) can be swapped out via a small pocket which can be built-in to any limb.

TECHNOLOGY: electrical or photonic; mechanical

SIGNATURE: none.

NASAL FILTER

This implant replaces most of the sinus cavity and filters out all harmful gases.

TECHNOLOGY: photonics

SIGNATURE: none.

Limiter Implants

Limiters are implants which connect directly to the neural system of the brain. They function to block specific brain activity. Any attempt to commit acts which are blocked by a limiter requires a willpower roll. If successful, the character receives an amount of stress damage from fighting off the pain associated with the implant.

TECHNOLOGY: photonics.

SIGNATURE: 1.

DEGREE OF SUCCESS	STRESS DAMAGE
CRITICAL FAILURE	5✕
FAILURE	0
POOR.	4✕
AVERAGE	3✕
GOOD	2✕
EXCELLENT	1✕
CRITICAL SUCCESS.	0

KILLING LIMITER

Characters with this implant cannot kill people or animals without suffering a great deal of pain.

VIOLENCE LIMITER

Characters with this implant cannot take any violent action toward people or animals without suffering a great deal of pain.

FEAR LIMITER

Characters with this implant do not hesitate or fear situations which would send ordinary men to the fetal position. This creates a lack of common sense in dangerous situations. Characters must
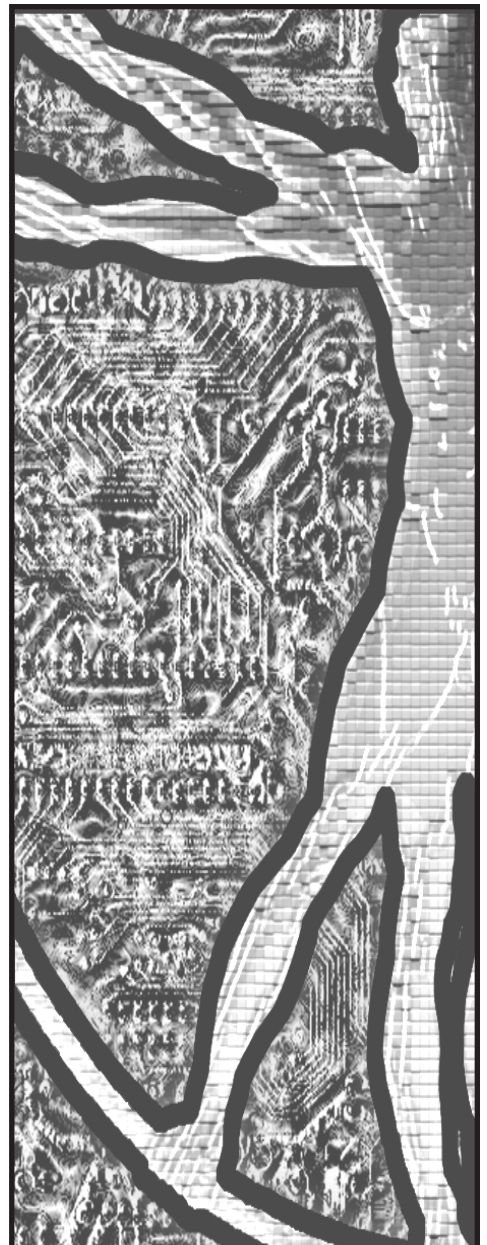
make a willpower roll to come to their senses. Stress damage does not result from this implant.

PAIN LIMITER

Characters with this implant do not register any form of pain and receive two less penalty dice for stress and wound modifiers. Stress damage does not result from this implant.

SPEECH LIMITER

Characters with this implant cannot speak. They have all the parts necessary, but lack the neural processors for speech. They can use computers to relay their thoughts, however.

EMOTIONAL LIMITER

Characters with this implant cannot become emotionally attached to individuals without suffering pain. A willpower roll must be made to act compassionately or mercifully.

Neural Interfaces

EXTERNAL INTERFACE

External implants are located in the back of the neck and allow characters to directly access Martian POMs by shear thought. No cables are required as the interface transmits data as a Mars Link compatible signal. A willpower roll is required to access a POM with a difficulty determined by the range. Certain modifiers are also applied to the roll.

IONIC INTERFERENCE . . . . ▌▶
UNDERGROUND . . . . ▌▶
THICK METAL WALLS . . . . ▌▶
MORE THAN 100 POMS IN AREA . . . . ▌▶

TECHNOLOGY: photonics
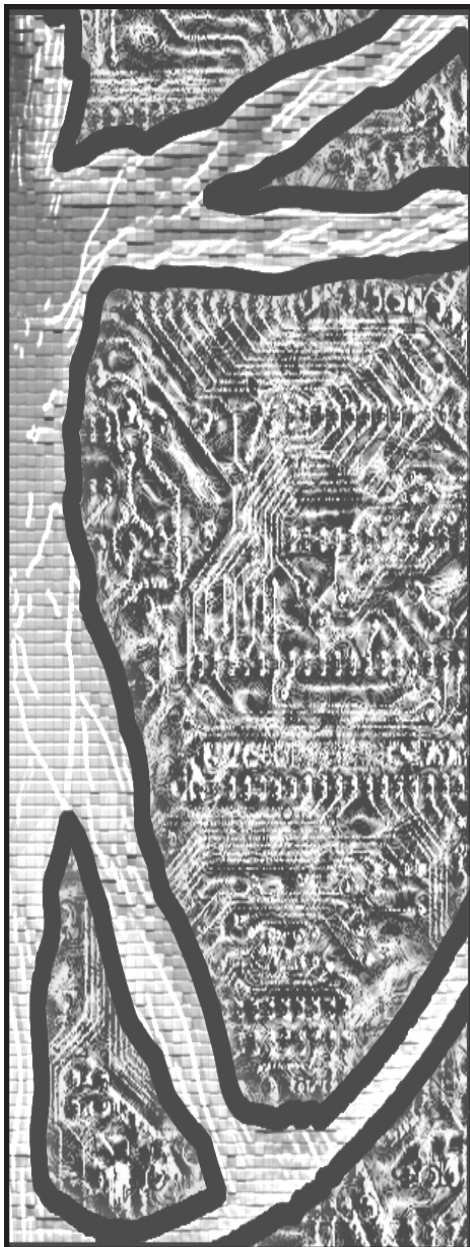
SIGNATURE: 1

📖 Ranges for External Interface

⊕PB 3m ⊕S 25m ⊕M 75m ⊕L 200m ⊕E 300m

INTERNAL INTERFACE

Internal implants are designed to interface with POMs within the body. They are smaller and require no willpower roll because of their direct connection to a POM.

TECHNOLOGY: photonics

SIGNATURE: none

SECTION 5D
TECHNOLOGY: WEAPONS

EP Weapons

EP weapons are direct descendants of the firearms from the twentieth and early twenty-first centuries. Modern EP weapons use caseless, light explosive rounds which are launched when the gaseous propellant stored in the ammunition magazine is injected into the firing chamber and detonated.

It is illegal for civilians and even law enforcement agencies to own EP weapons on Mars. They are only issued to military units and liberation cells responsible enough to use them. EP weapons are not used in pressurized environments such as spacecraft due to the possibility of ricochets and hull punctures. The inertial recoil would also most likely kill its user in zero-g environments.

EP weapons are very loud and require considerable ventilation. Ammunition varies by model.

PISTOLS

TERREL LABS "NO. ONE" EP PISTOL

This is a small capacity handgun designed for easy concealment. The snap-in magazine holds fifteen rounds.

TERREL LABS "LOW-CAL" EP PISTOL

This is a small handgun intended for use by military officers. The snap-in magazine holds twenty rounds.
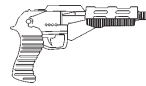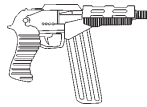
KRESMEYER KP-5 EP PISTOL

This automatic pistol uses a twenty round magazine which installs inside the break-away grip. An optional external fifty round magazine is also available. Traits: **BURST FIRE, DETONATION [1M], RECOIL [-❶]**

SIMTEK 150 EP PISTOL

This next-generation automatic pistol uses two twenty round magazines which install underneath the removable the top flash regulator. Traits: **BURST FIRE, DETONATION [1M], RECOIL [-❶]**
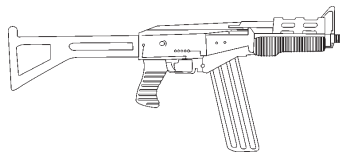
RIFLES

KRESMEYER KR-14 MINI EP RIFLE

This mini rifle features a removable stock and seventy round magazine. Traits: **BURST FIRE, SPRAY FIRE, DETONATION [1M], RECOIL [-❶]**
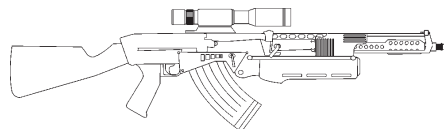
CLARK M-2 EP ASSAULT RIFLE

This weapon features an integral, under the barrel grenade launcher, seventy round magazine, and optional scope. Traits: **BURST FIRE, SPRAY FIRE, DETONATION [2M], RECOIL [-❷]**
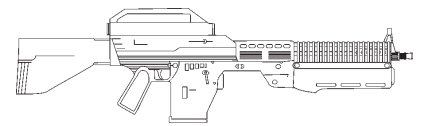
CLARK M-14 EP ASSAULT RIFLE

This lightweight assault rifle features an integral, under the barrel grenade launcher, fifty round magazine, and built-in scope. Traits: **BURST FIRE, SPRAY FIRE, DETONATION [2M], RECOIL [-❷], SCOPE**

HEAVY WEAPONS
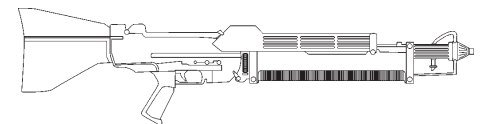
SIMTEK 227 EP ASSAULT RIFLE

This heavy assault rifle features an ammunition compartment which holds two seventy round magazines. An optional stabilizer is also available. Traits: **BURST FIRE, SPRAY FIRE, DETONATION [3M], RECOIL [-❸]**
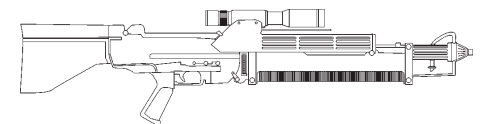
SIMTEK 227SN EP ASSAULT RIFLE

This is a variant of the 227 which includes a scope. An optional stabilizer is also available. Traits: **BURST FIRE,**

SPRAY FIRE, DETONATION [3M], RECOIL [-❸], SCOPE
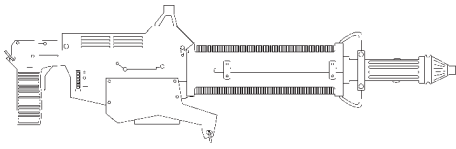
SIMTEK EP FIELD UNIT

This high powered weapon requires a stabilizer and tripod mount for use. Traits: BURST FIRE, SPRAY FIRE, DETONATION [5M], RECOIL [-❹]

Laser Weapons

Laser weapons have become the firearm of choice on Mars. They create no recoil and very little noise. They are also small and ineffective against specially coated structures making them safe to use in space.

Some laser weapons emit a very bright laser beam which, despite popular opinion, is not destructive in itself. The visible laser is simply the built-in tracking system. When the trigger is pulled, several burning beams (invisible to the naked eye) are activated simultaneously with the visible beam, allowing the user to track it to the desired target. Older laser weapons which are not equipped with the tracking beam emit an invisible beam.

The energy discharge from a laser weapon's powerpacks give off a high-pitched whining sound when fired. There are two versions of powerpacks: low yield, which are primarily used for pistols (fifty rounds) and high yield, which are used for rifles (one hundred and twenty-five rounds).

Laser weapons increase a character's signature rating while in use only. The amount of the increase is equal to the weapon's damage rating for an average success.

PISTOLS

SIMTEK XS LASER PISTOL

This weapon is widely used by undercover law enforcement agents and uses a low yield powerpack. Traits: LASER TRACKING

CLARK L-30 LASER PISTOL

This is the laser pistol of choice and uses a low yield powerpack. Traits: LASER TRACKING
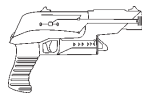
YAMATO RAZOR 5 LASER PISTOL

This is an older weapon and lacks the laser tracking system. It uses a low yield powerpack.

YURAVITCH ML-6000 LASER PISTOL

This weapon borrows its appearance from old science fiction movies and uses a low yield powerpack. Traits: LASER TRACKING

RIFLES

SIMTEK XTEN MINI LASER RIFLE

This next generation laser weapon features an energy storage bay which holds two high yield powerpacks. Traits: LASER TRACKING
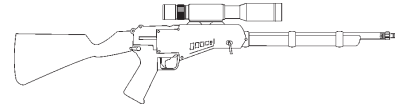
YURAVITCH LASER SNIPER RIFLE

This weapon features easy disassembly and holds one high yield powerpack in its break-away grip. Traits: SCOPE, LASER SITE

CLARK L-500 LASER RIFLE

This military assault laser features a compact design and optical scope for sniper use. It holds two high yield powerpacks. Traits: LASER TRACKING, SCOPE
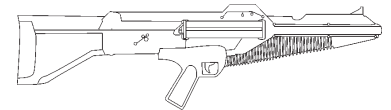
GONSALEZ ENT. MARK 4 LASER RIFLE

This ultra modern assault laser features an energy storage bay which holds two high yield powerpacks. External containers keep two powerpacks accessible for easy replacement. Traits: LASER TRACKING

Particle Streamers

Particle streamers fire a barrage of microscopic darts which are accelerated by a magnetic field. They can only be fired once per turn due to acceleration restrictions.

Streamers were in the early stages of

development on Earth before the conquest. Their use is limited to Virimar elite forces. Very few humans have actually seen these weapons. Martian scientists have failed to reproduce the technology.

The weapons use a combination of energy pack and ammunition magazines. The energy packs resemble twenty-first century notebook computer batteries. There are currently three models in service: a pistol, rifle, and field unit.

Particle weapons increase a character's signature rating while powered up. The amount of the increase is equal to the weapon's damage rating for an excellent success.
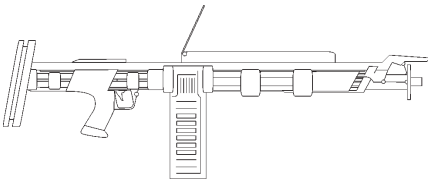
VIRIMAR PARTICLE STREAMER

Only Virimar special forces carry this weapon.

Pulse Detonators

Pulse Detonators launch bolts of hot plasma and dissipate over over distance. They are primarily used by Virimar controlled Earth forces, but Martian scientists have developed their own version which they dubbed the *plasma gun*. It functions similarly to the alien model except that it uses standard laser powerpacks. These bolts can cause flammables to detonate.

Pulse detonators increase a character's signature rating while in use only. The amount of the increase is equal to the weapon's damage rating for a poor success.
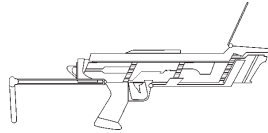

GONSALEZ ENT. PLASMA GUN

This is the only Martian pulse detonator in active use, although many are in development. It hold one high yield powerpack and uses a laser screen for targeting. Traits: **LASER SITE**

Electrostun Weapons

Electrostun weapons are used by Martian law enforcement agencies. They fire ionized bolts of plasma which are attuned to the human nervous system, rendering their target unconscious. The effectiveness degrades over distance.

CONRAD ELS ELECTROSTUN PISTOL

This is the standard weapon used by law enforcement officers on Mars. It holds one low yield powerpack. Traits: **LASER SITE, DETONATION [1M]**

CONRAD ELT ELECTROSTUN CARBINE

This is a higher powered variant of the ELS pistol. It holds one high yield powerpack. Traits: **LASER SITE, DETONATION [2M]**

Grenades

Grenades come in two varieties: self-propelled grenades (for use in grenade launchers) and hand grenades (thrown). The degree of success indicates how close the grenade has detonated to the target character.

SMOKE GRENADES

These grenades create a thick cloud of smoke which adds **-❶** to ranged weapon and perception based rolls. They can also cause injury from smoke inhalation (*see fire rules in Section 8: Combat* ➠).

FLASH GRENADES

These grenades create an extremely bright light which temporarily blinds those who see it and inflicts **2⚡**. Lost their vision is regained after a number of turns equal to the roll of one die.

SONIC GRENADES

These grenades create an extremely high pitched sound wave which temporarily deafens those who hear it and inflicts **2⚡**. Lost hearing is regained after a number of turns equal to the roll of one die.

ELECTROSTUN GRENADES

Used by law enforcement agents to quash riots, these grenades detonate a burst of ionized plasma which affects the human nervous system, often rendering a target unconscious. Traits: **DETONATION [5M]**

INCENDIARY GRENADES

These are outlawed on Mars, but have been used by liberation cells. Once detonated they blanket the area with a highly flammable liquid. Anyone within the detonation radius bursts into flames and will continue to burn (*see fire rules in Section 8: Combat* ➠). Traits: **DETONATION [4M]**

PLASMA GRENADES

Used by Virimar collaborators, these grenades release a super-heated ball of plasma which may also cause flammable substances to detonate. Traits: **DETONATION [3M]**

Explosives

Explosives are an important part of any sabotage mission and come in a variety of shapes and sizes. Each functional piece of explosive is called a charge. Damage and blast radius vary by the type of charge, and all values are multiplied by the number of charges used.

Explosions caused by explosives easily detonate flammable liquids and materials. Gamemasters must use their own judgment, but fire is a common by-product. Confined areas also increase the damage of all explosions, while vacuums starve fires of oxygen.

GUN POWDER

Although gun powder is no longer used, it can be easily made and is perfect for detonating flammable materials. Damage is **3** per charge; **DETONATION [1M].**

NITROGLYCERIN DERIVATIVE

These are basically sticks of dynamite and are easy to make. Damage is **8** per charge; **DETONATION [3M].**

COCKTAILS

Cocktails are bottles which contain flammable liquids, such as alcohol, combined with a wick. When lit, the bottle can be thrown causing it to break and a fiery liquid coating to spread to whatever, or whomever, is near. Damage is **2** per charge plus fire (*see fire rules in Section 8: Combat* ➡); **DETONATION [2M].**

SHAPED CHARGES

Shaped charges are made of synthetic, flexible fibers and can be molded to any shape. They can even be baked like ceramics and will only detonate by receiving sufficient electrical charge. Damage is **12** per charge; **DETONATION [15M].**

RESPONSIVE ALLOY

This type of explosive can only be detonated by a specific signal received from a connected POM. This is the safest form of explosive. Damage is **4** per charge; **DETONATION [10M].**
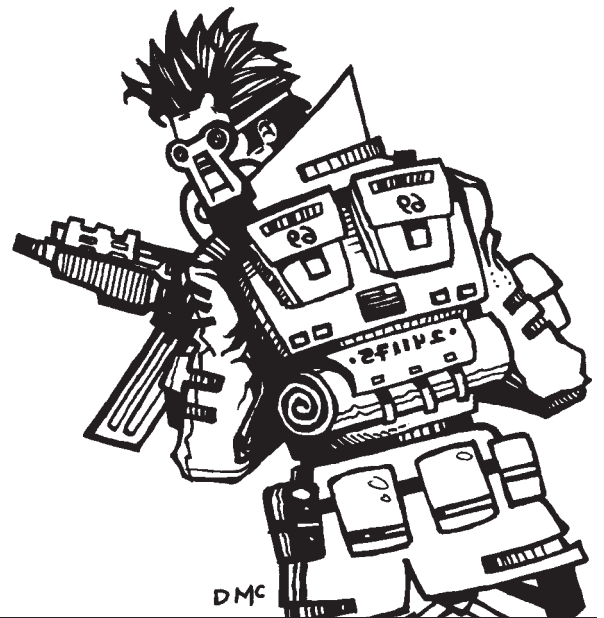
SECTION 5E
TECHNOLOGY: ARMOR

Armor can be anything which provides protection to parts of the body. It is categorized as either partial or full armor and takes many forms.

PARTIAL ARMOR covers a large portion of the body but leaves small gaps in crucial areas such as joints and the neck. It is very light compared to full armor and includes any combination of components that cover the chest, back, arms, and legs. For example, vests and jackets are partial armor. Partial armor provides moderate protection when in combat.

FULL ARMOR consists of a matching set of protective components that cover most of the body. It can be very heavy and weighs an individual down. Full armor also usually includes a helmet. Full armor provides considerable protection when in combat.

Individual components may also be used for protection when directly targeted by an attack.

SKINS

Skins are made from animal hides and offer a minimum of protection. They are primarily used for warmth.

PRESSURE SUITS

Pressure suits are used to protect individuals from the environment of space. They are completely sealed and include heating and oxygen units.

COMPOSITE ARMOR

Composite armor is formed by a kevlar-like material held together with an interlapping mesh of lightweight, super tough plastics. This is the most common form of armor used by the Mars Off-World Militia.

ABLATIVE TREATED MATERIAL

Ablative treated materials (ATM) are specially coated armor components, used to reduce the effects of laser weapons. Energy is dissipated by allowing a beam to burn off a highly susceptible, but minute protective layer. ATMs last for several hundred impacts but offer protection from laser weapons only. This makes them impractical for use against any other source of damage. An ablative coating will fail if more than 4💣 is directed at it.

ALLOY ARMOR

This type of armor utilizes a new form of metal alloy designed to alter its form when it senses an impact upon itself. This causes a solid projectiles to be redirected away from the body. Once the kinetic energy of the projectile is no longer detected, the alloy returns to its original shape. Many times the projectile will still be embedded in it. This is a brand new technology and only found in use by Mars Defense Force marines.

ENERGY FIELD

Energy fields require nothing more than a small backpack to be worn. They dissipate the kinetic energy of high speed projectiles, metallic objects, and fragmentation caused by explosions.

ALTERNATING FIELD

Alternating fields are a step up from energy fields. They are considerably more stable and prevent both matter and energy from penetrating. Alternating fields were first developed by the Virimar and are in the experimental stages by Martian scientists.

Armor

Armor Technologies

SKINS
PRESSURE SUITS
COMPOSITE ARMOR
ABLATIVE TREATED MATERIAL
ALLOY
ENERGY FIELD
ALTERNATING FIELD

Partial Armor

VEST AND SKIRT
JACKET AND SKIRT

Full Armor

BODY SUIT
ENERGY FIELDS

SECTION 5F
TECHNOLOGY: EXOTECH

Exotech are powered armor suits used by the Martian Defense Force. Most form a skin tight fit and can act as a pressure suit, preventing any other form of armor to be worn. Not only is it armored, but it can also contain weapons, sensors, and thrusters. All units include a POM and communications system.

Each official unit is serialized and is maintained under strict security protocols. No exotech units have been shipped with the Off-World Militia, but this does not prevent cells from building their own.

Exotech units possess **STRENGTH** and **STAMINA** traits which override those of its user. **DEXTERITY** (not applied when using exotech weapons), **PERCEPTION** (not applied when using exotech sensors) and **REACTION** modifiers are also used to adjust the respective traits. Like implants, exotech also affects the **SIGNATURE** trait. (*see Section 8: Combat for exotech combat rules* ➠)

Grades of Exotech

GRADE ONE

These are light exotech units. They can house one weapon and two sensors.

▶ **Grade One Exotech**

STRENGTH	4	DEXTERITY	-❶
STAMINA	20	PERCEPTION	-❶
SIGNATURE	1	REACTION	-❶

GRADE TWO

These are standard exotech units. They can house one small and one large weapon, two sensors, and one miscellaneous option.

▶ **Grade Two Exotech**

STRENGTH	5	DEXTERITY	-❶
STAMINA	30	PERCEPTION	❶
SIGNATURE	3	REACTION	-❶

GRADE THREE

These are special operations units. They can house two weapons, three sensors, and two miscellaneous options.

▶ **Grade Two Exotech**

STRENGTH	6	DEXTERITY	❶
STAMINA	40	PERCEPTION	❶
SIGNATURE	5	REACTION	❶

Weapons

Any weapon can be added to exotech units, but all associated penalties and bonuses still apply. Small weapons can also be installed internally with the **INTERNAL BAY** option. Ammunition is handled normally unless the **WEAPON STORE** option is added.

Sensors

LASER RANGING

This sensor works the same as a laser site (*see weapon traits in Section 8: Combat* ➠).

EM SENSOR

This sensor allows a character to detect old-fashioned radio signals, Link communication network transmissions, and signatures from implants and exotech. Detecting such signals is dependent on range and uses reasoning + perception or the skill of a search algorithm.

BIOLOGICAL SENSOR

This sensor allows a character to detect the presence of human life forms using heartbeats and bio-electrical readings. Detecting such signals is dependent on range and uses reasoning + perception or the skill of a search algorithm.

MOTION SENSOR

This sensor allows a character to detect objects which are in motion. Detecting such signals is dependent on range and uses reasoning + perception or the skill of a search algorithm.

THERMAL IMAGING SENSOR

This sensor allows a character to see in darkness by imaging heat sources. The vision is not perfect and requires a perception roll for objects with which the character is not familiar.

TELESCOPIC IMAGING SENSOR

This sensor allows characters to better identify objects at greater distances. Characters may add +❶ to all perception related task rolls that would be affected by distant vision. This sensor may also be used as a scope (*see weapon traits in Section 8: Combat* ➠).

AMPLIFICATION OPTION

This sensor allows the character to increase the volume of all audible sounds. Characters may add +❶ to all perception related task rolls that would be affected by hearing.

📖 Sensor Ranges

⌖**PB** 3m ⌖**S** 5m ⌖**M** 10m ⌖**L** 15m ⌖**E** 25m

Options

REFRACTIVE CAMOUFLAGE

This option makes visual detection of the exotech unit more difficult. All perception related rolls made to visually spot the unit receive -❶.

SIGNATURE: 2

SEALED ENVIRONMENT

This option allows the operator to survive for extended periods of time in the exotech unit without the need for oxygen. It also protects the character from toxins in the atmosphere.

INTERNAL BAY

This option allows weapons to be installed within the exotech unit. The weapon can either be hidden in a sealed compartment which must be opened for use or a partially hidden compartment with only the barrel visible.

WEAPONS STORE

This option allows exotech units to carry up twenty EP magazines, forty powerpacks, or ten grenades internally.

SIGNATURE: 1 (for powerpack only)

EM JAMMER

This option prevents em sensors from detecting the exotech unit. All rolls made to detect the unit using EM sensors receive -❷.

SIGNATURE: 2

DIAGNOSTICS

This option provides a status report for the condition of the exotech unit.

LIFE FUNCTIONS

This option provides a status report for the medical condition of the exotech operator.

ZERO-G THRUSTERS

This option allows an operator to steer the exotech unit in space or maintain a stabilized position in a zero-g environment. This can also reduce the recoil from weapons by -❶.

SIGNATURE: 4 (when in use only)

JUMP PACK

This option allows an operator to jump several feet vertically or horizontally. Any task rolls involving charging an opponent receives +❷.

SIGNATURE: 3 (when in use only)

AUTO INJECTOR

Drugs can be automatically injected into the character's bloodstream. Drug vials (*1 x 1/2 inches in size*) can be swapped out via a special bay.

Exotech

Grade 1 Exotech

1 WEAPON

2 SENSORS

Grade 2 Exotech

1 SMALL WEAPON

1 LARGE WEAPON

2 SENSORS

1 OPTION

Grade 3 Exotech

2 WEAPONS

3 SENSORS

2 OPTIONS

Sensors

LASER RANGING

EM SENSOR

BIOLOGICAL SENSOR

MOTION SENSOR

THERMAL IMAGING SENSOR

TELESCOPIC IMAGING SENSOR

AMPLIFICATION OPTION

Options

REFRACTIVE CAMOUFLAGE

SEALED ENVIRONMENT

INTERNAL BAY

WEAPONS STORE

EM JAMMER

DIAGNOSTICS

LIFE FUNCTIONS

ZERO-G THRUSTERS

JUMP PACK

AUTO INJECTOR

SECTION 5G
TECHNOLOGY: DRUGS

Drugs fall into a variety of categories, ranging from dangerous poisons to medical aids. Each formula is described by specific traits and may or may not include side effects. Drugs may be injected into the bloodstream, ingested, or inhaled.

Drugs are measured by dosage. Each dose provides specific effects and lasts approximately one to four hours unless otherwise noted. Characters receives **2⚡** for each extra dose used within a twenty-four hour period unless otherwise noted.

Drug Traits

ANTIDOTE

Antidotes cause the effects of poisons to cease. Antidotes must be matched to the proper poison in order for them to work.

COAGULANT

Coagulants promote blood clotting. All wound damage greater than two sustained in a turn is reduced by one. Each dose lasts a number of turns equal to the character's willpower rating multiplied by two.

HYDRANT

This is a preventive drug taken to increase efficiency in the body's use of water. The effects of dehydration (*see hunger rules in Section 8: Combat* ⇒) can be delayed for an extra twenty-four hours. Characters receives **5⚡** for each extra dose used within a seventy-two hour period.

NEURAL EXCITER

This type of drug increases activity in the neural pathways of the brain, allowing greater creativity and memory. All reasoning rolls receive **+❶** for a number of turns equal to the character's willpower rating multiplied by two.

NEURAL INHIBITOR

Neural inhibitors reduce activity in the neural pathways of the brain. All reasoning rolls receive **-❷** for a number of turns equal to eighteen minus the character's willpower rating.

PAIN RELIEVER

Characters using pain relievers can reduce the number of penalty dice received from stress by two.

POISON

All poisonous drugs inflict damage for a number of turns as indicated in their rating. The damage and turns involved are noted in the form of $x⚡/t$; where x represents the damage and t is the number of turns. Once unconscious, the character also looses wounds if the poison rating includes a 💣.

⇒ Example

Jon makes a new poison from herbs. It has a rating of 2⚡/10; it causes 2⚡ each turn for ten turns. If the rating was 2⚡💣/10, then it would also cause 2💣 per turn after the victim loses consciousness. This stops when the ten turns have passed.

Poison must be delivered to the blood stream by injection, ingestion, or weapons that cause wound damage.

Poison enters the bloodstream when at least 1💣 is inflicted by a weapon coated with the poison.

SEDATIVE

Sleep is the primary purpose of a sedative. Characters receive an amount of stress equal to seven minus their willpower rating per turn.

SENSORY EXCITER

This type of drug increases activity in the neural pathways of the sensory organs, allowing a heightened sensitivity. All perception rolls receive **+❶** for a number of turns equal to the character's willpower rating multiplied by two. The character also receives **-❶** on all perception rolls for a number of turns equal to ten minus his willpower rating when the dosage wears off.

SENSORY INHIBITER

Sensory inhibitors reduce activity in the neural pathways of sensory organs. All perception rolls receive **-❷** for a number of turns equal to eighteen minus the character's willpower rating.

STIMULANT

Stimulants allow characters to remain awake and aware. Characters can avoid the effects of fatigue while the dosage is active. The character also receives **3⚡** when the dosage wears off.

Side Effects

Side effects are present as long as a dose is active.

ADDICTIVE

A character will become addicted to the drug if more than one week's worth of doses are taken. Addiction means that once a dose wears off, the character will suffer $1\mkern-2mu\text{\emph{⚡}}$ for every number of hours equal to his willpower rating that he has not taken another. If he chooses not to feed the addiction, he must make a willpower roll each time he receives stress in the manner explained above.

AGGRESSIVENESS

The character becomes hostile and is easily provoked. He must make a willpower roll in order to prevent himself from becoming violent when provoked or threatened.

ANTI-COAGULANT

This prevents blood clotting and will produce $1\mkern-2mu\text{\emph{💣}}$ each time the character receives more than $2\mkern-2mu\text{\emph{💣}}$.

HALLUCINOGEN

The character has sensory hallucinations. This can include distortions of color, size, voices, smells, etc.

NEURAL INHIBITOR

This functions identically to the neural inhibitor trait.

PARANOIA

The character believes that he can trust no one and that everyone is out to get him, including members of his own cell. He must make a willpower roll to put himself in a position in which he would need to rely on assistance from another person.

POISON

This functions identically to the poison trait.

SENSORY INHIBITOR

This functions identically to the sensory inhibitor trait.

SECTION 5H
TECHNOLOGY: MISCELLANEOUS

LIGHT ENHANCEMENT GOGGLES

Light enhancement Goggles allow characters to see in darkness. The vision is not perfect and requires a perception roll for identifying objects which the character is not familiar.

TARGETING GOGGLES

Targeting goggles are use a laser display to track movement by individuals not transmitting a special code. All ranged weapon attacks using the goggles receive $+\mkern-2mu\text{\emph{❶}}$.

BINOCULARS

Binoculars allow characters to better identify objects at greater distances. Characters may add $+\mkern-2mu\text{\emph{❶}}$ to all Perception related task rolls that would be affected by vision.

WRIST COMMUNICATOR

This is a function specific computer which allows communication to other devices through a central server which is usually part of a craft's main computer.

FLASH PACK

This is a typical flash light which can either be carried or fastened to a rifle barrel or helmet.

SUN PACK

Sun packs are grenade size light sources which can be thrown or simply left on the ground to illuminate an area.

MOBILE SUN PACK

This is a variant of the sun pack which can hover over a specific location at a height up to three-hundred feet. It can be controlled by a POM.

RESPIRATOR

Respirators come in a variety of shapes and sizes. They all include an oxygen tank and air filtration mask.

IONIC INTERFERENCE GENERATOR

This barrel-sized device is used to disrupt photonic circuitry and has a range of only 20 meters. All implants, nanotech, and other devices which utilize photonics are rendered useless while in range of the generator.

Tools

CLASS 1 TOOLKIT

This provides the tools required for mechanical projects such as pliers, wrenches, and screwdrivers.

CLASS 2 TOOLKIT

This provides the tools required for electrical and electronics projects such as crimpers, soldering irons, and electrical meters.

CLASS 3 TOOLKIT

This provides the tools required for photonics projects such as laser probes, magnifying lenses, and power meters.

MEDICAL FIELD KIT

This provides the tools required for medical examinations and emergency situations such as heart and pulse monitors, dermal regenerators, and bandages.

CLASS 1 CONSTRUCTION EQUIPMENT

This is heavy construction gear suited to mechanical projects such as welding gear, power drills, and bolt drivers.

CLASS 2 CONSTRUCTION EQUIPMENT

This is heavy construction gear suited to civil projects such as welding gear, cement mixers, and scaffolding.

Personal Sensors

EM SENSOR

This sensor allows a character to detect old-fashioned radio signals, Link communication network transmissions, and signatures from implants and exotech. Detecting such signals is dependent on range and uses reasoning + perception or the skill of a search algorithm.

BIOLOGICAL SENSOR

This sensor allows a character to detect the presence of human life forms using heartbeats and bio-electrical readings. Detecting such signals is dependent on range and uses reasoning + perception or the skill of a search algorithm.

MOTION SENSOR

This sensor allows a character to detect objects which are in motion. Detecting such signals is dependent on range and uses reasoning + perception or the skill of a search algorithm.

📖 **Sensor Ranges**

⊕PB 3m ⊕S 5m ⊕M 10m ⊕L 15m ⊕E 25m

Craft

MOON HOPPER

These are small craft designed to transport up to ten passengers over short distances such as between the Earth and Moon. It requires a minimum crew of one, but two is recommended.

MDF DROPSHIP

This is the official marine planetary assault craft. The dropship literally falls to Earth from low orbit and engages its thrusters to slowly stop the dead fall. Marines can either parachute down, drop in exotech suits from low orbit, or depart on the ground. It is armed with massive EP canons and can hold its own in any aerial battle.

FLYER

This is a typical aerial transport vehicle. It can travel as high as two-thousand feet.

AUTO

This is a typical ground transport vehicle and comes in a variety of forms, ranging from the combustible engines of the twentieth century to the mini-fusion powered hover units of pre-conquest Earth.
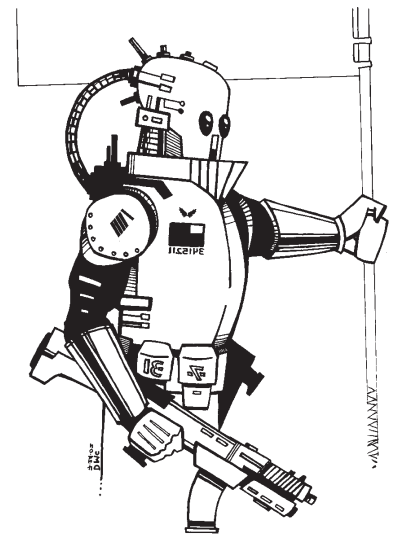
SECTION 6
COMPUTERS

Photonics

Photonics is the direct descendant of electronics. Photonic circuitry uses minute beams of light rather than electrical contacts, rendering a faster and more efficient device. Not only can multiple beams be used, but also beams of varying frequency, thus relaying even more data and at higher rates of transfer. Characters skilled in photonics can design and build computer systems as described in *Section 7: Projects* ➠.

Parallel Optic Matrixes

Parallel Optic Matrixes, or POMs, are single computer units, sometimes referred to as matrixes or cyberscapes. They operate as a control structure, housing thousands or even millions of algorithms which are programmed to carry out a set of functions.

Martian POMs directly command a security subset of algorithms which regulates all other algorithm usage and input/output services. Algorithms can only operate within the POM in which they are stored. POMs can request data and activation of a specific function from other units, however.

Martian scientists have been unable to isolate the Earth model's input/output control systems. This makes it necessary to hack directly into a system using it's human interface components (keyboard, voice control, or direct access panel) because a character cannot access the commands of one POM from a different unit. All POMs maintain a directory of algorithms making it simple to detect intrusions. POMs can discover tampering by contesting a task.

Mars Link

The Mars Link is a communication system consisting of six satellites which receive, relay, transmit, and process communications all over Mars as well as in space. It is commonly referred to as the Link or World Wide Link.

The Link offers a universal set of features to all users, such as data transfer, mail, database access, user information, and direct computer access.

Communication with the Earth or Moon requires the use of a spacecraft fitted with a Link transceiver.

Human Interface

Computers can be accessed by humans via interface components.

LASER DISPLAYS are monitors which display information and accept button presses. It is composed of a three millimeter wide pressure sensitive glass-like alloy which is available in a multitude of sizes and proportions. Because the display is computer controlled the on-screen buttons can change depending on the situation.

VOICE CONTROL is built into every system. Universal systems recognize the more common languages such as English, French, and Spanish. Localized systems can also be added for other

languages. Just about any type of voice imaginable can be found as can any personality. Voice control can be keyed to the voice of a specific individual, group of individuals, or remain open for anyone to use.

DIRECT ACCESS PANELS are for use by the experts. The panels open to reveal direct access to the POM, bit by bit.

NEURAL INTERFACES are popular with hard core programmers because they provide the benefits of direct access control by shear thought. The actual control devices are always implanted in the back of the neck rendering them almost undetectable. Implantees can communicate with POMs as if a direct access panel was being used. Neural Interfaces can only be used to access Martian POMs, however.

Personal Computers

Personal Computers come in two varieties: smart and dumb. Smart computers have their own POM built in which allows its user to personalize it with his own set of functions.

Dumb computers only store data and use commercial algorithm servers as data providers. Data requests are sent to the main server which then relays the request to an idle algorithm suited to the task.

Personal computers also have two general appearances. The more common is the wristcomp which has replaced the wristwatch. The other appearance is that of the personal wallet which is a little bigger than that of a credit card. It is also used as a personal organizer, complete with ID and banking access.

Autonomies

Autonomies (slang is autons) are self sufficient computer algorithms (programs) which learn from their experiences. They were created to hack into Earth POMs. Autonomies operate within a POM but include a full suite of data transfer functions, allowing them to move from one POM to another. *Off the shelf* autonomies are equipped with the basic tools required to perform common tasks. They lack the experience, however, to perform advanced functions such as hacking into a high security data storage unit.

Autonomies are given simple orders which they attempt to carry out in the most efficient way possible. When hacking into POMs they attempt to cloak themselves as routine algorithms. Autonomies have been known to remain dormant in systems for months, waiting for a safe moment to act. They literally have minds of their own.

Players can give orders to autonomies, but gamemasters determine their actions.

Algorithms

Algorithms add functions to a POM and may require an interface component for use. Common algorithms are grouped by function. POMs are typically equipped with enough storage space to keep any number of algorithms. Hundreds of gigabytes of data can also be stored in a computer, but is often transferred to servers which specialize in secure data storage. The algorithms listed below are samples intended for use with Martian POMs and require access to the Martian Link or Link booster on a space craft within range. The gamemaster can

assign a skill level to each algorithm if he wishes to make task rolls for them.

Any algorithm can be used with an implanted POM, provided it has direct access to the required interface components and a neural processor.

DATA ANALYSIS

SITREP

This algorithm can analyze visual sensor data resulting in the tracking and plotting of vehicle and personnel movements in direct line of sight or on the other side of non-metallic obstacles using infrared sensor. This also adds the scope trait to ranged weapons when in use.

REQUIRES ACCESS TO A VISUAL SENSOR AND OPTIONAL INFRARED SENSOR

RADAR SITREP

This algorithm can analyze RADAR sensor data resulting in the tracking and plotting of vehicle and personnel movements in direct line of sight.

REQUIRES ACCESS TO A RADAR SENSOR

VOICE FILTER

This algorithm listens for a specific voice pattern, word, or phrase and alerts the user when heard.

REQUIRES ACCESS TO AN AURAL SENSOR

VOICE PRINT ANALYZER

This algorithm can confirm the voice print of an individual by comparing samples.

REQUIRES ACCESS TO AN AURAL SENSOR

VOICE STRESS ANALYZER

This algorithm can confirm whether or not an individual is telling the truth by analyzing the stress patterns in his voice. A character can attempt to full the algorithm if he is aware of its use by making a hard roll using willpower + perception.

REQUIRES ACCESS TO AN AURAL SENSOR

COMMUNICATION

BEACON

This algorithm can maintain a constant link with another POM allowing it to track the location of the system.

INTERPRETER

This algorithm can translate incoming data or sound from one common language to another. The included languages are English, French, Spanish, Arabic, Hebrew, and Gaelic (common among members of the New Gaelic Movement). Other languages are available separately.

REMOTE CONTROL

This algorithm can maintain a constant link with another POM which is part of a vehicle allowing it to be remotely controlled.

MAPPER

This algorithm can create a map of an area through which the characters move through or scan. Appropriate sensors are required.

PERSONALITIES

Personalities can be added used to make speech from a computer's voice control interface sound more personal or even human.

SLAVE

This personality speaks as a submissive servant, offering words of praise and loyalty. Every announcement is followed by the words "master" or "mistress."

Some common phrases are:

- "Yes, master."
- "I am humbly sorry, master."
- "I am sorry to interrupt you, mistress."
- "Here is the information you requested, master."
- "You have completed the maneuver with consummate skill, master."

PERSONAL ASSISTANT

This personality speaks as someone who is employed to carry out tasks. This is the most common personality on Mars. Every announcement is followed by the words "sir" or "madam."

Some common phrases are:

- "Someone is attempting to contact you, sir."
- "The data you have requested is now available, sir."
- "Access to the Mars Link is now available, madam."
- "You have two meetings scheduled for today, madam."

ROMANTIC

This personality speaks as a lover or someone who is romantically interested.

Some common phrases are:

- "Sweetie, you have a message waiting."
- "I'm not one to be jealous, but your friend, Melissa, is calling you."
- "The data transfer is complete, my darling."

ORACLE

This personality speaks as someone who has great knowledge or as a father figure.

Some common phrases are:

- "Approaching that vehicle would be quite foolish."
- "I don't wish to dictate actions, but that way will lead no where."
- "It would be a pity to overlook an opportunity as rare this this."
- "I would expect such a decision from him, but you are too clever to fall for that trick.

SECTION 7
PROJECTS

The rules presented here allow characters to design technological devices and abilities which are described in previous sections, such as biotech, nanotech, or implants. New items may be invented by sending the idea to Politically Incorrect Games at INFO@PIGAMES.NET with "***new invention***" as the subject line. We will inform you if the proposed idea is feasible and how to implement it. Ideas submitted will be included in future supplements or as updates on WWW.PIGAMES.NET.

Projects require certain skills, tools, and raw materials as noted in their descriptions. Once the materials and tools have been gathered, design and development can begin. Projects may be undertaken as prototype, documented, reverse engineering, or repair tasks.

Prototypes

Prototypes are projects which are constructed without previous design schematics. Prototypes are the most difficult to build and design due to the inherent lack of previous experience.

Reverse Engineering

Prototypes can also be based and tested on existing technologies which are disassembled and analyzed. Reverse engineering such technologies reduces the difficulty of the attempt.

Documented

Documented projects consist of ready made blueprints or design notes which provide considerable information and decrease the participant's work load. A prototype which has been successfully completed becomes a documented project to all of its participating characters.

Tools

Each skill associated with a project can only be used if the appropriate tools are available. If the corresponding tool is not available the skill roll receives ▣▶. If additional tools are required, they are listed with each project.

📖 Required Tools

ALGORITHMS	POM
MECHANICAL	CLASS 1 TOOLKIT
ELECTRICAL/ELECTRONICS	CLASS 2 TOOLKIT
PHOTONICS	CLASS 3 TOOLKIT
MEDICINE	FIELD KIT
CHEMICAL	LABORATORY
GENETIC	LABORATORY
CIVIL	CLASS 2 CONSTRUCTION EQUIPMENT
ASTRO	CLASS 3 CONSTRUCTION EQUIPMENT

Repairs

Repairs allow characters to restore damage components. Materials are not required but reduce the difficulty of the attempt. The degree of damage also effects the level of difficulty.

Investment Costs

Characters that have the necessary skills can initiate projects which are worked on during or between missions. In order to start a project, experience must be spent. The actual number is determined by the type of project, but each participating character must contribute at least one point (unless the investment cost is zero). This reflects the dedication of time and thought to the project and is called the INVESTMENT COST. The investment of experience is not necessary with repairs and requires only one successful roll for each associated skill.

Design & Development Costs

A separate amount of experience points must be spent for each skill used to build it. This is called the FIELD COST.

Characters must attempt a task roll for each skill associated. They may then contribute an amount of experience points to the FIELD COST, as determined by the success. Projects are completed when experience points are spent to cover all FIELD COSTS. Documented projects require only half of the required experience, rounding down.

DEGREE OF SUCCESS	MAXIMUM EXPERIENCE SPENT
CRITICAL FAILURE	LOSE 5
FAILURE	0
POOR	2
AVERAGE	4
GOOD	8
EXCELLENT	16
CRITICAL SUCCESS	24

The difficulty of the roll is determined as follows:

PROTOTYPE (BASE DIFFICULTY) . . . . HARD
REVERSE ENGINEERING. . . . . ◀**1**
DOCUMENTED . . . . ◀**1**
MISSING TOOLS . . . . **1**▶
REPAIRS. . . . . ◀**1**
MATERIALS (REPAIRS ONLY) . . . . ◀**1**
MODERATE DAMAGE (REPAIRS ONLY) . . . . **1**▶
SEVERE DAMAGE (REPAIRS ONLY) . . . . . . **2**▶

Technologies

BIOTECH

INVESTMENT COST: 10

FIELD COSTS:

GENETICS (BIOTECH) **20**
MEDICINE (SURGERY) **10**
Required to treat patient only.

MATERIALS: genetic samples

SPECIAL: Biotech prototypes will also produce one aberration for each poor success rolled past the second and for each critical failure. Documented projects will have the same number of aberrations, but can reduce the number by one for each critical success rolled. Also requires medical facilities.

NANOTECH

INVESTMENT COST: 20

FIELD COSTS:

PHOTONICS (NANOTECH) **20**
ALGORITHMS **5**

MATERIALS: microscopic photonic circuits (rare), high tech alloys

NANOTECH REMOVAL

INVESTMENT COST: 25

FIELD COSTS:

PHOTONICS (NANOTECH) **5**
ALGORITHMS **2**
MEDICINE (SURGERY) **30**

SPECIAL: Also requires medical facilities. This applies to one specific nanotech combine which must be decided beforehand.

IMPLANTS: FIELD GRADE

INVESTMENT COST: 0

FIELD COSTS:

ELECTRICAL (IMPLANTS) **10**

PHOTONICS (IMPLANTS) **10**
Electrical or photonics may be used if compatible.
MEDICINE (IMPLANTS) **5**
MEDICINE (SURGERY) **1**
Required to install implant only.
ALGORITHMS **2**
Required to interface with POMs only.
MECHANICAL **5**
Required for limbs only.

MATERIALS: photonic or electrical circuits, high tech metals and plastics

SPECIAL: Failed or poor surgical rolls require a roll on the Permanent Injuries Table (in the combat section). Critical Failures require two rolls. Poor and critical failures of electrical rolls increase the signature rating by one.

IMPLANTS: MEDICAL GRADE

INVESTMENT COST: 5

FIELD COSTS:

ELECTRICAL (IMPLANTS) **15**
PHOTONICS (IMPLANTS) **15**
Electrical or photonics may be used if compatible.
MEDICINE (IMPLANTS) **10**
MEDICINE (SURGERY) **5**
Required to install implant only.
ALGORITHMS **2**
Required to interface with POMs only.
MECHANICAL **5**
Required for limbs only.

MATERIALS: photonic or electrical circuits, high tech metals and plastics

SPECIAL: Failed or poor surgical rolls require a roll on the Permanent Injuries Table (in the combat section). Critical Failures require two rolls. Poor and critical failures of electrical rolls increase the signature rating by one. Also requires medical facilities.

IMPLANTS: MILITARY GRADE

INVESTMENT COST: 15

FIELD COSTS:

ELECTRICAL (IMPLANTS) **25**
PHOTONICS (IMPLANTS) **25**
Electrical or photonics may be used if compatible.
MEDICINE (IMPLANTS) **15**
MEDICINE (SURGERY) **5**
Required to install implant only.
ALGORITHMS **10**
Required to interface with POMs only.

MECHANICAL **10**
Required for limbs only.

MATERIALS: photonic or electrical circuits, high tech metals and plastics

SPECIAL: Each option costs 5 points. Failed or poor surgical rolls require a roll on the Permanent Injuries Table (in the combat section). Critical Failures require two rolls. Poor and critical failures of electrical rolls increase the signature rating by two. Also requires medical facilities.

EXOTECH

INVESTMENT COST: 10

FIELD COSTS:

ELECTRICAL (EXOTECH) **20**
MECHANICAL (EXOTECH) **25**
PHOTONICS **10**
ALGORITHMS **10**

MATERIALS: photonic and electrical circuits, high tech metals and plastics

SPECIAL: Each option costs 5 points. Poor and critical failures of electrical rolls increase the signature rating by two. Also requires class 1 construction equipment.

PARALLEL OPTIC MATRIX

INVESTMENT COST: 5

FIELD COSTS:

PHOTONICS (COMPUTERS) **10**
ALGORITHMS **10**

MATERIALS: photonic circuits

SPECIAL: Nanotech POM units provide repair rolls with ◀**1***.*

CUSTOM ALGORITHM

INVESTMENT COST: 1

FIELD COSTS:

ALGORITHMS (DESIGN) **5**

SENSOR DEVICES

INVESTMENT COST: 5

FIELD COSTS:

PHOTONICS **10**
ELECTRICAL. **10**
Electrical or photonics may be used if compatible.
ALGORITHMS **20**
Required to interface with POMs only.

MATERIALS: photonic or electrical circuits, metals or plastics

SPECIAL: Critical failures of electrical rolls

increase the signature rating by one or reduces the range by half.

WEAPONS

INVESTMENT COST: *10*

FIELD COSTS:

WEAPONS **5**

MECHANICAL **20**

PHOTONICS **5**
Required for lasers, pulse detonators, and particle weapons only.

ELECTRICAL. **5**
Required for electrostun weapons only.

CHEMICAL **15**
Required for ep weapons and grenades only.

MATERIALS: *metals or plastics, photonic or electrical circuits (if compatible), coolant (for ep weapons), special chemicals for grenades*

SPECIAL: *Each weapon trait costs 5 points. Critical failures of any roll decreases the damage ratings by two. Also requires class 1 construction equipment.*

ARMOR

(Projects are not required for skins.)

INVESTMENT COST: *10*

FIELD COSTS:

CHEMICAL (ALLOYS). **15**

PHOTONICS (NANOTECH) **5**
Required for alloy armor only.

MECHANICAL **10**

MATERIALS: *simple to high tech metals or plastics*

TOOLS: *xxxx*

ENERGY FIELDS

INVESTMENT COST: *20*

FIELD COSTS:

PHOTONICS **20**
Required for energy fields only.

PHOTONICS **40**
Required for alternating fields only.

MECHANICAL **5**

ALGORITHMS **15**

ELECTRICAL. **5**

MATERIALS: *simple to high tech metals or plastics*

EMERGENCY SHELTER

INVESTMENT COST: *10*

FIELD COSTS:

MECHANICAL **5**

CIVIL **5**

SURVIVAL (*appropriate specialty*) **5**

MATERIALS: *simple to high tech metals or plastics*

DRUGS

INVESTMENT COST: *5*

FIELD COSTS:

CHEMICAL **5**
per drug trait

MEDICINE (DRUGS) **5**
per drug trait

MATERIALS: *plants, chemicals*

SPECIAL: *Poisons cost: 2 points per level of damage; 2 points per turn; 5 points for wound damage. Poor and critical failures of any roll adds one side effect.*

SIMPLE EXPLOSIVES

INVESTMENT COST: *0*

FIELD COSTS:

WEAPONS (DEMOLITIONS) **0**

CHEMICAL (EXPLOSIVES). **1**
For gun powder and cocktails only.

CHEMICAL (EXPLOSIVES). **5**
For nitroglycerin based only.

MATERIALS: *chemicals*

COMPLEX EXPLOSIVES

INVESTMENT COST: *5*

FIELD COSTS:

WEAPONS (DEMOLITIONS) **2**

CHEMICAL (EXPLOSIVES). **5**
For shaped charges only.

CHEMICAL (EXPLOSIVES). **10**
For responsive alloys only

PHOTONICS **5**
Required for responsive alloys only.

ELECTRICAL. **2**
Required for shaped charges only.

MATERIALS: *chemicals*

Projects

BIOTECH

NANOTECH

NANOTECH REMOVAL

FIELD GRADE IMPLANTS

MEDICAL GRADE IMPLANTS

MILITARY GRADE IMPLANTS

EXOTECH

PARALLEL OPTIC MATRIX

CUSTOM ALGORITHM

SENSOR DEVICES

WEAPONS

ARMOR

ENERGY FIELDS

EMERGENCY SHELTER

DRUGS

SIMPLE EXPLOSIVES

COMPLEX EXPLOSIVES

SECTION 8
COMBAT

Game Turns

When combat occurs, characters perform actions in blocks of time called TURNS. Generally, one action may be performed per turn. The game TURN is an abstract measurement of time and the actual length is determined by the gamemaster. Each TURN can vary from five to fifteen seconds.

Turns are used to help regulate the game by providing a structured system that allows actions and events to occur in a dynamic and simple manner.

Combat Overview

Combat in this game is broken down into steps. First, all characters involved in the combat exchange declare their actions for the turn. They can attack, defend, use a special skill, or simply move or run away.

Once actions are declared, the characters must determine the order in which characters may act. This is called the INITIATIVE ORDER. The characters may then proceed to attack or use abilities in this order.

Each attack works like a skill task, consulting the success table to determine damage inflicted. Damage is then subtracted from the character's STAMINA in either the form of STRESS or WOUND damage. If a character receives an amount of STRESS equal to or greater than his STAMINA, he falls unconscious. If a character receives an amount of WOUNDS equal to or greater than his STAMINA, he is dead.

Once all steps are completed the other character(s) finish their actions, and the process repeats until all parties have ceased hostilities.

📖 Combat Sequence

1. Declaration of Actions
3. Determine Attack / Task Rolls
4. Determine Damage/Outcome

Declaration of Actions

Each character that is present in the combat exchange must inform the gamemaster of his actions. These actions may be: ATTACK, DEFER, BLOCK, USE SKILL, MOVE, AIM, READY WEAPON, RELOAD, or ESCAPE. Players need not know what the others have planned.

Each character then rolls two dice and adds his REACTION rating. This is called the REACTION TOTAL.

The players act in order from lowest to highest REACTION TOTAL with some exceptions.

ATTACK

The character must complete his attack.

DEFER

The character must defer his action until at least one other person has acted. He may use the action to block, parry or dodge an attack. He may also perform any other action so long as he has not been damaged by an attack.

BLOCK

This action is an attempt to stop an attack directed at the character. Shields and weapons may be used to block all weapon and unarmed attacks, but only non-weapon attacks may be blocked by an unarmed character. Only shields can be used to block ranged weapons. The character spends his turn waiting for an attack. The attack then receives -❶ (-❷ if blocked by a shield or similar object).

USE SKILL

The character must attempt a skill task.

MOVE

The character must attempt to move or run to a specific area, duck, jump, or dive. Ranged Attacks may also be attempted while moving, but with -❷ on the task roll, and they do not receive aiming modifiers.

AIM

The character must attempt to aim his ranged weapon attack giving him +❶ on the next turn. If two turns are spent aiming he gets +❷. If the character is struck by an attack, his aim has been interrupted and loses the use of all aiming BONUS DICE.

READY WEAPON

The character must attempt to ready or draw his weapon and no other action is possible except for MOVE.

RELOAD

The character must attempt to reload his weapon and no other action is possible except for MOVE, which should

be hindered by the gamemaster.

ESCAPE

This action can only be used if the character has been the victim of a grapple attack and is currently being pinned or otherwise restrained. If the escape is attempted immediately after being restrained, the character must make a contested strength roll against the original success of the grapple roll in order to break free. Otherwise, he enters into a contest of strength with his attacker, but receives -❶.

If two or more characters get the same REACTION TOTAL the character with the highest *reaction* rating goes first. If they have the same *reaction* rating then the highest *dexterity* goes first.

Since actions do not occur simultaneously, each one is affected by other characters' preceding actions in the same turn. A character suffers a penalty on his actions if he has received enough injuries to do so before acting in a turn. Likewise, if a character was incapacitated before he gets to act, his action is forfeit.

📖 Determining Initiative Order

1. **All Players Declare Actions**
   ATTACK, DEFER, BLOCK, USE SKILL, MOVE, AIM, READY WEAPON, RELOAD, OR ESCAPE

2. **Roll Dice and Add Reaction Rating to Result**

WEARING HEAVY ARMOR	-❶
KNOCKED DOWN.	-❶
ZERO-G OPERATIONS.	-❶
SURPRISED	-❷
INJURED . . . . -❶ to -❺
CARRYING MULTIPLE ITEMS.	-❶
CARRYING BULKY ITEMS	-❶

3. **Characters with Higher Results Act First (unless defer was chosen)**

Attack Rolls

There are three combinations of traits and skills used to make attack rolls. These are referred to as the **ATTACK TOTAL**.

DEXTERITY＋BRAWLING

This is used for punch, kick, grapple, or melee attacks (club, knife, sword, rifle butt, etc.). These rolls are typically of average difficulty.

DEXTERITY＋WEAPONS:

This is used for firearm, heavy weapons, bow and arrow, or crossbow attacks. The difficulty of these rolls is based on range. (*see ranged weapons later in this section* ➡)

DEXTERITY＋ATHLETICS:

This is used for thrown weapons such as rocks, knives, spears, and hand grenades. The difficulty of these rolls is based on range. (*see ranged weapons later in this section* ➡)

Various factors can effect the outcome of an attack. They can be environmental or situational in nature.

TARGET MOVING

Ranged attacks targeting moving characters receive ❶▶.

ZERO-G COMBAT

Characters receive ❶▶ when attempting brawling or athletics tasks where gravity is practically non-existent, such as in spacecraft or on the moon.

COVER

Characters may take cover behind walls, rocks, and other obstructions for protection against ranged attacks. Characters shooting at targets taking cover receive ❶▶ or ❷▶, depending on the quality of cover. Characters that are completely hidden from view may not be targeted.

PARTIAL LIGHT

Characters receive ❶▶ on all combat actions attempted in partial light. Any attempt to attack in total darkness is considered an impossible difficulty.

AIMING RANGED WEAPONS

Ranged weapons can be made more accurate by spending time aiming them. Characters can add +❶ to the attack roll for each turn spent aiming, up to a maximum of +❷.

SURPRISED OPPONENT

Characters caught off guard may only declare the DEFER or MOVE actions. The attacker receives +❷ for the attack and the victim receives -❷ for his reaction roll.

Surprise may occur if his opponent jumps out in front of him or quickly readies a weapon and attacks. If a character is surprised from behind, he loses his action for that turn.

IN / UNDER WATER

Characters may fight while submerged in water, but at a penalty. Combat situations that occur completely under water give the character -❷, unless he has specialized in Swimming; in that case he only receives -❶.

If the attacking character is not fully submerged, but is at least waist deep in water, he receives -❶.

CRAMPED PLACES

In areas that are narrow or compact larger weapons may not be used. In places that are particularly cramped or the character decides to use an inappropriate weapon for the space, he receives -❶ or -❷. The decision is up to the gamemaster.

ON THE GROUND

Characters that are knocked down, receive -❷ on all brawling combat rolls.

INJURY

Characters receive -❶ for each group of **STRESS** or **WOUND** blocks completely checked. This penalty is applied to **all rolls**.

DEGREE OF INJURY	TASK MODIFIER
FIRST BLOCK	-❶
SECOND BLOCK	-❷
THIRD BLOCK	-❸
FOURTH BLOCK	-❹
FIFTH BLOCK	-❺

WIELDING LARGE WEAPONS

Some weapons are too heavy to be used by weak and average characters. Characters with a strength rating of two or lower may not use weapons designated as **HEAVY WEAPONS**.

📖 Attack Rolls

I. Determine Attack Type
DEXTERITY + BRAWLING
DEXTERITY + WEAPONS
DEXTERITY + ATHLETICS

2. Roll Dice

TARGET MOVING	❶▶
COVER (RANGED WEAPONS ONLY) . . .	❶▶ to ❷
PARTIAL LIGHT	❶▶
ZERO-G COMBAT	❶▶
INJURED	-❶ to -❺
AIMING (PER TURN; UP TO 2)	+❶
SURPRISED OPPONENT	+❷
UNDER WATER	-❷
IN WAIST DEEP WATER	-❶
CRAMPED PLACES	-❶ to -❷
BRAWLING WHILE ON THE GROUND	-❷

Using Armor

Determining if an attack against a character wearing armor is successful, depends on the armor's coverage and protective nature.

SKINS

Attack rolls which inflict **STRESS** damage receive -❶ against both partial or full armor.

PRESSURE SUITS

Attack rolls which inflict **STRESS** damage receive -❶.

COMPOSITE ARMOR

Attack rolls which inflict either **STRESS** or **WOUND** damage receive -❶ against partial armor and -❷ against full armor.

ABLATIVE TREATED MATERIAL

Attack rolls using laser weapons receive -❶ against partial armor and -❷ against full armor.

ALLOY ARMOR

Attack rolls using EP weapons, arrows, or other thrown objects which inflict either **STRESS** or **WOUND** damage receive -❷ against partial armor and -❸ against full armor.

Attack rolls using particle streamers receive -❶ against partial armor and -❷ against full armor.

ENERGY FIELD

Attack rolls **not** using laser weapons and pulse detonators which inflict **WOUND** damage receive -❸.

ALTERNATING FIELD

All attack rolls receive -❹. Failed unarmed attacks cause the attacker 2⚡, while critical failures cause him 5⚡.

📖 Optional Armor Rules

EP weapon attacks directed at targets wearing composite or alloy armor inflict stress damage instead of wound damage for poor successes. This simulates non-penetrating hits.

All attacks directed at targets using energy or alternating fields inflict stress damage instead of wound damage for poor successes.

Ranged Weapons

Since ranged weapons are used at a distance, their difficulty to hit is determined by the range to target as noted on the Success Table. Specific weapon ranges are noted with their descriptions. Each range value includes distances from the previous range plus one, up to the number listed. Ranges from closest to farthest are: point blank (⌖PB), short (⌖S), medium (⌖M), long (⌖L), and extreme (⌖E).

➡ Example

⌖PB 5m ⌖S 10m ⌖M 30m ⌖L 50m ⌖E 100m

In the list above medium range would include 11 m (short's 10 m + 1) to 30 m.

Weapons such as the bow, crossbow, and dagger, can be shot or thrown at a target. This action may be performed once per round and in the case of bows and crossbows, must be reloaded before another use.

EP weapons and other guns use ammunition or energy magazines which are capable of a specific number of shots. Each time one of these weapons is fired one round is expended from the magazine. Characters must keep track of all ammunition use.

Hand Grenades

Hand grenades detonate on the following turn once they are primed. They may be thrown immediately or on the next turn. If a character has been knocked down or disarmed before his grenade can be thrown, it falls to the ground. Everyone had better run!

Two dice are rolled to determine in which direction a grenade lands if it misses its target. The distance which it lands from the target is equal to the roll of one die plus five in meters.

📖 Missed Hand Grenades

```
        2-4
  12         5

11  ─────⊕─────  6

  10         7
        8-9
```
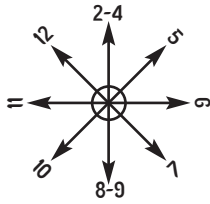
Combat Stunts

Characters may also perform **COMBAT STUNTS**, which are particularly difficult or require special training. These stunts are either combined with an attack or performed in place of one.

CONTROLLED STRIKES

Characters may attempt to limit the amount of damage they inflict upon their opponents from brawling attacks. The character must announce by how many levels he would like to reduce his success when the Controlled Strike stunt is declared. Although, this does not affect the success of his attack, it will reduce the amount of damage inflicted.

CALLED STRIKES

Characters may aim for specific body parts while attacking. The difficulty of the attack roll is **1▶**, and receives the appropriate penalty dice if the target is wearing armor at the specified location.

QUICK DRAW

A character may attempt to draw his weapon and attack the same turn. The difficulty of the attack is **1▶**.

SECOND WEAPON

Two weapons may be used in combat at the same time. Each weapon must be rolled for separately and the difficulty of each roll is **1▶**.

SECOND ATTACK

Two attacks may be performed at the same target. Each attack must be rolled separately and the difficulty of each roll is **1▶**.

SECOND TARGET

Two attacks may be performed at different targets. Each attack must be rolled for separately. The difficulty of the first roll is **1▶** and the difficulty of the second is **2▶**.

CHARGE

A character may charge an opponent in order to make a brawling attack. Characters that have deferred, may act before the attack connects (the attacker is still charging). This stunt must be used with the **MOVE** action.

TACKLE

A character may take a running leap at an opponent to knock him to the ground. The difficulty of the attack is **1▶**. Characters that have deferred may act before his attack connects. This stunt must be used with the move action. An **AVERAGE** success or better is required to knock the opponent down; otherwise he just sustains injury.

GRAPPLE

Characters may pin and lock opponents on the ground. The difficulty of the attack is **1▶**. Once pinned they may also choke their opponent. A success of **AVERAGE** or better is required to pin or lock the opponent; otherwise he just sustains injury. (*see asphyxiation rules later in this section* ➡)

DISARM

Characters may attempt to cause an opponent to drop his weapon through a brawling, athletics, or weapon attack. The difficulty of the attack is **1▶**. Taking an opponent's own weapon from him is a contested roll against strength.

THROW

Opponents may be thrown to the ground with a brawling attack of **AVERAGE** success or better. The difficulty of the attack is **1▶**.

SWEEP

This stunt causes the opponent to fall to the ground. The difficulty of the attack is **1▶**. An **AVERAGE** success or better is required to knock the opponent down; otherwise he just sustains injury.

PARRY

This action is an attempt to redirect a punch, kick, or melee attacks targeted at the character. This modifies the difficulty of the attack by **1▶**. If the defender receives an amount of damage less than his willpower rating, he may counter-attack his opponent this round, in addition to parrying. This stunt may only be used if the character declared the defer action.

DODGE

This action is an attempt to avoid a melee, thrown weapon, or ranged attack directed at the character. This modifies the difficulty of the attack by **1▶** for ranged weapons and **2▶** for thrown weapons and melee attacks. This stunt may only be used if the character declared the defer or move action.

RECOVER FROM FALL

If a character declared **DEFER** this turn and has not acted, he may choose to recover from being thrown or swept. The character succeed at a **HARD** athletics roll in order to return to his feet the same turn.

📖 Combat Stunt Modifiers

CALLED STRIKES	▶1
QUICKDRAW	▶1
SECOND WEAPON (EACH ROLL)	▶1
SECOND ATTACK (EACH ROLL)	▶1
SECOND TARGET (1ST ROLL/2ND ROLL)	▶1 / ▶2
TACKLE	▶1
GRAPPLE	▶1
DISARM	▶1
THROW	▶1
SWEEP	▶1
PARRY (ATTACK ROLL)	▶1
DODGE (ATTACK ROLL; RANGED/THROWN & MELEE)	▶1 / ▶2

Weapon Traits

Some weapons have special characteristics listed in their description which either affect damage or accuracy.

BURST FIRE

Certain firearms are capable of firing three round bursts which increases damage by **2**. The difficulty of the attack is **◀1** at M or L. All additional attacks of the weapon made the same turn receive **-1** if it possesses the RECOIL trait.

SPRAY FIRE

Certain firearms are capable of fully automatic bursts (about twenty rounds) which increase damage by **4** when directed at one target. The difficulty of the attack is **◀1** at M and L, and **◀1** at PB and S. No other attacks are possible in a turn that spray fire is used.

SCOPE

Weapons fitted with scopes can be used to hit distant targets with better accuracy. The difficulty of the attack is **◀1** at M, L, and E when at least one turn is spent aiming at the target. The gamemaster may also add bonus dice to the roll for larger than normal targets, or penalty dice for smaller targets.

LASER TRACKING

Because laser weapons fire a tracking beam they can be used to strafe targets. The difficulty of the attack is **◀1** at PB, S, and M, and the difficulty of an attack made on a second target is **◀1**. This is the equivalent of firing approximately five rounds.

LASER SITE

Weapons fitted with laser targeting sites can be used to fire at targets with better accuracy. The difficulty of the attack is **◀1** at PB, S, and M.

DETONATION

Some weapons such as EP assault rifles and explosives produce a blast when detonated. The immediate target takes the full damage value, but anyone else caught within the listed blast radius is subject to half damage.

RECOIL

Some weapons such as EP rifles produce enormous recoil when firing, making it difficult to control. Weapons with the recoil trait receive a number of penalty dice as noted with its description.

STABILIZER

Stabilizers are used only for heavy weapons that create recoil. They function to eliminate the recoil and corresponding penalties.

📖 Weapon Trait Modifiers

BURST FIRE	+2 / ▶1	at M L
SPRAY FIRE	+4 / ▶1	at M L
	◀1	at PB S
SCOPE	◀1	at M L E
LASER TRACKING	◀1	at PB S M
	◀1	for 2nd attack
LASER SITE	◀1	at PB S M
RECOIL	-1 to -3	

Determining Damage

Damage is determined by referencing the degree of success with the damage chart of the weapon or attack used. Do not forget to reduce the success if a Controlled Strike was announced.

Each type of weapon or strike has a different damage value for each type of success and the values are listed as either STRESS or WOUND damage. This damage reduces the character's current Stamina and the player checks off a number of Stress or Wound boxes on his character sheet from largest to smallest (starting from the top) equal to the damage.

➡ Example

Jon is hit by an ep pistol and takes **5**. *Until now, Jon was unharmed. He checks off 5 wound boxes in the following way:*

STRESS			WOUNDS
□□□☒☒	-❶	-❶	☒☒☑☑
□□□☒☒	-❷	-❷	☒☒□☑
□□□☒☒	-❸	-❸	☒☒□□
□□□☒☒	-❹	-❹	☒☒□□
□□☒☒☒	-❺	-❺	☒☒☒□□

Jon must now apply **-❶** *to all rolls because the first block of boxes are completely checked off.*

If a character receives damage equal to or greater than his Willpower rating in one attack, he stumbles backward and falls to the ground. He may not stand up until next turn. While down, the character receives **-❶** on all combat rolls.

BRAWLING AND ATHLETICS ATTACKS

Characters add their strength rating to the margin of all successful brawling and athletics attacks for the purposes of determining damage only. This excludes athletic attacks which detonate such as grenades.

FIRE

Fire can cause either **STRESS** damage from smoke inhalation or **WOUND** damage from burns. Characters on fire take a number of **WOUNDS** equal to the roll of one die, until the fire is extinguished. Characters in enclosed areas gain a number of **STRESS** points equal to the roll of one die from smoke inhalation.

EXPOSURE

A character who is outdoors in bad weather for 24 hours is subject to exposure damage. The character gains Stress damage equal to the roll of one die per day until he has found shelter and receives medical attention.

ASPHYXIATION

Characters can hold their breath a number of turns equal to their willpower rating times two, less one. After that they receive **1⚡** per turn. After becoming incapacitated, they receive **1✸** per turn.

Characters who are being choked are not prepared enough to hold their breath. Therefore, they receive **2⚡** per turn, and **1✸** per turn once they are incapacitated.

In situations where oxygen has become stale, characters receive **1⚡** per turn. After becoming unconscious, they receive **1✸** per turn.

FALLS

Characters take **STRESS** damage equal to the roll of one die per eight foot drop if he has fallen more than six feet. For example, if a character falls 24 feet, he takes **STRESS** damage equal to the roll of three dice.

Characters falling into a body of water suffer **STRESS** damage equal to the roll of one die per eight foot drop if he has fallen more than sixteen feet.

FATIGUE

Stress can be gained from situations in which characters are excessively active.

LACK OF SLEEP. After an initial eighteen hours, a character gains **1⚡** for every block of hours equal to his willpower rating times two.

WALKING/HIKING. The character gains **1⚡** for every block hours equal to his willpower rating times two. He also receives **1⚡** if carrying a heavy object(s).

ACTIVE COMBAT. The character gains **1⚡** for every number of turns in combat equal to his willpower rating times four.

HUNGER. After an initial twenty-four hours, a character gains **1⚡** for every block of hours equal to his willpower rating times two.

Weapons Fire in Pressurized Environments

Only a fool would use an EP weapon, grenade, explosive, or particle streamer in a pressurized environment such as that of a space craft or on the moon.

Any such attempt may result in a hull breach, causing a loss of pressure. Any objects or people not secured will be pulled toward the breach with massive force. Characters that impact on the hull without being pulled through suffer falling damage. All other characters receive normal asphyxiation damage.

To determine if a hull has been breached by weapons fire or detonations, roll two dice for each shot or volley fired. If the sum of the dice is equal to or less than the weapon's damage (wound damage values only) then the hull has been pierced.

Using Exotech in Combat

Stamina is the only factor which changes in combat when using exotech. Instead of damage being inflicted on the character, it is sustained by the exotech unit. Only wounds are used, and any stress inflicted is ignored unless it is more than five points. In which case the exotech unit suffers **1✸**.

Knockdowns function normally unless the unit has the **ZERO-G THRUSTERS** option which prevent knockdowns completely. Knockdowns inflict **2⚡**.

Breaches to the exotech unit may also occur when more than **5✸** is sustained. Roll one die and compare the result with the exotech unit's current injury penalty.

📖 Breach Damage

Roll one die and compare with exotech's current injury penalty.

0 [1 **1⚡**] [2-6 **0**]
-1 [1 **1⚡**] [2 **2⚡**] [3-6 **0**]
-2 [1-2 **2⚡**] [3 **1✸**] [4-6 **0**]
-3 [1-2 **2⚡**] [3 **1✸**] [4 **2✸**] [5-6 **0**]
-4 [1-2 **3⚡**] [3-4 **2✸**] [5 **4✸**] [6 **0**]
-5 *ALL DAMAGE IS APPLIED TO CHARACTER.*

Wound Recovery

WOUNDS heal at a rate equal to the a character's willpower rating per week, while **STRESS** heals at a rate equal to his willpower rating per day.

Characters that have been killed (loss of all **WOUND** points) stand a chance of resuscitation by receiving medical attention. Individuals with the Medicine skill may attempt a hard roll in order to revive the character. A success indicates that the patient has been revived; he is unconscious and may heal normally. There is no way to revive a character

once a failed Medicine roll is made.

If a character was wounded by an opponent who achieved a critical success on his roll or was revived from death, there is a chance that the injuries will not completely heal. These effects are determined at the end of a campaign by rolling two dice and consulting the table below.

📖 Determining Permanent Injuries

2-4 SMALL SCAR

5-6 DISFIGURING SCAR

7 AMPUTATION
an arm must be amputated; dexterity is reduced by half until a new one has been regrown or implanted

8 AMPUTATION
a leg must be amputated; dexterity is reduced to 0 until a new one has been regrown or implanted

9 ATROPHY
-1 strength or dexterity

10 DAMAGED VISION
-1 perception

11 INTERNAL DAMAGE
-2 permanent stamina

12 HEAD INJURY
-1 reasoning

Collateral Damage

All projectile weapons and explosives cause some degree of collateral damage. The gamemaster may decide the exact nature of damage but a few guidelines are included below.

EP WEAPONS
- *broken windows*
- *damage to wood structures and trees*
- *possible hull breach*
- *possible ignition of flammable materials*

LASER AND PLASMA WEAPONS
- *small areas of scorched concrete and wood structures*
- *small areas of scarred glass and metals*
- *possible ignition of flammable materials*

PULSE DETONATORS/PLASMA WEAPONS
- *large areas of scorched concrete and wood structures*
- *large areas of scarred glass and metals*
- *possible ignition of flammable materials*

PARTICLE WEAPONS
- *small punctures in most materials*
- *possible hull breach*

EXPLOSIVES AND GRENADES
- *broken windows*
- *damage to feeble metallic and wood structures*
- *craters*
- *embedded shrapnel*
- *possible hull breach*
- *ignition of flammable materials*

Weapons Listing

WEAPON DESCRIPTION	RANGE					DAMAGE				
	P.B.	SHORT	MEDIUM	LONG	EXTREME	POOR	AVERAGE	GOOD	EXCELLENT	CRIT. SUC.
CROSSBOWS	10 m	25 m	50 m	75 m	120 m +	1💣	2💣	3💣	5💣	7💣
BOWS	10 m	50 m	100 m	120 m	160 m +	1💣	2💣	3💣	6💣	8💣
THROWN OBJECTS	5 m	10 m	15 m	20 m	30 m +	1⚡	2⚡	3⚡	5⚡	7⚡
SMALL BLADED WEAPON						1💣	2💣	3💣	6💣	8💣
LARGE BLADED WEAPONS						1💣	2💣	4💣	8💣	10💣
BLUDGEONING WEAPONS						1⚡	2⚡	3⚡	5⚡	7⚡
UNARMED ATTACKS						1⚡	2⚡	3⚡	4⚡	6⚡

WEAPON DESCRIPTION	RANGE					DAMAGE				
	P.B.	SHORT	MEDIUM	LONG	EXTREME	POOR	AVERAGE	GOOD	EXCELLENT	CRIT. SUC.
EP PISTOLS	5 m	10 m	30 m	50 m	100 m +	1	3	5	7	10
Terrel Labs "No. One"	1 x 15 round clip									
Terrel Labs "Low-Cal"	1 x 20 round clip									
Kresmeyer KP-5	1 x 20 round clip, optional 50 round clip; burst fire, detonation [1m], recoil [-❶]									
SimTek 150	2 x 20 round clips; burst fire, detonation [1m], recoil [-❶]									
EP RIFLES	5 m	10 m	30 m	50 m	100 m +	2	4	6	8	12
Kresmeyer KR-14	1 x 70 round clip; burst fire, spray fire, detonation [1m], recoil [-❶]									
Clark M-2	1 x 70 round clip; burst fire, spray fire, detonation [2m], recoil [-❷], optional scope, grenade launcher									
Clark M-14	1 x 50 round clip; burst fire, spray fire, detonation [2m], recoil [-❷], scope, grenade launcher									
HEAVY EP WEAPONS	5 m	15 m	40 m	70 m	150 m +	4	6	8	10	15
SimTek 227	2x 70 round clips; burst fire, spray fire, detonation [3m], recoil [-❸], optional stabilizer									
SimTek 227sn	2x 70 round clips; burst fire, spray fire, detonation [3m], recoil [-❸], scope, optional stabilizer									
SimTek EP Field Unit	2x 100 round clips; burst fire, spray fire, detonation [5m], recoil [-❹], scope, requires stabilizer									
LASER PISTOLS	10 m	25 m	75 m	150 m	400 m +	1	2	3	5	8
SimTek XS	1 x low yield powerpack; laser tracking									
Clark L-30	1 x low yield powerpack; laser tracking									
Yamato Razor 5	1 x low yield powerpack									
Yuravitch ML-6000	1 x low yield powerpack; laser tracking									
LASER RIFLES	10 m	25 m	75 m	150 m	400 m +	2	3	5	7	10
SimTek XTEN	2x high yield powerpacks; laser tracking									
Yuravitch Sniper	1x high yield powerpack; scope, laser site									
Clark L-500	2x high yield powerpacks; laser tracking, scope									
Gonsalez Mark 4	2x high yield powerpacks; laser tracking									
HEAVY LASER WEAPONS	15 m	35 m	85 m	150 m	400 m +	4	6	10	12	15
Clark L-1000	8x high yield powerpacks on drum; laser tracking									
Yuravitch Field Cutter	10x high yield powerpacks on drum; laser tracking									
PARTICLE STREAMERS	15 m	40 m	100 m	300 m	600 m +	4	6	8	10	12
	1 x low yield powerpack									
HEAVY PARTICLE STREAMERS	30 m	100 m	300 m	700 m	1000 m +	6	8	10	15	20
	1 x low yield powerpack									
PULSE DETONATORS	5 m	10 m	20 m	30 m	50 m +	4	6	8	10	12
			-2w	-4w	-6w	damage decreases with range				
Gonsalez Plasma Gun	1 x high yield powerpack; laser site									
ELECTROSTUN WEAPONS	5 m	10 m	15 m	25 m	40 m +	2	5	8	10	12
			-1	-2	-4	damage decreases with range				
Conrad ELS	1x low yield powerpacks; laser site, detonation [1m]									
Conrad ELT	1x high yield powerpacks; laser site, detonation [2m]									
GRENADES (THROWN)	5 m	10 m	15 m	20 m	30 m +					
grenade launcher	5 m	10 m	15 m	25 m	40 m +					
electrostun grenade	detonation [5m]					3	5	8	10	12
incendiary grenade	detonation [4m], fire					1	2	3	4	5
plasma grenade	detonation [3m]					4	6	8	10	15

MARGIN = SKILL TOTAL - DICE TOTAL	DIFFICULTY					
MARGIN	**Simple**	**Easy**	**Average**	**Challenging**	**Hard**	**Impossible**
Less than -6	FAILURE	FAILURE	FAILURE	CRITICAL FAILURE	CRITICAL FAILURE	CRITICAL FAILURE
-6 to -1	FAILURE	FAILURE	FAILURE	FAILURE	CRITICAL FAILURE	CRITICAL FAILURE
0	AVERAGE	AVERAGE	POOR	FAILURE	FAILURE	CRITICAL FAILURE
1-3	GOOD	AVERAGE	AVERAGE	POOR	FAILURE	FAILURE
4-5	GOOD	GOOD	AVERAGE	POOR	POOR	FAILURE
6-7	EXCELLENT	GOOD	GOOD	AVERAGE	POOR	POOR
8-9	EXCELLENT	EXCELLENT	GOOD	AVERAGE	AVERAGE	POOR
10-11	EXCELLENT	EXCELLENT	EXCELLENT	GOOD	AVERAGE	AVERAGE
12-13	CRITICAL SUCCESS	CRITICAL SUCCESS	EXCELLENT	EXCELLENT	GOOD	AVERAGE
14 +	CRITICAL SUCCESS	CRITICAL SUCCESS	CRITICAL SUCCESS	CRITICAL SUCCESS	EXCELLENT	GOOD

RANGE	Point Blank	Short	Medium	Long	Extreme
CONTESTED SUCCESS	Poor	Average	Good	Excellent	Critical Suc.

Basic Task Rolls

1. **Compute Skill Total**
   trait + skill
2. **Compute Dice Total**
3. **Determine if Successful**
   dice total must be less than or equal to skill total

Advanced Task Rolls

1. **Compute Skill Total**
   trait + skill
2. **Compute Dice Total**
3. **Compute Margin**
   dice total – skill total
4. **Determine Degree of Success**
   cross reference margin with difficulty

Combat Procedures

1. **Declare Intent**
   attack, defer, block, use skill, move, aim, ready weapon, reload

2. **Determine Initiative**
   dice roll + reaction

3. **Determine Success**
   margin = dice total – skill total

4. **Determine Damage**
   compare degree of success with weapon/attack damage ratings

   add strength to brawling & athletics

   attack margin for damage only

Initiative Modifiers

wearing full armor	-❶
knocked down	-❶
zero-g environment	-❶
surprised opponent	+❷
injured	-❶ to -❺
holding multiple items	-❶
holding bulky items	-❶

Attack Modifiers

target moving	❶▶
cover	❶▶ to ❷▶
partial light	❶▶
zero-g environment	❶▶
aiming (per turn; max is +❷)	+❶
surprised opponent	+❷
under water	-❷
in waste deep water	-❶
in cramped places	-❶ to -❷
brawling while on the ground	-❷
injured	-❶ to -❺

Combat Stunts

called strikes	1▶
quickdraw	1▶
second weapon (each roll)	1▶
second attack (each roll)	1▶
second target (1st roll/2nd roll)	1▶ / 2▶
tackle	1▶
grapple	1▶
disarm	1▶
throw	1▶
sweep	1▶
parry (attack roll)	1▶
dodge (attack roll; ranged/thrown & melee)	1▶ / 2▶

Armor Modifiers

		FULL / PARTIAL
skins		-1
pressure suit	(stress only)	-1
subdermal plating	(wound only)	-1
composite armor		-1 / -2
ablative material	(lasers only)	-1 / -2
alloy	(particle streamers)	-1 / -2
	(ep, arrows, thrown)	-1 / -3
exoskeleton	(particle streamers)	-1
	(ep, arrows, thrown)	-2
energy field (except lasers & pulse)		-3
alternating field		-4

Weapon Traits

burst fire	+2● / 1▶	at	M L
spray fire	+4● / 1▶	at	M L
	1▶	at	PB S
scope	1▶	at	M L E
laser tracking	1▶	at	PB S M
	1▶	for 2nd attack	
laser site	1▶	at	PB S M
recoil	-1 to -3		

Psionic Range & Stress

PB 1m S 3m M 5m L 8m E 10m
(multiply values by psionic rating)

	INITIAL / SUSTAINED
critical failure	5% / –
poor	2% / 2%
average	2% / 1%
good	1% / 1%
excellent	1% / –
critical success	–

Exotech

sensor ranges

PB 3m S 5m M 10m L 15m E 25m

damage

knockdowns (to character)	2%
more than 5%	1●
more than 5● (possible breach)	

- 0 [1 1%] [2–6 n/a]
- -1 [1 1%] [2 2%] [3–6 n/a]
- -2 [1–2 2%] [3 1●] [4–6 n/a]
- -3 [1–2 2%] [3 1●] [4 2●] [5–6 n/a]
- -4 [1–2 3%] [3–4 2●] [5 4●] [6 n/a]
- -5 all damage is applied to character

Direction of Grenade Miss
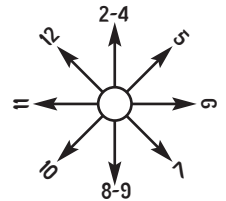
die roll x 5
in meters

Weapon Damage

	poor	average	good	excellent	crit. suc.
EP Pistols	1●	3●	5●	7●	10●
EP Rifles	2●	4●	6●	8●	12●
EP Heavy	4●	6●	8●	10●	15●
Laser Pistols	1%	2%	3●	5●	8●
Laser Rifles	2%	3●	5●	7●	10●
Laser Heavy	4●	6●	10●	12●	15●
Particle Streamers	4●	6●	8●	10●	12●
Particle Heavy	6●	8●	10●	15●	20●
Pulse Detonators	4●	6●	8●	10●	12●
	M -4● L -4● E -6●				
Electrostun	2%	4%	6%	8%	10%
	M -1% L -2% E -4%				
Grenades					
Electrostun	3%	5%	8%	10%	12%
Incendiary	1●	2●	3●	4●	5●
Plasma	4●	6●	8●	10●	15●
Crossbows	1●	2●	3●	5●	7●
Bows	1●	2●	3●	6●	8●
Small Blades	1●	2●	3●	6●	8●
Large Blades	1●	2●	4●	8●	10●
Bludgeoning Weapons	1%	2%	3%	5%	7%
Unarmed Attacks	1%	2%	3%	4%	6%

Weapon Ranges

	PB	S	M	L	E
EP Pistols	5m	10m	30m	50m	100m
EP Rifles	5m	10m	30m	50m	100m
EP Heavy	5m	15m	40m	70m	150m
Laser Pistols	10m	25m	75m	150m	400m
Laser Rifles	10m	25m	75m	150m	400m
Laser Heavy	15m	35m	85m	150m	400m
Particle Streamers	15m	40m	100m	300m	600m
Particle Heavy	30m	100m	300m	700m	1000m
Pulse Detonators	5m	10m	20m	30m	50m
Electrostun	5m	10m	15m	25m	40m
Grenade Launchers	5m	10m	15m	25m	40m
Crossbows	10m	25m	50m	75m	120m
Bows	10m	50m	100m	120m	160m
Thrown Objects	5m	10m	15m	20m	30m

EXPERIENCE & ADVANCEMENT

During the course of the game characters are given the opportunity to increase their traits and skills.

After Each Game Session

The gamemaster will reward characters with **EXPERIENCE POINTS** after each game session. Characters may earn experience in a variety of ways:

ROLLING A CRITICAL SUCCESS **2**
(Does not apply to rolling snake eyes.)
GOOD ROLEPLAYING **2**
USING TECHNOLOGY INSTEAD OF VIOLENCE . . . **3**
WINNING A FIST/FIRE FIGHT **1**
SUCCEEDING WITH A SKILL RATING LESS
THAN FIVE **3**
SUCCEEDING AT AN IMPOSSIBLE TASK **5**

EXPERIENCE POINTS awarded after each game session may only be used to increase existing skill ratings, or reduce stress, aura, and aberration ratings. Some restrictions apply:

• Existing skills may only be improved if they were used this game session and in a manner suggesting that the character learned something from the experience. Skills may only be increased by one point per game session.

• Stress points may be restored provided the game session ended with the character at rest. He must not be in the middle of combat and Wound points may not be reduced.

• A character's aura or aberration rating may only be reduced if the game session ended with the character at rest.

After Each Mission

Like game sessions, a character is awarded experience points after the completion of an entire mission.

ACT OF HEROISM. **1**
ACT OF SACRIFICE **3**
CREATIVITY **2**
COMPLETING MISSION. **1**
FIVE FAILURES AT THE SAME TASK **1**
ACCOMPLISHING ONLY PART OF MISSION . **2**
ACCOMPLISHING FULL MISSION. **4**

Points accumulated at the end of a campaign may be used to increase trait and existing skill ratings in addition to learning new skills and increasing one's rank in the Martian Defense Force. Restrictions apply to improving traits and abilities:

• Traits are improved when the character dedicates himself to intense training. Only one trait may be raised after each mission. Do not forget to change the rating of any computed traits that are calculated using the raised trait.

• New skills may be learned by undergoing training on Mars or the Moon.

• Reputation may be increased if the character's actions on the mission warrant it. This is entirely up to the gamemaster, who is also permitted to change it at will.

Experience points can also be used to invent and design devices, equipment, and biotech procedures. (*see Section 7: Projects* ⇒)

Stress, wounds, aberrations, and aura are always reset at the end of a mission.

📖 Post-Game Session Experience Costs

Skill Increase
USE COSTS LISTED ON HOMEWORLD PAGE
(NEXT LEVEL X LISTED VALUE)
Mars . . . . *page 13* ⇒
Earth . . . . *page 14* ⇒
Cassiopia . . . . *page 15* ⇒
Serpenti . . . . *page 16* ⇒
Reticuli . . . . *page 17* ⇒
Orionis . . . . *page 18* ⇒

Stress, Aura, & Aberration Reduction
1 PER POINT

📖 Post-Mission Experience Costs

Skill Increase
USE MARS COSTS ON PAGE **10**
(NEXT LEVEL X LISTED VALUE)

Skill Increase
USE MARS COSTS ON PAGE **10**
(LISTED VALUE X 3)

New Skill
(NEW SKILLS HAVE A RATING OF 1)
FITNESS SKILLS **10**
TECHNICAL & PILOTING SKILLS **15**
TECHNICAL & PILOTING SPECIALTY
. . . . **10 X CURRENT LEVEL**
PSIONIC SKILLS **20**

Trait Increase
strength, dexterity, perception, willpower, or reasoning
(NEXT LEVEL X 5)
psionics
(NEXT LEVEL X 20)

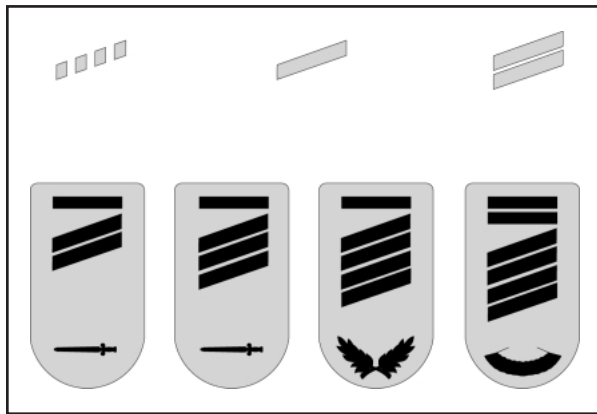### Reputation Increase
5 PER POINT

MDF Rank Increase
(ONE PROMOTION PER MISSION)
ENLISTED RANK . . . . ⇒ **10**
OFFICER RANK **20**
COMMAND RANK **40**

Mars Defense Force Ranks
{and divisions}

Enlisted Ranks

- Worn on upper arm.
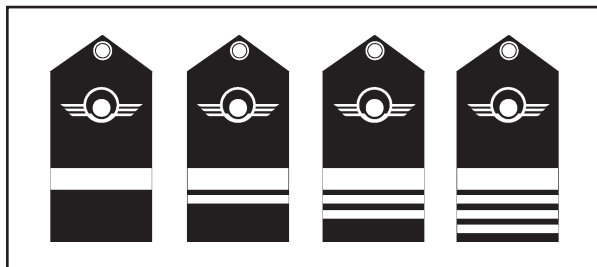- Division emblem appear under sergeant ranks only.

TROOPER

CORPORAL

LANCE CORPORAL

SERGEANT

LANCE SERGEANT

STAFF SERGEANT

MASTER SERGEANT

Officer Ranks

- Worn on cuffs and left collar.
- Division emblem worn on right collar.

LIEUTENANT

CAPTAIN

MAJOR

COLONEL

MARSHALL

Command Ranks

- Worn on shoulders.
- Division emblem worn on both collars.

BRIGADIER

GENERAL

COMMANDER

COMMANDER GENERAL

Divisions

Intelligence division has not emblem.

MARINE (STATIONED ON MARS)

EXOTECH (EXOTECH AND PILOTS)

EXPEDITIONARY (OFF-WORLD PERSONNEL)

EXPEDITIONARY MARINE (OFF-WORLD)

TECHNICAL SERVICES

MEDICAL SERVICES

INTELLIGENCE (TOP SECRET)

Characters in the Martian Defense Force can spend experience points to receive promotions in rank.

0101010101010 0101010101 01010101010 0101
0101010101010 010 01010101010 0101

SECTION 10
SAMPLE CELL AND MISSIONS

This sample cell is provided to demonstrate the diversity among liberation cells. These people live and fight together for a common goal. Players may use these characters in order to begin play immediately.

DECLAN TALBOT

Declan is leader of the cell. He is the archetypical idealist.

STRENGTH 4	DEXTERITY 4	REASONING 2
WILLPOWER 4	PERCEPTION 3	PSIONICS 0
STAMINA 16	REACTION 4	

BRAWLING [UNARMED] 6
WEAPONS [SIDEARM, ARCHAIC] 7
SURFACE CRAFT 4

SIOBHAN TAYLFORTH

Siobhan is a liaison officer for the Martian Defense Force. She holds the rank of Master Sergeant and is a combat pilot. Siobhan wears alloy armor and holsters a MDF issued KP-5 EP pistol.

STRENGTH 3	DEXTERITY 5	REASONING 3
WILLPOWER 2	PERCEPTION 3	PSIONICS 0
STAMINA 10	REACTION 4	

WEAPONS 4
SURVIVAL 5
ASTRO ENGINEERING 5
PHOTONICS 6
ASTRO CRAFT [ATMOSPHERIC] 6

QUAD

Quad is from the colony of Serpenti and a member of the Pondsmith clan.

STRENGTH 2	DEXTERITY 5	REASONING 5
WILLPOWER 5	PERCEPTION 4	PSIONICS 3
STAMINA 14	REACTION 3	

WEAPONS 5
ATHLETICS 5
MECHANICAL [IMPLANTS] 6
PASSIVE PSIONICS [TELEPATHY] 3

BIOTECH: ACCELERATED HEALING, ENHANCED RESPONSIVENESS

SIERRA STUBBS

Sierra escaped from Earth after being experimented upon by the Virimar. Their intention was to turn her into a super-soldier, but she was able to resist. Sierra has a long scar on her face and carries a particle streamer as a trophy.

STRENGTH 4	DEXTERITY 5	REASONING 3
WILLPOWER 3	PERCEPTION 3	PSIONICS 0
STAMINA 14	REACTION 4	

BRAWLING 7 [UNARMED]
WEAPONS 6 [SIDEARM]
MEDICINE 4 [FIRST AID]
SURFACE CRAFT 4 [REPAIR]

BIOTECH: REFRACTIVE PIGMENT

MATT KRUCHENSKY

Matt, or "meat head" as he is called by friends, is a mercenary from Mars. He was hired by the SimTek corporation to help the resistance.

STRENGTH 3	DEXTERITY 5	REASONING 3
WILLPOWER 4	PERCEPTION 4	PSIONICS 0
STAMINA 14	REACTION 3	

BRAWLING 5
WEAPONS 7
ATHLETICS 5
FINESSE 3
SURVIVAL 5
SPACE CRAFT 4
SURFACE CRAFT 2

BIOTECH:
ACCELERATED

KIERDAN MILLER

Kerdan fled the Martian authorities after a botched banking scam. He is a technological genius. Kierdan and Declan do not usually see eye to eye and regards the other members of the crew as inferior to himself. He often comments on how the blind are leading the blind.

STRENGTH 2	DEXTERITY 3	REASONING 5
WILLPOWER 3	PERCEPTION 3	PSIONICS 0
STAMINA 10	REACTION 6	

WEAPONS 5
FINESSE 5
ALGORITHMS 8 [AUTONOMIES]
ELECTRICAL 10
MECHANICAL 8
PHOTONICS [COMPUTERS] 10

NICHOLAS BOHN

Nicholas is from Reticuli and lived just outside the alien ruins. He is an expert in photonics.

STRENGTH 1	DEXTERITY 2	REASONING 5
WILLPOWER 4	PERCEPTION 3	PSIONICS 0
STAMINA 8	REACTION 7	CONTAGION 2

ALGORITHMS 4
PHOTONICS [NANOTECH, COMPUTERS] 8
GENETICS [BIOTECH] 5

BIOTECH: ENHANCED ENDURANCE, ACCELERATED HEALING, RADIOACTIVE, COCOON

NANOTECH: TISSUE/CELL REPAIR COMBINE, RESPIRATORY COMBINE

Sample Missions

"The City of Brotherly Love"

MISSION DIRECTIVE

Intelligence reports a resistance movement growing in the city of Philadelphia, Central America. Your orders are:

1 Make contact with the group without drawing attention to yourselves. The leader reportedly goes by the name *Aspen*.

2 Provide them with a Link compatible POM so that we can remain in contact with them.

3 Report back with military and political structures of the city, as well as possible military targets.

THE FOLLOWING INFORMATION IS FOR GAMEMASTERS ONLY.

This is a brief synopsis of the adventure. The gamemaster is encouraged to fill in the blanks and customize the situation for the players before him. The city can be changed to reflect your home town.

THE TRUTH

While Aspen and the movement exist, the intelligence has actually been leaked by the provincial governor. Aspen has been captured by the governor's forces and is being held at city hall. The characters will be met by Aspen's daughter, Vera, who will try to capture the members of the cell. The governor has promised the release of her father in exchange for the cell.

Vera is young and naive. At 18, she has a lot of courage, however. Aspen is

killed by the governor, regardless if she succeeds. If this is discovered, Vera will help the cell and probably attempt to kill the governor.

If the characters escape with Vera, she can take them to the remaining resistance fighters which have been reduced to a small gang. There are about a dozen men and women left. If the gamemaster wishes, have one of the players use a resistance fighter and then allow him to join the cell.

The gamemaster could easily use the governor as a recurring villain, looking to quash the rebellion.

PHILADELPHIA

Philadelphia is broken down into two districts, the administrative and everything else. What was once called Center City is now the headquarters of the governor and his men. It is quite luxurious.

All other parts of Philadelphia and its suburbs are now home to dilapidated buildings, scorched fields, and decaying mass transit monorail beams. The names of the old neighborhoods are still in use by the masses.

PHILADELPHIA NEIGHBORHOODS
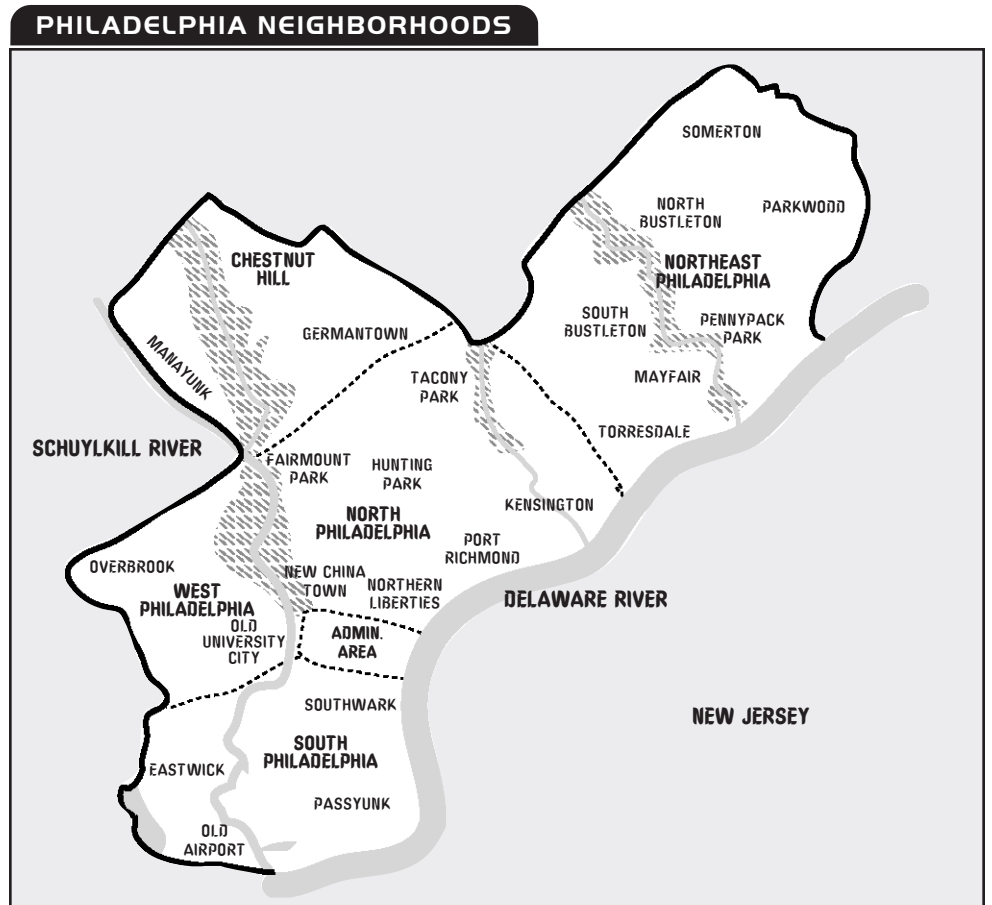
Mission Ideas

"The Sky's the Limit"

MISSION DIRECTIVE

Intelligence reports a new orbital station nearing completion. It is to be used as a construction yard for interplanetary craft. Your orders are:

1 Locate any space craft plans that may be stored on board.

2 Remove the central POM and return it to base for future study.

3 Destroy the station in a manner resembling an accident. Avoid all shows of force which may result in ground control discovering our positions on the moon. Once they lock on to your craft they will know that we are out here.

"Breakdown"

at least one character must have a limiter implant

THE FOLLOWING INFORMATION IS FOR GAMEMASTERS ONLY.

One team member is suffering from madness and must be subdued. He will attack anyone he sees. The cause is a failing limiter implant which must be repaired.

The characters must scramble to find a qualified surgeon to repair the damage. If it is not repaired within 24 hours, the character will die.

This search can take place on the Moon, in Earth cities, or even the administrative zones. The team members are open targets while on Earth.

"The Mole"

THE FOLLOWING INFORMATION IS FOR GAMEMASTERS ONLY.

The team leader is given clues which make him suspect that a mole has infiltrated his cell. The mole may or may not exist, but causes extreme paranoia within the group.

The team leader may decide to set a trap or just keep it to himself until he can identify the mole.

"Heroes Mean Nothing"

THE FOLLOWING INFORMATION IS FOR GAMEMASTERS ONLY.

While negotiating an alliance in an inner city neighborhood, the cell becomes the target of a gang. Because of the valuable gear carried by the cell, the gang wishes to take it from them.

Ordinarily, gangs would be no match for a liberation cell. In this case, we're talking about a gang of more than forty thugs. If the cell escapes, the gang will continue to terrorize the neighborhood and the freedom fighters until their prize is won. This would definitely hinder attempts to recruit resistance fighters and allow them to function.

"Mad Gamble"

MISSION DIRECTIVE

Intelligence sources have been contacted by a small group of resistance fighters who captured a scientist working for the collaborators. He has the knowledge we need regarding Virimar technologies. Make contact with the group and return him to the Moon.

THE FOLLOWING INFORMATION IS FOR GAMEMASTERS ONLY.

Although he does understand alien technology, it is beyond the understanding of the characters and must be evaluated back on Mars.

The scientist, Dr. Emilio LaPaglia is quite mad. His attention span is short and often babbles to himself regarding technical projects.

"Heavy Water"

MISSION DIRECTIVE

A resistance group on Earth has discovered what they believe to be container of heavy water. This was always used with nuclear devices. It is possible that radioactive materials may also be present. Make contact with the group and track down any and all radioactive materials.

THE FOLLOWING INFORMATION IS FOR GAMEMASTERS ONLY.

If they discover anything, it needs to be shipped to Mars. No one near Earth has the necessary skills to build nuclear devices.

Sample Opponents

The samples below are intended to be used as non-player characters by the gamemaster. They may be altered to fit the desired situation.

TYPICAL COLLABORATOR

STRENGTH	2	DEXTERITY	2	REASONING	4
WILLPOWER	3	PERCEPTION	3	PSIONICS	0
STAMINA	10	REACTION	7		

FINESSE [SECURITY] 4
ALGORITHMS [DESIGN] 5
CIVIL ENGINEERING [SURFACE] 5

GEAR: CONFIDENTIAL FILES, PERSONAL POM

TYPICAL CITY TECH

STRENGTH	2	DEXTERITY	2	REASONING	5
WILLPOWER	2	PERCEPTION	3	PSIONICS	0
STAMINA	8	REACTION	7		

ANY COMBINATION OF TECHNICAL SKILLS

GEAR: APPROPRIATE TOOLKIT, RESEARCH FILES, BLUEPRINTS, PERSONAL POM

TYPICAL CITIZEN

STRENGTH	2	DEXTERITY	2	REASONING	2-3
WILLPOWER	2-3	PERCEPTION	2-3	PSIONICS	0
STAMINA	8-10	REACTION	8-10		

ANY COMBINATION OF FITNESS SKILLS EXCEPT WEAPONS

NO MORE THAN ONE TECHNICAL SKILL

GEAR: NOT MUCH

FREEDOM FIGHTER

STRENGTH	4	DEXTERITY	4	REASONING	2
WILLPOWER	5	PERCEPTION	3	PSIONICS	0
STAMINA	18	REACTION	5		

BRAWLING 8
WEAPONS 5
ATHLETICS 6
MEDICINE [FIRST AID] 3

GEAR: ANYTHING THEY CAN FIND AS WEAPONS.

TROOPER

Troopers patrol the city centers and act as law enforcement agents and body guards to high ranking collaborators. They answer to the policing department of the local administration.

STRENGTH	3	DEXTERITY	4	REASONING	2
WILLPOWER	4	PERCEPTION	3	PSIONICS	0
STAMINA	14	REACTION	4	IMPLANTS	?

BRAWLING [UNARMED] 5
WEAPONS [SIDEARM, HEAVY] 8
ATHLETICS 6
SURFACE CRAFT 4

IMPLANT [PAIN LIMITER]?

GEAR: PULSE DETONATOR, PARTIAL ALLOY ARMOR

PROVINCIAL GUARD

The guards answer directly to provincial governors and the Virimar. They operate, both openly and behind the scenes, to protect the administration and Virimar interests. Think of them as the Gestapo.

STRENGTH	4	DEXTERITY	5	REASONING	3
WILLPOWER	5	PERCEPTION	4	PSIONICS	0
STAMINA	18	REACTION	3	IMPLANTS	?

BRAWLING [UNARMED] 7
WEAPONS [SIDEARM, HEAVY] 10
ATHLETICS 6
SURFACE CRAFT 4
SPACE CRAFT [ATMOSPHERIC] 6

IMPLANT [PAIN LIMITER]

GEAR: PULSE DETONATOR, ALTERNATING FIELD, 4 PLASMA GRENADES

SHERIFF

Citizen groups often solicit for volunteers to enforce the peace within their neighborhoods. Many prefer to use the term *sheriff* because it stirs memories of the brave law men of the old west, rather than the often present corrupt public officials. Sheriffs have no official status other than that granted to them by the people. Areas without sheriffs often deteriorate to levels of chaos and anarchy.

STRENGTH	4	DEXTERITY	4	REASONING	2
WILLPOWER	4	PERCEPTION	3	PSIONICS	0
STAMINA	16	REACTION	4		

BRAWLING [UNARMED] 6
WEAPONS [SIDEARM, ARCHAIC] 7
SURFACE CRAFT 4

GEAR: CROSSBOW OR EP PISTOL, CLUB

STREET PUNK

STRENGTH	2	DEXTERITY	3	REASONING	1
WILLPOWER	4	PERCEPTION	2	PSIONICS	0
STAMINA	12	REACTION	7		

BRAWLING [UNARMED] 3
ATHLETICS 5
FINESSE 2

GEAR: ANYTHING THEY CAN FIND.

GANG MEMBER

STRENGTH	4	DEXTERITY	5	REASONING	1
WILLPOWER	4	PERCEPTION	4	PSIONICS	0
STAMINA	16	REACTION	3		

BRAWLING [UNARMED] 4
WEAPONS [ARCHAIC] 4
ATHLETICS 6
FINESSE 2

GEAR: ANYTHING THEY CAN FIND AS WEAPONS.

APPENDIX

This is a list of sources to inspire the development of characters, missions, and story lines.

Movies and Television

BLADE RUNNER

A Ridley Scott film with Harrison Ford in a world full of biotech and androids. Excellent for inspiration.

the on-line fan club and museum site:
HTTP://WWW.BLADEZONE.COM

BLAKE'S 7

One of the best British science fiction programs ever made. It focused on a group of escaped domestic, corporate, and political criminals striking back at the corrupt Terran Federation. Not your typical series, considering they liked killing off the protagonists. One of the Federation villains even had a cybernetic arm with built-in blaster. If you can get past the lousy special effects, the dialogue and stories are thought provoking.

the almost official site:
HTTP://WWW.HERMIT.ORG/BLAKES7

EARTH 2

Another lame television series. It does, however, present the perils faced by colonists stranded on an unknown world.

the Sci-Fi Channel site:
HTTP://WWW.SCIFI.COM/EARTH2

EARTH: FINAL CONFLICT

Gene Roddenberry's wife is making out pretty good by selling all of her late husband's ideas. Not a great show, but interesting and good for ideas. More aliens and technology.

the official site: HTTP://WWW.EFC.COM

MAD MAX

Not exactly the same world setting as the Colonies, but use it if you like it.

a very complete and informative site:
HTTP://WWW.MADMAXMOVIES.COM

STAR TREK: DEEP SPACE NINE

This is one of the more interesting Star Trek series. An occupying army withdraws from an alien world. Star Fleet is called in to help rebuild and protect it, while the former resistance fighters form the provisional government and militia. This series offers a complicated, unfolding story dealing with planetary alliances, conquest, and aliens viewed as prophets and gods.

the official site:
HTTP://WWW.STARTREK.COM

TOTAL RECALL

Although this has little to do with the conditions on Earth, it gives you a good idea as to how Martians live and what psionics are like.

a good site:
HTTP://WWW.ANGELFIRE.COM/NS/DOUGQUAID/RECALL.HTML

V

Both a telemovie and series, this began with an interesting story but soon went the way of all movie spin-offs. An alien species tries to take over the Earth and collaborators live in luxury.

the Sci-Fi Channel site:
HTTP://WWW.SCIFI.COM/V

Roleplaying Games

CYBERPUNK

The first cyberpunk style roleplaying game to hit the market. Its dark and gritty future can be especially deadly for characters.

the R. Talsorian site:
HTTP://WWW.TALSORIAN.COM

SHADOWRUN

Another cyberpunk style roleplaying game mixed with magic and demi-humans (elves, dwarves, etc.). This game is a lot of fun.

the official site:
HTTP://WWW.SHADOWRUNRPG.COM

2300AD

A solid, hard-core science fiction game with lots of colonies and worlds to explore. Also features a number of alien species.

the official site: HTTP://WWW.FARFUTURE.NET

Web Sites

ANDERS SVENSSON SCI-FI PAGE

A good source of science fiction links for books, art, television series, movies, comics and fiction.

HTTP://WWW-PP.HOGIA.NET/A.SVENSSON/SF/SF.HTML

SCIFISOURCE: THE SCI-FI DIRECTORY

A huge list of links for everything science fiction.

HTTP://WWW.SCIFISOURCE.COM

THE COLONICS

NAME

DESCRIPTION

FITNESS

strength

dexterity — S T R E S / 5 4 3 2 1

reaction

stamina

perception — 5 4 3 2 1 / S D N U W / S 0 N U W

willpower

Brawling □ melee □ unarmed □ grappling □ zero-g ....

Weapons □ sidearm □ sniper □ heavy □ demolitions □ archaic ....

Athletics □ throw □ climb □ run □ swim □ zero-g ....

Finesse □ forgery □ stealth □ security □ legerdemain ....

Survival □ desert □ jungle □ arctic □ crash ....

TECHNICAL

Engineering Skills

Algorithms □ design □ editing □ hacking □ autonomies ....

Astro □ structural □ propulsion □ weaponry □ comm ....

Chemical □ explosives □ alloys □ fuels □ coolants ....

Civil □ surface □ orbital □ arcology ....

Electrical □ implants □ exotech ....

Genetic □ sampling □ biotech ....

Mechanical □ propulsion □ exotech □ implants ....

Photonics □ nanotech □ implants □ computers ....

Medicine □ surgery □ drugs □ first aid □ implants ....

Piloting Skills

Space □ maneuvers □ gunnery □ atmospheric □ repair ....

Surface □ maneuvers □ gunnery □ repair ....

Water □ maneuvers □ gunnery □ submersibles □ repair ....

reputation — -1 0 +1 +2

reasoning

PSIONICS

aura — -2 -1 0 +2

psionics

Kinetics □ strike □ shield □ radiance □ sonics ....

Passive Psionics □ empathy □ telepathy □ quiet ....

Active Psionics □ trespass □ overload □ noise ....

Intrusive Psionics □ implant □ trigger □ extract ....

DESCRIPTION

IMPLANTS / EXOTECH

DESCRIPTION

SIGNATURE

□□□ □□□ □□□ □□□ □□□ □□□

BIOTECH

DESCRIPTION

NANOTECH

aberrations — 0 -1 -2

automatic activation and reset at 20

DESCRIPTION

GEAR

signature — -2 -1 0 +2

signature

DESCRIPTION

EXPERIENCE / PROJECTS

dependency — +2 +1 0 -1

contagion

THE COLONICS

EXOTECH STATUS

strength ①
dexterity ②
reaction ③
perception ④
stamina ⑤

WEAPONS

DESCRIPTION

SIGNATURE

SENSORS

DESCRIPTION

SIGNATURE

OPTIONS

DESCRIPTION

SIGNATURE

signature
-2 -1 0 +2
signature

EXOTECH STATUS

strength ①
dexterity ②
reaction ③
perception ④
stamina ⑤

WEAPONS

DESCRIPTION

SIGNATURE

SENSORS

DESCRIPTION

SIGNATURE

OPTIONS

DESCRIPTION

SIGNATURE

signature
-2 -1 0 +2
signature

EXOTECH STATUS

strength ①
dexterity ②
reaction ③
perception ④
stamina ⑤

WEAPONS

DESCRIPTION

SIGNATURE

SENSORS

DESCRIPTION

SIGNATURE

OPTIONS

DESCRIPTION

SIGNATURE

signature
-2 -1 0 +2
signature

INDEX