WING COMMANDER
ROLE-PLAYING GAME

PRELUDE TO GODDARD

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PRELUDE TO GODDARD

A Wing Commander Role-Playing Game mission

for up to seven players

Edited by

Stephen A. Rogers

For Free RPG Day

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All of the contents included in this game will exert an equal but opposite force to any force applied to said contents. This phenomenon is not unique to this game.

The entire physical universe, including this book and its contents, could very well collapse back into an infinitesimally small space with little or no advance warning. Should a new universe re-emerge, the existence of this rulebook in that universe cannot be guaranteed.
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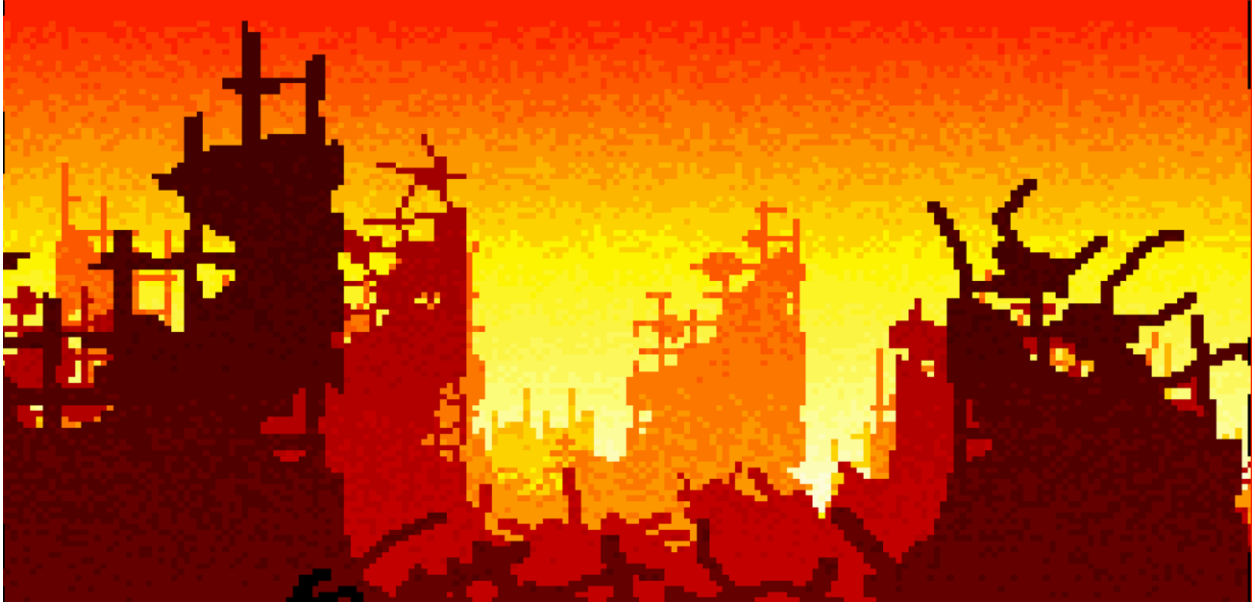
RULES



INTRODUCTION

This is "Prelude to Goddard", a mission for the Wing Commander Role-Playing Game.

Wing Commander is an award-winning and ground-breaking series of space combat flight simulators, originally created by Chris Roberts and Origin Systems, Inc. Starting with the original game in 1990 and ending with *Wing Commander: Secret Ops* in 1998 (later followed in 2007 with *Wing Commander: Arena*), the series has developed a large following throughout the years from all types of gamers. The series is known for a number of firsts, including some of the first examples of voice acting in the video game industry (WC2), the world's first fully interactive movie (WC3), one of the very first games that could be played over a network (WC: Armada), and one of the first "episodic" video games ever created (WC: Secret Ops).

The *Wing Commander* series is set in the 27th century and chronicles the struggles of the Terran Confederation, a starfaring human society, in their epic struggle and ultimate victory against the forces of the Kilrathi Empire, a cat-like species with a warrior-based culture. After a brief inter-human conflict later in the series, a new conflict heats up against a new, powerful foe known only as the Nephilim.

The book you're reading is a pencil-and-paper (PNP) **role-playing game** adaptation of these original games. The rules contained herein have been designed to be as flexible as possible, so that players may be as detailed or as carefree as they'd like to be while playing the game. They've also been designed such that players may play a game very similar to the original games, or have a much different type of adventure within the Wing Commander Universe.

To play Prelude to Goddard (occasionally abbreviated **P2G**), you'll need the following equipment:

- At least two ten-sided dice (2d10) for each player. One of these should show multiples of 10 (a d10x10). If one is not available, the dice should be distinguishable from one another with one of them designated as the "d10x10".
- Pencil and paper. Pencil is preferable to pen, as it is far easier to erase and modify.
- Some kind of screen for the **"gamemaster" (GM)** used to conceal the results of some of their rolls.
- Access to at least one copy of these rules.
- While not strictly necessary, some GMs may prefer to have a calculator handy in order to help with more complex calculations.

THE CORE MECHANIC

WCRPG is based on a **d%** type dice-rolling system. All crucial rolls in the game are made on two ten-sided dice, with one of them designated as "1d10x10" (a "tens-place" die). Valid results on a d% roll therefore range from zero to ninety-nine. Specifically, when a situation comes up wherein a character's failure may affect the outcome of the game, a die roll is required against a certain failure threshold, known as a **difficulty class** (DC) (or **hit difficulty** (HD) in combat situations). These die rolls are known as **Checks**. The DC for all Checks equals the character's score in the Attribute, Skill, Specialization or Save being checked (usually a combination of one or more of these). Other attributes of the character (such as **Traits**) may modify the result of the roll. If the final result is lower than or equal to the DC, the action succeeds. If not, it fails. The amount by which a roll falls short of the DC is its **degree of success**; conversely, the amount by which a roll exceeds the DC is its **degree of failure**. These simple rules govern all die rolls necessary to play the game.

WCRPG commonly uses variants on the standard d% roll. The most common variants are as follows:

- **xd10**: This indicates a roll of x ten-sided dice, where x is a set number (*for example, a roll calling for 3d10 needs three ten-sided dice*). The player rolls the indicated number of dice and sums up the result. *NOTE: There is a distinction between 2d10 and d%; 2d10 is an xd10 roll. Be careful not to confuse the two.*
- **xd5**: This is similar to an xd10 roll, except that the ten-sided dice are treated as five-sided dice. To achieve this effect, take the result of an individual die, halve it, and round up (for example, a result of 7 becomes a result of 4). Zeroes count as 10 (a final result of 5) in this case.
- **xd2**: xd2 rolls are rare in the game, but sometimes occur. Roll the indicated number of ten-sided dice; treat all odd results as 1 and all even results as 2, and sum up the result as with an xd10 roll.

For rolls of d% or xd10, a result of 0 on a die counts as a zero (not 10) unless the situation specifically states otherwise. *For example, the die results of a 3d10 roll are 2, 5, and 0. The result of the roll is 7, not 17*.

Sometimes a player may roll exceptionally well (or exceptionally poorly) on the dice. Certain die rolls have what's known as **critical potential**. Critical potential awards or punishes die results above or below certain **critical thresholds**. Low results may indicate a **critical success**, denoting a particularly good outcome. In combat, a critical success is more commonly known as a **critical hit**. A character's critical success threshold equals zero plus one for every ten points in the given Skill Check DC; a roll of 00 is always a critical success. Conversely, very high rolls may result in **critical failure** (known as a **critical miss** in combat); critical failures often have very nasty effects. A character's critical failure threshold is 90 plus one for every ten points in the given Skill Check DC; a roll of 99 is always a critical failure. Only certain rolls have critical potential; some have outcomes for critical success only, some for critical failure only, and some for both critical success and critical failure. A roll that has critical potential will be noted in the rules, along with the effects of critical results. A critical result occurs if the player's roll falls within the bounds of a critical threshold regardless of whether or not the player would have otherwise succeeded against the Check's DC.

CHARACTERS

Players don't necessarily have to play themselves when playing WCRPG (there are no Kilrathi on Earth at the moment - thank God - and even if there were, Terrans aren't the best species for everything!). Rather, they assume the role of a **character**, an alter ego through which a player plays the game. Each player is required to create at least one character, though they may create (and play) as many characters as they wish. The features of characters should be noted somewhere, either on a copy of a Character Record Sheet as provided with this set of rules or on a regular piece of notebook

Disciplines and Attributes

Not all people are alike: some possess great physical strength, some possess great intellect, some are fortunate enough to possess both, while some possess neither. People also have differing sets of skills: some are good at fixing vehicles, some at bookkeeping, others at care-giving, and so forth. Just as no two people are alike, no two characters in WCRPG are exactly alike (in theory at least): some will be good pilots, some good doctors, others good politicians or good snipers. In order to tell how good they are at doing specific tasks, each character has a set of **characteristics**, which affects their **basic combat statistics** and is affected by their **Skill** scores. In WCRPG, there are two main categories of characteristics, **Disciplines** and **Attributes**. Attributes and Disciplines are qualities that all characters possess which help dictate how well they perform certain actions. The DC of almost every die roll in WCRPG that involves a character will be at least indirectly determined by at least one of their characteristics.

All characters in WCRPG have seven **Discipline** scores. These scores reflect the character's ability to perform specific tasks and their aptitude in certain fields. A character's strength in their Disciplines at the onset of the game is somewhat determined by the species to which they belong. Each Discipline has five **Discipline Skills**; the scores of the Discipline Skills are summed together to directly determine the score of their controlling Discipline (this is different from most RPGs). The seven disciplines in WCRPG are **Command (CMD), Science (SCI), Navigation (NAV), Tactical (TAC), Engineering (ENG), Communications (COM)** and **Medicine (MED)**:

- **Command: Command** is a measure of a character's ability to negotiate and to lead others. Its Skills are usually required by those put into leadership positions; it's a useful area of focus for anyone in a leadership position, be they a ship's captain or a civil leader (*though the focus of this Discipline tends to be combat-oriented*).
- **Science**: **Science** is a measure of a character's understanding of how to gather and apply systematic knowledge. This Discipline is primarily needed by science officers and researchers, though it can be useful to any character. All **Science** Skills focus on a particular set of scientific fields and measure the character's knowledge of those fields. The information that can be obtained through the use of **Science** Skills is often of vital importance, whether they are used to determine the military capability of an alien vessel, the gravitational force of a planet, or the severity of the weather.
- **Navigation**: **Navigation** is a measure of a character's ability to pilot craft and to get people from one place to another without getting lost and is of primary importance to anyone travelling from place to place. This attribute isn't necessarily limited to those who pilot vehicles; persons attempting to use a map and compass will still need to use their **Navigation** attribute.

- **Tactical**: **Tactical** is a measure of a character's understanding of military tactics and their application. This Discipline is primarily needed by anybody who has to do any shooting from a vehicle (firing a weapon is handled by *Security*, which is a **Command** Skill). **Tactical** is used to improve the performance of varying craft and improving their chances of survival in combat situations.
- **Engineering**: **Engineering** is a measure of a character's ability to acquire and apply scientific and technical knowledge to the design, analysis, and/or construction of works for practical purposes. This Discipline is primarily needed by engineering staff, ground crews and mechanics, but can also be used by civilian professionals whose jobs require strong knowledge in construction and maintenance. Characters with high **Engineering** scores perform faster repairs. One of the **Engineering** Skills is also necessary for interstellar travel.
- **Communications**: **Communications** is a measure of a character's ability to exchange information with others, their ability to utilize proper equipment during that exchange and to understand information exchange applications. Almost any character can make good use of **Communications** Skills; they enable the character to speak to alien beings, jam enemy transmissions, send distress calls, gather information and negotiate trades. These Skills come in handy in many critical situations.
- **Medicine**: **Medicine** is a measure of a character's understanding of the science and "art" of maintaining and/or restoring the health of biological beings through study, diagnosis and treatment. This Discipline is primarily needed by doctors and medical staff, but any character can benefit from **Medicine** as its two primary Skills (*Intensive Care* and *Long-Term Care*) can be used to pull them back from the brink of death.

Characters also have six scores in **Attributes**. These scores reflect a character's strengths and weaknesses in various physical and mental fields. Players familiar with other RPGs such as D&D™ and Serenity™ will find Attributes familiar. As with Disciplines, a character's score in their Attributes at the onset of the game is somewhat determined by the species to which they belong. Each Attribute has three **Attribute Skills**. The six Attributes in WCRPG are **Power (PWR), Finesse (FIN), Physique (PHY), Intellect (INT), Acumen (ACU) and Charm (CHA)**:

- **Power: Power** is a measure of a character's physical strength. It also serves as a limit to the amount and "weight" of equipment a character is capable of carrying (a concept known as **encumbrance**). Power affects the character's **Melee Attack Bonus** and is added directly to the damage caused by any melee or thrown weapons.
- **Finesse: Finesse** measures a character's agility, reflex actions and coordination. **Finesse** affects several of a character's basic combat statistics, including their **HD** ratings, their **Initiative** Bonus, their **Ranged Attack Bonus** and their **Reflex Save** DC.
- **Physique: Physique** represents a character's health, stamina and recuperative abilities. It directly affects the number of **HP** (hit points; the maximum amount of damage a character can take before they die) that the character has and also directly affects the character's **Fortitude Save** DC,
- **Intellect: Intellect** measures a character's ability to learn and reason. It determines the character's raw intelligence and learning rate.
- **Acumen:** Acumen measures a character's common sense, intuition and willpower. While **Intellect** is used to analyze information, Acumen is more of a reflection of a character's ability to be in-tune with their surroundings. It directly affects the character's **Willpower Save** DC.
- **Charm:** Charm measures a character's force of personality. It is generally used when a character is attempting to influence others.

Skills

As previously mentioned, there are thirty-five **Discipline Skills** in WCRPG; five for each Discipline. All characters will have levels (points) in all of these Discipline Skills, *even if that level is zero*. The sum of the scores of all Discipline Skills and their specializations determines the total "score" of that Discipline, *which in turn determines a DC modifier to all Discipline Skills under that Discipline*. There are also eighteen **Attribute Skills**; three for each Attribute. Attribute Skills function exactly like Discipline Skills and for purposes of discussion throughout this rulebook, both Attribute Skills and Discipline Skills will be referred to simply as **Skills** except where it is absolutely necessary to distinguish between them.

When a character needs to use one of their Skills to get past an obstacle and when there are significant consequences in the event of failure, a **Skill Check** is required. To perform a Skill Check, a player simply rolls d% and compares the result to the score of the character's Skill plus the modifier from its controlling characteristic (one-tenth the total number of points in the characteristic, rounded down); the sum of the Skill score plus the Discipline/Attribute modifier is the DC for the task. The term "Skill Check" also covers situations wherein the character may be able to apply a Skill specialization to the situation. If a specialization applies, its score is added to the final DC; specializations therefore make it far more likely a character will succeed at specific tasks. **A character may only apply *one* specialization to a Skill Check regardless of how many specializations may apply to the situation and it is the GM that selects what specialization is to be used**. Occasionally, a player will need to make a die roll against a set of rolls made by the GM. These **opposed rolls** are used in those cases where they are appropriate to the situation (such as when a target's *Dodge* roll is rolled in response to a character's *Brawling* roll in a melee). In these cases, the lower throw wins; these are still considered Skill Checks, even though the Check is not against the normal DC for that Skill.

When a character succeeds at a Skill Check, they may gain experience in the Skill utilized; if the result is at least twenty points less than the DC, not only does the character succeed in the task at hand but they also gain one point in that Skill. ***Remember, no Skill can ever have a score greater than 25 and no specialization may ever have a score greater than 50***.

Characters can also fail Skill Checks by rolling a result that's greater than the indicated DC. How the GM handles failure is entirely up to them but should be appropriate to the situation. The character may or may not be allowed to try again after failing a Skill Check; they should be allowed to try again unless their time is restrained or it's obvious that trying again is impossible. Failing a task wherein the character won't get a second chance may derail an adventure in a hurry, so those situations should be few and far between.

Situations may arise during the course of an adventure wherein the GM does not want the characters to succeed at a certain task (usually for plot reasons). In those situations, the GM has to decide if the task at hand is totally impossible or just nearly so. If the task is utterly impossible, the GM should not have the players roll the Skill Check against it; they may simply act as though the task was attempted and failed. This will, of course, make it obvious to the players that they cannot succeed at the task, which may annoy them. Totally impossible situations should not have penalties for failure. If the task is just nearly impossible, there's still an off-chance the characters will succeed; players should be allowed to roll the Check but the DC should be sure to apply a stronger than normal unfavorable circumstances modifier (discussed below) to it

A GM can add penalties or bonuses to the DC of a Skill Check if they feel that circumstances are either significantly in the character's favor or vice versa (a **circumstantial modifier**). In these situations, if the GM is having problems deciding how much to raise or lower the DC, they can just use ±10 as a rule of thumb. Since the players know the DC normally required for success, however, they should

be notified when the GM elects to use a modifier. At their own discretion, a GM may also add a permanent modifier to all Skill Check DCs; this may be a good idea if they note that their players are constantly failing Checks. In this case, it's generally recommended that a modifier of no greater than +20 be used. Hardcore GMs may, of course, choose to subtract an amount from the DC of all Checks in order to make the game more difficult.

In situations wherein a player is confident of success in a situation, they have the option to either **take fifty** or **take zero**. Taking fifty is simply a declaration that they player will take the average result of a die roll (a roll result of fifty) without actually rolling. Taking zero, on the other hand, is a declaration that indicates that their character will perform the task until they get it exactly right. Taking zero takes twenty times the normal amount of time required but guarantees success. If a short amount of time is available for the character to complete a task, they may only take fifty.

What follows is a discussion of the individual Skills. Each Skill is listed by its controlling Discipline/Attribute. Each entry will contain a basic overview of the Skill, notes about its intended usage, a list of bonuses a character may receive for having a particularly high score in it, possible and recommended specializations and any other special notes.

Power Skills

The **Power** Skills are as follows:

- *Three-Dimensional Maneuvers* (used for movement along the vertical axis)
- *Brawling* (used in hand-to-hand combat situations)
- *Lifting* (used when attempting to lift and carry objects)

Three-Dimensional Maneuvers (3DM)

This Skill is used in place of most traditional RPG Strength skills (such as Running, Swimming, Climbing, Flying, etc.). It represents how well a character can perform these feats; a character may specialize in any of them. The *Three-Dimensional Maneuvers* Skill is negatively affected by Armor.

Brawling (BRW)

This Skill is used when a character is required to perform any hand-to-hand combat; the attack roll for all melee combat is always a *Brawling* Check. A character may specialize in any form of martial arts or hand-to-hand fighting styles (such as boxing or wrestling). Every ten points added to this Skill adds a +1 modifier to the amount of **basic damage** caused by a melee or unarmed attack. A successful Check of a specialization of this Skill will add an extra +5 modifier to basic damage.

Lifting (LFT)

This Skill is used when a character is required to lift an object in situations where they must either hold the object for a substantial length of time or when there is a significant chance of failing to lift it (such as when a character attempts to lift a heavy object). This Skill is typically subject to circumstantial DC adjustments; objects that are heavy, bulky or that must be held for a long time are not circumstantially favorable. A character may specialize in a particular range of weights or in a type of weight (such as a haltere or dumbbell). Every ten points added to this Skill gives a character a -1 bonus to their total encumbrance class.

Finesse Skills

The **Finesse** Skills are as follows:

- *Dodge* (used to get out of the way of anything that can cause damage)
- *Dexterous Maneuvers* (used in situations that require agility to succeed)
- *Hiding and Seeking* (used when attempting to hide something or to seek something out)

Dodge (DDG)

This Skill is used when a character is required to dodge something (such as something thrown or shot in their direction). A character may specialize in dodging specific types of objects (such as bullets or dodgeballs). A character's *Dodge* Skill is compared to an enemy combatant's Attack Bonus prior to an attack and will modify the HD of the character, possibly improving their chances of escaping damage.

Dexterous Maneuvers (DXM)

This Skill is used in place of most traditional RPG Dexterity skills. It is used whenever a character has to be agile in order to succeed; some examples of these kinds of situations include riding a wild animal or walking a balance beam in between two tall buildings. Specializations in *Dexterous Maneuvers* include riding specific animals, trying to keep one's balance, disabling traps, picking locks, and so on. Picking a mechanical lock is handled using the *Dexterous Maneuvers* Skill; electronic locks, however, require a *Cunning* Check (which is an **Intellect** skill). The amount of time that passes in a *Dexterous Maneuvers* Check will vary greatly based upon the situation and may require multiple successful Checks (at the GM's discretion). Some actions, such as picking a simple catch-hook lock, may take as little as 1 round. Others, such as carefully defusing a bomb, may take upwards of an hour or more. When in doubt, a GM should use the result of a 3d5 roll to indicate the amount of time in rounds a *Dexterous Maneuvers* Skill Check will take. This Skill is typically subject to circumstantial DC adjustment; for example, attempting to pick a particularly complex lock is not circumstantially favorable.

Hiding and Seeking (H&S)

This Skill is used in place of traditional RPG skills such as Hiding, Seeking, Searching, etc. A player may specialize in hiding and/or seeking particular kinds of objects (for example, a law enforcement official might specialize in "Seeking Illicit Narcotics" while a drug pusher might specialize in "Hide Illicit Narcotics from Cops"). The amount of time needed for a *Hiding and Seeking* Skill Check varies; as a general rule, the longer it took to hide something, the longer it takes to find it again. This Skill is typically subject to circumstantial DC adjustments; having a great deal of time to search for or hide something works in a character's favor.

Physique Skills

The **Physique** Skills are as follows:

- *Concentration* (used to concentrate on a specific task)
- *Stamina* (used to endure physical hardship)
- *Recuperation* (used to heal physical damage)

Concentration (CCN)

This Skill is used when a measure of concentration is required to perform a specific task and is typically used as a prerequisite for a second Skill Check (for example, when defusing a bomb, a *Concentration* Check may be required prior to a *Dexterous Maneuvers* Check; failure of either could trigger the bomb). The degree of success or failure of a *Concentration* Check may be added to the DC of any subsequent Skill Check. Specializations include specific sets of circumstances (such as concentrating under fire).

Stamina (STM)

Stamina is used when a character is enduring physical hardship or duress (such as when they have been hit by certain weapons). It can also be used to resist damage due to the character's exposure to heat, cold, radiation, biohazards, etc. A failure of a *Stamina* Check results in damage (loss of HP) or some other detrimental effect (such as becoming Stunned or Shaken, or becoming infected with a disease). Every ten points added to this Skill reduces the amount of Lethal Damage the character receives as the result of any attack by one point. Specializations represent an above average ability to resist specific ailments (for example, a character that has had influenza before could "specialize" in Resist Influenza to keep from getting the Flu again).

Recuperation (RCP)

Recuperation is used when a character is attempting to regain their vitality (HP or NHP). It can be enhanced with the successful application of medicines and completely countered by poisons or toxins. Specializations represent the ability to recover quickly from specific ailments (for example, a player who has received a rubeola vaccination could "specialize" in Recover from Rubeola). Every ten points added to *Recuperation* adds a +1 modifier to the number of HP/NHP a player regains on a successful Check

Intellect Skills

The **Intellect** Skills are as follows:

- *Knowledge* (used to test a character's memory and/or understanding of a specific subject)
- *Cunning* (used in situations that require cleverness to succeed)
- *Resourcefulness* (used when crafting or destroying objects, or when being resourceful is required for success)

Knowledge (KNW)

This Skill is used when a character's knowledge must be tested. This Skill is typically subject to circumstantial DC adjustments; being asked about a topic in which the character has experience works in their favor. A character may specialize in any particular field of knowledge.

Cunning (CUN)

This Skill is used whenever the character is forced to be clever in order to succeed in a situation. This Skill is typically subject to circumstantial DC adjustments; for example, a character attempting to persuade an enemy guard into letting them go without saying anything will probably face very

unfavorable circumstances. Specializations in this Skill may include con artistry, persuasion, deception, treachery, seduction, and so forth.

Resourcefulness (RSF)

This Skill is used whenever a character needs to craft an item, when they need to figure out a way to demolish something, or when they must be inventive in order to succeed. Some examples of situations where this Skill apply include crafting a crude weapon, figuring out where to set explosives in order to turn a reinforced structure into dust, or getting out of a jail cell with no more than a stick of gum and a paper clip. Specializations include practical applications of mechanics or schools of engineering (such as "Use of Duct Tape").

Acumen Skills

The Acumen Skills are as follows:

- *Perception* (used to observe a character's surroundings - particularly when there's something important to be noticed)
- *Performance* (used in situations where a character is performing a task not covered by any other Skill)
- *Survival* (used to measure a character's application of survival techniques)

Perception (PRC)

This Skill is used whenever a character needs to notice something in a hurry and reflects the way they see their universe; it is used in place of the Spot skill used in traditional RPGs. Specializations include spotting specific types of objects. Every ten points added to this Skill give the character an effective -1 range modifier for all ranged attack actions the character makes in combat.

Performance (PRF)

This Skill is used whenever the character is required to perform any task that is not covered by another Skill. This includes any mundane tasks done during the performance of a character's job. For example, a farmer would make several *Performance* Checks to successfully plant or harvest crops (note in this case that they won't know if those Checks were successful for quite some time). Specializations include the performance of the duties of particular occupations (shelving books, mopping floors, flipping burgers, acting, playing an instrument, etc.).

Survival (SRV)

This Skill represents the character's knowledge and application of survival techniques in extreme situations. Specializations may include various types of terrain or weather conditions. A *Survival* Check may be made as a precursor to a *Stamina* Check to survive adverse conditions; the degree of success or failure is added to the DC of the subsequent Check.

Charm Skills

The **Charm** Skills are as follows:

- *Personality* (used when strength of character will determine the outcome of a situation)
- *Leadership* (used to reflect the character's ability to lead)
- *Diplomacy* (used to attempt a diplomatic solution to a situation)

Personality (PER)

This Skill reflects the strength of the character's emotional, attitudinal and behavioral response patterns, and is used in place of traditional RPG skills such as Willpower. Specializations include any skill that requires strong force of personality (such as debating, resisting torture, etc.). A *Personality* Check may be made as a precursor to any *Diplomacy*, *Cunning* or *Intimidation* Check, with the degree of success or failure adding to the DC of the subsequent Check.

Leadership (LED)

This Skill reflects a character's ability to lead others in a given situation, used to rally others or to organize a group into a functioning team. It can also be used whenever it seems like a group is about to degenerate into factions. This Skill is typically subject to circumstantial DC adjustments; for example, a character trying to whip an unruly mob into shape is likely facing unfavorable circumstances. Specializations include specific situations wherein leadership may be important (such as commanding a ship or leading a squad of marines against heavy enemy fire). *Leadership* Checks may be made as a precursor to any **Command** Check (with the exception of *Security*), with the degree of success or failure adding to the DC of the subsequent Check.

Diplomacy (DIP)

This Skill reflects how diplomatic the character is and how skillful they are at employing diplomatic techniques. Use of diplomacy can get a character out of many hostile situations and can help bring two previously unfriendly groups together in friendly co-existence. This Skill is typically subject to circumstantial DC adjustments; for example, any Terran attempting to negotiate a truce with a Kilrathi is likely facing unfavorable circumstances. Specializations include signing treaties, opening dialogue, pacifying hostile aliens, and so forth. *Diplomacy* Checks may be made as a precursor to any *Negotiate* or *Intimidate* Check, with the degree of success or failure adding to the DC of the subsequent Check.

Command Skills

The **Command** Skills are as follows:

- *Inspire* (Prevents others from becoming Shaken)
- *Strategy* (Used to improve offensive and defensive maneuvering)
- *Coordination* (Allows a character to issue instructions)
- *Guidance* (Allows a character to advise others)
- *Security* (Provides a bonus to ranged attacks and improves ambush detection)

Inspire (INS)

This Skill reflects a character's ability to inspire faith and confidence in others. *Inspire* Checks can be performed as a Standard action in combat by a vehicle or capital ship's commander to prevent other characters from becoming Shaken in combat and bolster their confidence; this in turn provides a small temporary bonus to any affected character's Checks. Specializations include specific types of groups or inspirational techniques.

Strategy (STR)

This Skill reflects a character's knowledge of offensive and defensive combat strategies. A character who is highly skilled in *Strategy* has an easier time getting their forces into an advantageous position over an opposing force. A *Strategy* Check is required when a character must come up with a battle plan in order to succeed in a situation. Only a group commander may make this Check; the definition of a "group" in this case is left to the discretion of the GM. This Skill may be opposed by a corresponding *Strategy* Check performed by the commander of the opposing force. For every five points in the degree of success of the Check, all forces under the commander's direct control and carrying out their battle plan will gain a temporary +1 bonus to their *Combat Maneuvers* and *Evasive Maneuvers* Skill scores; the bonus extends to any specializations that may apply to specific situations. Specializations include specific offensive or defensive maneuvers.

Coordination (CRD)

This Skill reflects a character's ability to utilize the full resources of every member of a group. If a character is part of a larger group that includes NPCs (such as a wingman), they may make a *Coordination* Check to give them specific instructions. *Coordination* Checks may be required multiple times for particularly large groups; the higher the number of successful Checks, the more likely things will occur as the character has designed, with fewer overall mistakes. This Skill is typically subject to circumstantial DC adjustments; a character flying on Todd Marshall's wing will likely be facing *very* unfavorable circumstances when attempting to issue him orders. Specializations include the coordination of specific situations, job positions or occupations.

Guidance (GUD)

This Skill measures the amount of experience a character has with various types of situations and how much of their knowledge and experience can be imparted to others. *Guidance* Checks are made when a character wants to impart some of their knowledge to another character as a precursor to any Check made the other character; one-tenth (rounded up) of the degree of success or failure is added to the DC of the subsequent Check. Specializations include specific subjects or situations.

Security (SEC)

This Skill reflects a character's general knowledge of security protocols and their ability to apply that knowledge. A character highly Skilled in Security can more readily identify threats in the immediate area and take positive action to mitigate them. *Security* Checks are used when a character is required to fight in ranged combat on the character-scale. Specializations include any specific type of ranged weapon or stratagem. Every five points added to this Skill imparts a +1 modifier to the character's Attack Bonuses; in situations wherein a specialization applies, this bonus is extended to that situation. A *Security* Check may also be made as a precursor to any *Hiding and Seeking* Check made to detect ambushes; the degree of success or failure is added to the DC of the subsequent Check.

Science Skills

The **Science** Skills are as follows:

- *Planetology* (Used to scan and analyze planetary and stellar objects)
- *Technology* (Used to utilize pieces of technology and scan vehicles/capital ships)
- *Archaeology* (Used for archaeological and anthropological research)
- *Geology* (Used when locating mineral deposits)
- *Typhonology* (Used to predict and analyze hazardous local solar, ionic, meteorological, seismic and volcanic activity)

Planetology (PLT)

This Skill reflects a character's working knowledge of natural space-borne objects (such as stars, asteroids, comets, etc.) and their ability to identify key features about them. *Planetology* Checks are required to compile basic information on a space-borne object (such as atmospheric components, bio-diversity, mass, global weather, etc.) when there is no information readily available about it. A character will still gather some data on the target object in the event of a failed Check; see the *Technology* Skill entry for more details. *Planetology* Checks have critical potential; in the event of a critical success, the GM may divulge any **metadata** to the group about the object being scanned that they wish to reveal (such as the specific locations of fault lines, age, etc.). Specializations include specific classes or types of planetoids or stellar objects.

Technology (TCH)

This Skill reflects a character's knowledge of technologies, including their ability to identify, use and provide detailed information on a given technology that they may encounter. *Technology* Checks are required any time the character must operate a piece of technology (such as a computer) and when attempting to scan objects such as vehicles and capital ships. If using this Skill to scan a target, any damage to the scanning equipment utilized must be subtracted from the DC of the Check. This Skill is typically subject to circumstantial DC adjustments; a character attempting to localize a scan on a certain section of a craft to gather data on it will have less favorable circumstances than they would by performing a general overall scan. A character will still gather some data on the target in the event of a failed Check. *Technology* Checks have critical potential; in the event of a critical success when attempting to scan a target object, the GM may divulge any **metadata** to the group about it that they wish to reveal (such as any installed accessories, current HP levels, etc.). Specializations include specific classes or types of craft and particular pieces of technology.

The following chart outlines the specific pieces of information a character does gather on a failed *Planetology* or *Technology* Check, based on its degree of failure. Note that "Object" in the chart refers to space-borne objects (such as planets) while "Craft" refers to vehicles and capital ships.

Data Received after Failed *Planetology/Technology* Check via Degree of Failure

Degree of Failure	Data Received				
	Type (Object or Craft)	Gravity (Object) Size (Craft)	Atmo. Density (Object) Shield Status(Craft)	Temperature (Object) Guns Status (Craft)	Weather (Object) Ordnance Status (Craft)
>30	No	No	No	No	No
30	No	No	No	No	Yes
29	No	No	No	Yes	No
28	No	No	Yes	No	No
27	No	Yes	No	No	No
26	Yes	No	No	No	No
25	No	No	No	Yes	Yes
24	No	No	Yes	No	Yes
23	No	No	Yes	Yes	No
22	No	Yes	No	No	Yes
21	No	Yes	No	Yes	No
20	No	Yes	Yes	No	No
19	Yes	No	No	No	Yes
18	Yes	No	No	Yes	No
17	Yes	No	Yes	No	No
16	Yes	Yes	No	No	No
15	No	No	Yes	Yes	Yes
14	No	Yes	No	Yes	Yes
13	No	Yes	Yes	No	Yes
12	No	Yes	Yes	Yes	No
11	Yes	No	No	Yes	Yes
10	Yes	No	Yes	No	Yes
9	Yes	No	Yes	Yes	No
8	Yes	Yes	No	No	Yes
7	Yes	Yes	No	Yes	No
6	Yes	Yes	Yes	No	No
5	No	Yes	Yes	Yes	Yes
4	Yes	No	Yes	Yes	Yes
3	Yes	Yes	No	Yes	Yes
2	Yes	Yes	Yes	No	Yes
1	Yes	Yes	Yes	Yes	No

Archaeology (ARC)

This Skill reflects a character's knowledge of topics in archaeology and anthropology, including the identification of ruins and artifacts of various origins. *Archaeology* Checks are used to identify specific buildings or artifacts, their original function and their overall condition. Conducting a survey of an archaeological site or performing anthropological research generally takes more than one successful *Archaeology* Check in a row; the greater the number of successful Checks, the more successful the character's efforts. *For example, a character may find potsherds with a single successful Check, an artistic curio with two successful Checks, a find of some significance (such as ancient writings) with three Checks, a significant treasure on four successful Checks, and a find of major cultural and historical importance (such as a stone that perfectly translates from Steltek into Ancient Kilrathi) on*

five successful Checks in a row. This Skill is typically subject to circumstantial DC adjustments; more significant or heavily disguised items will impart unfavorable circumstances on the character. Specializations include particular types of buildings or specific ancient cultures of specific species.

Geology (GEO)

This Skill reflects a character's knowledge of topics in geological disciplines, with particular emphasis on being able to distinguish between different types of fundamental elements and ores and knowledge of the conditions under which they are likely to form. *Geology* Checks are used on planetary surfaces in order to locate suitable mineral deposits for planetary mining. This Skill is typically subject to circumstantial DC adjustments; a character who is simply out to find ore of any type will likely face favorable circumstances, while those who are looking for specific ores on worlds where it's known that they are very rare will likely face unfavorable circumstances. If a mineral deposit is found while the character is exploring the surface of a world, the find will automatically increase in size by one-tenth the number of points in their *Geology* Skill (*e.g. the character will find an additional 5.3 cubic meters of Gold in a find if they have a Geology score of 53*); alternatively, the same amount of a different mineral may be found at the same time. Specializations include the identification of particular ores.

Typhonology (TYP)

This Skill reflects a character's knowledge of the theoretical and practical uses of atmospheric science, solar weather phenomena and/or seismology, with particular emphasis on the prediction of hazardous phenomena. *Typhonology* Checks are used to predict impending severe planetary weather, imminent solar flares, novae, ion storms, earthquakes, volcanic eruptions, and the like. A *Typhonology* Check may be performed as part of the hourly Check while exploring planetary surfaces. For every ten points in the degree of success of a *Typhonology* Check (rounded up), the character gets an extra hour of "lead time" on any impending hazardous event. Additionally, should the character be unable to reach adequate shelter in time, their *Typhonology* score may be subtracted from the amount of subsequent damage that may be caused by such phenomena. Specializations include prediction techniques for specific types of hazardous phenomena.

Navigation Skills

The **Navigation** Skills are as follows:

- *Astrogation* (Used to calculate safe FTL jump paths)
- *Starship Piloting* (Used when piloting a capital ship)
- *Orientation* (Used to track a vehicle's location in confusing terrain or to locate surface objects)
- *Vehicle Piloting* (Used when piloting a vehicle)
- *Stealth* (Used when attempting to avoid detection while piloting a craft)

Astrogation (AST)

This Skill reflects a character's ability to look at star charts and gather interstellar data in order to determine the ship's location in space and to plot a safe course between star systems. *Astrogation* Checks are made as a precursor to *Faster-Than-Light Mechanics* Checks; combined, these Checks are used to determine whether a craft makes a successful FTL transit or not. Specializations include knowledge of the navigational systems of specific types of craft and specific FTL drive types (Akwende, Morvan, D-Drive, etc.).

Starship Piloting (SSP)

This Skill reflects a character's familiarity with capital ships and how to navigate them in space. This can be a particularly important Skill, especially if the ship is damaged or if any attempts are being made to avoid space hazards. *Starship Piloting* Checks are used inside planetary systems to move a capital ship from one point to another within the same system. *Starship Piloting* Checks are also required in combat situations if there is damage to the ship's propulsion system, with the amount of Engine damage subtracted from the DC of the Check. For every 20 points in a character's *Starship Piloting* Skill, the fuel efficiency of their ship goes up by one category (to the maximum of 100%); this bonus also extends to any specializations that may apply. Specializations include any specific class or type of craft (provided said craft are capital ships).

Orientation (ORT)

This Skill reflects a character's ability to use navigational aids (such as a map and compass) in order to determine their exact position on the surface of a planet. *Orientation* Checks are necessary if planetary weather becomes particularly severe (severe enough to cause damage to a vehicle) or if a vehicle passes through "confusing" terrain (such as a cavern or a particularly dense bank of fog). *Orientation* Checks may also be made to remember the location of objects on a planet's surface (such as cities, trade posts, rich mineral deposits, unfueled vehicles, enemy targets, etc.). This Skill is typically subject to circumstantial DC adjustments; a character trying to find their primary bombing target whenever it is shrouded in fog will likely be facing unfavorable circumstances. Due to its nature, a character may never take zero on an *Orientation* Check. This Check has critical potential; in the event of a critical failure, the character becomes completely Lost. A new *Orientation* Check may be made after one hour has passed; this Check must succeed for the character to determine their position once more. In the event this subsequent Check fails, additional *Orientation* Checks must be made each hour until one of the Check is passed; the character remains Lost in the interim.

Vehicle Piloting (VEP)

This Skill reflects a character's familiarity with vehicles in general as well as their skill in piloting them. *Vehicle Piloting* Checks are used to move vehicles from one point to another (similarly to the function of the *Starship Piloting* Skill). *Vehicle Piloting* Checks are also required in combat situations if there is damage to a vehicle's propulsion system, with the amount of damage to its engine subtracted from the DC of the Check. For every 20 points in a character's *Vehicle Piloting* Skill, the fuel efficiency of their current vehicle goes up by one category (to the maximum of 100%); this bonus also extends to any specializations. Specializations include any specific class or type of craft (provided it is not a capital ship).

Stealth (STL)

This Skill reflects a character's ability to use piloting techniques in such a manner as to make their craft harder to detect by conventional scanning means. *Stealth* Checks are made hourly while exploring a planet's surface and determine whether a craft will encounter any lifeforms. *Stealth* Checks are also used to determine whether or not a craft will have an encounter in space either during an hourly Check or upon arrival at a Nav Point. This Skill is typically subject to circumstantial DC adjustments; a character flying through an area with active scanning devices (such as radar) while trying to remain undetected will likely be facing unfavorable conditions. Specializations include stealth, ECM and ECCM systems on specific classes or types of craft.

Tactical Skills

The **Tactical** Skills are as follows:

- *Targeting* (Enables targeting of specific sub-systems)
- *Marksmanship* (Used to fire guns)
- *Ballistics* (Used to fire ordnance)
- *Combat Maneuvers* (Increases the chances of successfully hitting a target)
- *Evasive Maneuvers* (Increases the chances of successfully evading incoming fire)

Targeting (TAR)

This Skill reflects a character's ability to pinpoint areas on a target's hull that are sensitive or vulnerable to weapons fire in order to inflict damage specifically to that area. This allows the character to make a "called shot" in a combat situation. A *Targeting* Check may be made as a Standard action; a successful Check will cause some measure of systems damage to the targeted area as long as the same target is fired upon in subsequent rounds. Specializations include targeting of specific sub-systems.

Marksmanship (MKM)

This Skill reflects a character's familiarity with gun-style weaponry (such as lasers, mass drivers, etc.) and their ability to use such weaponry in combat situations. *Marksmanship* Checks are used as the attack roll when using guns; a successful Check indicates the potential for multiple hits. Specializations include specific gun types.

Ballistics (BAL)

This Skill reflects a character's familiarity with various types of ordnance (such as missiles, mines and torpedoes) and their ability to use such weaponry in combat situations. *Ballistics* Checks are used as the attack roll when firing off any type of ordnance; a successful Check indicates a hit. Specializations include specific types of missiles or torpedoes.

Combat Maneuvers (CMN)

This Skill reflects a character's familiarity with offensive combat piloting tactics and maneuvers, which allow them to maneuver their craft into an advantageous tactical position prior to firing. A character's *Combat Maneuvers* score will be opposed by the *Evasive Maneuvers* Check of the target's pilot, modifying the effective HD of the target. Specializations include specific offensive maneuvers (Immelmann turns, scissors, etc.).

Evasive Maneuvers (EVM)

This Skill reflects a character's familiarity with defensive combat piloting tactics and maneuvers, which allow them to maneuver away from neutral and disadvantageous tactical positions and hamper an enemy's ability to find a firing solution on their craft. A character's *Evasive Maneuvers* score is used in opposition to the *Combat Maneuvers* score of the opposing craft's pilot, modifying the effective HD of their craft. Specializations include specific defensive maneuvers (split-s, yo-yo defense, etc.).

Engineering Skills

The **Engineering** Skills are as follows:

- *Damage Control* (Used to reduce damage, prevent malfunctions and bring a systems back on-line)
- *Internal Systems* (Used to repair a capital ship's internal systems and hull)
- *Defenses* (Used to repair a capital ship's defensive systems and increase its shield regeneration rate)
- *Mechanics* (Used to repair the systems of vehicles)
- *Faster-Than-Light Mechanics* (Required to perform FTL transits)

Damage Control (DMC)

This Skill reflects a character's ability to direct damage control parties, to quickly repair critical components of a system no matter how badly damaged it is and to make improvised repairs in critical situations. It may also be used to mitigate the amount of damage a craft receives as it is happening. *Damage Control* Checks are required whenever an attempt is made by any member of a craft's crew to use a damaged system or when a rapid set of repairs are needed to get a system functioning temporarily. The amount of damage to the system in question is always subtracted from the DC of the Check. This Skill is typically subject to circumstantial DC adjustments; a character attempting to make repairs while under fire or while in a hostile environment will likely face unfavorable circumstances. Failure of a *Damage Control* Check results in a malfunction of the system in question. This Check has critical potential; in the event of a critical failure, the system is destroyed outright. Systems that are jury-rigged are considered "available" for purposes of combat, though any amount of damage inflicted on a jury-rigged system immediately causes it to malfunction. Due to its nature, a character may never take zero on a *Damage Control* Check. Specializations include damage control and/or jury-rigging of specific systems.

Internal Systems (ITS)

This Skill reflects a character's knowledge of the theoretical and practical uses of a diverse array of topics, including common metallic elements, EM fields, quasi-EM fields, EM radiation, nuclear physics and quantum mechanics. In particular, it reflects their knowledge of these topics in regards to how they contribute to the smooth operation of a capital ship; this knowledge can be used to aid in the repair of the vast majority of its internal systems. An *Internal Systems* Check is required to affect repairs to a capital ship's Core, Armor, Sensors, Communications, Flight Deck, Life Support and Engines. The amount of damage to the system in question is always subtracted from the DC of the Check. This Skill is typically subject to circumstantial DC adjustments; a character attempting to make repairs while under fire or while in any hostile environment will likely face unfavorable circumstances. Specializations include specific systems. Every ten points in the character's *Internal Systems* Skill adds a +1% bonus to the amount of repair work affected on a successful Check; this includes points in Skill specializations.

Defenses (DEF)

This Skill reflects a character's knowledge of common types of weaponry and practical uses of general and special relativity, particularly in regards to the launching mechanisms of ordnance launchers, emission methodology of gun-style weaponry and maintenance of the field generators that generate a capital ship's shields. This knowledge can be applied to aid in the repair of a ship's defensive systems. A *Defenses* Check is required to affect repairs to a capital ship's Shields or

Weaponry of any type. The amount of damage to the system in question is always subtracted from the DC of the Check. This Skill is typically subject to circumstantial DC adjustments; a character attempting to make repairs while under fire or while in a hostile environment will likely face unfavorable circumstances. Specializations include specific defensive systems. Every ten points in the character's *Defenses* Skill adds a +1% bonus to the amount of repair work done on a successful Check; this includes points in Skill specializations. *Defenses* also acts as a bonus to shield regeneration; the *Defenses* score of the designated ship's Engineer is added to the recharge rate of the shields in SHP.

Mechanics (MEC)

This Skill indicates a character's practical knowledge of common machinery, in particular the care and maintenance of the systems required for its continued operation. This knowledge can be used to aid in the repair of any system installed on any small craft (such as vehicles, shuttles, and fightercraft) in the character's care. A *Mechanics* Check is required whenever any system on a vehicle needs to be repaired; this Skill behaves exactly like the *Internal Systems* and *Defenses* Skills, including all indicated bonuses and penalties. Specializations in this Skill include specific types or classes of vehicles.

Faster-Than-Light Mechanics (FTL)

This Skill is a measure of a character's practical knowledge of faster-than-light mechanics, particularly in regards to the inner workings of FTL drives and how they are affected by phenomena in the interstellar medium. *Faster-Than-Light Mechanics* Checks are used to execute any superluminal transit. An *Astrogation* Check is always made as a precursor to a *Faster-Than-Light Mechanics* Check, with the degree of success or failure of the *Astrogation* Check modifying the DC of the *Faster-Than-Light Mechanics* Check. Specializations include specific drive types (Akwende, Morvan, D-Drive, etc.) or specific FTL-capable craft.

Communications Skills

The Communications Skills are as follows:

- *Translate* (Used when translation is required)
- *Rapport* (Used to gather information)
- *Intimidate* (Required whenever intimidation or lying are required to succeed)
- *Negotiate* (Used to haggle over the price of goods)
- *Distress* (Used to either issue or jam distress calls)

Translate (TRL)

This Skill reflects a character's familiarity with the structures and forms of various languages and their ability to apply that knowledge into the translation of a given particular language. A *Translate* Check is required any time the character is in a situation where they must either read, write or speak in a language other than their primary language to be successful. This Skill is typically subject to circumstantial DC adjustments; a character attempting to read something in a language with which they are completely unfamiliar will likely be facing unfavorable circumstances, as will a character attempting to listen to a message that has been badly garbled by static. Failure of the Check means that some parts of the message will be un-translatable, with the amount of any useful portion of the message decreasing as the degree of failure increases (GMs may handle these situations in any

manner that they wish through role-playing). Specializations include any specific language and/or associated writing system.

Rapport (RAP)

This Skill indicates a character's ability to gather information by various means. *Rapport* Checks are required in situations where the target of communications may or may not remember (or is deliberately withholding) some piece of important information the character must know in order to succeed. They may also be used in an attempt to get a target to give more details on something they've already mentioned. This Skill is typically subject to circumstantial DC adjustments; a character that is talking to an uncooperative subject will likely be facing unfavorable circumstances. Failure of the Check means that the target has either forgotten the fact, will say something that's entirely accurate, or flat out refuse to divulge what they know. Specializations include specific methods of gathering information, specific species or members of specific occupations or groups.

Intimidate (IND)

This Skill reflects a character's ability to instill fear in others through the sheer force of their personality or to tell a convincing falsehood. *Intimidation* Checks are required when a character must act aggressively, must attempt to instill fear on a target or must lie convincingly in order to succeed at a task. This Skill is typically subject to circumstantial DC adjustments; attempting to lie to someone who is gullible will work in a character's favor, while trying to tell an outrageous lie or trying to intimidate an opponent who is in a clearly superior position will not. In addition to any other effects, a failure of an *Intimidate* Check will impart a -2 DC reaction penalty in all future dealings with the target of the Check. Specializations include any method of intimidation, specific species or members of specific occupations or groups.

Negotiate (NEG)

This Skill reflects a character's familiarity with the techniques of negotiation and their ability to utilize them in a real world setting. *Negotiate* Checks are used by a character when trading in order to move the offered price of an item in their favor; they are used in opposition to an opposing *Negotiate* Check performed by the trader. Whoever has the higher degree of success may move the price point of a commodity in their favor or close out any further attempt at haggling. Specializations include specific goods or categories of goods.

Distress (DIS)

This Skill reflects a character's familiarity with the use of emergency communications equipment both for the purpose of sending out general distress signals and interfering with the ability of hostile forces to do the same. *Distress* Checks are required whenever a character wishes to attempt to issue a distress signal. A *Distress* Check performed in opposition to an enemy combatant's *Distress* Check in order to attempt to jam their signal and vice versa; whichever side has the higher degree of success will be able to perform their desired action. The successful transmission of a distress signal will ultimately result in the arrival of a number of friendly forces during an encounter, the composition of which should be directly proportional to the degree of success of the Check as should be the amount of time it takes for them to arrive. This Skill is typically subject to circumstantial DC adjustments; a character whose craft is very far from the closest base and is in an encounter with a sizable enemy force will likely be facing unfavorable circumstances. Specializations include the communications/jamming systems on specific classes of craft or types of craft.

Medicine Skills

The **Medicine** Skills are as follows:

- *Intensive Care* (Used to heal characters in emergency situations)
- *Treatment* (Used to help heal characters)
- *Xenobiology* (Assists in the healing of a character based on their species)
- *Specialized Medicine* (Used to treat the effects of poisons and pathogens)
- *Psychology* (Used to treat mental disorders and effects of psionic attacks)

Intensive Care (ITC)

This Skill measures a character's knowledge and ability to administer emergency first aid to a critically injured person. Should another nearby character be in clinical death, the character may make an *Intensive Care* Check in order to curtail or prevent their slide towards brain death. An amount equal to the amount by which the "patient" is below their maximum HP is subtracted from the DC of an *Intensive Care* Check when it is performed; other factors (such as whether sufficient equipment is available, if the treatment is taking place in a moving vehicle, etc.) may also adjust the DC. The patient will gain or lose one-tenth the amount of success/failure of the roll in HP, rounding up. *Intensive Care* Checks may also be made as a last resort attempt to prevent a character's death; if the Check fails, brain death is immediate. If the Check succeeds, however, they are placed in stasis and can subsequently be healed normally. Specializations in *Intensive Care* include specific emergency situations (gunshot wound, heart attack, etc.).

Treatment (TRT)

This Skill measures a character's ability to handle the medical needs of people under their care. *Treatment* Checks are made to actively treat patients. The amount by which a patient is below their maximum HP is subtracted from the DC of a *Treatment* Check when it is performed. *Treatment* Checks are performed hourly. If the Check fails, the patient restores no HP that hour. This Check has critical potential: in the event of a critical failure, the patient loses one-tenth the degree of failure in HP (round down). A successful Check restores a number of HP or NHP equal to the degree of success up to the patient's maximum HP/NHP. Skill specializations are reserved for specific types of injuries (blunt-force trauma, gunshot wounds, etc.).

Xenobiology (XNB)

This Skill indicates a medic's familiarity and flexibility in determining and working with the anatomy of various life-forms; this knowledge can be used to speed the healing of others. Specializations include specific species (Terran, Kilrathi, Firekkan, etc.). A *Xenobiology* Check may be made as a precursor to any *Intensive Care* or *Treatment* Check; the degree of success or failure is added to the DC of the subsequent Check. For every five points in the Doctor's *Xenobiology* Skill, another point of HP may be healed above the normal amount indicated by an hourly *Treatment* Check for a patient; this bonus extends to any specializations that may apply.

Specialized Medicine (SMD)

This Skill reflects a character's familiarity with various types of toxins and pathogens as well as their ability to detect and treat them. A *Specialized Medicine* Check may be made by a character in order to counter the effects of any poison, disease or other contagion to which another character has been exposed. This Skill is typically subject to circumstantial DC adjustments; a character faced with the

treatment of a fast-acting neurotoxin is likely facing unfavorable circumstances. Specializations include any specific or general category of poisons or diseases. Note that in some cases, a *Specialized Medicine* Check may also be used to prevent a pathogen from infecting an entire group of characters.

Psychology (PSY)

This Skill reflects a character's familiarity with various types of mental disorders (whether naturally occurring or induced by certain conditions) as well as their ability to detect and treat them. A *Psychology* Check may be made to counter the effects of any psionic attacks to which any other character has been subjected. They may also be used to curtail a psionic effect before it becomes too pronounced, or to temporarily curtail the effects of the Insane Complication. This Skill is typically subject to circumstantial DC adjustments; a character attempting to calm a raging psychopath is likely facing unfavorable circumstances. Specializations include any of the psychological disciplines (such as criminal behavior, psychoanalysis, sports psychology, etc.).

Traits

This section describes the various **Traits** that a character may be given during the creation process. All Traits in the game fall into one of three general types: Variable Traits, Talents, and Complications. **Variable Traits** are Traits that may act either as a Talent or a Complication. **Talents** are generally positive Traits that will help a character excel in a particular field. Talents have a building point cost; when they are selected, the point cost must be paid either by using some of the points in one of the character's building point pools for Disciplines or Attributes, or by buying Complications. **Complications** are negative Traits that serve to make a character's life interesting, serving as a point of internal conflict that can get in the way of their success in certain situations. Complications have a negative point cost and thus give the character additional building points, which can then be spent on Skills or as a way of "buying off" a Talent.

A character's Traits provide a modifier to the outcome of any die roll where they may apply. This includes **self-control Checks**, a (usually) voluntary roll made to gauge a character's reaction to a given situation; these Checks have a base DC of 50 plus the number of points present in the Trait. The modifier provided always equals the Trait's score; Talents provide positive modifiers while Complications provide negative ones. Traits can compound upon one another in certain situations, making certain actions almost guaranteed successes and others guaranteed failures. All Traits must be role-played where appropriate; if a player does not role-play a character's Trait, a GM may inflict whatever penalty they wish during a gaming session's wrap-up. Usually, this will be the denial of a Skill point or two that the character might've otherwise earned or the reduction of the level of the Trait in question

Variable Traits

All Variable Traits have a point cost of -30 to +30 points. Variable Traits with a score of -1 or less are considered **Complications**, while those with a score of +1 or more are considered **Talents**. If no level is taken in a Variable Trait, it is assumed the character has a score of zero in it.

Comeliness

A character's Comeliness level reflects how beautiful they are. This is based on the standards for attractiveness used by their species (e.g. an individual Varni with a high Comeliness score may not appear very attractive to members of other races by their standards, but to other Varni they could be

akin to a lesser deity). A character's Comeliness level applies in situations where their level of physical beauty will make a difference to its final outcome. Players with positive comeliness levels (Comeliness as a **Talent**) are considered attractive, while those with negative levels (Comeliness as a **Complication**) are considered ugly; those with significant scores may even be considered that way by members of other species. Characters by default have a Comeliness level of zero, representing average attractiveness.

Senses

A character's Senses Trait reflects how sharp or dull their senses are. The Senses Trait may be taken multiple times by a character, each time reflecting a particular abnormality in one of that character's senses; alternatively, a player may consider this Trait an average value of all their character's senses. The Senses Trait is added to any Checks in which how well a character can see, hear, etc. will have an impact on the final result of a situation. Characters who take the Senses Trait at the maximum Complication level (-30) completely lose the sense in question. Characters by default have a Senses level of zero, representing average ability.

Wealth

A character's Wealth trait reflects their current level of personal wealth. A high Wealth score doesn't necessarily indicate that a character has a great deal of money; rather, it reflects their overall purchasing power and strength of their assets (money, personal assets, livestock, property, etc.). Wealth applies when a character is making purchases, whether for themselves or for the rest of their group. Characters who have Wealth as a Talent are fairly rich and have little trouble accessing goods regardless of their overall quality; the wealthiest people may hold significant assets (such as their own private fleet of spacecraft). Conversely, characters who have Wealth as a Complication are unusually poor and have to struggle to make ends meet. The poorest of these people are dirt broke, with no prospects for serious work or in so much debt that they'll never work their way out of it. Characters by default have a Wealth level of zero, denoting average wealth and a lower-middle class lifestyle. The combined Wealth scores of a character group can be used by a GM to determine their initial amount of money; they simply average together the Wealth values of all the players in the group, multiply the result by 1000, and add it to an initial value of €15,000 (note that it is possible for a character group to start out in debt should all its members be unusually poor). For individual characters, a GM may add €300 to an amount equal to 100 times their Wealth level to determine the amount of money with which they have to purchase initial equipment (note that characters with a Wealth score of -30 will start out with no money).

Reputation

A character's Reputation Trait reflects how well known they are in their field (for better or worse). Characters that are well known in their field may get stronger reactions from others, particularly from those who know or have at least heard of the character, and know their level of expertise. A character's Reputation Trait applies in situations where their reputation will make a difference to the outcome. Characters that have Reputation as a Talent are well-respected and praised for their work in their particular field; conversely, characters that have Reputation as a Complication are treated as a hack by other members of their field whether they deserve to be treated that way or not. Note that a person outside of the character's field may still have heard of them; they just won't react as strongly as someone within the same field. Characters by default start with a Reputation of zero, denoting a lack of any repute.

Social Status

Social Status reflects how important a character is in their society and what niche they fill. This Trait is particularly important in caste-based societies, wherein a character's Social Status may determine such things as their social rights, who they may associate with, which laws they are expected to obey, which buildings are off-limits, etc. Characters apply their Social Status score in situations where their status in society makes a difference to the outcome. Characters that have Social Status as a Talent are important in their society; those with the highest levels may be members of a ruling class or at least a well-known celebrity. Conversely, characters that have Social Status as a Complication are relatively unimportant in their society and may suffer ill-effects as a result; those with the lowest Social Status scores are considered pariahs within their society and are usually subject to extreme persecution. A character's Social Status score is added to their Discipline building point pool during the creation process (members of high society can be expected to have had more opportunities for applied learning). Characters by default have a Social Status score of zero, denoting a person of the most common social class.

Nerves

The Nerves Trait reflects a character's ability to stay calm or brave in intense situations (or how easily they get shaken up). The character's Nerves score is added in situations where a player's bravery will make a difference to the outcome. Characters that have Nerves as a Talent are exceptionally calm and courageous in the face of danger; something has to be seriously wrong for them to become rattled. Conversely, characters that have Nerves as a Complication tend to be easily shaken and/or frightened. By default, characters have a Nerves score of zero, denoting an average level of bravery.

Memory

The Memory Trait reflects a character's ability to remember critical details about their life experiences and encounters. A character's Memory applies in situations where it is important that the character remember something in order to succeed. Characters who have Memory as a Talent are very good at remembering minor details about things that have happened to them; they can be counted on as a viable source of information about the past. Conversely, characters that have Memory as a Complication have trouble remembering little things such as what they ate for breakfast that morning. Characters start off with a Memory score of zero, denoting average memory skill. NOTE: This score reflects a *character's* memory, not their player's. A GM must remind a player of any key facts if a situation comes up wherein they have forgotten them, but their character would remember them.

Luck

The Luck Trait reflects how lucky a character is. Characters who have Luck as a Talent are unusually lucky and often find things going their way; those that take Luck as a Complication are the exact opposite. Once per gaming session, the GM has the option of adding a character's Luck score to the DC of any roll of their choosing, reflecting the influence of luck on the outcome. Characters have a default Luck score of zero, denoting average luck.

Health

The Health Trait reflects a character's general level of health, including their level of physical fitness and how easily they catch disease. A character's Health score applies to any situation wherein their resistance to disease or their physical shape will help determine the outcome. Characters that have

Health as a Talent are remarkably healthy (despite any other indications to the contrary); they are always the last member in a group to contract a disease and usually recover from any diseases they do catch very quickly. Conversely, characters that have Health as a Complication are remarkably unhealthy, are vulnerable to diseases and tend to suffer from their effects for extended periods. By default, characters have a Health score of zero, denoting average health and resistance to disease. A character's Health score directly determines the DC of their **Fortitude Save**.

Reflexes

The Reflexes Trait reflects how quickly a character is able to handle parts of their body. The character's Reflexes score applies to any situation wherein quick bodily control will help determine the outcome. Characters that have a high Reflexes score can move their body with lightning speed; they can see something about to hit their head and manage to get out of the way in time to avoid it. Conversely, a character with a low Reflexes score doesn't move all that fast; they might have trouble getting out of the way of a passing cyclist and have never been good at dodgeball. By default, characters have a Reflexes score of zero, denoting average reflexes. A character's Reflexes score directly determines the DC of their **Reflex Save**.

Discipline

The Discipline Trait reflects how well a character has trained their mind and body to resist external stimuli, particularly to situations that would either trigger a strong flight reaction or result in severe physical pain. The character's Discipline score applies to any situation wherein their force of will or resistance to pain will help to determine the outcome. Characters with high Discipline scores don't break easily; they won't give information away even if tortured and can effectively resist truth-telling drugs. Conversely, those with low Discipline scores will break with very little stimuli; they spill their guts at the slightest poke. By default, characters have a Discipline score of zero, denoting an average overall level of mental resistance and pain tolerance. A character's Discipline score directly determines the DC of their **Willpower Save**.

Education

The Education Trait reflects how well a character has been educated whether through formal schooling or direct experience; it may also reflect the quality of the institution at which a character received their education. A character's Education score applies to any situation wherein something they've learned in an educational setting has a significant bearing on the outcome. Characters who take Education as a Talent either have a great deal of education or attended very high quality schools. Conversely, those who have Education as a Complication may have no education whatsoever or may have performed very poorly while in school. A value equal to twice the character's Education score is added to their Discipline building point pool during the creation process; it's generally assumed those with a better overall level of Education have higher aptitudes in applied fields. By default, all characters have an Education score of zero, denoting average overall performance in average quality schools.

Temper

The Temper Trait reflects how easily a character may become angry as well as the potential severity of their anger. A character's Temper score applies to any situation wherein how short of a fuse they have will have a bearing on the final outcome. Characters who have Temper as a Talent are very slow to anger, tend not to stay angry once angered and remain generally non-violent; those with the highest Temper scores may be almost pacifistic in nature. Conversely, those characters who have Temper as a Complication tend to become angry quickly, tend to stay angry, hold grudges and

may become violent; those with the lowest Temper scores may become so easily enraged that managing their anger is a constant struggle. By default, all characters have a Temper score of zero, denoting an average temper.

Talents

All Talents have a point cost of 0 to +25 points. Points that are spent on Talents must first come from any points gained by taking Complications. If there aren't enough points from Complications to foot the bill, the remaining cost must be paid out of the character's Attribute or Discipline building point pools (or both).

Contacts

Characters with the Contacts Talent know people who either owe them a favor or who are useful to know (*For example, knowing a Firekkan trader on a first name basis may help get the character better prices or allow them access to particular kinds of goods while trading with them*). The strength of the Talent depends on the "quality" of contacts the character has; contacts with a great deal of influence in their area will tend to lend themselves to a higher score. The Contacts Trait may be taken multiple times by a character, each time reflecting a different person or group. A character's Contacts scores are highly flexible and it is possible for them to lose this particular Talent if the contact dies, becomes unavailable or fulfills the conditions of any obligation they owe to the character. When a contact is attempting to do anything the character has asked them to do, the GM may add the number of points in the character's Contact score to the DC of any Check that's required.

Ambidexterity

Characters with the Ambidexterity Talent are capable of using more than one motor appendage with a high degree of skill. This offsets any "off-hand" penalties the character may face when wielding multiple weapons. For every five points (round down) spent on Ambidexterity, the GM may subtract one point from the amount of the character's off-hand penalty.

Math Expert

Characters with the Math Expert Talent are particularly skilled in mathematics. When a situation arises in which the character's knowledge of mathematics or the ability to calculate mathematical solutions quickly is required, the GM may add the number of points in the character's Math Expert score to the DC of whatever Check is involved.

Quick Draw

Characters with the Quick Draw Talent are able to draw and aim a weapon very quickly. Ordinarily, a character in combat draws a weapon as a standard action; this Talent enables them to draw any single weapon per round as a free action instead, provided their Quick Draw score is greater than or equal to their current total encumbrance class.

Scientific Sense

Characters with the Scientific Sense Talent are unusually gifted in their understanding and knowledge of applications of science for a member of their species. Characters who have the Scientific Sense Talent gain a number of significant bonuses. First, they may add their Scientific Sense score to the DC

of all **Science** Checks they make. Secondly, the character gains an additional number of building points equal to their Scientific Sense during the character creation process, which must be spent specifically on Skills under their **Science** Discipline. Finally, for every ten points (rounded down) they have in Scientific Sense, a character gets an arbitrary "freebie" per day on any **Science** Check; they automatically succeed without having to roll. If applicable to a Check, the player must declare whether or not their character will use a freebie before rolling. NOTE: If the player tries to use a freebie in a circumstance wherein the plot requires the character to fail, the GM must inform the player of that fact and count the freebie as unused.

Navigational Sense

Characters with the Navigational Sense Talent are unusually gifted in their ability to pilot craft without getting lost for a member of their species. Characters who have the Navigational Sense Talent gain a number of significant bonuses. First, they may add their Navigational Sense score to the DC of all **Navigation** Checks they make. Secondly, the character gains an additional number of building points equal to their Navigational Sense during the character creation process, which must be spent specifically on Skills under their **Navigation** Discipline. Finally, for every ten points (rounded down) they have in Navigational Sense, a character gets an arbitrary "freebie" per day on any **Navigation** Check; they automatically succeed without having to roll. If applicable to a Check, the player must declare whether or not their character will use a freebie before rolling. NOTE: If the player tries to use a freebie in a circumstance wherein the plot requires the character to fail, the GM must inform the player of that fact and count the freebie as unused.

Mechanical Sense

Characters with the Mechanical Sense Talent are unusually gifted in their ability to apply technical knowledge for practical purposes for a member of their species. Characters who have the Mechanical Sense Talent gain a number of significant bonuses. First, they may add their Mechanical Sense score to the DC of all **Engineering** Checks they make. Secondly, the character gains an additional number of building points equal to their Mechanical Sense during the character creation process, which must be spent specifically on Skills under their **Engineering** Discipline. Finally, for every ten points (rounded down) they have in Mechanical Sense, a character gets an arbitrary "freebie" per day on any **Engineering** Check; they automatically succeed without having to roll. If applicable to a Check, the player must declare whether or not their character will use a freebie before rolling. NOTE: If the player tries to use a freebie in a circumstance wherein the plot requires the character to fail, the GM must inform the player of that fact and count the freebie as unused.

Linguistic Sense

Characters with the Linguistic Sense Talent are unusually gifted in their ability to exchange information with others for a member of their species. Characters who have the Linguistic Sense Talent gain a number of significant bonuses. First, they may add their Linguistic Sense score to the DC of all **Communications** Checks they make. Secondly, the character gains an additional number of building points equal to their Linguistic Sense during the character creation process, which must be spent specifically on Skills under their **Communications** Discipline. Finally, for every ten points (rounded down) they have in Linguistic Sense, a character gets an arbitrary "freebie" per day on any **Communications** Check; they automatically succeed without having to roll. If applicable to a Check, the player must declare whether or not their character will use a freebie before rolling. NOTE: If the player tries to use a freebie in a circumstance wherein the plot requires the character to fail, the GM must inform the player of that fact and count the freebie as unused.

Empathic Sense

Characters with the Empathic Sense Talent are unusually gifted in their understanding and knowledge of applications of the medical arts for a member of their species. Characters who have the Empathic Sense Talent gain a number of significant bonuses. First, they may add their Empathic Sense score to the DC of all **Medicine** Checks they make. Secondly, the character gains an additional number of building points equal to their Empathic Sense during the character creation process, which must be spent specifically on Skills under their **Medicine** Discipline. Finally, for every ten points (rounded down) they have in Empathic Sense, a character gets an arbitrary "freebie" per day on any **Medicine** Check; they automatically succeed without having to roll. If applicable to a Check, the player must declare whether or not their character will use a freebie before rolling. NOTE: If the player tries to use a freebie in a circumstance wherein the plot requires the character to fail, the GM must inform the player of that fact and count the freebie as unused.

Tactical Sense

Characters with the Tactical Sense Talent are unusually gifted in their understanding and knowledge of applications of military tactics for a member of their species. Characters who have the Tactical Sense Talent gain a number of significant bonuses. First, they may add their Tactical Sense score to the DC of all **Tactical** Checks they make. Secondly, the character gains an additional number of building points equal to their Tactical Sense during the character creation process, which must be spent specifically on Skills under their **Tactical** Discipline. Finally, for every ten points (rounded down) they have in Tactical Sense, a character gets an arbitrary "freebie" per day on any **Tactical** Check; they automatically succeed without having to roll. If applicable to a Check, the player must declare whether or not their character will use a freebie before rolling. NOTE: If the player tries to use a freebie in a circumstance wherein the plot requires the character to fail, the GM must inform the player of that fact and count the freebie as unused.

Complications

All Complications have a point "cost" of -25 to 0 points. Points gained by taking Complications may either go towards the purchase of Talents or may be used to boost a character's Attribute or Discipline building point pools. When dealing with Complications and their effects on Checks, a GM should bear in mind that their scores are technically negative and should be treated as such in any "addition" indicated for their usage.

Abnormal Height

Characters with the Abnormal Height Complication are either unusually tall or unusually short for a member of their species. Characters with low Abnormal Height scores are noticeably abnormal, though it is still unusual when they garner any undue attention because of it. Character with high Abnormal Height scores definitely stand out in a crowd (or not). When a character is given this Complication, they must begin with the highest possible long dimension for a member of their species and gender if they are abnormally tall or the lowest possible long dimension if they are abnormally short. From that base amount, an amount equal to 1d2+1 times the degree of the Complication (in centimeters) is added if they are abnormally tall or subtracted from it if they are abnormally short. A character may not have a long dimension of zero centimeters or less; preferably, characters will have a long dimension of no less than fifty centimeters. When faced with situations wherein their unusual height may affect their ability to perform an action, the character's Abnormal Height score is added to its DC.

Abnormal Weight

Characters with the Abnormal Weight Complication are either unusually overweight or underweight for a member of their species. Characters with low Abnormal Weight scores are noticeably abnormal, though it is still unusual when they garner any undue attention because of it. Character with high Abnormal Weight scores are either grotesquely overweight or so underweight that they risk falling over in a light breeze. When a character is given this Complication, they must begin with the highest possible mass for a member of their species and gender if they are abnormally overweight or the lowest possible mass if they are abnormally underweight. From that base amount, an amount equal to 1d5 times the degree of the Complication (in kilograms) is added to the character's mass if they are overweight or subtracted from it if they are underweight. A character may not have a mass of zero kilograms or less; preferably, characters will have a mass of no less than five kilograms. When faced with situations wherein their unusual mass may affect their ability to perform an action, the character's Abnormal Weight score is added to its DC.

Addicted

Characters with the Addicted Complication think that they require something in order to function in life that is generally hard to come by and sometimes illegal or dangerous. Whatever it is, they have to have it regularly regardless of its effects their life and/or personal relationships. When a character takes the Addicted Complication during the character creation process, the object of the addiction must be declared; the magnitude of the Complication indicates both how badly and how often they must have it. Subtract the magnitude of the Complication from 26; the result indicates how often, in days, the character must indulge their addiction. If they don't subject themselves to the object of their addiction within that time period, they begin to *detox*. Detoxing takes twice the number of days as the magnitude of the Complication, during which time the character is at a -20 penalty to all rolls. The character comes becomes detoxed after spending the indicated amount of time in detox or by indulging their addiction. A detoxed character no longer requires exposure to the object of their addiction but may *choose* to make a self-control Check if offered it later on. If the Check fails, they succumb, partake, and are no longer considered detoxed. For every month a character "stays clean", they may buy off one point of their addiction; they may do this until the magnitude of the Complication reaches two. A character may never completely "buy off" an addiction. A character that partakes in the object of their addiction (or in a substance to which they may become addicted) must make a self-control Check immediately afterwards; failing that Check increases the magnitude of the addiction by one (if possible). A character may have multiple addictions.

Allergic

Characters with the Allergic Complication have particularly bad reactions when exposed to certain materials, such as certain foods, plant pollens, venoms, etc. Any allergies must be specified at the time of a character's creation and may never be bought off directly. The severity of the character's reaction to an allergy is dependent upon the magnitude of the Allergic Complication. Someone who takes a relatively low score may start sneezing uncontrollably or break out in hives when they come into contact with their specific allergen. Someone with a high score may be reactive, bringing on some kind of life-threatening situation (*anaphylactic shock, for example*). The character's Allergic Complication score is added to any Fortitude Save made to resist being affected by the specific allergen; failure of the Save by more than twenty points brings on a life-threatening condition with the rules for Suffocation immediately taking effect. A character may take the Allergic Complication more than once in order to reflect multiple allergies.

Amputee

Characters with the Amputee Complication are missing parts of their body. Low Amputee scores may reflect a missing finger or toe whereas the highest scores may be given to a quadriplegic. A character's Amputee score is subtracted from the DC of all **Power, Physique** and **Finesse** Checks they make, acting as a permanent penalty.

Bleeder

Characters with the Bleeder Complication are particularly susceptible to wounds. Whenever a character with this Complication takes damage (no matter how minor), a number of points equal to the magnitude of their Bleeder Complication score is subtracted from their HP; this is in addition to any other damage they may receive due to the situation. *As might be obvious, this Complication is most definitely not recommended for PCs (particularly those who enter combat frequently)*.

Creed

Characters with the Creed Complication live their lives by some kind of code, which they will obey above the principles of all other things. The strength of this Complication reflects how arbitrary and irrational the requirements of the code are as well as the penalties the character may face for breaking it. In situations where the character's Creed may be challenged, they may *choose* to make a self-control Check. If the Check fails, the character will go with the dictates of their creed no matter the potential consequences. In the event the character is able to override the dictates of their creed, they must make a second self-Control Check; should that Check fail, they must perform whatever penance is required by the dictates of the creed no matter the personal cost.

Crude

Characters with the Crude Complication are generally considered boorish and rude by the members of the societies in which they most frequently interact. If there's a wrong thing to say or do in a social situation (such as picking one's teeth, belching, complimenting the hostess's physical attributes while her significant other is within earshot, etc.), the character will have a tendency to insert one of their propulsive appendages into their corresponding gustatory organ. Crude characters tend to be viewed as objects of disgust in polite society. In any situation wherein a character with this Complication has to interact with members of "polite society", they may *choose* to make a self-control Check. Should the Check fail, the character will do something that the group will probably come to regret sooner rather than later; the GM can be as imaginative as they wish as far as the specifics are concerned. Any NPCs that interact with the character after they fail a Crude self-Control Check will have a negative reaction in any future interactions with them (a -2 DC penalty, which is cumulative).

Curious

Characters with the Curious Complication are abnormally curious about everything. They've always got to satisfy that curiosity, even if they know that the consequences will be disastrous. If a character with this Complication is presented with an interesting item or situation, they may *choose* to make a self-control Check to overcome their innate sense of curiosity. Failing the Check means the character will take whatever steps are necessary to satisfy their curiosity regardless of the consequences.

Glutton

Characters with the Glutton Complication love to eat to the exception of almost anything else. Characters with this Complication never willingly skip a meal and rarely refuse to eat anything offered to them. *Gluttonous characters are not necessarily overweight or unhealthy*. If a Gluttonous character is presented with a situation in which they should not partake in food or drink (if the food is tainted or poisoned, for instance), the character may *choose* to make a self-control Check. Failing the Check means the character partakes of what's offered them regardless of the consequences.

Greedy

Characters with the Greedy Complication lust after wealth and will do whatever it takes to accumulate more. Characters with this Complication may *choose* to make a self-control Check any time they are offered money in payment for a service (no matter what kind of service); the character may add their Wealth Trait score to the normal DC of the Check. Should the Check fail, the character will do whatever it takes to get the final payoff regardless of the consequences to themselves, their acquaintances and society in general.

Honest

Characters with the Honest Complication are honest to a fault; they will hardly ever tell a lie and when they do they are bad at it. They are honest even when being so hurts the efforts of the group or may hurts another's feelings. When asked a question wherein a character's ability to tell a convincing lie lends itself to a successful conclusion or when they must perform a dishonest act, they may *choose* to make a self-control Check. If the Check fails, they must behave honestly regardless of the cost. In the event that the Check succeeds, they are allowed to perform the dishonest action but then must make a second self-control Check to deal with their guilt; should that Check fail, the character must admit their dishonesty to whatever authority is present regardless of any personal cost.

Hunted

Characters with the Hunted Complication have people who are "out to get them" (in reality; characters who only *think* they have people out to get them probably have the Insane Complication instead). For example, a character who pissed off the Sarn consortium will have bounty hunters coming after them and will find it hard to stay in one place for very long; they therefore have this Complication. The strength of the Complication depends on just who is hunting the character; multiple parties on the hunt or just a few that happen to have a great deal of influence will lend themselves to a higher Hunted magnitude. The Hunted Complication may be taken multiple times by a character; each one indicates a different party interested in their head. A character's Hunted score is highly flexible and it is possible for them to "pay off" this particular Complication if the party hunting them dies or becomes disinterested, or if the character manages to atone for whatever action caused them to become a target in the first place. When there is a chance that the character might be recognized by someone who represents a party hunting after them, the GM must add the character's Hunted score to the DC of whatever Check is required to resolve the situation.

Impulsive

Characters with the Impulsive Complication have a tendency to rush into situations without thinking them through; this usually leads them into situations that are more difficult to overcome than they needed to be. If a character with this Complication is in a situation where thinking something out before acting is crucial to success, they may *choose* to make a self-control Check. Failure of the

Check means that the character won't stop to think; they'll just act regardless of the consequences to themselves and others.

Insane

Characters with the Insane Complication may have any of a spectrum of abnormal mental behaviors, which typically present themselves as violations of societal norms. Insane characters may readily become a danger to themselves and others. Characters with low magnitude scores in Insane may simply suffer from an occasional nervous breakdown, while those with high scores may be completely psychotic and a danger to all around them. At any time during the course of an adventure, the GM may decide an Insane character will temporarily "lose control" and try to do something off. To fight this, they may *choose* to attempt a Willpower Save, adding their Insane score to the DC. If the Check fails, the character will immediately exhibit odd behavior; the higher the magnitude of their Insane score, the worse that behavior will be. At a score of -15 or more, the GM may decide to have the character openly attack any other nearby characters.

Intolerant

Characters with the Intolerant Complication have some kind of irrational grudge against a person, group or category of object. This can be members of other species, different ethnic groups or social classes within one's own species, certain classes of fighters, and so forth. If a character with this Complication must interact with someone or something to which they are ordinarily intolerant, they take a penalty to the DC of all Checks involving the object of their disgust equal to the magnitude of their Intolerant score. A character may *choose* to attempt to control their intolerance with a self-control Check; success cancels the penalty for the current situation only. Characters may have the Intolerant Complication multiple times; each instance represents a group/object to which they are intolerant.

Jealous

Characters with the Jealous Complication tend to become irrationally angry when listening and reacting to the fortunes of others. A character with this Complication will react negatively towards the object of their jealousy (a person, group or object). If forced to interact with it, the character may *choose* to make a self-control Check in order to contain their jealousy. Should the Check fail, the character will take a penalty to the DC of any Check made in which interaction with the object of their jealousy is required; the penalty is equal to the degree of failure of the Check. A character is allowed to take the Jealous Complication more than once; each instant represents another object towards which they are jealous.

Lecherous

Characters with the Lecherous Complication are unusually enamored with the opposite sex and find it hard to control their libido whenever they have more than the briefest contact. Characters with this complication may *choose* to make a Check for self-control when they encounter a member of the opposite sex; if it fails, they must make a "pass" regardless of the potential consequences.

Obsessed

Characters with the Obsessed Complication are so fixated on achieving a particular goal that anything that they can do to achieve it takes precedence over everything else in their life to the detriment of everything else. Such goals may include avenging the loss of something/someone

important to them, obtaining a particular item, participating in a particular event, and so forth. If a character is presented with an opportunity to do something that will enhance their chances of achieving the goal of an obsession, they may *choose* to make a self-control Check in order to resist the offer; if the offered a chance to fulfill the goal in full (or at least potentially fulfill it), an additional 25 points are subtracted from the DC of the Check. Should the Check fail, the character will do whatever has been asked of them regardless of the consequences. A character may take the Obsessed Complication multiple times, with each instance representing another obsession (*a character with multiple obsessions should have a priority order established for them, particularly if fulfilling one obsession would result in the non-fulfillment of another*).

Overconfident

Characters with the Overconfident Complication tend to overestimate the strength of their position in crucial situations; they have a tendency to not prepare for those situations as well as they should, sometimes leading to disastrous consequences. If a character with this Complication is faced with a situation wherein they need to reconsider whether or not they've made adequate preparations and the outcome of the situation may be crucial, the character may *choose* to make a self-control Check. Failure of the Check will lead them to believe they can overcome the situation whether they actually can or not.

Phobic

Characters with the Phobic Complication are unusually (and oftentimes irrationally) afraid of certain objects, people or situations. Phobias must be declared at the time of the character's creation and may never be bought off. The severity of a character's reaction when they come into contact with the object of their phobia depends on the magnitude of the Complication; characters with low scores may feel minor discomfort and may find it difficult to concentrate or perform involved tasks, while those with high scores can be deeply affected just by thinking about it and may go into a catatonic state when actually confronted by the genuine article. If they come into contact with the object of their fear, the character may *choose* to make a Willpower Save to overcome it with the Phobic score added to the DC. Should the Save fail, the character will take a penalty to the DC to all Checks while still in contact with the object of their fear; the penalty is equal to the degree of failure of the Save. A character may take the Phobic Complication more than once, with each instance reflecting a unique fear.

Tightwad

Characters with the Tightwad Complication do not willingly part with their money or personal property for any reason. If a character with this Complication is place in a situation wherein they must give up their money or property, they may *choose* to make a self-control Check. If the Check fails, the character will either attempt to haggle over the price further (if the Check fails by less than ten points) or simply refuse to pay up regardless of the consequences.

Creating Characters

As previously mentioned, all players must create a character to be their alter-ego in the Wing Commander Universe. A GM will likely have to create many more characters throughout the course of their career, including patrons, allies, villains, bystanders and occasionally a player character or two for themselves. Knowing the steps involved in how to create a character from scratch is therefore crucial to everyone who plays the game.

A player does not necessarily have to create their own character for the mission; a set of ready-made characters are located towards the end of this guidebook for player use. The creation procedure is here for those who would still like the challenge of creating a unique character to represent themselves in the 27th century.

The steps involved in creating a character are as follows:

1. Determine if the character will be a "player character" (PC) or not.
2. Select the character's species and note the modifiers.
3. Determine the character's "hero level".
4. Select the character's Traits.
5. Spend points on the character's Attributes and Disciplines.
6. Spend points on the character's Skills and skill specializations.
7. Determine derived statistics.
8. Add any additional "finishing touches".

Determine if the character will be a "player character" (PC) or not.

One of the biggest decisions a designer can make about a character is whether or not it will be controlled by a player and whether or not there's the possibility that, should the character begin life as an NPC, the character may become a PC later on. These decisions are up to the designer and should be made before the character creation process proceeds. If the character is a PC, the designer should either write their name in the *Player* field on the sheet (if they intend to be the one to play the character) or leave it blank (in all other cases). The designer may simply write "NPC" in the same field if the character is a **non-player character** (**NPC**).

Obviously, a player will need to create at the very least one player character for themselves, but there is nothing that says they cannot create more PCs or NPCs at any time; player-designed NPCs may be used in upcoming adventures if the gamemaster so wishes. Likewise, GMs will be primarily interested in creating NPCs for use in their adventures but may create PCs if they so choose; having a couple of readymade PCs available can save time should a new player want to join the game.

Because a few of the character creation rules can be a little confusing, an example will be provided at the end of each step in the process. A player is creating a character for a non-traditional Wing Commander campaign; they would like for their character to eventually fulfill the role of a ship's Doctor. The player has been instructed by the GM to create their character from scratch. Since this will be the designer's personal player character, this one's a no-brainer; the character will be a PC.

Select the character's species and note the modifiers.

WCRPG uses a series of **building point pools** to determine the strength of Skills and skill specializations, which in turn determine the strength of the character's **Disciplines** and **Attributes**. The amount of points a character receives when they are initially created is largely determined by their species. A player should select a species for their character depending on the adventure the GM has in mind. *For example, a traditional Wing Commander adventure would likely either require the character to be Terran or Kilrathi, but they could just as easily be a member of an allied or slave species if the GM has that sort of campaign in mind.*

On the **Character Reference Sheet**, there is an area labeled *Race Stats*. Once the character's species has been selected, the designer should note the stats for that species in the box on the sheet, including the number of points in each of the three Point Pools (for **Physical Attributes, Mental Attributes**, and **Disciplines**). The remaining modifiers indirectly determine a character's derived stats and will help the player later on in the character creation process.

RACE STATS	
BASE HP	60
BASE HD/THD/FHD	50 / 50 / 50
SIZE CLASS	C5
PHYSICAL POOL	150
MENTAL POOL	225
DISCIPLINE POOL	250

Race Stats Box with Terran Stats

Our player knows that she is creating a PC for a non-traditional campaign. After checking with the GM to see what the campaign will involve, she elects to go ahead and create a Terran character; she names the character Lisa Freeman. Since Lisa's a Terran, the player records the Terran racial statistic values in the Race Stats box.

Determine the character's "hero level".

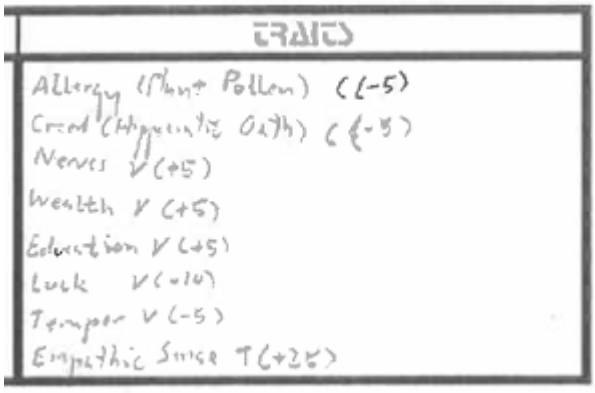
Hopefully, a GM will have an idea of just how difficult their adventure will be before the character creation process begins. In certain situations, such as when the GM determines their adventure will be particularly difficult for newcomers or when the character is a newcomer to a campaign that has been going on for a while, they may elect to give players additional building points during the creation process. This establishes the character's "**hero level**". GMs are allowed to give as many additional building points as they wish but are generally encouraged to give out no more than 250 additional points for a beginning player character; part of the fun of the game is allowing the characters to grow as they go along, after all. A good rule of thumb when creating a new PC for an ongoing campaign is to add up the total number of points a PC involved in the campaign already has accumulated (preferably the PC with the lowest overall total) and give the new character a comparable amount about 80% or so of that total. If a GM is attempting to create a more seasoned character, they may use as many extra points as they think is appropriate; a thousand points (or more) may be necessary in order to create a character, such as a fully trained Confederation Navy captain or a legendary pilot. Somewhat seasoned characters may have between 250-500 hero points, veterans between 500-750 points and legends between 750-1,000 points. A GM never *has* to allow hero points; it's entirely at their own discretion. If a player is building a character without the guidance of a GM, they may add extra points for hero level but it is **strongly** recommended that the GM of any future adventure involving that character review it before they or another player attempt to use it.

Hero level building points are set into a general pool; these points may be assigned to any of the character's various Skills at a later time or used to help buy off Talents.

The GM of Lisa's campaign has decided to beef things up just a little bit and gives all players a mere 30 points to add to their general building point pools.

Select the character's Traits.

After any hero points have been assigned to a character, the amount of general points available may be bolstered or reduced by assigning **Traits** to the character. There are three types of Traits: **Complications**, **Talents**, and **Variable Traits**. Strictly speaking, a character does not *need* Traits, but the rules make them mandatory; in addition to adjusting a character's available general pool of building points, Traits add a great deal of depth to a character right from the start. A character's Traits may even become the pivotal focus of an adventure (particularly when it comes to Complications, which are specifically designed to make life interesting...).



Dr. Freeman's Traits

Complications are Traits that generally have negative consequences, which can potentially impact a character and their entire group severely. Examples of Complications are effects such as blindness, short-term memory, a social stigma of some kind, and so forth. To offset their negative impact, a character gains a number of general building points if they **voluntarily** take a Complication. The number of building points the character earns depends entirely on the severity of the Complication; the more severe the degree of the Complication, the more points they earn. *Note that there are times during the game wherein it is possible for a character to take a Complication involuntarily; the character does **not** earn building points in those instances*. A character is usually stuck with the Complications they take and if a situation comes up wherein the Complication may apply, the situation must be role-played. If a player character is placed in a situation wherein a Complication has the potential to dictate their actions, the controlling player oftentimes, **but not always**, has the option to make a self-control Check in order to keep the character from giving in to the dictates of the Complication, or just giving in; giving in is good role-playing and the GM should consider **rewarding** the player for it).

Talents are the polar opposite of Complications. Talents are Traits that generally have positive consequences, which can help a character perform tasks that would be impossible for the average Joe. Examples include sharpened hearing, eidetic memory, a head for numbers and so forth). Because they enhance a character's abilities, Talents cost a number of building points out of their general pool; the more powerful the Talent, the higher the cost. Players may pay for their Talents with points from their Attribute or Discipline pools but points in the general pool should be used first if they are available (*more on resolving a **building point deficit** shortly*).

The third type of Trait is the **Variable Trait**. Variable Traits are unique in that they can behave either as a Complication or a Talent and as a result they can either add building points to the character's general pool (if the Trait is taken as a Complication) or cost building points (if taken as a Talent). Variable Traits taken as Talents can also cause a building point deficit, which can be resolved in the same manner as regular Talents.

Characters are limited in the amount of Talents and Complications they may take. Beginning characters must have at least five points worth of Talents and five points worth of Complications, and no more than fifty points worth of either. It is *recommended* that a player character (particularly for a player new to role-playing in general) have no more than five Talents and five Complications total; note that this is a recommendation, not a rule. Variable Traits can be used to count towards a character's Talent/Complication tallies. Certain species have Traits as part of their racial abilities and

restrictions; where they are listed, the character **must** take those Traits; these have no effect on any building point pool but do count towards the character's Trait tallies.

Doctor Freeman already has 30 general building points from the campaign's hero level. Lisa's player decides that a few more points would be helpful, so she decides to have the character take on a few Complications. She decides to give Lisa a minor (5 point) Allergy to plant pollen, gaining five general building points. The Doc also probably took the Hippocratic Oath; that justifies taking a 15 point Creed to "Do No Harm". These Complications add 20 points total to her general pool, so Lisa now has 50 general building points.

Now the player moves on to Variable Traits. She wants Lisa to have good Nerves and at least a little Wealth. A good Education would also be nice. She decides to give Lisa 5 points worth of in each of these Talents. This takes 15 points from her general pool, leaving Lisa at 35 points. This almost entirely offsets the gain from her Complications, so she decides that Lisa has bad Luck (10 points) and a bit of a Temper (5 points). These add 15 points back into the pool, putting Lisa back at 50 total general building points.

Finally, the player looks at Talents. The Empathic Sense Talent is an obvious choice; she gives Lisa the full 25 points. Lisa is left with 25 points in her general building point pool. She may not have a whole lot of points left there, but she's picked up a very powerful Trait in the process.

Spend points on Attributes and Disciplines.

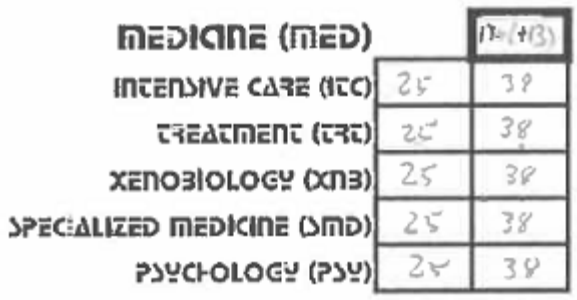
A character with any additional general building points left over at this point may spend the remainder however they see fit on their character's Discipline and Attribute point pools; the general building point pool **must** be emptied at this point in the character creation process. Should the pool have a negative number of points (i.e. if a building point deficit exists), enough points will need to come out of any combination of the character's other pools in order for the general pool to balance to zero **exactly**.

Once there are no more remaining points in the character's general building point pool, the time has come to "spend" the points in the various characteristics pools on the Attributes and Disciplines covered by those pools. Spending points simply involves making allocations to the appropriate characteristics; points from the physical Attribute pool are allocated to the **Power**, **Finesse** and **Physique** Attributes, the mental Attribute pool is allocated towards **Intellect**, **Acumen** and **Charm**, and the Discipline pool is allocated to the seven Disciplines. A player may choose not to allocate any points to any given Attribute or Discipline but **must** allocate all of the points in the point pools at this time; they cannot be "saved for later". Every ten points (rounded down) added to a characteristic imparts a +1 DC modifier to all Skills categorized underneath it.

Under no circumstances is any Attribute allowed to have more than 150 points allocated to it at any point during the game. Similarly, all Disciplines may have no more than 250 points allocated to them at any time under any circumstances.

*After picking out Traits, Lisa's player decides that the 25 points left over from her character's general building point pool would be best spent on Skills under the doctor's **Medicine** Discipline. To facilitate this, she allocates all 25 points to the character's Discipline Point Pool. Lisa's point counts thus sit at 150 in her physical Attribute pool, 225 in her mental Attribute pool and 275 in her Discipline pool.*

*The player first considers Lisa's physical Attribute scores. Knowing that the Doc's health is of utmost importance and that it's likely her exposure to diseases might be higher than the average character, the player puts 65 points in Lisa's **Physique**. This will give her a +6 modifier to her **Physique** Skill DCs. It's likely that the Doctor would have to go into combat situations sometimes; not getting hit would be important in those cases. Realizing this, the player assigns 60 points to Lisa's **Finesse**. She also gets a +6 DC modifier to all **Finesse** Checks. This leaves 25 points in the pool for Lisa's **Power** score; she can move reasonably well and she's tough, but she's not particularly strong. She only receives a +2 DC modifier for **Power**.*



Medicine Discipline with Skill List and DCs

*Next on the agenda is Lisa's mental Attributes. Knowing that all three mental Attributes contain potentially useful Skills for a Doctor but given their need to sometimes be forceful with stubborn patients and their need for extensive medical knowledge, the player assigns 85 points from the pool to **Intellect*** and **Charm** each, leaving 55 for **Acumen**. She'll get +8 DC to all **Intellect** and **Charm** Checks and +5 DC for all **Acumen** Checks.

*Finally, the player moves on to Lisa's Disciplines. Though she is tempted to stick all 275 points directly into Lisa's **Medicine** Discipline, the player does not do so because there are other useful Skills in other Disciplines (not to mention the 250 point limit). After some consideration, the player puts 90 points into Lisa's **Command** Discipline and 80 points into her **Science** Discipline; **Command** contains several useful Skills and a Doctor may have some additional knowledge of practical science. The remaining 105 points go into Lisa's **Medicine** Discipline. With the final allocation of points to **Medicine**, Lisa's building point pools are completely empty.*

Spend points on character Skills and Specializations.

Once all the point pools have been drained, the time has come to spend the points the designer has allocated to the character's characteristics on the Skills that they cover. Each point spent on a Skill correlates to a +1 modifier to the DC of a d% roll that requires it (called a **Skill Check**). A player may leave any Skill unmodified but must allocate all of the points given to a characteristic to any combination of the Skills listed under that characteristic; points cannot be "saved" to be applied later.

***Power** and **Finesse** Attributes, with Skills, Attribute Specialization list and DCs*

If a designer wishes, they may allocate points to a specific use of a given Skill. For example, if a character is supposed to be a particularly strong swimmer, the designer may want to spend points on "Swimming" instead of the more general *Three-Dimensional Maneuvers* Skill. These specific uses are called **skill specializations**. Specializing in a Skill has advantages and disadvantages. The primary disadvantage is that the bonus involved with a specialization only applies to specific situations wherein the specialization applies; a player rolling for another use of its controlling Skill under a different circumstance may only use the Skill's score. Specializations provide no bonus to any Skill other than the one under which they are assigned. Points allocated to specializations come from the same characteristic pool as general Skills and count towards the overall count of points underneath the controlling characteristic. The main advantage of Skill specializations is that they allow a potentially huge advantage by further increasing the DC of the Check; when making a Check wherein a specialization is involved, the DC is the standard DC from the Skill (the bonus from the controlling characteristic plus the Skill's score) plus the

score of the specialization. Specialization Checks always count as a Check of their controlling Skill. There are no defined limitations on specializations, though a GM should always check with their players to make sure their characters haven't selected specializations that are too powerful or too general (for example, taking an "Instant Kill" specialization in *Brawling* is probably too powerful and "Piloting Fighters" under *Vehicle Piloting* is a bit too general, while "Piloting Confederation Heavy Fighters" is not). A character is allowed to have multiple specializations under a given Skill.

Under no circumstances is a Skill allowed to have more than 25 points allocated to it at any point during the game. Similarly, no specialization may have more than 50 points allocated to it at under any circumstances.

Lisa's player decides to assign physical Skill values first. Lisa only has 25 points in **Power***; she decides to put all 25 points in* Three-Dimensional Maneuvers*, as that may help her move around a little easier. For* **Finesse***, it's a split of 25 to* Dodge *and 35 to* Dexterous Maneuvers*. Since the allocated number of points to* Dexterous Maneuvers *would exceed the 25 point limit, the player elects to throw a few of those points into specializations; ten points will go to the general* Dexterous Maneuvers *Skill while another ten will go to "Cutting Straight Lines" (which makes sense for a Doctor) and fifteen will go into "Lockpicking", which is a useful and relatively generic adventuring skill. Twenty-five of the 65 points set aside for* **Physique** *Skills will go to* Recuperation *to allow the Doctor to heal quickly. This leaves forty points; she sinks ten of it into* Stamina*, ten into* Concentration *and twenty into "Concentrate During Surgery", a* Concentration *specialization.*

Moving on to mental Attributes, she puts 20 in Resourcefulness *and* Cunning*, ten into* Knowledge *and the remaining 35 points in* **Intellect** *into a* Knowledge *Specialization called "Diagnostic Medicine". She sinks ten of the 55 points she has in* **Acumen** *into both* Perception *and* Survival*, with 25 going to* Performance *and the ten remaining points going to "Clinic Duty", a* Performance *specialization. Finally, 65 points go into the doctor's* Personality *(20 to the general Skill, 20 to a "Debating" specialization and 25 to another specialization called "Defense of Diagnosis") and 20 goes into her* Leadership*.*

Now the player moves on to Disciplines. None of the **Command** *Skills are particularly crucial for the doc, but she nonetheless put 40 points in* Inspire *(to help out Shaken crewmembers, 25 to the general Skill and 15 to "Oratory") and 50 points in* Security *(25 in the general Skill and 25 in "Hand Lasers"; this will help out the doc's combat bonuses, which haven't received much attention up to now). She takes an even split (40 points apiece) in "Biology" (a* Planetology *specialization) and "Anthropology" (an* Archaeology *specialization), which the player intended. Note than in neither of these cases were points assigned to the underlying Skills; a player may do this, though the bonuses involved won't help out any other circumstances in which the doc will need to make a* Planetology *or* Archaeology *Check.*

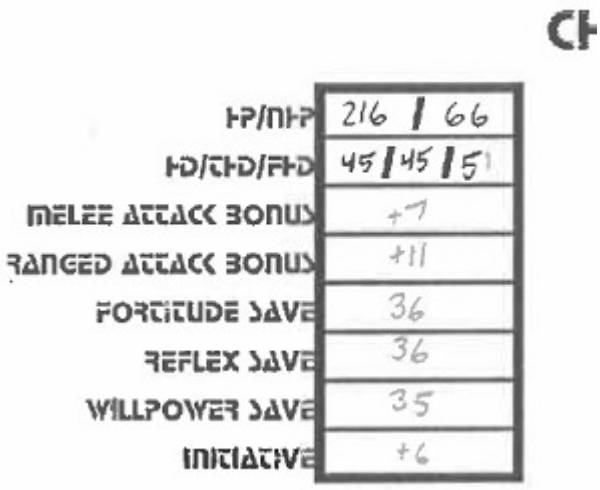
Finally, the player reaches **Medicine***, the doc's crucial Discipline with 105 points to spend in its pool. She'll get another 25 points to spend here from her Empathic Sense Trait, increasing the pool to 130 points total. While the player might have preferred to spend points on specializations, she realizes the general* **Medicine** *Skills will give Doctor Freeman the greatest degree of latitude. She puts the full 25 points into all five* **Medicine** *Skills and places the remaining five points into an "Emergency Surgery" specialization of* Intensive Care*.*

Determine derived statistics.

Once a character's final Skill scores have been determined, it is time to figure out their **derived statistics**. All characters have twelve derived statistics: **hit points (HP), non-lethal hit points (NHP), strength index (SI), hit difficulty (HD), touch hit difficulty (THD), flat-footed hit difficulty (FHD), Initiative**

(INIT), Speed, Melee Attack Bonus (MAB), Ranged Attack Bonus (RAB), Fortitude Save (FSV), Reflex Save (RSV), and **Willpower Save (WSV)**.

The first two derived stats are the character's **hit point (HP)** and **non-lethal hit point (NHP)** counts. These two counts are used as a measure of the amount of damage the character can sustain before passing out (in the case of NHP) or dying (in the case of HP). To determine a character's maximum HP and NHP counts, simply add their **Physique** DC Modifier to the HP amount indicated by the Racial Characteristics of the character's species; any Armor HP or NHP may be added to the HP counts if the character is so equipped.



Derived Statistics Box

The next derived stat is the character's **strength index (SI)**. The Strength index is a measure of how well they rate in combat as opposed to other characters. A character's strength index is a combination of the sum of their hit points (including armor or shield hit points) and the strength of their strongest available weapon. Because this value is armor and weapon dependent, it can fluctuate greatly throughout the course of an adventure; the value recorded should be the maximum possible value for the specific character. The SI value is a basic method of "keeping score" and helps determine whether or not a character will withdraw from combat if given the opportunity.

Hit Difficulties (HD, THD and FHD) are a measure of how hard it is to hit and inflict damage on a character, whether in combat or in potentially lethal situations such as industrial accidents wherein no one necessarily *intends* to cause damage but damage could still potentially result. All characters have a set of three hit difficulty ratings. Normal hit difficulty (or **HD**) is how hard it is to hit the character under normal circumstances. Touch hit difficulty (**THD**) measures how hard it is to hit the character with a "touch" attack, an attack wherein the damage mechanism must directly come into contact with the character (such as an attack with a stun baton). Flat-footed hit difficulty (**FHD**) measures how hard it is to hit the character when they are surprised, i.e. when they don't have a *reasonable* expectation to take damage. HD ratings figure heavily into all forms of combat. All characters and lifeforms have a base rating to each HD count noted with the Racial Characteristics of the character's species. HD bonuses from any armor are subtracted from the character's HD and THD, while the character's **Finesse** DC modifier is subtracted from their HD and THD ratings. The final results of these calculations determine the character's HD ratings.

Initiative is a measure of a character's ability to react; higher Initiative scores can enable a character to go ahead of other characters in the order of battle, which is desirable particularly if combat is "turn-based". A character's Initiative value equals their **Finesse** DC Modifier.

Speed measures how much distance a character can cover over a given period of time. This stat, sometimes referred to as a character's **base speed**, measures how fast the character may move without any extra exertion on their part; there are actions that allow a character to move at an increased rate. Characters have four speed ratings. The first is movement in meters per round, which is used for local movement and as a base measurement of how fast the character will move in combat. The second is movement in kilometers per hour, used for cross-country movement when a vehicle is not employed. The third and fourth measurements are the character's **combat speed ratings**, which measure the number of range increments the character may move in short-range and

long-range combat respectively. Fractional combat speeds indicate how many rounds must pass before the character may move a single range increment. The speed of all characters is determined directly by their species.

All characters have two attack bonuses, their **Melee Attack Bonus (MAB)** and **Ranged Attack Bonus (RAB)**. Both are used as bonuses to a character's attack rolls in combat situations; which one is used depends upon the mode of attack being employed. Both bonuses use one-fifth the character's *Security* Skill score (rounded down) as a base value. To determine the specific scores, the designer may add the character's **Power** DC modifier to the base value for the character's MAB and their **Finesse** DC modifier to the base value for the character's RAB.

Finally, all characters have three Save rolls: **Fortitude Save, Reflex Save** and **Willpower Save**. Saves are generally used in extreme situations wherein quick action on the part of the character can either prevent or mitigate serious consequences. Fortitude Saves are used in situations where a character's toughness can mitigate the situation (such as whether or not a character will contract a disease after they've been exposed to it). Reflex Saves are needed when the ability to move instinctively is needed (such as moving to avoid falling boulders or pulling the D-ring to eject from an exploding fighter). Willpower Saves are needed when mental fortitude is required to keep a character from doing something against their will (such as trying to avoid becoming paralyzed with fear after taking a nasty weapon hit). The determination of a character's Saves is dependent upon the value of certain Traits: their Health Trait score is used as the base for their Fortitude Save, Reflexes for their Reflex Save and Discipline for their Willpower Save. The designer must add the character's **Physique** DC modifier to the base value for their Fortitude Save, their **Finesse** DC modifier to the base value for their Reflex Save and their **Acumen** DC modifier to the base value for their Willpower Save. Finally, a value of thirty is added to all three Save values. The final results of these calculations become the DCs of the character's individual Saves.

*Doctor Freeman's derived stats can now be determined. As previously mentioned, her **Physique** DC modifier is +6; this is added to the 60 base HP/NHP count for Terrans to give her an HP and NHP of 66 each (60 + 6 = 66). Her **Finesse** modifier is +6 and she hasn't been given any armor yet. She also has no weapons yet, so only her HP counts towards her SI; her SI is also 66 for the time being. A Terran has a base HD count of 50/50/50 as listed in the species' Basic Characteristics. Lisa therefore has an HD and THD of 44 and an FHD of 50 (50 + 0 - 6 = 44; 50 - 6 = 44; 50 + 0 = 50). Since her **Finesse** DC modifier is +6, she has an **Initiative** value of 6. As a Terran, she can move at 6 kph, 10 meters per round, 2 short-range combat increments, and one long-range combat increment every three rounds. She has 25 points in her general* Security *Skill; her base attack value is 5 (25/5 = 5). She adds +2 to that amount from her **Power** DC Modifier, making her MAB +7 (5+2 = 7). She also adds +6 for her **Finesse** modifier to the base amount, getting +11 for her RAB (5+6 = 11). She didn't take any points in Health, Reflexes or Discipline, so the base value of all three of her saves is zero. She has a **Physique** modifier of +6, a **Finesse** modifier of (once again) +6 and an **Acumen** modifier of +5; she therefore has a Fortitude Save DC of 36, a Reflex Save DC of 36, and a Willpower Save DC of 35 (30 + 0 + 6 = 36; 30 + 0 + 5 = 35).*

Add any additional "finishing touches".

Once their derived stats have been calculated, a character is playable. The designer may stop at this point or they may choose to go on and add "finishing touches" to their character, depending on how many details of their character's life they wish to establish right away. Many good role-players will go on and add more details to their characters; doing so adds more depth to them and may explain some of the choices the designer made during their creation. A character's finishing touches can even serve as a launching point for an adventure.

There are a few "finishing touches" that should not be neglected:

- **Name:** If the character hasn't been named yet, now would be a really good time. Example names for characters of a given species are listed in the Onomastikon section of their profile along with the convention used by that species for names. If using a character record sheet, the character's name goes in the *Character* field.
- **Gender:** This may or may not be obvious from the name picked out for the character depending on the species. There are few real game effects that depend upon being male-versus-female-versus-something else; when they occur, they usually crop up during the course of gameplay.
- **Billet:** Occupation is another term for this trait - it describes the job the character performs for a living. This could be anything from a ship's captain to a lowly burger flipper out on some backwater outpost...
- **Age:** A character's age has some in-game effects and can therefore be a vitally important piece of information. There are six categories of ages for each species, known as **life stages**: Child, Adolescent, Adult, Middle Age, Old Age, and Venerable Age. It's generally assumed that a character being created with this procedure is in their Adult life stage, giving them time to gain the knowledge and experience reflected in their Skill scores. If this is not the case, their scores will need to be adjusted. Pre-Adult phase characters have temporary drains on their Attributes; if creating a pre-adult character, a designer should go ahead and assign their stats as with a normal character but make the following set of temporary adjustments when done. A Child takes a -20 DC penalty to all physical Attribute Checks, a -10 DC penalty to all mental Attribute Checks except when they are learning Skills and automatically fail all Discipline Checks. An Adolescent takes a -5 DC penalty to all Attributes and must treat all Discipline Skill Checks as having a DC of 10 regardless of their actual score. The penalties on pre-Adult characters are lifted when the character reaches the Adult life phase. Post-Adult characters have permanent drains and bonuses to their Attribute Checks; a designer should create the character as normal but apply the bonuses/penalties to the character as needed. Middle-Aged characters take a -5 point drain to all physical Attributes and receive five points to all mental Attributes. Old-Aged characters take a -10 point drain to all physical Attributes and receive five points to all mental Attributes. Venerable Aged characters take a -15 point drain to all physical Attributes and receive five points to all mental Attributes. Post-Adult gains and drains are cumulative with each life stage (i.e. a Venerable Age character will have lost a total of thirty points to their physical Attributes over their lifetime). Bonuses and penalties are applied when a character ages into the next age bracket for their species. When a character reaches Venerable Age, their controlling player should perform the **Lifespan** roll indicated in the species' Basic Characteristics for their character. The resultant age is their character's maximum age; when they finally reach the indicated age, the character will die from old age at some point prior to their next birthday.
- **Height:** This is an indication of the character's height. Along with the character's weight and the character's physical Attributes, this little factoid helps to indicate the character's overall build. Height can be determined via the die roll indicated in the character's race profile.
- **Weight:** This is an indication of the character's mass. Along with the character's height and physical Attributes, this little factoid helps indicate the character's overall build. Weight can be determined via the die roll indicated in the character's race profile.
- **Size Class:** Characters have a "Size Class", which is based upon a "bounding box" volume (*the minimum required dimensions of a box needed to contain the whole of the character*). A character's Size Class is directly determined by their species; the Size Class value is listed in the Basic Characteristics section of the corresponding race profile. Size Class is important for a number of actions that may take place during combat.
- **"Handedness":** This stat is called "handedness" for lack of a better term; it's entirely possible that a character has no hands whatsoever. Any character with motor appendages may use one of them more predominantly than the others; when a character has a dominant motor

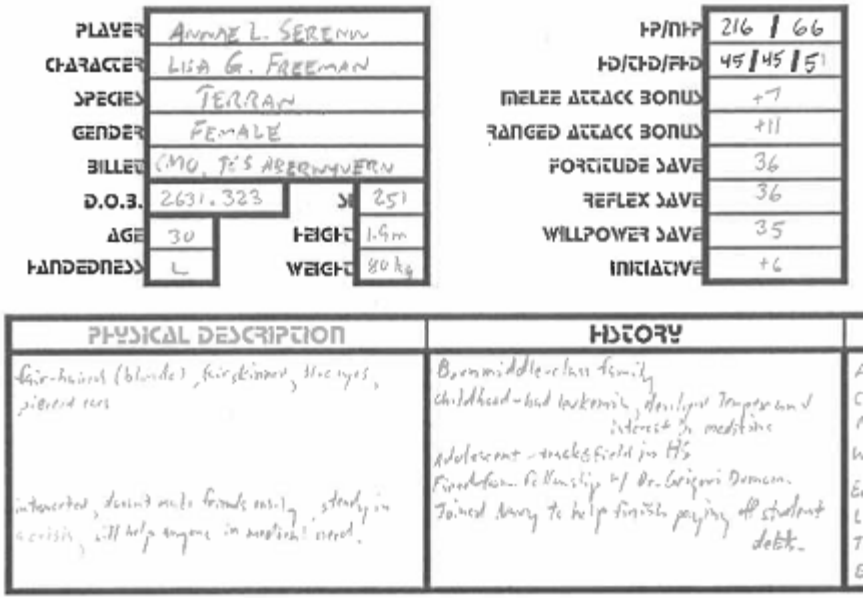
appendage, their "handedness" is in that specific appendage. For example, most Terrans use their right hand predominantly and are thus considered "right-handed"; their handedness is "right". Handedness is important in combat as using the non-dominant appendage (called "using the off-hand") can inflict significant penalties to certain actions.

- **Equipment:** After creating a character, it's not uncommon for a player to want to purchase vital tools. This includes weapons, armor, shields, computers, medicines, food and so forth. The amount of money a beginning character receives initially is dependent upon their Wealth Trait; the designer must multiply their Wealth Trait by 30 and add the result to €900 to determine how much money they receive. Note that characters who have Wealth as a Complication will begin with less than €900 and may in fact start out with no money at all if they have Wealth -30. Regardless of how much money they receive, a character receives one outfit free of charge except under unusual circumstances as determined by the GM. GMs may want to restrict the kind of gear available to beginning characters for a number of reasons.

Here are some suggestions for other details to add to a character; these are optional at the time of the character's creation:

- **Distinguishing Marks:** Distinguishing marks help to identify a character and make them unique among the many members of their species. These can be mundane (*such as red hair, blue eyes, dark skin, etc.*) or something more exotic (*such as a jagged scar, third nostril, hypomelanism, etc.*). Some of the more exotic marks may have game effects; a player should consult with a GM before giving their character an exotic distinguishing mark.
- **History:** No good role-player ever neglects their character's history. Characters don't just pop into the world, (*unless they do; this is science-fiction after all*). The vast majority of characters will have a backstory that includes such details as where they were born, the kind of place where they were raised, a family life and other events and experiences that ultimately lead them to where they are, who they are and why they do things the way in which they do them. Characters may have secrets about their life from their experiences; these little tidbits can become elements of an adventure or possibly even its main focus.
- **Personal Goals:** A logical outgrowth of a character's history is a series of personal goals, things that they want to accomplish in their life before they die. Personal goals may be wide-reaching (such as attempting to become a public official or opening up a successful business) or they can be relatively mundane (such as wanting to get married and start a family). As with their history, a character's personal goals may serve as a focus for an adventure as the character tries to fulfill them. All personal goals must be specific, measurable and achievable (*provided that is in line with the character in question; insane characters, for instance, may have personal goals that are in no way achievable*). Personal goals should also not be related to the character's chosen profession in any way. GMs should be willing to award a character that fulfills a personal goal with extra building points, the amount of which should be commensurate with importance of the goal fulfilled.
- **Personality:** All characters have personality, something which indicates how the character acts, what their likes and dislikes are, what makes them react in whatever way they react, whatever code of ethics they live by and their overall life outlook. If a character is a PC, it's best if their personality is compatible with that of the player; this makes being the character more natural for a player. A character's personality can change over time as the character grows, develops and has new experiences.

The addition of finishing touches does not have to be done at the time the character is created; indeed, they can be added through the course of game-play. The level of development a character reaches is entirely dependent upon the player who portrays them and how much work they want to put into their development.



Dr. Freeman's "Finishing Touches"

Lisa's player decides to add a few details to her character. She obviously already has both a name and a gender. She will be assigned as the Chief Medical Officer (i.e. the Doctor) aboard TCS Aberwyvern*, an* Exeter*-class Destroyer. Since Lisa has some medical skill, the player decides that she has just completed a fellowship and is about thirty years old. This makes Lisa an Adult, so none of her stats need to be modified. The player rolls the dice for Lisa's height and weight; she is 1.9 meters tall and weighs 80 kilograms ... so she is taller than average for a female but of average build. Terrans are a Character Size Class 5 species; Lisa is also that Size Class. The player decides to make Lisa left-handed, fair-skinned, blonde-haired and blue-eyed, with pierced ears.*

Lisa's Wealth Trait lets her start out with a little more money than normal for purchasing initial equipment (€1050, to be exact). She selects a Military Service Uniform for her free outfit - which makes sense if she's serving on a Confederation Naval ship - as well as a Trouser Holster and a Satchel to hold all of her stuff. She arms herself with a Third Class Phased Shot Laser, a good weapon of variable lethality; she'll put it in her trouser holster. She purchases a First Class Ballistic Mesh as well as a Second Class Energy Shield, the latter of which she deploys in her uniform's holster pocket. She purchases a PDA and a Short-Range Communicator along with spare batteries for her gun and shield, all of which she places in her uniform pockets. She also purchases a chronometer, which she straps to her wrist. Finally, she purchases three Vita Kits, placing them in her satchel. After all of these purchases, she has €13.15 cash remaining. Her Ballistic Mesh inflicts a +1 penalty to all of her HD ratings, so her final HD ratings are 45/45/51. The Hand Laser can do 35 points of damage, the Ballistic Mesh offers 50 AHP of protection and the Energy Shield offers up 100 SHP. The Armor and Shield Hit Points are added into her HP and the gun damage is added into her SI along with the AHP and SHP, giving her a final SI of 251 (66+35+50+100 = 251) and 216 HP total.

Now the player begins filling in personal details: Lisa was born into a middle-class family. She had a disease during her childhood (leukemia) and was subjected to a long medical stay in a hospital while undergoing treatment; this led to her interest in medicine but also to a simmering resentment towards her situation and her life outlook, possibly explaining her somewhat bad Temper. Having ultimately been cured of cancer, Lisa recovered but never developed a lot of strength afterwards, hence her low ***Power*** *score. In high school she was part of a track and field team; she wasn't so great at it, but at least it helped her keep limber and helped her develop some stamina. She ultimately went to medical school to fulfill her childhood ambition of becoming a doctor. She ultimately joined the*

Confederation Navy as a means of paying off her student loans after being fired from her fellowship with the renowned diagnostician Dr. Grigori Domom.

Lisa does have a bit of a Temper, so it can be hard for her to make new friends. So far it hasn't led her to any incidents of insubordination, but she is aware that it could happen actively tries to keep it reined in. She doesn't make friends easily, though she is generally easy-going towards the people she trusts. She will drop everything to help someone who is in need of medical help and remains steady in a crisis.

The player decides that's enough about Lisa for the time being but continues to consider what she'd like to do with the character. Meantime, the GM begins to tell a fateful tale about the crew of TCS Aberwyvern*...*

Races

The Wing Commander universe is filled with many sapient races, each with their own unique way of looking at the universe. Selecting a race for a player's character is one of the most vital parts of any Wing Commander adventure. The GM of an adventure should be willing to inform the players what it will be about and who it will involve beforehand, so that the players may create characters that are appropriate for that adventure.

P2G players have two options when it comes to their species: Terran or Kilrathi. WCRPG has many more options, but even then, it is recommended that beginning players limit their selections to those two main races for their initial forays.

Each playable race in WCRPG has its own profile, which includes the following information:

- **Overview**: This is a general introduction to the race.
- **Personality**: This describes the general stereotypical personality of members of a race. It also contains information on the race's primary cultural features.
- **Physical Description**: This describes the typical physical characteristics of the race in question, including average dimensions, bodily features, etc.
- **Relations with Other Races**: This indicates which other sapient races are on friendly terms with the race in question, which ones are neutral and which ones are hostile. It is unlikely that members of two races that are hostile towards one another would be in the same character group (though WC2 and half of WC3 make a notable exception with the inclusion of Ralgha *nar* Hhallas as a member of *Concordia's* and *Victory's* crew).
- **Territory**: This gives a broad description of where the race in question can be found. This can be as broad as the Sector level for major starfaring races or as narrow as single continents for primitive races.
- **Onomastikon**: This is a sample list of names that are typically used by that race, which gives a fairly good example of what conventions are used to name members of the species and can be particularly useful as a guide to naming a character.
- **Motivation**: This indicates the usual reasons why members of a race would want to go on an adventure, which can help to develop a character's backstory.
- **Basic Characteristics**: This lists the game statistics needed to build a member of the species. Any racial abilities the species features are listed and described here as well as their basic racial statistics.

Terrans

Bridge of TCS *Victory* with several Terrans in view

Terrans (also known as Humans; *Homo sapiens sapiens*) are an intelligent, highly social, bipedal carbon-based species that originated on the planet Earth (Sol System, Terra Quadrant, Sol Sector). While technically only those Humans who are native to Earth are properly called Terrans, the appellation is usually applied to all of *Homo sapiens sapiens* by members of other species. In the five centuries that the species has been starfaring, the various factions of humanity have established several large states that collectively cover the majority of six whole Sectors (with significant populations in another three). The largest of these factions by far is the Terran Confederation, though other important Earth-origin groups include the Union of Border Worlds, the Free Republic of the Landreich and the Grovsner Colonies.

- **Personality:** Terrans in general have a strong need to explore and gather knowledge. They are clever, inventive, aggressive, tenacious, mildly territorial and possessive. Most Terrans care deeply for their families and will go to great lengths to protect their youth, often to the point of laying down their lives. These traits in general have enabled the spread of the species far beyond their homeworld and have ensured their survival despite countless bloody conflicts (not the least of which has been the ongoing conflict with the neighboring Kilrathi).
- **Physical Description**: Terrans are a bipedal omnivorous species with smooth skin and a characteristic mat of scalp hair. They are 1.5 to 2 meters in height and their skin ranges from light beige to dark brown in color. They have the highest body hair density of any Earth-origin primate but their hair is so fine that it is often invisible at all but the closest visual range (with the exception of the aforementioned scalp mat). Terrans have an internal skeleton and two small, narrow-set eyes that allow for binocular vision. While moderately weak physically, Terrans are highly flexible mentally and are particularly adept at theoretical modeling and in applications of logic and inference. Terrans are tetrapods, having a pair of motor and propulsive appendages that each exhibit five digits on their respective distal ends; the opposable thumbs on their hands has in particular granted the species a high degree of manual dexterity. As a cultural norm, they usually eat three times a day, though the species can go a maximum of about two weeks without food and four days without water under normal circumstances. Most adult Terrans require between seven and eight hours of sleep per standard twenty-four hour period; both younger and elderly Terrans may require up to twelve hours of sleep. Although there is a degree of sexual dimorphism in this species, the differences are generally insignificant. Reproduction is performed sexually; Terran females typically produce one offspring via live birth after a 40-week gestation period.
    - *Motor Appendages*: 2
    - *Visual Organs*: 2
        - *Field of Vision*: Optimal 120 degrees forward, Peripheral 200 degrees forward.
    - *Auditory Organs*: 2
    - *Olfactory Organs*: 1
    - *Gustatory Organs*: 1
    - *Propulsive Appendages*: 2
    - *Reproductive Organs*: 1
- **Relations with Other Races**: As a rule, Terrans are open to the notion establishing friendships with many different peoples. The Firekkan people were members of the Confederation for

close to a decade, until the race withdrew prior to the False Armistice in 2668; they still remain major allies of the Human factions. Kilrathi slave races such as the Varni and Wu are also generally welcome (if rare) within the Terran spheres. Terrans are neutral towards underdeveloped races such as the Mopoks, Dolosians and Oasians, and are diplomatically neutral towards minor starfaring races such as the Hagarin, Haggans and Jarma. Contact with the Double Helix has been limited to date mainly due to their mode of communication; attempts at communication have actually been fatal to the researchers involved, though Terran scientists and diplomats still hold out hope for peaceful co-existence with the enigmatic race. Terrans have had no contact with the Mantu to date. By far the race that has shown the most belligerency towards the Terran race is the Kilrathi, along with the few satellite races they have deigned to allow to freely exist (such as the Dioscuri). The Nephilim have also presented themselves as a major threat to the Terran spheres. The Confederation ultimately went to war with both of these races; the wars lasted for the bulk of the latter two-thirds of the 27th Century. The major Terran factions also have had mixed relations with one another; while nominally allies, the war-torn Union of Border Worlds and the stubborn, independently-minded Landreich have both on occasion been the subject of disdain and apathy by the Confederation government, a policy which has led to general distrust (the UBW and Landreich meanwhile are have very strong ties with one another).

- **Territory:** As previously mentioned, there are several sovereign Terran factions. The largest of these factions by far is the Terran Confederation, which holds the vast majority of the Sol, Argent, Avalon and Hawking Sectors (including all of the worlds of the former Pilgrim Alliance), all but a few systems of the Gemini Sector, a good chunk of the Enigma Sector (all but Isaac Quadrant is considered Confederation space), the Deneb Quadrant of Epsilon Sector, the Douglas and Day Quadrants of the Vega Sector and a small number of systems in the Landreich and Trk'Pahn Sector. The Union of Border Worlds is situated in a long "strip" along the border between the Terran Confederation and the Kilrathi Empire (hence its name), from the Roberts and Downing Quadrants in Vega Sector, through the Deneb and Antares Quadrants in Epsilon Sector (with some territory in Sa'Khan Quadrant) and into parts of the Isaac and Roddenberry Quadrants of Enigma Sector. The Cabrea System (Grills Quadrant, Enigma Sector) and New Plains System (Gonwyn Quadrant, Landreich Sector) are also part of the UBW. The Free Republic of the Landreich is confined to the Gonwyn and Tara Quadrants of Landreich Sector. A smaller Terran faction is the outlying Grovsner Colonies, consisting of the Grovsner and Etruria systems on the border of Confederation and Kilrathi space in the Tr'k Hara Quadrant of Trk'Pahn Sector. Finally, the Tri-System Confederation is a starfaring Terran faction located in the Isaac, Hom and Irrulan systems, none of which are connected to the same network of Akwende jumps as the other Terran factions.
- **Onomastikon:** The nature of Terran onomastics varies depending upon the regional culture of origin. For the most part, a Terran name consists of a forename and a surname. Major deviations from this norm include names of Middle Eastern origin (which can include elements such as names of ancestors, descendants, places of origin and so on), names of Far Eastern origin (where the name structure is generally reversed) and names from a few cultures that previously assigned mononyms to individuals. Terran forenames are generally assigned to individuals upon birth by the individual's parents along with any meso-names. Most forenames have an underlying concept or meaning, though the importance of this concept has been lost in most Terran cultures over the centuries. Surnames are generally passed down through generations and were chosen by the families involved centuries ago based upon their location, occupation or a noteworthy family patriarch; to this day, the vast majority of Terran surnames are patronymic in origin. A full Terran onomastikon would be exceptionally large; the following sets of names should be considered as examples.
    - *Male Given Names*: Ali, Chris, Dan, Denis, Domingo, Evan, Faruq, Fenris, George, Glen, Herman, Ian, James, Jeff, John, Joseph, Keith, Kenji, Kien, Kiyoshi, Michael, Paul, Peter, Raphael, Rashid, Stephen, Todd, Vasili, Warren, William.

- *Female Given Names*: Adele, Amanda, Andrea, Anne, Arianne, Bernice, Beverley, Camilla, Chuki, Clarice, Danielle, Della, Devika, Elizabeth, Fatima, Gabriella, Hawa, Helen, Hermione, Iola, Jeanette, Kristi, Madeline, Mariko, Naomi, Padma, Sabine, Tamara, Ursula, Wendy.
- *Family Names*: Berdak, Blair, Bourbonnais, Casey, Chun, Clemenceau, Devereaux, Fukushima, Gagarin, George, Halcyon, Hausmann, Hideyoshi, Isaac, Johnson, Khumalo, Knudsen, Kwetche, Lee, Loubet, Marshall, McConnell, Melekhin, Miles, Miller, Muchow, Muller, Ndango, Newman, Ngidhe, Oberhammer, Ono, Putin, Rimbaud, Roberts, Rogers, Sanger, Spector, St. John, Taggart, Tanaka.

- Motivation: Terrans tend to be quite daring and ambitious; they will go on adventures simply for the experience. They are also a very inquisitive and curious people as a rule, and the drive to explore the universe is one of the major reasons why they have such a prominent interstellar presence. Other Terrans are driven solely by the lure of a fast buck, the prestige involved and the machismo that comes from adventuring. Finally, many of them see their role in Terran society as defender of the future of the species from enslavement or extinction; many Terrans travel far from their homes simply to aid in their defense.

- Basic Characteristics:
  - *Size Class*: C5
  - *Base HP:* 60
  - *Base HD*: 50/50/50
  - *Physical Attribute Building Point Pool*: 150
  - *Mental Attribute Building Point Pool*: 225
  - *Discipline Building Point Pool*: 250
  - *Genders*: 2
  - *Life Stages*: Adolescent at 13 years. Adult at 18 years. Middle age at 40 years. Old Age at 60 years. Venerable Age at 80 years.
  - *Lifespan*: 80+4d10 years.
  - *Height (Male)*: 1.5 + (1d5 x 0.1) meters.
  - *Height (Female)*: 1.4 + (1d5 x 0.1) meters.
  - *Mass (Male)*: 40 + ((same 1d5 from height + 1d5) x 10) kilograms.
  - *Mass (Female)*: 30 + ((same 1d5 from height + 1d5) x 5) kilograms.
  - *Speed*: Runner (Biped) - 6 kph (10 m/rd); 2 (short-range combat), 1/3 (long-range combat)
  - *Trade Value*: €740
  - *Racial Abilities and Restrictions*:
    - *Complex Origins*: Terran characters may use one of the following "templates" if approved by both the GM and the player involved:
      - *Colonial*: The character is a citizen of the Union of Border Worlds, Free Republic of the Landreich or Grovsner Colonies. They are generally treated as foreign citizens in the Confederation and mistrust that group. Colonials have Social Status at -5 and Intolerant (Confederation Citizens) at -2.
      - *Pilgrim Descent*: The character has Pilgrim ancestry. They are very adept at space navigation but are generally hated by the Confederation populace (particularly early in the Terran-Kilrathi War). Pilgrims have Navigational Sense at +15 and Hunted at -5.
      - *Lancer*: The character is either a genetically-enhanced member of an illegal top secret Confederation black ops program or a descendant of such a person. Lancers have a full array of modifications: they begin with 250 points in both Attribute Pools,

300 points in their Discipline Pool and have Discipline, Nerves, Memory and Health all at +10. They also have Reputation, Hunted, Intolerant and Overconfident all at -10. Characters may not use this template for adventures dating prior to 2665.

Kilrathi

Prince Thrakhath *nar* Kiranka, a Kilrathi.

The Kilrathi (*Feliduocrura kilrah*) are a race of sapient, bipedal felinoids from the planet Kilrah. A warrior race, the Kilrathi are largely belligerent towards every other species in existence (and are often that way even amongst themselves). Over their documented three centuries as a starfaring species, the Kilrathi have been responsible for the extermination and enslavement of over a dozen species, including the Shata, Utara, Eyoka, Hari, Gorth, Ka, Sorn, Utara, Varni and Wu. Much of their hostility can be attributed to their legends of "Star Gods" who defeated the Kilrathi in a war many centuries ago and promised to one day return and bring destruction should they ever fall to an unworthy foe. These legends formed the basis of Kilrathi culture, gave rise to the Cult of Sivar (the only Kilrathi religion) and have as a result led to the pain and suffering of countless members of other species.

- **Personality**: Kilrathi are believed to have evolved from carnivorous pack-hunters, resulting in their belligerent and expansionist behavior; their predatory instinct permeates their entire culture (including their architectural style, which tends toward polygonal structures with razor-sharp points). They are natural guerrilla fighters and pack hunters by nature. Obviously, anything the Kilrathi intellect can overrule anything their instinct suggests, but the pack hunter paradigm is the one that comes most naturally to them and is therefore the one they will turn to under stress or when they believe they have the advantage. Kilrathi are bred and raised in a warrior society, which itself is built upon the tenets of honor and strength of the individual. The society is class-based, with the nobility (thrak'hra) holding power over the commoners (kilra'hra) and a single religion centered around Sivar, the Kilrathi God of War, to which all Kilrathi are expected to pay due deference. The nobility is composed of eight Great Clans to whom all Kilrathi share some allegiance: *nar* Caxki (known for their military prowess), *nar* Qarg (known as strategists; they have a long-standing feud with the *nar* Ragitagha clan), *nar* Ki'ra (clan of the Hunters, known as intellectuals and considered the most noble of the Clans), *nar* Kur'u'tak, *nar* Kiranka (the Imperial Clan, known as administrators, organizers and planners), *nar* Ragitagha (the most widespread clan, known for their mastery of psychological warfare), *nar* Sutaghi (a powerful Clan of religious leaders; they mostly control the Cult of Sivar), and *nar* Sihkag (smallest and least of the great Clans; they act as liaison between the nobility and commoners and serve as secret police and spies). One's loyalties in Kilrathi society are expected to be to the race first and clan second, though there are many documented instances where this is not the case. Obedience to one's superiors without question is the most basic and pervasive social tenet of Kilrathi martial culture. Imagination and creativity are only encouraged in senior commanders and nobles. This makes many Kilrathi seem fairly single-minded; they tend to focus only on a specific goal and see to it that it is carried out at all costs. Any insult or challenge is grounds for a struggle to the death in Kilrathi society; it is in fact punishable by death for a warrior in the Kilrathi military to back down from single combat. The friendship of a Kilrathi is hard-won, usually requiring something perceived as an act of great honor by the kil involved.
- **Physical Description**: As with most felids, Kilrathi are obligate carnivores; while they do occasionally consume small amounts of plant material, they lack the physiology required to

digest it efficiently. Kilrathi share many of the same basic characteristics as other felids, including flexible, muscular bodies, a pelt of fur that ranges in color from brown to golden yellow (sometimes marked with distinctive spots, stripes and/or rosettes of varying colors; Kilrathi nobility tend to have very distinctive patterns), a raspy tongue, a strong sense of smell and hearing, and a tapetum lucidum to assist with vision in low-light conditions. The major difference between Kilrathi and other cats is their mode of locomotion; Kilrathi are bipedal and plantigrade. Their bipedalism frees up their forelimbs to act as motor appendages; their carpals are much longer than those of other felids, giving them a great deal of manual dexterity. Kilrathi hands have three fingers along with an opposable thumb; this feature partially explains the foundation of Kilrathi mathematics on a base-8 system. Physically, Kilrathi are a little over two meters in height and average about a hundred kilograms in mass. Kilrathi are significantly stronger than humans, with a warrior being able to dead-lift about 700 kg overhead. Kilrathi have teeth and claws, both of which are exceptionally powerful; Kilrathi claws are capable of cleanly severing a Human spinal column with a single swipe. Adult Kilrathi require somewhere between five to seven kilograms of meat per day and can go for about eleven days without food (though it should be noted that starving Kilrathi are *quite* cranky). Kilrathi prefer to gorge themselves on prey when possible and lay torpid for a period of two hours or so afterwards to aid in digestion; the necessities of space flight and war often preclude this, forcing them to use a more "civilized" form of meal-taking. Prior to their achievement of spaceflight, Kilrathi could sleep for up to sixteen hours a day (owing to the large amount of energy spent hunting). Modern Kilrathi don't require quite as much sleep, but they still usually spend anywhere from ten to twelve hours sleeping each day when possible. Kilrathi reproduce sexually, with females entering into a state of estrus about once every three months or so, which lasts for around two weeks. Their gestation period is approximately 110 days, after which the female will give live birth to one or more cubs; single births are by far the most common, but litters of up to four at once have been recorded.
    - *Motor Appendages*: 2
    - *Visual Organs*: 2
        - *Field of Vision*: Optimal 110 degrees forward, Peripheral 200 degrees forward.
    - *Auditory Organs*: 2
    - *Olfactory Organs*: 1
    - *Gustatory Organs*: 1
    - Propulsive Appendages*: 2*
    - *Reproductive Organs*: 1
- **Relations with Other Races**: In general, the Kilrathi see all other races as falling into one of two categories, *bak* (a fellow predator who may be a threat) or *ukta* (prey-food). Either way, Kilrathi are naturally predisposed to be mistrustful of all forms of life other than their own. This is true of their nominal allies (such as the Dioscuri), their slave species (such as the Varni and Wu), species that conduct trade with them (such as the Hagarin, Haggan and Jarma) and their enemies (species such as the Mantu and Firekkans). Any species with which they are neutral are that way because they have limited interactions with them (Mopoks) or due to treaty (Oasians). Only three species have seriously challenged the superiority of the Kilrathi: Terrans (with whom they are at war), the Mantu (whom they were unable to conquer), and the Nephilim (whom, ultimately, are the only race the Kilrathi well and truly fear).
- **Territory**: The Kilrathi Empire is a vast domain; it consists of the entirety of the Vukar Tag, Kilrah and M'shrak Sectors as well as the vast majority of Trk'Pahn Sector (all but five systems belonging to the Confederation and Grovsner Colonies in the Tr'k H'hra Quadrant). Kilrathi holdings also include about half the Antares Quadrant, most of S'Khan Quadrant and all of the Tr'L Rass Quadrant in Epsilon Sector, and all of the Hralgkrak Quadrant in the Landreich Sector (with some holdings in the Gonwyn and Ral'Ifra Quadrants). The Kilrathi also hold nine systems in Vega Sector, four in the Isaac Quadrant of Enigma Sector and three in the

Clark Quadrant of Gemini Sector. The Kilrathi are known to have additional territorial holdings in the domain of the former Hari Empire (where they built their *Hakaga*-class carriers and *Hvar'kann*-class dreadnoughts); their exact extent is unknown.

- **Onomastikon**: Kilrathi onomastics uses a set of conventions not unlike those seen during Japan's feudal era. Most Kilrathi have at least two names; those who have but a mononym are usually *utak* (privy workers), the lowest members of Kilrathi society. Kilrathi forenames are generally given to cubs during a special ceremony on their fourth birthday; in ancient times, few Kilrathi would live to reach this age and those who did had a much higher chance of surviving into adulthood. The forename is usually two syllables long, though there are a few single syllable names that are widely used. They convey some kind of personality trait or concept, either one expected to be displayed by the youth in their future or one that's already been observed. Few Kilrathi have meso-names; usually these indicate a notable ancestor. Surnames are most commonly based on the location of an individual's home planet, but can also be based on clan affiliation, birthplace or notable ancestry. The form of surnames is largely dependent upon the level of nobility of an individual kil. Noble Kilrathi use one of six honorifics as a precursor to their surname: *nar*, *lak*, *dai*, *jaq*, *lan* and *ko*. *Nar* is the most common honorific used by Kilrathi and denotes a clan name, either one of the eight Great Clans or one of their offshoots (*lak* is more common for the offshoot clans). *Dai* (a formal variant of *hrai* - family, which itself is reserved for formal retainers of high-ranking nobles) is sometimes seen in Kilrathi names preceding a specific family name, which then usually proceeds the clan name. *Jaq* is also used in this capacity, though usually only by Kilrathi of lower rank. Finally, the lowest-ranked noble Kilrathi will either use *lan* or *ko* in their name, used specifically to denote community of birth or the family's profession, respectively. *Lan* and *ko* are sometimes used by commoners; the absence of an honorific automatically indicates a kil of common birth. Kilrathi do not tolerate the use of nicknames. Their names in general tend to be harsh and guttural, with "C" and "G" sounds almost always pronounced hard. Vowels are almost always pronounced short.
    - *Forenames*: Akhjer, Arrak, Bakhtosh, Bhurak, Buktag'ka, Butlav, Cakg, Dakhath, Dawx, Druvakh, Gar, Ghairahn, Ghellen, Drakj'khai, Ghradhark, Ghraffid, Gilkarg, Graknala, Hassa, Hrothark, Jamuka, Joor'ath, Joor'rad, Jorkad, Julgar, Kahl, Karga, Kavark, Khajja, Khasra, Khrell, Kt'lan, Kuraq, Kurthag, Largka, Mirrach, Naghrah, Najji, Nerrag, Nrallos, Ratha, Ralgha, Rakti, Rusmak, Talmak, Tarros, Thrakhath, Ukar, Vak, Vak'ga, Vorghath, Vurrig.
    - *Surnames*: *dai* Nokhtak, *dai* Ragark, *jaq* Rhang, Jhorrad, *ko* Lannis, *lan* Dorv, *lan* Mraal, *lan* Vharr, *lan* Vrenes, *nar* Caxki, *nar* Dhollas, *nar* Dhores, *nar* Ghorah Khar, *nar* Hhallas, *nar* Hravval, *nar* Ja'targk, *nar* Kiranka, *nar* Poghath, *nar* Ragitagha, *nar* Raktha, *nar* Sihkag, *nar* Sutaghi, *nar* Ta'hal, *nar* Tsahl, *nar* Val, *nar* Volles, Tukarg.
- **Motivation**: The predatory instinct gives a Kilrathi all the motivation they'll ever need. Many Kilrathi warriors leave the comfort of hearth and home just to seek the chance for glory and battle amongst the stars, to sink their teeth and claws into the flesh of their enemies. The few in their society who do not do so are the infirm, the elderly (of which there are very few) or those whose function is to serve the greater good of the whole race. To not seek the glory of the hunt when one is capable of doing so is viewed as a great dishonor to one's self, one's family and one's clan; it's often only a matter of time before one of these kil is challenged by a relative looking to redeem their honor.

- Basic Characteristics:
  - *Size Class*: C6
  - *Base HP*: 70
  - *Base HD*: 53/50/53
  - *Physical Attribute Building Point Pool*: 175
  - *Mental Attribute Building Point Pool*: 200
  - *Discipline Building Point Pool*: 270
  - *Genders*: 2
  - *Life Stages*: Adolescent at 8 years. Adult at 22 years. Middle age at 38 years. Old Age at 55 years. Venerable Age at 72 years.
  - *Lifespan*: 76 + 8d5 years.
  - *Height*: 1.88 + (1d5 x 0.27) meters.
  - *Mass*: 78.75 + ((1d5 from long dimension + 1d5) x 5.25) kilograms.
  - *Speed*: Runner (Biped) - 10 kph (16 m/rd); 3 (short-range combat), ½ (long-range combat)
  - *Trade Value*: €1,150
  - *Racial Abilities and Restrictions*:
    - *Warrior's Talons*. Kilrathi have both fangs (22 Lethal Damage) and claws (30 Lethal Damage).
    - *Night Vision*. Kilrathi have the Enhanced Visual Sense special ability; they can see clearly in low light conditions.
    - *Enhanced Senses*. Kilrathi are natural born hunters with enhanced senses. All Kilrathi have Senses (Sight), Senses (Smell) and Senses (Hearing) all at +5.
    - *Warrior's Code*. Kilrathi society is based upon a strict code of honor; those who violate it are expected to commit ritual suicide in atonement (Creed at -25).
    - *Va ka garga ka naru ha garga*. "Those not of the blood must have their blood spilt"; Kilrathi are Intolerant of non-Kilrathi at -10.

VEHICLES AND CAPITAL SHIPS

- This section contains the list of canonical fighters and capital ships used by both sides in the Terran-Kilrathi War around the time of the end of the Vega Sector campaign (2654-2655), the time period in which P2G takes place. The vehicles as presented here are as they appear in WCRPG and all list default specifications for each particular craft. Each entry contains the following pieces of information:
- **Name**: This lists the design number of the craft (where such information is available) as well as the common name by which the craft is known.
- **Chassis/Weight**: This lists the specific chassis and weight categories upon which the vehicle's design is based.
- **Size Class**: This lists the vehicle's Size Class as well as its maximum calculated bounding box volume (in cubic meters).
- **SI**: This is the vehicle's Strength Index assuming no damage and a default Gun loadout.
- **Cost**: This lists the vehicle's cost per unit in credits.
- **HD/BHD/FHD**: This lists the vehicle's hit difficulty numbers. Standard HD is listed HD first, followed by blast hit difficulty next and ending with flat-footed hit difficulty.
- **INIT**: This lists the vehicle's Initiative rating as well as its Engine Class.
- **Max Speed**: This lists the vehicle's top speed along with any top afterburner speed if applicable and the combat speeds associated with both values. Combat speed ratings preceded by a plus sign indicate extra movement points designated solely for use in turning maneuvers.
- **SHP**: This lists the vehicle's maximum Shield Hit Points as well as the specific Class of Shield installed on the vehicle.
- **AHP**: This is the vehicle's Armor Hit Points; its specific armor type and thickness are also listed here.
- **Guns**: This is lists the default Guns installed on the vehicle. Each specific Gun includes data on its re-fire rate, maximum range and damage capacity, in that order.
- **Ordnance**: This lists out the default Ordnance installed on the vehicle. Like Guns, data on the ordnance's re-fire, optimal range, maximum range and damage capacity are listed with each specific weapon.
- **X**: This lists any special weapon or capability of note the vehicle may possess.
- **Crew/Passengers**: This lists a vehicle's standard compliment; the standard size of the crew is listed first followed by any passenger capacity it has available.
- **Cargo Capacity**: This lists the vehicle's maximum cargo capacity; an outline of what contributes a specific amount to that capacity is also included.
- **Accessories**: This lists the specific accessories installed on the vehicle. This section includes any Weapons Stations installed on the vehicle. Specific numbers and types of weapons will be outlined in this section; should a weapon be listed without a number, it should be assumed that it is installed on **all** occurrences of their associated Weapon Station type.
- **Flaws/Bonuses/Notes**: These sections list any further additional items of note about a particular vehicle, including any universal design flaws, added bonuses or major design variants.

Terran Craft

Hornet

F-36 *Hornet* Light Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (3,560.04 m^3)	
SI: 96	Cost: €123,648,500	HD/BHD/FHD: 28/35/32	INIT: +9 (Seventh Class Engine)	Max Speed: 420/1,240 kps (3/8)
SHP: 30 (First Class Shields)	AHP: 30 (Durasteel; 3.0 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Dumb-Fire, Light (1/2-8/130) Heat Seeker, Light (1/6-9/160)	X: None
Crew/Passengers: 1/0 (1 0.78125 m^3 Airplane Seat)			Cargo Capacity: 0.8 m^3 (0.8 m^3 base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Afterburner (x2.95), Ejection Seat, Scout Module, Collapsible Sections, Auto-Repair System (+25), Tracking Computer, Weapons Station x5 (Gun Hardpoint x2 (Forward Narrow; Laser); Light Ordnance Hardpoint x3 (Forward Narrow; DFx2, HSx1)).				
Flaws/Bonuses: None.				

Scimitar

CF-105 *Scimitar* Medium Fighter				
Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (8,628.45 m^3)	
SI: 185	Cost: €143,275,250	HD/BHD/FHD: 31/42/38	INIT: +8 (Seventh Class Engine)	Max Speed: 360/1,120 kps (2/7)
SHP: 40 (First Class Shields)	AHP: 55 (Durasteel; 5.5 cm)	Guns: Mass Driver Cannon, Heavy Long-Range (5/3/45)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130) Heat Seeker (LHS), Light (1/6-9/160)	X: None
Crew/Passengers: 1/0 (1 0.78125 m^3 Airplane Seat)			Cargo Capacity: 1.6 m^3 (1.6 m^3 base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.11), ECM Module (-5 HD), Ejection Seat, Auto-Repair System (+25), Tracking Computer, Weapons Station x7 (Gun Hardpoint x2 (Forward Narrow; Mass Driver), Light Ordnance Hardpoint x5 (Forward Narrow; DFx2, HSx3)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				

Raptor

A-14 *Raptor* Heavy Fighter				
Chassis/Weight: Very Heavy Military Fightercraft			Size Class: 12 (18,687.87 m^3)	
SI: 290	Cost: €158,153,100	HD/BHD/FHD: 38/48/45	INIT: +9 (Seventh Class Engine)	Max Speed: 400/1,200 kps (2/7)
SHP: 70 (First Class Shields)	AHP: 70 (Durasteel; 7.0 cm)	Guns: Neutron Gun, Standard (4/3/30) Mass Driver Cannon, Heavy Long-Range (5/3/45)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160) Image Recognition (IR), Civilian Grade (1/6-9/170) Friend-or-Foe (IFF), Standard (1/8-12/170) Porcupine Mine, Mk. I (1/NA/100)	X: None
Crew/Passengers: 1/0 (1 0.78125 m^3 Airplane Seat)			Cargo Capacity: 3.1 m^3 (3.1 m^3 base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.00), ECM Module (-5 HD), Ejection Seat, Auto-Repair System (+25), Tracking Computer, Weapons Station x10 (Gun Hardpoint x4 (Forward Narrow; Mass Driver x2, Neutron Gun x2), Light Ordnance Hardpoint x5 (Forward Narrow; HSx2, ImRecx2, IFFx1), Light Ordnance Hardpoint (Aft Narrow; MINE)).				
Flaws/Bonuses: None.				

Rapier

F-44/A *Rapier-II* Medium Fighter				
Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (6,790.26 m^3)	
SI: 204	Cost: €149,631,000	HD/BHD/FHD: 29/40/36	INIT: +9 (Seventh Class Engine)	Max Speed: 450/1,300 kps (3/8)
SHP: 70 (First Class Shields)	AHP: 38 (Durasteel; 3.8 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Neutron Gun, Standard (4/3/30)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130) Image Recognition (IR), Civilian Grade (1/6-9/170) Friend-or-Foe (IFF), Standard (1/8-12/170)	X: None
Crew/Passengers: 1/0 (1 0.78125 m^3 Airplane Seat)			Cargo Capacity: 1.6 m^3 (1.6 m^3 base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.89), ECM Module (-5 HD), Ejection Seat, Collapsible Sections, Auto-Repair System (+25), Tracking Computer, Weapons Station x9 (Gun Hardpoint x4 (Forward Narrow; Laser x2, Neutron Gun x2), Light Ordnance Hardpoint x5 (Forward Narrow; DFx2, IFFx2, ImRecx1)).				
Flaws/Bonuses: None.				
NOTES: The stats above are for the prototype version of this craft. Production versions included stronger shields and armor; they have 85 SHP and an extra centimeter of Durasteel armor. The cost of this variant is €149,631,500, its HD ratings are 35/41/37 and its SI is 229; it otherwise uses the same set of stats.				

Drayman

Drayman-class Transport				
Chassis/Weight: Medium Frigate			Size Class: 16 (194,240.64 m^3)	
SI: 340	Cost: €200,674,005	HD/BHD/FHD: 33/37/45	INIT: +6 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 90 (First Class Shields)	AHP: 70 (Durasteel; 7.00 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: None	X: None
Crew/Passengers: 16/0 (16 100 m^3 Staterooms)			Cargo Capacity: 1,450 m^3 (50 m^3 base, 1,400 m^3 from accommodations)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Industrial Manipulator Module, ECM Module (-5 HD), Fuel Tank, Ramscoop, Gun Cooler +3, Permanent Pod Mount x1, Expendable Pod Mount x1 {Escape Pod x1 (16 1.5625 EEV)}, Weapon Station x5 (Dual Gun Barbette x2 (Forward Hemisphere; Laser), Dual Gun Limited Turret x2 (Portside/Forward/Starboard; Laser), Dual Gun Turret x1 (360°; Laser)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: The statistics listed reflect a "stock" model, one that has not been configured for a specific mission purpose. Operational *Draymen* are typically outfitted with a Large Cargo Container Pod (for cargo hauling or oiler/ tanker duties), a Habitation Module Pod (usually when acting as a Marine transport) or Mission Module Pod (usually when acting as a hospital ship). These pods attach to the Permanent Pod Mount and adjust the cost and compliment of the ship as appropriate; no other stats are affected. Known ships of this class include TCS *Drayman*, TCS *Falstaff*, TCS *General Powell* and TCS *Scrimshaw*.				

Diligent

Diligent-class Transport				
Chassis/Weight: Medium Frigate			Size Class: 16 (253,741.28 m^3)	
SI: 304	Cost: €200,675,785	HD/BHD/FHD: 33/37/45	INIT: +6 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 90 (First Class Shields)	AHP: 70 (Durasteel; 7.00 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: None	X: None
Crew/Passengers: 16/0 (16 100 m^3 Staterooms)			Cargo Capacity: 4,263 m^3 (50 m^3 base, 1,400 m^3 from accommodations, 2,813 m^3 from accessories)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Industrial Manipulator Module, Bulk Cargo Module, ECM Module (-5 HD), Fuel Tank, Ramscoop, Morvan Drive, Gun Cooler +3, Expendable Pod Mount x1 {Escape Pod x1 (16 1.5625 EEV)}, Weapon Station x4 (Dual Gun Barbette x2 (Forward Hemisphere; Laser), Dual Gun Limited Turret x2 (Portside/Forward/Starboard; Laser)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: Known ships of this class include TCS *Dilligent* (*sic*) and TCS *Hickok*.				

Venture

***Venture*-class Corvette**				
Chassis/Weight: Very Light Frigate			Size Class: 14 (85,815.096 m^3)	
SI: 291	Cost: €236,098,463	HD/BHD/FHD: 28/34/40	INIT: +6 (Seventh Class Engine)	Max Speed: 200 kps (1)
SHP: 100 (First Class Shields)	AHP: 83 (Durasteel; 8.3 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160) Friend-or-Foe (IFF), Standard (1/8-12/170)	X: None
Crew/Passengers: 9/3 (12 50 m^3 Double Cabins)			Cargo Capacity: 162.5 m^3 (12.5 m^3 base, 150 m^3 from accommodations)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Industrial Manipulator Module, ECM Module (-5 HD), SWACS Module, Fuel Tank, Ramscoop, Tracking Computer, Expendable Pod Mount x1 {Escape Pod x1 (16 1.5625 EEV)}, Weapon Station x6 (Gun Hardpoint x2 (Forward Narrow; Laser), Dual Gun Limited Turret x2 (Forward/Aft/Portside x1, Forward/Aft/Starboard x1; Laser), Light Ordnance Hardpoint, Tube x2 (Forward Narrow; HSx2, IFFx1)).				
Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT).				
NOTES: Ships of this class may be loaded with up to twenty missiles of various types appropriate to its era. The *Venture*-class typically carries a crew of nine. Billets include the Captain, First/Helm Officer, Sentry, Astrogator, Damage Control Officer, three Gunners, and Mechanic. Known ships of this class include TCS *John Bunyan*, TCS *Johnny Greene*, TCS *Marciano* and TCS *Venture*.				

Exeter

***Exeter*-class Destroyer**				
Chassis/Weight: Medium Destroyer			Size Class: 21 (8,152,280.64 m^3)	
SI: 1,571	Cost: €3,247,224,405	HD/BHD/FHD: 48/52/65	INIT: +6 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 250 (First Class Shields)	AHP: 205 (Durasteel; 20.50 cm)	Guns: Anti-Matter Gun (1/8/300) Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Image Recognition (IR), Civilian Grade (1/6-9/170)	X: None
Crew/Passengers: 500/50 (300 200 m^3 Luxury Staterooms (200 Double Occupancy))			Cargo Capacity: 1,600 m^3 (1,600 m^3 base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, ECM Module (-10 HD), SWACS Module, Repair Bay Module, Ramscoop, Gun Cooler +5, ITTS, Tracking Computer, Capship Systems Adapter, Reinforced Chassis, Expendable Pod Mount x10 {Escape Pod x10 (63 0.39683 m^3 EEV)}, Hangar Bay Module x2, Carrier Systems x4, Weapon Station x8 (Dual Gun Barbette x5 (Starboard Ahead/Starboard Wide x1, Portside Ahead/Portside Wide x1, Aft Wide x1, Portside Hemisphere x1, Starboard Hemisphere x1 ; Laser), Dual Gun Turret x1 (360°; Laser), Triple Gun Turret x1 (Forward OTS; Antimatter Gun), Light Ordnance Hardpoint, Tube x1 (Forward Narrow; ImRec x1)).				
Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT).				
NOTES: Ships of this class may be loaded with up to ten missiles of various types appropriate to its era. The standard flight compliment for this class is 18 small craft; total hangar capacity is 180,000 m^3. The cost of this craft has been calculated assuming a compliment of 6 F-36 *Hornet* Light Fighters, 6 CF-105 *Scimitar* Medium Fighters and 6 A-14 *Raptor* Heavy Fighters, each with default specifications. A later variant of the *Exeter*-class (the *Gettysburg*-class) has a standard flight compliment of 24, adding 6 F-44/A *Rapier-II* Medium Fighters to the normal load. The cost of this variant is increased to €4,145,010,405; it otherwise uses the same set of stats. Known ships of the standard class include TCS *Exeter*, TCS *Carraway*, TCS *Formidable*, TCS *Gwenhyvar (Destroyed 2655)*, TCS *Johann*, TCS *Mitchell Hammock*, TCS *Oregon*, TCS *Perez de Cuellar*, TCS *Talmud*, TCS *Tryfvie Lie*, TCS *U Thant* and TCS *Vindicator*. Known ships of the *Gettysburg* variant include TCS *Gettysburg* and TCS *Austin*.				

Bengal

CVS-01 *Bengal*-class Strike Carrier				
Chassis/Weight: Light Battlecruiser			Size Class: 24 (68,350,284.38 m^3)	
SI: 1,165	Cost: €16,668,194,690	HD/BHD/FHD: 39/45/61	INIT: +6 (Seventh Class Engine)	Max Speed: 130 kps (1)
SHP: 210 (First Class Shields)	AHP: 235 (Durasteel; 23.50 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Torpedo, Confederation Mk I. (4/2-8/500)	X: None
Crew/Passengers: 2,250/540 (900 100 m^3 staterooms (675 Triple Occupancy), 540 50 m^3 Double Cabins)			Cargo Capacity: 13,000 m^3 (12,800 m^3 base, 200 m^3 from accommodations)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x2, ECM Module (-15 HD), SWACS Module, Repair Bay Module, Ramscoop, Gun Cooler +10, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x21 {Escape Pod x21 (133 0.18667 m^3 EEV)}, Hangar Bay Module x1, Carrier Systems x4, Weapon Station x24 (Dual Gun Sponson x6 (Forward x1, Starboard Ahead x1, Starboard Aft x1, Aft x1, Portside Aft x1, Portside Ahead x1; Laser), Dual Gun Barbette x5 (Portside Aft Hemisphere x2, Starboard Aft Hemisphere x2, Portside/Starboard x1; Laser), Dual Gun Limited Turret x3 (Forward Hemisphere/Portside/Starboard x1, Forward Wide/Aft Wide x2; Laser), Dual Gun Turret x6 (Aft OTS x3, Portside OTS x1, Starboard OTS x1, Forward OTS x1; Laser), Heavy Ordnance Hardpoint, Tube x4 (Forward Narrow; TORP x10)).				
Flaws/Bonuses: Gun Resistant (DR 9). Sluggish Handling (-1 INIT).				
NOTES: The standard flight compliment for this class is 104 small craft; total hangar capacity is 780,000 m^3 (180,000 m^3 from accommodations). The cost of this craft has been calculated assuming a compliment of 26 F-36 *Hornet* Light Fighters, 26 CF-105 *Scimitar* Medium Fighters, 26 A-14 *Raptor* Heavy Fighters and 26 F-44/A *Rapier-II* Medium Fighters, each with default specifications. Known ships of the class include TCS *Bengal*, TCS *Beacontree*, TCS *Eagle's Talon*, TCS *Exeter*, TCS *Kipling* (CVS-08), TCS *Kyoto*, TCS *Tiger's Claw* (CVS-07; Destroyed 2656), TCS *Trafalgar* (Destroyed 2668), TCS *Wolfhound* and TCS *Vanguard*.				

Kilrathi Craft

Salthi

KF-227 *Salthi* Light Fighter				
Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (9,522.56 m^3)	
SI: 91	Cost: €137,455,500	HD/BHD/FHD: 33/39/35	INIT: +9 (Seventh Class Engine)	Max Speed: 480/1,360 kps (3/8)
SHP: 35 (First Class Shields)	AHP: 20 (Durasteel; 2.0 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130)	X: None
Crew/Passengers: 1/0 (1 0.78125 m^3 Airplane Seat)			Cargo Capacity: 1.6 m^3 (1.6 m^3 base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.83), Collapsible Sections, Auto-Repair System (+25), Gun Cooler +1, Weapon Station x3 (Gun Hardpoint x2 (Forward Narrow; Laser), Light Ordnance Hardpoint x1 (Forward Narrow; DF)).				
Flaws/Bonuses: None.				

Dralthi-I

Dralthi Medium Fighter				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (5,402.28 m^3)	
SI: 121	Cost: €151,683,750	HD/BHD/FHD: 26/37/33	INIT: +9 (Seventh Class Engine)	Max Speed: 400/1,200 kps (2/7)
SHP: 50 (First Class Shields)	AHP: 35 (Durasteel; 3.5 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160) Porcupine Mine, Mk. I (1/NA/100)	X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m^3 Airplane Seat)			Cargo Capacity: 0.8 m^3 (0.8 m^3 base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.00), ECM Module (-5 HD), Tractor Beam, Auto-Repair System (+25), Gun Cooler +1, Tracking Computer, Weapon Station x7 (Gun Hardpoint x2 (Forward Narrow; Laser), Light Ordnance Hardpoint x2 (Forward Narrow; HS), Light Ordnance Hardpoint x3 (Aft Narrow; MINE)).				
Flaws/Bonuses: None.				

Dralthi-II

***Dralthi-II* Medium Fighter**				
Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (5,402.28 m^3)	
SI: 209	Cost: €151,563,200	HD/BHD/FHD: 29/40/36	INIT: +9 (Seventh Class Engine)	Max Speed: 400/1,200 kps (2/7)
SHP: 55 (First Class Shields)	AHP: 64 (Durasteel; 6.4 cm)	Guns: Mass Driver Cannon, Heavy Long-Range (5/3/45)	Ordnance: Dumb-Fire (DF), Light (1/2-8/130) Heat Seeker (LHS), Light (1/6-9/160)	X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m^3 Airplane Seat)			Cargo Capacity: 0.8 m^3 (0.8 m^3 base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.00), ECM Module (-5 HD), Tractor Beam, Auto-Repair System (+25), Gun Cooler +1, Tracking Computer, Weapon Station x7 (Gun Hardpoint x2 (Forward Narrow; Mass Driver), Light Ordnance Hardpoint x5 (Forward Narrow; HSx3, DFx2)).				
Flaws/Bonuses: None.				

Krant

KF-402 *Krant* Medium Fighter				
Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (8,141.97 m^3)	
SI: 204	Cost: €236,413,900	HD/BHD/FHD: 36/47/43	INIT: +9 (Seventh Class Engine)	Max Speed: 360/1,360 kps (2/8)
SHP: 80 (First Class Shields)	AHP: 88 (Durasteel; 8.8 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) - x2 (2000)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160) Friend-or-Foe (IFF), Standard (1/8-12/170)	X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m^3 Airplane Seat)			Cargo Capacity: 1.6 m^3 (1.6 m^3 base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.77), ECM Module (-5 HD), Reinforced Chassis, Collapsible Sections, Tractor Beam, Auto-Repair System (+25), Gun Cooler +1, Tracking Computer, Weapon Station x8 (Gun Hardpoint x2 (Forward Narrow; Laser), Light Ordnance Hardpoint x4 (Forward Narrow; HSx3, IFFx1), Heavy Ordnance Hardpoint x2 (Forward Narrow; None (see Notes)).				
Flaws/Bonuses: None.				
NOTES: This craft can be outfitted with torpedoes instead of missiles; when configured this way, the craft's cost is adjusted to €237,993,900 and it carries two Torpedo, Shield-Burster (4/2-8/500); it otherwise uses the same set of stats. An earlier model of this craft incorporated a lighter set of defenses (60 SHP and 55 AHP). This craft does not require the Reinforced Chassis accessory; its cost is €181,412,250 in the default configuration or €182,992,250 when carrying torpedoes, it has HD ratings of 31/42/38 and an SI of 151. It otherwise uses the same set of stats.				

Jalthi

***Jalthi* Heavy Fighter**				
Chassis/Weight: Very Heavy Military Fightercraft			Size Class: 12 (15,252.79 m^3)	
SI: 464	Cost: €690,965,400	HD/BHD/FHD: 53/68/63	INIT: +7 (Sixth Class Engine)	Max Speed: 280/960 kps (2/6)
SHP: 160 (Second Class Shields)	AHP: 160 (Durasteel; 16.0 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Neutron Gun, Standard (4/3/30)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160) Friend-or-Foe (IFF), Standard (1/8-12/170)	X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m^3 Airplane Seat)			Cargo Capacity: 3.1 m^3 (3.1 m^3 base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.43), ECM Module (-10 HD), Reinforced Chassis, Ejection Seat, Collapsible Sections, Tractor Beam, Gun Cooler +2, Tracking Computer, Weapon Station x9 (Gun Hardpoint x6 (Forward Narrow; Laser x3, Neutron Gun x3), Light Ordnance Hardpoint x3 (Forward Narrow; IFFx2, HSx1)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				

Gratha

***Gratha* Heavy Fighter/Bomber**				
Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (6,425.63 m^3)	
SI: 354	Cost: €473,800,650	HD/BHD/FHD: 39/55/36	INIT: +8 (Seventh Class Engine)	Max Speed: 320/1,040 kps (2/6)
SHP: 105 (Second Class Shields)	AHP: 123 (Durasteel; 12.3 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Mass Driver Cannon, Heavy Long-Range (5/3/45)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160) Image Recognition (IR), Civilian Grade (1/6-9/170) Porcupine Mine, Mk. I (1/NA/100)	X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m^3 Airplane Seat)			Cargo Capacity: 1.6 m^3 (1.6 m^3 base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.25), ECM Module (-10 HD), Reinforced Chassis, Collapsible Sections, Tractor Beam, Auto-Repair System (+25), Gun Cooler +2, Tracking Computer, Weapons Station x10 (Gun Hardpoint x4 (Forward Narrow; Laser x2, Mass Driver x2), Light Ordnance Hardpoint x4 (Forward Narrow; HSx3, ImRecx1), Light Ordnance Hardpoint x2 (Aft Narrow; MINE)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				

Hhriss

***Hhriss* Space Superiority Fighter**				
Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (9,193.90 m^3)	
SI: 480	Cost: €243,801,250	HD/BHD/FHD: 27/38/34	INIT: +9 (Seventh Class Engine)	Max Speed: 380/1,400 kps (2/8)
SHP: 165 (Second Class Shields)	AHP: 165 (Plasteel; 1.65 cm)	Guns: Mass Driver Cannon, Heavy Long-Range (5/3/45) Neutron Gun, Standard (4/3/30)	Ordnance: Heat Seeker (LHS), Light (1/6-9/160) Image Recognition (IR), Civilian Grade (1/6-9/170)	X: Tractor Beam
Crew/Passengers: 1/0 (1 0.78125 m^3 Airplane Seat)			Cargo Capacity: 1.6 m^3 (1.6 m^3 base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.68), ECM Module (-5 HD), Ejection Seat, Collapsible Sections, Tractor Beam, Auto-Repair System (+25), Gun Cooler +3, Tracking Computer, Weapons Station x6 (Gun Hardpoint x4 (Forward Narrow; Mass Driver x2, Neutron Gun x2), Light Ordnance Hardpoint x2 (Forward Narrow; HSx1, ImRecx1)).				
Flaws/Bonuses: None.				

Dorkir

***Dorkir*-class Transport**				
Chassis/Weight: Medium Frigate			Size Class: 16 (200,491.95 m^3)	
SI: 398	Cost: €201,777,865	HD/BHD/FHD: 33/37/45	INIT: +6 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 135 (First Class Shields)	AHP: 83 (Durasteel; 8.30 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Porcupine Mine, Mk. I (1/NA/100)	X: None
Crew/Passengers: 24/0 (15 200 m^3 Luxury Staterooms (9 double occupancy))			Cargo Capacity: 2,863 m^3 (50 m^3 base, 2,813 m^3 from accessories)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Industrial Manipulator Module, Bulk Cargo Module, ECM Module (-5 HD), Ramscoop, Gun Cooler +4, Expendable Pod Mount x5 {Escape Pod x5 (6 4.1667 m^3 EEV)}, Weapon Station x6 (Dual Gun Barbette x5 (Starboard Aft/Starboard Wide x1, Portside Aft/Portside Wide x1, Aft Hemisphere x1, Forward Wide x1, Aft Wide x1; Laser), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx3)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: Known ships of the class include KIS *Dorkir*.				

Lumbari

***Lumbari*-class Freighter/Tanker**				
Chassis/Weight: Light Frigate			Size Class: 15 (137,428.05 m^3)	
SI: 434	Cost: €179,179,030	HD/BHD/FHD: 29/34/41	INIT: +6 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 135 (First Class Shields)	AHP: 83 (Durasteel; 8.30 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Porcupine Mine, Mk. I (1/N/A /100)	X: None
Crew/Passengers: 24/0 (15 100 m^3 Staterooms (9 Double Occupancy)).			Cargo Capacity: 1,431 m^3 (25 m^3 base, 1,406 m^3 from accessories)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Industrial Manipulator Module, Bulk Cargo Module x1, ECM Module (-5 HD), Ramscoop, Gun Cooler +4, Expendable Pod Mount x1 {Escape Pod x1 (30 0.8333 m^3 EEV)}, Weapon Station x8 (Gun Hardpoint x2 (Aft Narrow; Laser), Dual Gun Sponson x2 (Starboard Ahead x1, Portside Ahead x1; Laser), Dual Gun Barbette x3 (Forward Wide x1, Aft Hemisphere x2; Laser), Light Ordnance Hardpoint, Tube x1 (Aft Narrow; MINEx3)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: Known ships of the class include KIS *Lumbari* and KIS *Rakesh*.				

Ralari

***Ralari*-class Destroyer**				
Chassis/Weight: Medium Destroyer			Size Class: 20 (4,696,549.44 m^3)	
SI: 1,059	Cost: €691,344,413	HD/BHD/FHD: 36/41/53	INIT: +6 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 160 (First Class Shields)	AHP: 155 (Durasteel; 15.50 cm)	Guns: Anti-Matter Gun (1/8/300) Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Porcupine Mine, Mk. I (1/N/A /100)	X: None
Crew/Passengers: 225/45 (270 50 m^3 Double Cabins)			Cargo Capacity: 800 m^3 (800 m^3 base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, ECM Module (-10 HD), SWACS Module, Ramscoop, Gun Cooler +4, Capship Systems Adapter, Expendable Pod Mount x23 {Escape Pod x23 (12 2.00 m^3 EEV)}, Weapon Station x7 (Gun Hardpoint x2 (Forward Narrow; Antimatter Gun), Dual Gun Sponson x2 (Starboard Ahead x1, Portside Ahead x1; Laser), Dual Gun Limited Turret x1 (Forward Hemisphere/Aft; Laser), Dual Gun Turret x1 (360°; Laser), Light Ordnance Hardpoint x1 (Forward Narrow; MINE)).				
Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT)				
NOTES: Known ships of the class include KIS *Ralari* and KIS *Rathak*.				

Fralthi

Fralthi-class Cruiser				
Chassis/Weight: Light Battlecruiser			Size Class: 23 (20,822,699.05 m^3)	
SI: 3,107	Cost: €7,978,436,750	HD/BHD/FHD: 43/45/60	INIT: +6 (Seventh Class Engine)	Max Speed: 180 kps (1)
SHP: 220 (First Class Shields)	AHP: 235 (Durasteel; 23.50 cm)	Guns: Anti-Matter Gun (1/8/300) Laser Cannon, Civilian Grade (5/5/18)	Ordnance: None	X: None
Crew/Passengers: 728/176 (904 50 m^3 Double Cabins)			Cargo Capacity: 6,400 m^3 (6,400 m^3 base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, ECM Module (-10 HD), SWACS Module, Repair Bay Module, Ramscoop, Gun Cooler +4, Capship Systems Adapter, Expendable Pod Mount x38 {Escape Pod x38 (24 1.00 m^3 EEV)}, Quarter Hangar Bay Module x1, Carrier Systems x2, Weapon Station x11 (Dual Gun Sponson x7 (Portside Ahead x1, Starboard Ahead x1, Forward Wide x1, Aft x1, Starboard x2, Portside x2; Laser), Dual Gun Barbette x3 (Forward Wide x1, Starboard Ahead Wide x1, Portside Ahead Wide x1; Antimatter Gun), Dual Gun Limited Turret x1 (Forward Hemisphere/Aft; Antimatter Gun)).				
Flaws/Bonuses: Gun Resistant (DR 9). Modular Design. Sluggish Handling (-1 INIT).				
NOTES: The standard flight compliment for this class is 20 small craft; total hangar capacity is 90,000 m^3. The cost of this craft has been calculated assuming a compliment of 4 KF-227 *Salthi* Light Fighters, 4 *Dralthi* Medium Fighters, 4 KF-402 *Krant* Medium Fighters, 4 *Jalthi* Heavy Fighters and 4 *Gratha* Heavy Fighter/Bombers, each with default specifications. Known ships of the class include KIS *Fralthi*, KIS *Caxkolee*, KIS *Kraj'nishk* and KIS *Ras Nik'hra*.				

Sivar (Class)

***Sivar*-class Dreadnought**				
Chassis/Weight: Very Light Dreadnought			Size Class: 23 (35,288,016.61 m^3)	
SI: 6,275	Cost: €8,232,946,070	HD/BHD/FHD: 41/48/63	INIT: +6 (Seventh Class Engine)	Max Speed: 200 kps (1)
SHP: 220 (First Class Shields)	AHP: 235 (Durasteel; 23.50 cm)	Guns: Anti-Matter Gun (1/8/300) Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Torpedo, Shield-Burster (4/2-8/500)	X: None*
Crew/Passengers: 2,760/80 (2,840 50 m^3 Double Cabins)			Cargo Capacity: 6,400 m^3 (6,400 m^3 base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x2, Hospital Module x4, ECM Module (-15 HD), SWACS Module, Repair Bay Module, Fuel Tank x2, Ramscoop, Turboinjector, Gun Cooler +20, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x42 {Escape Pod x42 (82 0.3043 m^3 EEV)}, Quarter Hangar Bay Module x1, Carrier Systems x2, Weapon Station x29 (Gun Hardpoint x2 (Forward Narrow; Antimatter Gun), Gun Sponson x2 (Starboard Ahead x1, Portside Ahead x1; Laser), Dual Gun Sponson x10 (Portside Ahead x2, Starboard Ahead x2, Portside Aft x1, Starboard Aft x1, Forward x1, Portside x1, Aft x1, Starboard x1; Laser), Triple Gun Sponson x3 (Forward x1, Portside x1, Starboard x1; Antimatter Gun), Dual Gun Barbette x7 (Starboard Ahead Wide x1, Portside Ahead Wide x1, Portside Wide x1, Starboard Wide x1, Starboard Aft Wide x1, Portside Aft Wide x1, Portside Aft Narrow/Starboard Aft Narrow x1; Laser), Triple Gun Barbette x2 (Portside Wide x1, Starboard Wide x1; Antimatter Gun), Dual Gun Turret x2 (Portside Aft OTS x1, Starboard Aft OTS x1; Laser), Dual Heavy Ordnance Turret, Bay x1 (Forward Narrow; TORP x100)).				
Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT)				
NOTES: A one-of-a-kind variant of this class attacked the Goddard colony in 2655; this variant replaces the Dual Heavy Ordnance Turret, Bay and the associated Torpedoes with a Special Turret armed with one Phase Transit Cannon (1/8/1000). The cost of this variant is €8,210,445,650; it otherwise uses the same set of stats. The standard flight compliment for this class is 20 small craft; total hangar capacity is 90,000 m^3. The cost of this craft has been calculated assuming a compliment of 4 KF-227 *Salthi* Light Fighters, 4 *Dralthi* Medium Fighters, 4 KF-402 *Krant* Medium Fighters, 4 *Jalthi* Heavy Fighters and 4 *Gratha* Heavy Fighter/Bombers, each with default specifications. Known ships of the class include KIS *Sivar* (Destroyed 2655) and KIS *Kot'Akri*.				

Snakeir

***Snakeir*-class Carrier**				
Chassis/Weight: Light Battlecruiser			Size Class: 23 (28,320,963.58 m^3)	
SI: 2,048	Cost: €29,053,062,410	HD/BHD/FHD: 55/56/72	INIT: +6 (Seventh Class Engine)	Max Speed: 150 kps (1)
SHP: 370 (First Class Shields)	AHP: 310 (Durasteel; 31.00 cm)	Guns: Anti-Matter Gun (1/8/300) Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Image Recognition (IR), Civilian Grade (1/6-9/170) Torpedo, Shield-Burster (4/2-8/500)	X: None
Crew/Passengers: 1,096/274 (1,370 50 m^3 Double Cabins)			Cargo Capacity: 10,240 m^3 (10,240 m^3 base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x2, ECM Module (-10 HD), SWACS Module, Repair Bay Module, Ramscoop, Gun Cooler +5, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x21 {Escape Pod x21 (65 0.3832 m^3 EEV)}, Hangar Bay Module x2, Carrier Systems x8, Weapon Station x19 (Gun Hardpoint x2 (Aft Narrow; Laser), Dual Gun Sponson x6 (Forward x1, Aft x1, Portside Ahead x2, Starboard Ahead x2; Laser), Dual Gun Barbette x6 (Portside Wide x1, Starboard Wide x1, Portside Ahead Hemisphere x1, Starboard Ahead Hemisphere x1, Starboard Aft Wide x1, Portside Aft Wide x1; Laser), Triple Gun Barbette x1 (Forward Hemisphere; Antimatter Gun), Light Ordnance Hardpoint, Tube x2 (Forward Narrow; ImRecx20), Heavy Ordnance Hardpoint, Tube x2 (Forward Narrow; TORPx14)).				
Flaws/Bonuses: Gun Resistant (DR 9). Sluggish Handling (-1 INIT).				
NOTES: The standard flight compliment for this class is approximately 100 small craft; total hangar capacity is 1,045,000 m^3 (with 450,000 m^3 coming from accommodation space). The cost of this craft has been calculated assuming a compliment of 16 KF-227 *Salthi* Light Fighters, 16 *Dralthi-II* Medium Fighters, 16 KF-402 *Krant* Medium Fighters, 16 *Jalthi* Heavy Fighters, 16 *Gratha* Heavy Fighter/Bombers and 16 *Hhriss* Space Superiority Fighters, each with default specifications. Known ships of the class include KIS *Snakeir*, KIS *Grist'Ar'Roc*, and KIS *Shak'Ar'Rock*.				

Kilrathi Star Post

Kilrathi Star Post				
Chassis/Weight: Very Light Space Station			Size Class: 24 (73,782,566.44 m^3)	
SI: 1,210	Cost: €14,641,697,925	HD/BHD/FHD: 53/59/68	INIT: +0 (No Engine)	Max Speed: *Stationary*
SHP: 400 (First Class Shields)	AHP: 360 (Plasteel; 1.80 cm)	Guns: Laser, Defensive (7/4/25)	Ordnance: Friend-or-Foe (IFF), Standard (1/8-12/170)	X: None
Crew/Passengers: 640/152 (904 50 m^3 Double Cabins)			Cargo Capacity: 12,800 m^3 (12,800 m^3 base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x4}, Apprehension Module x16, Hospital Module x16, Industrial Manipulator Module, ECM Module (-15 HD), SWACS Module, Repair Bay Module, Gun Cooler +7, Tracking Computer, Expendable Pod Mount x36 {Escape Pod x36 (22 1.125 m^3 EEV)}, Weapon Station x8 (Dual Gun Barbette x4 (Forward Hemisphere x1, Portside Hemisphere x1, Aft Hemisphere x1, Starboard Hemisphere x1; Laser), Light Ordnance Hardpoint, Tube x4 (Forward Narrow x1, Aft Narrow x1, Portside Narrow x1, Starboard Narrow x1; IFFx10)).				
Flaws/Bonuses: *Space Station Chassis*. Gun Resistant (DR 14). Missile Resistant (DR 80).				
NOTES: Some variants of this space station include a Shelter Module and Carrier Systems, which are counted as free additional accessories. Models with this variant have a flight compliment of approximately 24 craft, consisting of 8 KF-227 *Salthi* Light Fighters, 8 KF-402 *Krant* Medium Fighters and 8 *Gratha* Heavy Fighter/Bombers. The cost of this variant is €23,160,376,325; it otherwise uses the same stats.				

NAVIGATION

Almost all adventures in the Wing Commander Universe involve characters going somewhere and doing something, whether its talking to (or shooting at) an alien species, visiting a nearby planet to conduct some mining, or searching for the nearest pub. Even those adventures that take place at a single site involve movement. Movement is an integral part of the game; keeping track of it is equally important if not more so. Any character will be hard-pressed to complete an adventure if they don't know where they are or where they've been. The same is true of vehicles and capital ships; they might be used for fighting, but their primary purpose is as a means of conveyance.

Navigation is the process of planning, reading and controlling movement from one place to another. In the original games, navigation was an important aspect; players had to go and do things (usually involving one or more combat situations) at specific places to complete their missions. A pilot competent in navigation could make life a lot easier on themselves by avoiding hazards and encounters for which they would otherwise be ill-equipped to handle (this was particularly true in *Privateer*, where a player rarely *had* to go places they didn't *choose* to go in the first place).

This Chapter is devoted to the topics of navigation. The first section discusses the particulars of fuel consumption and fuel efficiency for both vehicles and capital ships. Section two discusses planetary exploration, including how to incorporate random exploration with planned encounters on a planet's surface. Section three discusses interplanetary travel, including all aspects of slower-than-light movement inside star systems. Section four discusses interstellar travel, including how to use Morvan Drives, D-Drives, Akwende Drives and other FTL travel aspects. The final section contains navigational data for use in adventures, including Akwende Projections of the "canonical" Wing Commander Universe as well as specific nav data on the Gemini Sector and a few of the better known star systems.

A Quick Discussion of Kinematics and Units of Measurement

WCRPG (and P2G by extension) uses **linear kinematics**, the motion of objects in straight lines without consideration of the circumstances leading to it. In many of the situations used in the game, the mathematics involved in movement has been vastly simplified from real life. Those player groups that are more mathematically inclined can use their own methods for determining movement if they desire.

The most basic law of linear kinematics is the simple relationship ***d=rt***, or *Newtonian distance equals average velocity multiplied by time elapsed*; put even more simply, *distance equals speed times time*. Travelling characters will need to be made aware of how far it is to their destination, how fast they can go and how much time it will take to get there. Fortunately it's fairly easy to calculate. All that's required is that two of the factors (distance, speed or time) are already known or can be readily determined (*or even made up, in certain situations*). To find distance, multiply speed by time. To find out how long it'll take to get somewhere, divide the distance by speed. To find out how fast the characters will need to travel to get somewhere by such and such a time, divide distance by the time desired. It is really that simple. However, in order for the equation to work like it's supposed to, **all of the involved units must be the same**. If the GM uses a speed in kilometers per hour and time in seconds, the formula will yield a confusing final answer in a convoluted "kilometers-seconds per hour", rather than a tidy "kilometers". If the GM uses a distance in kilometers and speed in miles per hour, they'll end up with a time elapsed in "kilometer-hours per mile", rather than "hours".

Traditionally, Wing Commander uses the metric system (SI units). Player groups are welcome to use other terms of measurement as they see fit, though all materials within the WCRPG core rules will use metric terms.

The standard unit of distance in WCRPG is the meter. One meter equals 39.4 inches (just a little over a yard). For larger distances, kilometers are used; kilometers are equal to 1000 meters or 3280.8 feet (roughly .62 miles). For extreme distances sometimes measured in relation to the tactical short-range movement of fightercraft and capital ships, **megameters** (1000 kilometers or 1,000,000 meters) and sometimes **gigameters** (1,000,000 kilometers, a little over 3 light-seconds) are reasonable units with which to work, though neither will be mentioned again in this set of rules. Simply put, *fighters and capital ships really are **that** fast*. The largest measure of distance used in WCRPG is the astronomical unit (the distance between Earth and Sol), which is roughly 150,000,000 kilometers (93,000,000 miles) in length and is used to measure the distance between points in interplanetary space. When such discussions are required, distances in interstellar space will use either light years (roughly 9.5 trillion kilometers) or parsecs (3.26 Light Years or roughly 30.86 trillion kilometers). The Kilrathi standard unit of measurement - the mak - may also be encountered on occasion along with the derivative terms "zarmak" (1/64 of a mak) and "octomok" (8 maks). 1 mak is roughly equal to 1.2 meters (though there can be significant deviations with this figure).

The standard unit of time in WCRPG is the second, defined as "the duration of 9,192,631,770 periods of the radiation corresponding to the transition between the two hyperfine levels of the ground state of the cesium-133 atom"; *this exact definition is listed here for the sake of throwing in some worthless trivia into the game and is not really pertinent to gameplay*. Larger units of time can be derived from the second: a minute equals 60 seconds, an hour equals 60 minutes, a day equals 24 hours and a week equals 7 days. A month lasts anywhere from 28 to 31 days long (roughly four weeks) and a year is equal to 12 months, 52.1 weeks, or 365.24 days. Curiously enough, the Kilrathi also use the second as their base measurement of time, though it can generally be assumed that any other derivative terms (such as "sun years") will use variations on their overall base-eight counting system.

Speed (*and by extension, velocity; there is a mathematical difference between the two terms*) is a derived measurement based on the change in an object's position over time. As different units of measurement can be used for both distance and time measurements, there are many different possible units that may be used for speed. While the normal derived SI measurement for speed and velocity is the meter per second, WCRPG utilizes **kilometers per hour** (or **kph**). One kilometer per hour equals 0.27778 meters per second and also equals 0.62137 miles per hour. In those cases where a faster unit of speed is needed (usually when dealing with space vehicles), WCRPG uses **kilometers per second (kps)**; one kps equals 3600 kph.

Because the calculation of speed, distance and time can be a bit tricky, a GM should take the time to calculate the distances that need to be traversed in any adventure they create. For Prelude to Goddard, this set of measurements has already been done; the GM need merely to reference the data.

Vehicles, Capital Ships, and Fuel Consumption

If a group of characters is going to be doing a lot of traveling during the course of an adventure, they are probably going to want to use a vehicle. There are many advantages of using vehicles in terms of the amount of supplies that can be hauled and the amount of time it takes to travel over just hoofing it. In some cases a vehicle is required just to make the journey possible, such as when a character group must go visit another planet. When using vehicles for travel, there are three crucial questions that must be answered: how far **can** the vehicle travel in a given period of time, how far **did** the

vehicle travel in that same period of time and **how much fuel did the vehicle use in that same period of time**. This sub-Chapter focuses on the third question. *NOTE: for the sake of brevity and except where otherwise noted, capital ships will be considered space vehicles for purposes of this discussion.*

A Quick Word about Fuel

Vehicles require fuel. There's no real way around this fact; even the most primitive of machines require some kind of fuel in order to function (though in this case the "fuel" is usually provided by a living being). Vehicles in WCRPG are no exception to this fundamental rule: without fuel, a vehicle will go nowhere in a real hurry. A fundamental question that arises when operating a vehicle is whether or not it will have sufficient fuel to make it to its destination, considering any tasks its crew has to perform along the way.

Most Starfaring Age vehicles generate thrust and power either through fusion or matter/antimatter reactions. Fuels for these reactions often include the use of common fissile materials such as uranium or plutonium (whose fission reactions are used to provide the initial energetic kick required to start the fusion reaction) as well as fusible materials, usually deuterium, tritium and/or an advanced mixed-oxide material. Antimatter is created in specialized particle accelerators and requires the use of the same materials used for fusion reactions. A sufficient quantity of antimatter is capable of providing enough energy to power a capital ship's Akwende drive; it stands to reason that even a small quantity of antimatter could provide virtually unlimited fuel for a small craft, though only a few vehicles in the Wing Commander continuity (such as the F-107 *Dragon*) are even capable of utilizing antimatter as a power source. Non-Starfaring Age vehicles will utilize other fuel sources; Metal Age vehicles in particular may rely heavily on wind power while Industrial Age vehicles will use fossil fuels, solar, wind or nuclear sources. These are of course just a few possible fuel sources; GMs are free to come up with their own sources of fuel for use in their adventures. In practical terms, fuel is fuel; it doesn't matter so much what kind of fuel a vehicle has as much as that it actually has *something*.

The amount of fuel a vehicle had remaining was a somewhat important aspect of the original games; fuel level determined whether or not the player could use their afterburner or jump to the next system. In WCRPG, keeping track of fuel consumption is no less important. In fact, it is more so; running out of fuel is a Bad Thing that, depending upon the situation, can have a number of nasty effects (the player might be forced to march back to their ship, make a distress call, have to continue fighting on reserve power only or plummet out of orbit). To keep track of how much fuel a vehicle has remaining, WCRPG utilizes a system of **fuel points**. Expenditure of these points allows the vehicle to perform one or more actions. Fuel points do not equate to any specific amount of a fuel substance; simply put, there isn't enough data to definitively say what the actual fuel capacity is for most of the extant craft in the Wing Commander Universe. For reference, all vehicles have a number of fuel points equal to ten times their Size Class provided they incorporate Engines; the vehicle carries no fuel otherwise. Certain accessories such as Fuel Tanks and Drop Tanks may augment the number of fuel points a vehicle has at its disposal. In addition to their regular fuel "tank", vehicles have a very small reserve for use in the event of an emergency situation. This reserve is generally no larger than 5% (rounded up) of the vehicle's normal fuel capacity. While that isn't a lot, it may give a vehicle just enough reach to make it to a refueling depot or at least to get it to a safe stop on *terra firma*. Switching to the reserve is automatic in the event the main tank runs dry.

In the event a vehicle's fuel completely runs out, what happens to it depends largely on the vehicle's chassis and where it is. Most land vehicles will generally start decelerating and come to an eventual stop. Skimmers are an exception; when they run out of fuel their repulsor cuts out, which means that they immediately drop to the ground and as likely as not are subjected to a collision and skid (*this counts as a Sideswipe attempt against the Skimmer with an automatic success*). Sea vehicles will start to drift along on any currents the vehicle was experiencing at the time it ran out of fuel. Any

submerged submarine will lose ballast control and begin Taking on Water; Air vehicles will automatically Stall as will any space vehicle in atmosphere. A space vehicle in the middle of atmospheric re-entry will lose control over the process. A space vehicle in planetary orbit will begin an uncontrolled atmospheric re-entry as soon as its orbit decays, though any occupants will likely run out of life support well before the vehicle actually begins atmospheric re-entry. Finally, a space vehicle in space will drift; given the vastness of space, it's unlikely that anyone friendly would chance upon the vehicle and give its crew some fuel. Fightercraft are an exception; when their fuel runs out, they can continue on at cruising speed - they may not engage their afterburners, however.

Places where a vehicle's fuel supply may be replenished depend upon the groundwork laid out for an adventure by the GM. The GM may decide to make it possible to fuel up only at a home base, at a friendly port, in mid-flight or somewhere else entirely.

Fuel Efficiency for Subluminal Travel

A vehicle's **fuel efficiency** is the ratio of the amount of fuel it expends to a given distance of travel. In WCRPG, there are three key factors that affect a vehicle's fuel efficiency: the vehicle's base fuel efficiency as determined by its Engine Class and augmented with certain accessories, the difficulty of the terrain through which a vehicle is passing relative to other possible terrain types (known, perhaps unsurprisingly, as **terrain difficulty**) and the severity of the current **weather**.

The distance considered when determining a vehicle's fuel efficiency (called the **navigational unit distance**) is solely dependent upon the vehicle's chassis. More specifically, it's dependent upon which of the four general terrain categories in which the vehicle is designed to operate: land, sea, air or space. The navigational unit distance for a vehicle is exactly five times the distance represented by its combat range increment. For land vehicles, this distance is five kilometers. Sea vehicles use a navigational unit distance of 50 kilometers, while for air vehicles it's 100 kilometers; space vehicles in atmosphere are treated as air vehicles, so they also use the 100 kilometer distance in that case. For star-borne space vehicles and capital ships, the increment is 5,000 kilometers unless an active Impulse Drive is being used, in which case it's 0.1 AU (fifteen million kilometers). Fuel efficiency for all superluminal travel follows its own set of rules as outlined later in this sub-Chapter.

Because of the diversity of vehicles that exist in WCRPG, terrain effects on fuel efficiency are determined using a set of categorical difficulties as opposed to specific terrains; this is because terrain that might be a given difficulty for one type of vehicle might be drastically easier or harder to negotiate for a different vehicle type. *Muddy Terrain is a good example. Most land vehicles might have a tough time negotiating muddy terrain (for the sake of argument let's say it's a Difficult terrain difficulty level for them) but a Skimmer would be able to fly right over it (Extremely Easy) as would most air and space vehicles. Sea vehicles wouldn't be able to negotiate mud at all (Impossible); that's three different terrain difficulty levels all describing "muddy", a single type of terrain.*

The following table describes the various terrain difficulty categories and provides a list of example terrains for each category for each type of vehicle. This table is meant as a general guide only; GMs are welcome to use whatever terrain difficulty they feel is most appropriate to the situation at hand.

Terrain Difficulty Categorical Descriptions and Examples		
Category Title	**Description**	**Examples**
Extremely Easy	Vehicle should have no difficulty negotiating the terrain.	Paved road (land); calm seas with gentle winds (sea); thin to moderate air density and gravity below 0.5 gees (air); interstellar space (space).
Very Easy	Vehicle should have minimal difficulty negotiating the terrain.	Bare, flat rock or plains (land); light chop and gentle winds (sea); gravity between 0.5 and 0.8 gees and thin to moderate air density (air); interplanetary space (space).
Easy	Vehicle may have some minor problems negotiating the terrain.	Forested terrain (land); moderate chop and fresh winds (sea); gravity between 0.8 and 1.2 gees with moderate air density (air); high orbit or interlunar space (space).
Moderate	Vehicle may have some minor problems negotiating the terrain even with an experienced pilot.	Densely forested or Sandy terrain (land); heavy chop and gale force winds (sea); gravity between 1.2 and two gees with moderate to thick atmo (air); very low planetary orbit (space).
Difficult	Vehicle can expect problems negotiating the terrain.	Snowy or Icy terrain (land); tropical storm conditions (sea); very thin atmo or thick to very thick atmo with gravity greater than two gees (air); asteroid field (space).
Very Difficult	Vehicle can expect problems negotiating the terrain even with an experienced pilot.	Muddy terrain (land); hurricane conditions (sea); very thin atmo with gravity above 0.5 gees or very thick atmosphere with gravity greater than 2.5 gees (air); tightly packed asteroid field (space).
Extremely Difficult	Vehicle can expect major problems negotiating the terrain even with an experienced pilot.	Liquid terrain (land); severe hurricane conditions or shoals (sea); very thick atmosphere with gravity above three gees (air); vicinity of a neutron star (space).
Impossible	Negotiating the terrain would take a miracle.	Lava flow (land); beyond severe hurricane conditions (sea); no atmosphere (air); inside the event horizon of a black hole (space).

In addition to having an effect on fuel efficiency, terrain difficulty will always have an effect on any piloting Checks made in order to negotiate the given terrain.

Weather also plays a crucial role in determining a vehicle's fuel efficiency. Adverse weather conditions often force a vehicle's engines to work harder in order to achieve the same level of performance possible in calmer conditions. Weather can affect a vehicle's fuel efficiency regardless of the four general terrain categories in which the vehicle is designed to operate; even vehicles operating in space can be affected by "space weather" (solar and magnetic storms, etc.) if the GM decides to incorporate such phenomena into an adventure. P2G does include some adverse space weather (namely an ongoing coronal mass ejection), and so this topic does bear some discussion.

WCRPG utilizes four categories of weather for determining its effects on fuel efficiency: Calm, Light, Heavy and Severe. **Calm** weather generally means little to no adverse weather conditions (*land vehicle examples include clear skies, overcast skies with no precipitation, mist, haze or fog*). **Light** weather refers to weather that has a comparatively minor impact on fuel efficiency (*for sea and air vehicles, this includes overcast skies, mist, haze or fog; land vehicles include light to moderate rain or snow*). **Heavy** weather refers to weather that has a significant impact on fuel efficiency though it is not severe enough to cause significant structural damage (*this includes heavy rain, snow or any kind of precipitation for sea and air vehicles*). Finally, **Severe** weather is any kind of weather that is capable of causing structural damage to a vehicle and has a major negative impact on its fuel efficiency regardless of whether or not any actual damage occurs (*this includes any kind of storm*). Earthquakes and volcanic eruptions are considered storms for purposes of determining fuel efficiency even though they are technically not weather phenomena.

The following chart outlines the possible fuel efficiencies for any given hour of travel; the listings are in fuel points expended per navigational units of distance traveled. To read the table, the GM must find the cell that corresponds to the intersection of the column corresponding to the vehicle's base fuel efficiency with the row that corresponds to the current terrain difficulty level. Four fuel efficiency ratings are given inside each cell, each one corresponding to a specific type of weather; Calm weather is listed on the top, then Light, then Heavy and finally Severe on the bottom. *For example, a*

land vehicle with a Fourth Class Engine is traveling in sand when a thunderstorm kicks up. A Fourth Class Engine has a base fuel efficiency of twenty percent and sand is considered Moderate terrain using the example table listed above. Looking in the cell where these two factors intersect, the fuel efficiencies are 1/1 for everything from Calm to Heavy weather and 2/1 for Severe weather; a thunderstorm is considered Severe weather, so the 2/1 rating will be used. For that hour, the vehicle will consume two fuel points for every five kilometers it travels (due to it being a land vehicle).

Fuel Efficiency Ratings based on Engine Efficiency, Terrain and Weather

	Engine Efficiency														
Terrain	**5**	**10**	**15**	**20**	**25**	**30**	**35**	**40**	**45**	**50**	**60**	**70**	**80**	**90**	**100**
Extremely Easy	2/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/5	1/5	1/5	1/10	1/10	1/10
	3/1	1/1	1/1	1/1	1/2	1/3	1/3	1/3	1/3	1/3	1/5	1/5	1/5	1/10	1/10
	3/1	2/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/3	1/5	1/5	1/5	1/5
	5/1	2/1	2/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3	1/3	1/3	1/3	1/5
Very Easy	3/1	1/1	1/1	1/1	1/2	1/3	1/3	1/3	1/3	1/3	1/5	1/5	1/5	1/10	1/10
	3/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/5	1/5	1/5	1/5	1/10
	4/1	2/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/3	1/5	1/5	1/5
	5/1	3/1	2/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/3
Easy	3/1	2/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/3	1/5	1/5	1/5	1/5
	3/1	2/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/5	1/5	1/5	1/5
	4/1	2/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3	1/3	1/3	1/3	1/5	1/5
	6/1	3/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3
Moderate	4/1	2/1	1/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/3	1/5	1/5
	4/1	2/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3	1/3	1/3	1/3	1/5	1/5
	5/1	3/1	2/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3	1/3	1/3	1/3
	8/1	4/1	3/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3
Difficult	6/1	3/1	2/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3	1/3	1/3	1/3
	6/1	3/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3	1/3	1/3
	8/1	4/1	3/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3	1/3
	11/1	6/1	4/1	3/1	2/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2
Very Difficult	8/1	4/1	3/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/3	1/3
	9/1	4/1	3/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/3
	11/1	5/1	4/1	3/1	2/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/2	1/2
	16/1	8/1	5/1	4/1	3/1	3/1	2/1	2/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1
Extremely Difficult	13/1	7/1	4/1	3/1	3/1	2/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1
	15/1	7/1	5/1	4/1	3/1	2/1	2/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1
	18/1	9/1	6/1	4/1	4/1	3/1	3/1	2/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1
	27/1	13/1	9/1	7/1	5/1	4/1	4/1	3/1	3/1	3/1	2/1	2/1	2/1	1/1	1/1
Impossible	40/1	20/1	13/1	10/1	8/1	7/1	6/1	5/1	4/1	4/1	3/1	3/1	3/1	2/1	2/1
	44/1	22/1	15/1	11/1	9/1	7/1	6/1	6/1	5/1	4/1	4/1	3/1	3/1	2/1	2/1
	53/1	27/1	18/1	13/1	11/1	9/1	8/1	7/1	6/1	5/1	4/1	4/1	3/1	3/1	3/1
	80/1	40/1	27/1	20/1	16/1	13/1	11/1	10/1	9/1	8/1	7/1	6/1	5/1	4/1	4/1

Interplanetary Travel

In order to be of any use to anyone, a capital ship or space vehicle must at some point slip the bonds of its mother world and head into the heavens. Between the time a craft launches and it either lands or begins superluminal travel, it is considered to be in a state of **interplanetary travel** (also known as **interplanetary transit**), ready to move between bodies in a solar system. As with intraplanetary travel, the key questions when moving between two points in interplanetary space are **how long it will take to arrive at the destination point** and **how hard it's going to be to successfully navigate a safe course**.

The most general case of interplanetary travel involves movement from one planet to another planet in the same star system. However, interplanetary travel does cover some ground that has nothing to do with moving in between planets. It may be that a vehicle is simply launched into space, orbits the planet from which it launched for a time and then descends back to its surface (as with modern space flight). It may also be that a vehicle is launched for the purpose of traveling between a planet and one of its moons or perhaps between the moons of two different planets. Still other vehicles may be sent on an investigation of some local phenomenon in space such as a comet or asteroid or to patrol

the volume of space around a carrier. All forms of movement in space that remain contained within a single star system are considered forms of interplanetary transit in WCRPG and are subject to the same general rules. Since all movement between points in interplanetary space follows the same general model as movement from planet to planet, this general case will be discussed; where any significant differences exist, they will be so noted.

WCRPG has two distinct systems in place for purposes of interplanetary travel. To keep things simple, P2G will only use the **nav map** method, which assumes a star system is a square grid containing various navigational way-points (known in the Wing Commander Universe as **nav points**) that highlight the most important areas of a star system (this was the system of navigation utilized in Wing Commander: Privateer, and is generally designed to make getting around a star system a much faster and far more simple prospect).

Calculating Distances on Nav Maps

Navigation within a star system isn't a whole lot different from anywhere else; in order for a character to get to where they want to go, they have to first know where they are and how to get there, which in turn means having a way of determining where exactly Point A and Point B are in relation to one another and determining the shortest path between them.

A nav map is a one hundred-by-one hundred two-dimensional orthogonal grid; each line along that grid is located approximately ten thousand kilometers from the lines immediately adjacent to it. Consequently, each grid square on a nav map measures out an area of approximately one hundred million square kilometers. To help with referencing the locations of specific grid squares on a nav map, each one has a set of coordinates listed as a two-digit horizontal coordinate-by-vertical coordinate, with 00x00 corresponding to the grid square located in the upper left-hand corner of the map.

The coordinate system employed by nav maps makes finding the distance between any two points on the map almost exactly the same as finding the distance between two sets of coordinates on a planetary surface; the main difference is that there are no hemispheres on a nav map and thus no "negative" coordinates that ever need consideration. As with finding distance on a planet's surface, two methods are available for determining the distance on a nav map: simple count and real count. These two methods have the same sets of advantages and disadvantages as their planetary counterparts. The nav map created for the P2G scenario utilizes real count, with the underlying mathematics already done for the GM.

To employ simple count, a GM simply needs to find the coordinates of the source position and the destination position, subtract the smaller of the two numbers along a given axis from the larger number, add together the resultant amount of both axes and multiply the sum by ten thousand kilometers to get the final distance. *For example, a craft moving from grid square 10x42 to 59x37 would move a total of 540,000 kilometers using simple count (59-10 = 49, 42 - 37 = 5, 49 + 5 = 54, 54 * 10,000 km = 540,000 kilometers)*. Since the smaller number is always subtracted from the larger, there should never be an instance where a negative value is the result; if one appears, GMs should assume that they've made an error in calculation.

As might be expected, real count utilizes the algebraic distance formula. A GM utilizing this method begins as they would simple count by determining the change in position along the x and y axes. These values are squared and then added together. The GM must then take the square root of the result and multiply that result by ten thousand kilometers to find the final answer, which should be rounded to the closest integer. *Using the simple count example, the change in x is 49 and the change in y is 5. Adding the square of these changes gives 2,426 (49*49 = 2,401, 5*5 = 25, 2,401 + 25 =*

2,426), the square root of which is rounded to 49 (√2426 = 49.254). Taking this result times 10,000 kilometers gives a final distance of 490,000 kilometers.

Interplanetary Transit

Before a space vehicle breaks planetary orbit or launches from a space station, its crew will need to plot a course to its destination. This destination can be any point in space whether it is in the same star system or not; most destinations will be in the same system unless the vehicle is from an advanced Industrial Age society or if it is preparing a Morvan hop. The coordinates of the destination can be compared with the coordinates of the ship's present position (i.e. the source position) to get information on how far away it is using one of the distance formulas discussed earlier in this chapter and how much fuel it will take to get there. In adventures where the plot requires the characters to go to a specific destination, the GM can have all this information prepared ahead of time. In situations where a GM is running a more open campaign, the players will tell them where they'd like their characters to go; they will then have to calculate the necessary information as rapidly as possible.

To travel within a star system, a vehicle's pilot will either need to make a *Vehicle Piloting* or *Starship Piloting* Check depending on whether or not the craft in question is a capital ship. The DC of the Check will be adjusted based on the estimated amount of time required to reach the destination and any "terrain" the GM may be incorporating.

The amount of time it takes to move between two points in a star system depends solely upon the speed of the craft regardless of what system is used to determine the distance. To determine the amount of time required, the GM simply needs to take calculated distance and divide it by the craft's maximum speed; if using the star system model, the distance in AU should be multiplied by 150,000,000 first to convert it into kilometers. The final result will be the time of transit in either hours or seconds, depending on whether the vehicle's top speed is rated in kph or kps; should it be rated in kps, the result should be divided by 3600 in order to convert it into hours. Space vehicles from Starfaring societies may be operated with or without Impulse Engines; a space vehicle may attempt to enter interplanetary space without an Impulse Engine, though if the star system model is being used the amount of time needed to reach another planetary body will be quite significant; the chart in Chapter 8.0 will provide an idea of just how long.

Terrain phenomena may also have an impact on interplanetary transit. Aside from asteroid fields and nebulae, interplanetary terrain phenomena were not part of the original Wing Commander games; a GM may add them to an adventure if they wish either for more realism or to spice things up a bit. The following table lists the potential effects of terrain on the difficulty of a journey through interplanetary space. Unless a phenomenon is listed as having a "system-wide" effect, its effects only come into play if the GM determines that the vehicle will pass within close proximity to the phenomenon (*e.g. while a star may have both a Stellar Corona and a Stellar Photosphere, a vehicle doesn't have to worry about either of them unless it gets too close; a Neutron Star located in the same system is going to cause problems even if the vehicle doesn't go anywhere near it.*)

Effects of "Terrain" Phenomena on Interplanetary Transit		
Terrain Name	**DC Modifier**	**Additional Effects / Notes**
Dust Belt – Diffuse	0	*Easy Terrain.* Micro-meteoroid damage is possible for each diffuse dust belt the vehicle passes through. In the event of a failed transit Check, the vehicle takes 1d10 points of damage in addition to all other effects from the failed Check.
Dust Belt – Dense (Rings)	2	*Moderate Terrain.* 5d10 points of micro-meteoroid damage occur for each dense dust belt the vehicle passes through regardless of the success or failure of the transit Check.
Asteroid Belt	2	*Difficult Terrain.* Corresponds to a Dense dust Belt (causes 5d10 points of micro-meteoroid damage regardless of the result of the transit Check). In the event of a failed transit Check, a larger rock strikes the vehicle for 8d10 points of damage.
Radiation Belt	5	*Easy Terrain.* Exposes an unshielded crew to interstellar radiation (Armor counts as shielding in this instance); the crew must all roll Fortitude Saves to avoid the effects of radiation poisoning. The radiation can be set to various exposure levels.
Stellar Corona	10	*Moderate Terrain.* In addition to behaving as a Radiation Belt, 2d10x10 points of thermal damage occurs regardless of the result of the transit Check. If shielding is reduced to zero as a result, an additional 2d10x10 points of thermal damage occurs and the effects of the Radiation Belt are doubled.
Stellar Photosphere	12	*Extremely Difficult Terrain.* In addition to behaving as a Radiation Belt, 5d10x10 points of thermal damage occurs regardless of the result of the transit Check. If shielding is reduced to zero as a result, an additional 10d10x10 points of thermal damage occurs and the effects of the Radiation Belt are quadrupled.
Nova	15	*System-wide effect; Moderate Terrain.* A Nova behaves like a Stellar Corona. It causes 10d10x10 points of damage from the shockwave if the vehicle is in the system when it occurs. On a critical failure of the transit Check in this event, the vehicle is destroyed.
Supernova	37	*System-wide effect; Very Difficult Terrain.* A supernova behaves like a Stellar Corona. It causes 20d10x10 points of damage from the shockwave if the vehicle is in the system when it occurs. On any failure of the transit Check in this event, the vehicle is destroyed. Post-supernova systems may either have a White Dwarf, a Neutron Star or a Black Hole in place of the supernova on subsequent visits to the system.
Neutron Star	18	*System-wide effect; Difficult Terrain. Extremely Difficult terrain in proximity.* A Neutron Star behaves like a Stellar Photosphere; gravitational effects add 1d2 AU to the length of the transit. On any failure of the transit Check, the vehicle is destroyed.
Black Hole	50	*System-wide effect; Very Difficult Terrain. Impossible terrain in proximity.* A Black Hole behaves like a Stellar Photosphere; gravitational effects add 1d10 AU to the length of the journey. On any failure of the *Starship Piloting* Check, the vehicle is destroyed.
Hypernova	N/A	Being in a star system when a hypernova occurs results in the instant destruction of the vehicle under all circumstances. Post-hypernova star systems have a Black Hole in place of the hypernova on subsequent visits.
Nebula	N/A	*System-wide effect; Moderate Terrain.* Shields will be non-functional while a vehicle is located inside a nebula. +25 DC to all *Stealth* Checks; +1 Range Increment penalty. A nebula may have additional effects at GM's discretion; suggestions include: • Nebulae cause d5*100 points of damage per hour. • Nebulae have the same effects as a Radiation Belt. • Nebulae disable some of a ship's systems (such as weapons, sensors, etc.) • Nebulae require ships to slow down when passing through them; otherwise damage occurs.

Once the time to the destination has been calculated in hours, the amount of any modifier from terrain features and the amount of any Engine damage the craft has sustained should be added to it; this final amount is subtracted from the Check's DC. Any decimal remainder from the time to destination should simply be truncated. When an Impulse Drive is being used, time does not factor into any DC modification of the Check.

If the transit Check succeeds, the vehicle proceeds to its destination without incident; if it fails, the vehicle will take an additional amount of time to reach its destination equal to the degree of failure in minutes. The Check has critical potential: in the event of critical success, the vehicle will arrive at its destination early by an amount of minutes equal to the degree of success (to a minimum of ten minutes). In the event of critical failure, the Navigator gets the vehicle Lost and as a result the journey

takes twice as long as it should have; the vehicle will also have one encounter which cannot be negated by the pilot's *Stealth* score (see below).

Here are a couple of examples of how interplanetary transit works. Let's say we have a capital ship moving from a planet at coordinates 96x87 on a nav map to a jump point clear across the system at 27x27. Let's further say this ship has a Sixth Class Engine with a top speed of 100 kps and that its Navigator has a ***Navigation*** *score of 100 (for a +10 DC bonus to all underlying skills) with 25 points specifically in* Starship Piloting*; this gives us a total DC of 35 for their* Starship Piloting *Checks. To prepare for the transit, the GM calculates the distance between the two points; the destination is 69 units away along the x-axis and 60 units away along the y-axis. Using simple count, the total distance would be 129 units or 129,000 kilometers; with real count, the distance is reduced to 91,439 kilometers. At 100 kps, it would take 1,290 seconds to reach the jump point using simple count (0.35 hours; 21 minutes and 30 seconds). Similarly, it would take 914 seconds (15 minutes and 14 seconds) to reach the destination with real count. In both cases, since the transits take less than one hour and since we haven't specified any system-wide terrain effects, the DC of the Check would not be modified at all; the final DC would be 35. It would take 26 fuel points to make the journey on simple count and 18 fuel points with real count. Let's say real count was utilized. The dice are rolled; the result is a 04. This is just out of critical success range but most definitely a success, so the ship will proceed to its destination without incident.*

The second example will use the System Quadrants image above. In this scenario, a capital ship is at planet "A", which is at 0.177 AU from the system's primary and in the first quadrant. Three other planets are in the system: "B" (0.504 AU, second quadrant), "C" (1.009 AU, third quadrant) and "D" (32.056 AU, fourth quadrant). Using the realistic method for determining distances in the solar system model, this works out to a distance of 0.534 AU between planets A and B, 1.186 AU between A and C and 32.067 AU between A and D. Assuming the ship has a Sixth Class Engine with a normal top speed of 100 kps, it would have a top speed of 7,000 kps when its Impulse Engine is engaged. Doing the math for each of these potential destinations, the transit from Planet A to Planet B will take 3.179 hours, from A to C will take 7.058 hours and from A to D will take 190.783 hours (a little less than eight days). Since an Impulse Drive is being employed, no modifications will be made to the Check DC in all of these cases.

Let's say the ship's captain has been ordered to drop off some listening buoys around the distant planet D. The ship's Navigator has a DC of 36 for the transit Check. The dice are rolled; a 38 results, a minor failure but a failure nonetheless. Two minutes are tacked onto the transit for a final transit time of 190.816 hours (or 7 days, 22 hours, 48 minutes, and 57.6 seconds). With no weather and Extremely Easy terrain, the fuel efficiency will be 1 fuel point per three navigational distance units, 1 fuel point per 0.3 AU in this case. At a distance of 32.067 AU, the ship will need 107 fuel points to make the transit; capital ships have 140 at a minimum, so it definitely has enough fuel to make the journey easily. Once there, it will need three hours and eighteen minutes to refill its tanks back to maximum (or less if planet D happens to be a gas giant and it's equipped with ramscoops).

Encounters in Star Systems

For every hour a craft is in an interplanetary transit, the GM will make a concealed Check of its pilot's *Stealth* Skill. If this Check fails, the vehicle will have a random encounter in space. If the Navigator fails the initial transit Check critically, one encounter is automatic during the transit; the GM may conduct the encounter at their discretion in this case even if one is not indicated for the hour. These Checks affect the possibility of random encounters only; a GM may always conduct a planned encounter at any point in transit in accordance with the plot of their adventure at their discretion.

If a random encounter is indicated during the course of a transit, the GM will need to determine who or what has been encountered; this needs to be a logical decision based upon the territory in which the craft is currently located (the Hawkins system in which P2G is set is part of the Kilrathi Empire, so any random encounters during the adventure should involve encounters with Kilrathi craft). Should the encounter happen in a frontier, unexplored or neutral system, the GM may choose who has been encountered at their discretion; this is a good opportunity to roll out some of the rarer and more unusual craft (such as a Steltek Drone). The GM may also choose to ignore a random encounter at their discretion, though there's not as much fun in doing so.

When setting up an encounter, the GM should consider the current SI of the vehicle and quickly compose a group of encountered craft that come close to matching it. It's generally okay to go under or over the SI as long as the encountered group comes within 100 points either way; any amount substantially below that may be too easy of an encounter while any amount substantially above that may be too difficult. Encounters do not necessarily require combat; an encounter may simply entail hailing and talking to the crew of another craft for a while (*a good opportunity to advance a story and get in some good role-playing*). Encounters can also simply involve a situation where either vehicle just jets off without bothering to open communications without the other party giving pursuit; there may not be much as much fun in that but occasionally this sort of encounter is appropriate. Of course, depending upon who is encountered, combat may very well be an automatic result (e.g. a Terran craft can pretty much be assured that there will be some shooting going on if it encounters any Kilrathi craft). During the course of the encounter, *Technology* Checks may be made as appropriate to determine any vital stats on the opposing group. Encounters terminate when there is sufficient space between all encountered craft or when one group is completely destroyed as a result of combat.

COMBAT

Any decent role-playing adventure has at least situation wherein the only way for the characters to survive is for them to fight their way out of it. All of the rules, creation procedures and miscellaneous items in this rulebook lead back to one thing: how characters, creatures, vehicles and capital ships handle themselves in combat.

The combat system in WCRPG has been designed to be as flexible as possible in order to cater to the favorite style of the player group. It may be that some players want to conduct combat as a full-on simulation, or perhaps they may want to use miniatures with simultaneous combat. Other groups may prefer quick combat; just pick an option and have it resolved immediately. WCRPG's system is capable of handling all of these possibilities, though because of this flexibility the rules may seem large, overly complex and intimidating at first glance; they become easier to handle with practice.

General Combat Rules

WCRPG is unique in that there is no one "right" way to conduct combat; the system has been designed to be as flexible as possible in order to accommodate as many different types of gamers as possible. Combat therefore is based on a set of "combat methods". The differences in combat methods involve how a particular function is utilized (e.g. a gaming group that utilizes miniatures may or may not also utilize an orthogonal grid; if they don't, range is determined by direct measurement). There are also a few key differences between the three major scales of combat: Character-scale, Vehicle-scale and Capital Ship-scale; these are mainly differences in degrees of damage potential, defensive capabilities, time passage and distance covered in movement. There are also a few Skills that are used on one scale that are not used on others. Though there are several different potential methods for conducting combat in WCRPG, they all utilize a single set of general combat rules; it's these rules that will be discussed in this sub-Chapter.

All combat follows this general pattern:

1. Determine if there is a surprise combat round.
2. Roll **Initiative** checks.
3. Determine initial ranges.
4. Declare actions for the surprise round (if applicable).
5. Resolve any surprise round actions (if applicable).
6. Declare general combat actions.
7. Resolve general combat actions.
8. Resolve combat.

It is possible that a GM will have to go through some of the steps in this procedure several times before combat is finally resolved. Specifically, if it is determined that combat has not be concluded in step Eight of the procedure, steps Six through Eight will have to be repeated. Each step applies to all combatants; the more participants in a combat action, the longer it will take to reach its final resolution.

A Word on the Different Combat Methods

As previously mentioned, there are several different "combat methods" in WCRPG. During an adventure's planning phase, it is very important for a GM to select the combination of methods they will use and to inform their players of those methods. This is important largely from the standpoint of

the meta-game; simply put, some players are looking for different role-playing experiences from others. It is important for the GM to cater to as many of the players in their group as possible in order to help make the whole experience more enjoyable for them. There are two key combat methods upon which a GM needs to decide: "grid" and "timing".

Grid

Combat in WCRPG may or may not be conducted on a combat grid. A "grid" in this case means *any method of conducting combat wherein there is a visual means of determining the range between combatants*. The presence of an actual grid is not a requirement of gridded combat though there is one in the strictest sense of the term's usage. A GM may elect to use a Physical Grid, an Abstract Grid or No Grid. Note that WCRPG handles all combat in no more than two dimensions; while combat in three dimensions would be more realistic, in terms of game-play all a third dimension would do would be to add an additional range modifier and make the game much more complex. GMs are welcome to play with house rules that account for a third-dimension if they so choose.

A **physical grid** is exactly what it sounds like: an orthogonal grid of whatever size the GM needs for the current action. Each square on the grid equals one range increment. A combatant may have up to eight different facings inside a given square oriented either orthogonally or diagonally. The physical grid best matches the type of combat seen in other pencil-and-paper role-playing game systems such as D&D™and Traveller™.

An **abstract grid** does not utilize an actual grid but does include physical objects that can be seen, moved and have their positions measured in relation to each other. Miniatures games such as Wings of War™ and Battlefleet Gothic™ work along this concept and it is this form of combat that probably relates most closely to the original Wing Commander games. In order to determine ranges along an abstract grid, a measuring stick will be required; a good scale to use is one inch per range increment for players who are familiar with imperial units and three centimeters per range increment for those familiar with metric units. Combatants on an abstract grid are not confined to a defined number of facings. This method lends itself to a good deal of realism though the GM and players will likely need a great deal of available space.

Combat can also be played with **no grid**. Most early video RPGs such as Dragon Warrior™ and Final Fantasy I™ use this type of system; the player simply picks an option to exercise when their turn comes up. A 2d10 roll is made every turn with the result indicating the range to the selected target. Move actions, facings and combat arcs in this method are essentially non-existent, allowing players to conduct more in terms of other actions if they desire. Combat without a grid has the benefit of not requiring any additional equipment or space to play out and has a tendency to move a little bit faster than other methods as a result; on the downside, it is far more abstract. It is recommended when playing with no grid that only a single set of HP counts be utilized and only those weapons capable of firing into the combatant's forward narrow firing arc be allowed

Rules for Utilization of Hex Grids

GMs who prefer to use a hexagonal grid over an orthogonal grid may do so; it should be noted, however, that the game's rules have been written assuming the use of an orthogonal grid and so use of a hex grid therefore requires some alterations. First, combatants may only have six different facings inside each hex; these are aligned with the edges of the hex, not the corners. Combatants that utilize combat arcs (see Chapters 9.3 and 9.4) will have six such arcs instead of four, one for each possible facing. Any reference of changes in heading by 45 and 90° increments should be changed to 60° (i.e. one facing), and 135° to 120° (two facings). Finally, any shots that would travel directly to port or starboard in an orthogonal map (target bearing 90° or 270°) may either "zigzag"

along the off-hexes or may affect both corresponding hexes at half damage at the GM's discretion. In all cases, an individual hex represents one range increment just like a square in an orthogonal grid.

An Alternative System for Non-Gridded Combat

GMs who utilize the standard range roll for non-gridded combat may find that they don't like it due to too much variation in range between rounds and an inconvenient "clumping" of ranges between nine and eleven. This occurs due to the laws of probability for any multi-die roll. For those who find this system to be too unrealistic or inconvenient but still don't want to use a grid, an alternative system may be utilized instead; this system is dependent upon the range between two combatants during prior rounds of combat and will require additional bookkeeping on the part of the GM.

The following sets of conditions are utilized in the alternative system:

- 2d10 is rolled for range any time a combatant has selected a new target. This includes the initial combat round (when "previous" ranges have not been determined) and also occurs when a combatant neutralizes its previous target.
- If 2d10 was rolled for a craft's range to its target in the previous round:
    - Use 1d10 for the range to its target during the next round if the result was ten or less.
    - Use 1d5 for the range to its target during the next round if the result was five or less.
- If 1d10 was rolled for a craft's range to its target in the previous round:
    - Use 2d10 for the range to its target during the next round if the result was eight or nine.
    - Use 1d5 for the range to its target during the next round if the result was zero or one.
- If 1d5 was rolled for a craft's range to its target in the previous round:
    - Use 1d10 for the range to its target during the next round if the result was two or higher.

While this system may be a little more convoluted to implement, the end result is that combatants that close to within weapons range of their targets and will stay relatively close to them in most cases; the end result is generally more realistic.

Weapons Stations and Relative Bearings

Weapons Stations in general determine the number of weapons a vehicle carries and defines the combat arcs into which a weapon may be fired. Weapons Stations are counted as accessories for both vehicles and capital ships. Weapons Stations are described as a phrase of categorical descriptions with the following form:

```
<qualifiers> <weapon type> <arc coverage>, <magazine (if applicable)>
```

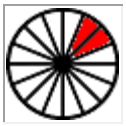
The specific descriptors along with their effects are listed in the table below.

Weapons Station Descriptors and Effects			
Descriptor Category	**Descriptor**	**Cost Modifier**	**Effect**
Qualifier (May have more than one.)	**Armored**	Varies*	Adds armor (and AHP) to a Weapons Station. The descriptor adds one-ten thousandth the normal price of Armor per 0.1 centimeters of Durasteel equivalent (1 AHP) Armor added to the station. The normal maximum amount of Armor for the chassis type may not be exceeded without the installation of a Reinforced Chassis Accessory. *List any amount of Armor after any magazine descriptor or arc coverage.*
	Gatling	Total Cost * 12	Increases weapon's rate of fire; make four attack rolls for the weapon when used. The results stack with the weapon's normal re-fire potential.
	Multi-Fire	Varies*	Adds another hardpoint to the station. Increases the price of the Weapons Station based on weapon type: Guns add twenty, Missiles add twenty-five, torpedoes add thirty and special weapons add fifty. *Multi-fire weapons stations should be referred to in Latin adjective form (i.e. Dual, Triple, Quad, Quintuple, Sextuple, Septuble, Octuple, Nonuple, Decuple, Undecuple, Duodecuple, Tridecuple, Quadrecuple, Quindecuple, Sedecuple, Sepdecuple, Ocdecuple, Nondecuple, Vigentuple, etc.).*
Weapon Type	**Gun**	20	The Weapons Station may carry any one Gun.
	Light Ordnance	25	The Weapons Station may carry any one piece of light ordnance.
	Heavy Ordnance	30	The Weapons Station may carry any one piece of heavy ordnance.
	Special	50	The Weapons Station may carry any one non-projectile weapon or any item specifically designated as a special weapon.
Arc Coverage	**Hard-point**	Total Cost * 1.00	Attached weapons may fire into a narrow (45°) arc. *This level of arc coverage may not be coupled with the Multi-Fire Qualifier if the Weapons Type is Gun.*
	Sponson	Total Cost * 1.25	Attached weapons may fire into a standard (90°) arc.
	Barbette	Total Cost * 1.50	Attached weapons may fire into a standard arc and an adjacent narrow arc or into a full hemispheric (180°) arc.
	Limited Turret	Total Cost * 1.75	Attached weapons may fire into a hemispheric arc plus either an adjacent narrow arc or an adjacent standard arc.
	Turret	Total Cost * 2.00	Attached weapons may fire into an over-the-shoulder (315°) arc or into a full 360° arc.
Magazine (Ordnance only; may be numerically qualified.)	**Tube**	N/A	The Weapons Station has a magazine of up to ten weapons.
	Bank	N/A	The Weapons Station has a magazine of up to twenty-five weapons. *The weapons are limited to DF and Rockets for all but Transport Chassis vehicles prior to 2711.*

Vehicles in WCRPG use a system of **relative bearings** to determine if a target is within a particular weapon's firing arc (i.e. to establish whether or not the weapon has "line of sight" on the vehicle's target). A relative bearing is a bearing in which the reference direction (0°) is straight ahead and where the bearing is measured relative to the front of the vehicle. Particular sets of bearings into which a weapon may be fired are further designated as **firing arcs**. A weapon's default bearing (i.e. the direction in which it is normally aimed) should be included along with the total number of degrees of its firing arc; the indicated bearing will be assumed to be the center-point of its firing arc. *For example, a weapon that has a center-point of zero degrees and ten degrees of arc may fire along any bearing from 355° to 5°.* Bearing information is necessary due to the various grids that may be utilized via the game's flexible combat engine.

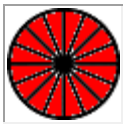
Instead of including specific center-point and arc data, a Weapons Station may employ a pre-designated firing arc. The following table outlines the data for the pre-designated firing arcs that will be used throughout WCRPG as a shorthand notation. The data includes the name of a specific arc designation, the specific range of bearings for which it applies and images demonstrating the specific arcs; each wedge on these images indicates an approximate 22.5° of arc. The center-point of each

arc is intended to serve as a weapon's default bearing in all cases. Where the game refers to "major combat arcs", the four italicized arcs (forward, portside, aft and starboard) are meant.

Designations of Firing Arcs for Vehicles and Capital Ships		
Arc Designation	Specific Relative Bearing Range	Image
Forward (Fore)	315°-45°	
Forward Narrow	338°-22°	
Forward Wide	293°-67°	
Starboard Ahead	0°-90°	
Starboard Ahead Narrow	23°-67°	
Starboard Ahead Wide	338°-112°	
Starboard (Right)	45°-135°	
Starboard Narrow	68°-112°	
Starboard Wide	23°-157°	
Starboard Aft	90°-180°	
Starboard Aft Narrow	113°-157°	
Starboard Aft Wide	68°-202°	

Aft (Behind)	135°-225°	
Aft Narrow	158°-202°	
Aft Wide	113°-247°	
Portside Aft	180°-270°	
Portside Aft Narrow	203°-247°	
Portside Aft Wide	158°-292°	
Portside (Left)	225°-315°	
Portside Narrow	248°-292°	
Portside Wide	203°-337°	
Portside Ahead	270°-360°	
Portside Ahead Narrow	293°-337°	
Portside Ahead Wide	248°-22°	
Forward Hemisphere	270°-90°	

Starboard Ahead Hemisphere	315°-135°	
Starboard Hemisphere	0°-180°	
Starboard Aft Hemisphere	45°-225°	
Aft Hemisphere	90°-270°	
Portside Aft Hemisphere	135°-315°	
Portside Hemisphere	180°-360°	
Starboard Ahead Hemisphere	225°-45°	
Forward Over-the-Shoulder	203°-157°	
Starboard Ahead Over-the-Shoulder	248°-202°	
Starboard Over-the-Shoulder	293°-247°	
Starboard Aft Over-the-Shoulder	338°-292°	
Aft Over-the-Shoulder	23°-337°	
Portside Aft Over-the-Shoulder	68°-22°	

Portside Over-the-Shoulder	113°-67°	
Portside Ahead Over-the-Shoulder	158°-112°	
360° Arc	*Weapon may fire along all bearings*	

For example, a Weapons Station with a descriptor of "Gun Hard-Point (0°, no arc)" indicates a non-armored, single weapon platform capable of holding one gun and firing that weapon along a straight line ahead of the vehicle. A more complex example is an "Armored Gatling Nonuple Heavy Ordnance Turret (Forward Over-the-Shoulder), Double Bank, 50 cm". This indicates a weapons station that has 50 centimeters of armor, has an increased firing rate, has nine heavy ordnance launchers, can fire on bearings between 210°-150°, and has a magazine capable of holding up to 50 weapons at the same time.

Weapons Stations may be explicitly targeted via Targeting actions. A Weapons Station can sustain 100 points of damage before being destroyed, unless it has have been given armored plating; an armored station can sustain 100 points plus the amount of AHP it has been given. When a Weapon Station is Targeted, Core Damage will not occur unless the Station is destroyed in the attack; 1% Core Damage occurs when a Weapons Station is destroyed.

Timing

The GM also must make a decision about the *timing* of actions. All actions have two phases: declaration and resolution (also referred to as Action and Reaction); timing is in reference to the resolution phase. The GM may elect to have Turn-Based or Simultaneous timing.

In **Turn-based** combat, all actions are resolved immediately after they are declared, before any other combatant gets an opportunity to declare their actions. This is the traditional RPG timing format and strongly favors combatants that go first in the order of battle (details on the order of battle are listed later in this sub-Chapter. The GM follows the order of battle, allowing the present combatant to declare and resolve their actions one at a time. As a result of a combatant's actions, an opposing combatant further down in the order of battle may be neutralized before they get a chance to declare any actions.

In **Simultaneous** combat, all actions are resolved simultaneously. This form of timing is utilized in Wing Commander: Tactical Operations. Following the order of battle, each combatant makes their declarations; instead of resolving them immediately, the GM will wait until all combatants have declared all of their actions before resolving any of them. This timing removes any advantages of the order of battle and allows a combatant that is about to be neutralized to make a final set of actions. In simultaneous combat, any damage inflicted upon a given combatant does not count until the end of the current combat round. Simultaneous combat is not recommended for the inexperienced GM.

A complicating factor of the timing combat method is that it need not be universal for all parts of a combat round; GMs may apply different timing methods for various types of actions. For example, a GM might set movement and end-round actions to a simultaneous method while applying turn-based

attacking and damage resolution, or perhaps set their movement to turn-based timing while allowing all other aspects to be simultaneous. It is generally recommended that inexperienced GMs keep the same mode of timing for all aspects of a combat action or at least have some experienced players in their group before tinkering with various timing modes.

Simple Combat

The above combat methods make the general assumption that the players in a group want a somewhat moderate amount of realism in combat. There may be player groups that don't really care for mucking about with combat action, preferring to get it over with as quickly as possible so they can get back to the story they're weaving. There may also be times wherein a combat action is central to a story but does not actually involve any of the player character's themselves; such actions may only serve as a distraction to what's going on with them. In these cases, a GM may decide to employ **Simple Combat**.

As the name implies, simple combat doesn't take a whole lot to execute. For each combatant group, the GM rolls 2d10; the highest result beats the next lowest hostile result, that roll beats the next lowest hostile result and so on down to the lowest result; that combatant group just loses. Any ties should be broken with successive throws of 1d10 until there is a clear list of results. If the action is between two groups of NPCs, the difference in the results indicates the number of combatants in the losing group that have been "incapacitated". Losses are accumulative over successive combat groups based on the highest overall result (e.*g. if three NPC combatant groups are in combat and roll 16, 13 and 9, the second group loses three (16-3) and the third group loses a total of thirteen (six from the difference between it and the previous group and seven from the difference between it and the highest group*). If the action involves PC combatants, any NPCs that have joined them are incapacitated first. After all the NPCs in a group have been incapacitated, all PCs in the group roll 1d10; the character with the lowest result takes damage, with any ties resolved by successive 1d10 rolls. PCs taking damage in Simple Combat take one point of Lethal Damage for each combatant group that rolled higher than they did regardless of the number of combatants in them.

In situations wherein the successful conclusion of combat is not dependent upon completely wiping out the opposing force, the GM may assign **goals** under Simple Combat. If the result of a group's combat roll is 18, they may immediately roll again; if the second result is higher than the number of combatant groups remaining, that group achieves its primary goal. If not, they may either achieve a secondary goal or gain a +1 bonus to all future rolls in the current combat action. A group that rolls zero must roll again; if the second result is less than the number of combatant groups remaining, that group can no longer complete its primary goal without completely incapacitating all other combatant groups.

If a player group feels that this system is a bit *too* simplistic, their GM may decide to add modifiers to the result of the 2d10 roll based on the relative sizes of the combatant groups; the largest group in combat gets a +1 modifier and another +1 modifier is given to all combatant groups for each additional whole multiple of forces they have over other combatant groups (*for example, a group three times larger than another group would receive a +3 modifier, one that is five times larger gets a +5 modifier, etc.*). Should multiple groups be involved in combat, comparisons should be made against the smallest group only. The GM may also decide to add die modifiers for unit experience; a group receives a +1 die bonus for every 100 hero points earned by the character with the highest overall number of skill points in the combatant group.

STEP ONE: Determine if there is a surprise combat round.

When a combat situation is initiated, the GM must determine whether or not there is a **surprise round**. Surprise rounds occur when one combatant group has been caught off-guard by the sudden appearance of their adversaries. If there is a surprise round, parties who have not been surprised have one bonus round of combat wherein they may conduct actions; surprised parties may not act during this round. Surprised parties may be the targets of actions in a surprise round; if they are fired upon, they may only use their **FHD** rating for their defense (since they've been caught "flat-footed").

The need for a surprise round is determined at the discretion of the GM; they should think logically about what happened just before combat began. If the characters were making noise and their opponents weren't, it is possible that the characters are not aware of their opponents while the opponents were alerted to the presence of the characters and have had sufficient time to set up an ambush; in this case the characters will be surprised and so a surprise round against them is necessary. On the other hand, maybe the characters have successfully snuck up on a group of sleeping adversaries; not only will they get a surprise round in their favor in this case but it's likely that they will get to deliver coup-de-grâce attacks before their opponents can even respond (since the targets are asleep and therefore Helpless). Perhaps the two groups happen to run into each other on accident (as what might happen when a capital ship runs into an opposing fleet); both groups "surprise" one another in this case and so the need for surprise rounds cancel each other out; there is no need for a surprise round. Finally, perhaps the characters have been alerted to the presence of a group of opponents but a locked door separates the two groups and in their efforts to get the door open, the opponents are alerted to the presence of the characters. In this case, neither group is surprised by the other and no surprise round occurs.

Should a GM award a combatant group with a surprise round, combat proceeds directly to Step Four after initial ranges have been determined; otherwise combat skips over Steps Four and Five and goes directly to Step Six.

STEP TWO: Roll Initiative checks.

After determining if there is a surprise round, the GM should total up the **strength indices** of all combatants in a given group; this amount is the group's initial **composite strength index**. The composite strength index is used as a way of gauging the current strength of one group over another and helps to determine the behavior of NPCs.

The GM's next priority is determining the order of battle, which is done by conducting an **Initiative Check**. 2d10 is rolled for each combatant. The result is added to the combatant's **Initiative** rating; the final sum is the combatant's Initiative Check Value. The GM will find the combatant with the highest Initiative Check Value next; this combatant goes first in the order of battle. Combatants with subsequently lower scores should be placed next in the order of battle; the combatant with the lowest Initiative Check Value will be placed last. Should two combatants have the same **Initiative** Check Value (i.e. a tie occurs), a few methods any be used to determine who will be placed next. PCs may be placed before NPCs. For groups of NPCs that are of the same class or type, both may perform their actions simultaneously if the GM so chooses. Finally, if neither of these conditions apply, 1d10 may be rolled for each combatant with the next spot on the order of battle going to the combatant with the higher result; this can be repeated much as is necessary.

Order of battle determines a number of things. First and foremost, it determines the order in which combatants will declare their actions. In an "automatic targeting schema" (largely used by for NPCs), the order of battle can also be used to select targets; a combatant with no higher priority target in the

area will either target the enemy combatant with the next lowest Initiative Check Value or the enemy combatant with the highest Initiative Check Value if no lower values exist.

STEP THREE: Determine initial ranges.

Once the order of battle has been determined, it is necessary to determine the initial "range to target" for each combatant. Ranges are an important part of combat: the availability of many combat actions is solely dependent upon whether or not a combatant is close enough to use a particular weapon or perform a given action on an opponent. Of somewhat lesser importance in combat is the range and distance of a combat group's members relative to each other (*what's known as a* ***marching order*** *in RPG parlance*). A group's marching order can be established at any point during the course of an adventure and it can change depending upon who does what. It can be very important to know where adventurers are in relation to each other because a few actions rely upon line of sight. Note that the term "marching order" can also apply to vehicular and capital ship combatants, though it's more common to call them "in formation."

Determining range is accomplished either randomly or through the GM's description of the situation. A GM's description is probably the best way of determining ranges; a phrase such as "You've spotted a group of Kilrathi infantryman about 150 meters away" sets a range without requiring a range roll (the distance given - 150 meters - can be converted directly into a combat range). A discussion of appropriate ranges for the various scales of combat will be supplied in each of their respective sub-Chapters.

Sometimes the GM will either forget to give a range or won't know it (such as what may happen in a random encounter); in this case, the GM will need to roll an initial range to target. The specifics of how this roll is applied depend on whether the GM has decided to use a grid in combat or not. If combat is being conducted without a grid, a combatant's range to their target will need to be re-rolled every round. Each combatant is treated as if their initial location in the course of the round is at the indicated number of range increments away from its target. If a combatant targets an opposing combatant and they later wish to target the original combatant in the same round, they have the option of either using the range originally rolled for them for the round or using the final location of the original combatant.

If a grid is being used, the GM must take the combatant at the top of the order of battle and place it as near to the center of the combat grid as possible. They should then select a direction on the grid to be "ahead" and make two d10 rolls, one to indicate a direction and the other range. Depending on the result, the GM should set the opposing combatant with the highest Initiative Check Value the number of indicated range increments away along a straight line in the indicated direction; a result of one is straight ahead, rotating clockwise 45 degrees for each increasing number. On a result of 9, the GM may pick a random direction and on a zero the GM should just roll the dice again. This should be done for each of the combatant groups in the current combat action, using the individual combatant with the highest Initiative Check value for that group's "origin point". Rolls of 1d5 should be made for the range from that origin point for other members of the same combatant group, with these other members either placed "in-formation" or also utilizing a direction roll from the origin point. All members of all groups should be oriented so that they face an opposing group at the GM's discretion. Any combatant can occupy the same spot on the grid as any other combatant (including opposing combatants; if using miniatures, just put the involved combatants as close as possible to the indicated spot with their bases touching). The whole procedure of grid-combat placement by die is more complicated to explain than to perform; it can be circumvented altogether as long as the GM remembers to describe an initial range to target.

STEP FOUR: Declare actions for the surprise round (if applicable).

Once the positions of all the combatants have been set, a surprise round will be conducted if one is indicated. The surprise round is conducted as a normal combat round (discussed shortly) with only a few exceptions. First, only the group that was awarded the surprise round is allowed to conduct any actions; each combatant participating in the surprise round may make two standard actions or one full-round action along with any number of free actions as normal. Secondly, all targets use their Flat-foot hit difficulty (**FHD**) instead of their normal hit difficulty (**HD**) for that round. If any blast weapons are used during the surprise round, either the Blast hit difficulty (**BHD**) or Touch hit difficulty (**THD**) may be used instead depending on which value is higher. Targets have an effective *Dodge* and *Evasive Maneuvers* Skill score of zero during a surprise round. Finally, any combatant that suffers damage in the surprise round may not regenerate shields or conduct any other type of repairs/healing that round.

STEP FIVE: Resolve surprise round actions (if applicable).

The resolution of combat actions from the surprise round (involving the application of damage to a target, making Skill Checks, moving, etc.) may take place immediately after they are declared or after all other combatants have declared their actions depending upon the timing method selected by the GM. The GM must check to see if there are any more surprise round combatants that have not yet declared their actions once the current combatant has had their actions resolved. If there are any, the GM must go back to step 4 and have them declare and conduct their actions; if not, the GM may proceed to general combat.

STEP SIX: Declare general combat actions.

Once the surprise round (if any) has been completed, combat proceeds to general rounds. All combatants may declare two standard actions or one full-round action under normal circumstances; there are some occasions (*such as when a character is near death*) when they may only perform one standard action; full-round actions may not be performed in these instances. There are even a few situations (*such as when a character has been knocked Unconscious*) where they may not perform any actions at all. The availability of actions depends upon the combatant's range to their target and what scale of combat is involved. The combatant with the highest Initiative Check Value declares their actions first each round, with each combatant proceeding in turn from highest to lowest Initiative Check Value on the order of battle.

STEP SEVEN: Resolve general combat actions.

The resolution of combat actions from the surprise round (involving the application of damage to a target, making Skill Checks, moving, etc.) may take place immediately after they are declared or after all other combatants have declared their actions depending upon the timing method selected by the GM. The GM must check to see if there are any more surprise round combatants that have not yet declared their actions once the current combatant has had their actions resolved. If there are any, the GM must go back to step 6 and have them declare and conduct their actions; if not, the GM may proceed to the final phase of combat.

STEP EIGHT: Resolve Combat.

Once all combatants have resolved their actions in a combat round, the GM should check the status of all combatant groups. If for any reason all groups except one are completely knocked out of the fighting, the remaining group is automatically victorious and receives any rewards due to them; combat is concluded at that point. If, however, there are still active members of multiple combatant groups, combat may or may not be resolved; the GM will need to see if one of the remaining groups has fulfilled their criteria for victory; if the GM determines that a group has satisfied their victory conditions, that group triumphs over the other groups and the GM may decide whether or not to allow combat continues. If there is more than one group remaining and no group has achieved victory, the GM must return to step Six of the procedure to conduct another round of combat. Combat continues until there is either a clear cut victor or something unusual occurs that forces the suspension of combat.

Vehicle-scale Combat

The vehicle-scale is the middle range of the combat scales in WCRPG. Given the fact that there is such a wide variety of vehicle types, it is understandable that combat on this scale may seem convoluted at first glance in terms of range-finding and available actions. Other than a few minor items however, vehicle-scale combat isn't much different from character-scale or capital ship-scale combat; it is perhaps best thought as a hybrid of the two.

Range

The range increments used on the vehicle-scale depend on the terrain category of the combatants. Land vehicles use a range increment of one kilometer, sea vehicles use an increment of ten kilometers and air vehicles use an increment of twenty kilometers. The increment used for space vehicles depends upon the situation; space vehicles fighting in atmosphere are considered air vehicles and use the same range increment. In space an increment of one thousand kilometers will usually suffice if it matters at all. As with the other combat scales, combatants on the vehicle-scale may withdraw from combat if they are greater than fifteen range increments from all hostile combatants.

Note that the ranges listed above are considered "defaults"; more so than the other scales of combat, the GM must be willing to be flexible with the spatial and temporal frames on the vehicle-scale in order to fit certain situations. For example, a high-speed chase between a police interceptor and a stolen car probably would take place on a spatial scale of a hundred meters or less. Sea combat needs to be particularly flexible since ships tend to move at rates significantly slower than their weaponry; sea combat uses a temporal scale of six **minutes** per round (instead of six seconds). The important thing as always is that combat flows smoothly.

Vehicle-scale Actions

Because there is such a wide variety of vehicles, it's not that easy to definitively say who's in charge of giving orders and performing Checks. Many smaller vehicles (bikes, groundcars, etc.) may only have one "station" responsible for controlling all aspects of its operation; in that case, it's usually the craft's pilot that will determine what it will do in combat. Larger vehicles may have multiple persons working at multiple stations; in that case, there's usually some kind of vehicle **commander** whose job it is to give orders as well as **specialists** who will actually perform the ordered actions (in this discussion there will be occasional references to **gunners**, who are specialists dedicated to firing weapons). A vehicle

may perform two standard actions or one full-round action per round as well as any number of free actions.

Give/Belay Orders

A vehicle's commander may choose to give orders during a round of combat; this is a free action. They may also choose to belay any outstanding orders given in previous rounds; this is a standard action. If giving orders, the commander must declare a target specialist, give a specific order to that specialist, declare a specific target of the target if necessary and declare when they would like the order to be carried out if necessary. If belaying orders, the commander need only talk to the specialist performing the action; if that specialist is carrying out more than one order, the commander will need to indicate which of them to belay. A commander may not belay an order that has already been carried out. Giving and belaying orders is an automatic action that requires no Skill Check though Shaken specialists must Rallied before the commander may issue them any orders.

Rally

A commander may choose to rally Shaken specialists; this is a standard action. This action requires the commander to make a successful *Leadership* Check; the result of the Check must also succeed against the target's Willpower Save. If successful, the affected specialist is no longer Shaken; any associated penalties end immediately. A commander may attempt to rally multiple specialists simultaneously. The *Leadership* Check has critical potential; in the event of a critical success, the specialist(s) will no longer be Shaken regardless of whether or not the specific result would have been sufficient for a successful Check and immediately experience the same benefits as a successful Inspire action (see below).

Inspire

A commander may choose to try to inspire confidence in a non-Shaken specialist; this is a standard action. This action requires the commander to make a successful *Inspire* Check; the result of the Check must also succeed against the target's Willpower Save. If successful, the affected specialist will not become Shaken if otherwise indicated to do so for a number of rounds equal to the degree of success divided by ten (round up). Further, during that time, that specialist may add the same amount to the DC of all die rolls they perform. A commander may only attempt to Inspire one specialist at a time.

Ready

Vehicle specialists can be ordered to ready an action for later use; this is similar to how actions are readied on the character-scale (i.e. the specialist prepares an action to perform in the event that some condition takes place between the time they ready the action and the vehicle's next turn). If the conditions for the action's activation are fulfilled, the specialist performs the readied action at once; this delays any action the current combatant may be taking until the readied action is resolved. If the readied action is executed, the vehicle involved loses one of its action phases during the next round; it may lose its entire turn if two readied standard actions or a single full-round readied action is executed. Readied actions are only good for one round; if the conditions needed for their execution do not come about before the vehicle's next turn, the commander must either order the specialist to renew the ready action or declare a different action.

Stand-By

A vehicle's commander may to order the vehicle's crew to stand-by as a standard action. By doing so, they declare that the vehicle will do nothing during the course of that action phase; game-play proceeds to the vehicle's next action phase or to the next combatant's first action phase as applicable. There will probably be few occasions in combat where a commander decides to just sit back and watch but sometimes it may simply be necessary...

Use Skill/Ability

The commander may order a specialist to use any one of their natural abilities or make Skill Checks as a standard action during a combat round; the commander simply declares which ability/Skill the specialist is to use and a target if appropriate. This is a general "catch-all" action that may be used for any purpose not explicitly mentioned elsewhere.

Disembark

Any member of a vehicle's crew may get out of it during a combat round. Doing so counts as a move action and may transform the current combat situation from vehicle-scale to mixed-scale. Disembarking combatants lose any movement benefits and any Cover the vehicle may provide. To leave a vehicle in this manner, it must first be brought to a complete stop and cannot make any move actions in the same round that any crewmember or passenger disembarks.

Eject

A vehicle's commander may order its abandonment in situations where there is insufficient time to bring it to a stop first; this is a special full-round action. Ejecting is a dangerous proposition but it is still better than staying aboard a vehicle as it explodes. In order to eject, the commander must perform a *Survival* Check; one-tenth of the total amount of Core Damage (round up) is subtracted from the DC of the Check. If successful, the commander may select any (or all) of the vehicle's personnel to eject immediately; ejecting personnel sustain 3d10 points of Non-Lethal Damage in the process. This Check has critical potential; in the event of a critical success, personnel will not sustain damage upon ejecting. In the event of critical failure, personnel are still ejected from the craft but sustain double the normal amount of Non-Lethal Damage as well as 3d10 points of Lethal Damage. Further, the ejection system immediately malfunctions regardless of its current damage level.

Any of a vehicle's occupants may reflexively eject; this can only be done on vehicles equipped with Ejection Seats at the time of its destruction and may only be performed if it has not sustained at least 100% Core Damage. To eject reflexively, the character must make a successful Reflex Save; they may not eject if this action fails. The damage from this type of ejection is increased to 5d10 points of Non-Lethal Damage.

Ejecting characters in atmosphere may be susceptible to falling damage. Without Ejection Seats, ejecting from a vehicle is little more than just jumping out while it is still moving; the character will take normal falling damage upon hitting the ground. If the vehicle has Ejection Seats or if the character has access to technologies designed to cushion their final impact with the ground (such as a parachute), any damage from the final impact is limited to a maximum of 1d10 points of Non-Lethal Damage.

Ejected characters are considered disembarked; their ejection prompts a change from vehicle-scale to mixed-scale combat. If a character ejects out of a space vehicle, they are treated as jettisoned cargo; if they are wearing a Pressure Suit or used an Ejection Seat, they have eight hours' worth of life support after which time they will be subject to suffocation effects.

Launch/Retrieve Small Craft

If a vehicle carries any child craft, its commander may order the launch or retrieval of that craft; this is a special action that may take a number of rounds to complete. If the parent vehicle is not equipped with any Carrier Systems Modules, it must come to a complete stop before it may launch or retrieve any child craft; this further requires the vehicle's commander to make a successful *Coordination* Check. Should the Check fail, the child craft is still launched but automatically sideswipes the parent vehicle in the process (as discussed later). Only one vehicle at a time may be launched in this manner; the launched vehicle must wait one full round before it can make any actions of its own. If it is targeted during this time, it must use its FHD. Craft may be launched and retrieved safely if the parent vehicle has at least one Carrier Systems Module; in that case, the parent vehicle may launch one craft every five rounds (minimum) per Carrier Systems Module installed (i.e. a parent craft with two Carrier Systems Modules installed could launch two child craft at once, wait five rounds, launch another two craft and so forth). The vehicle may only retrieve one child craft at a time per Carrier Systems Module installed, again waiting a minimum five rounds between retrievals. Launched child craft enter combat at Range Zero from the parent vehicle. Launching child craft into combat introduces new combatants and may change the scale of battle from vehicle-scale to mixed-scale.

Jettison Cargo

A commander may order a specialist to jettison some or all of the vehicle's cargo during the course of a round; this is a free action. The commander simply declares which cargo to drop; the jettisoned items are placed at Range Zero from the vehicle. At any later point, any properly-equipped vehicle that moves to Range Zero of the items may use a Manipulate Object action to pick up them up.

Jink

A vehicle's commander may order its pilot to begin "jinking" during a combat round; this is a move action. Jinking gives the vehicle a -10 circumstantial HD bonus but inflicts a -10 circumstantial DC penalty to all *Marksmanship* and *Ballistics* Checks made to fire the vehicle's weapons as well as a -1 penalty to its movement for one full round. Jinking must be the first declared action of a vehicle's combat round; it cannot be the second.

Ram

A vehicle's commander may order its pilot to ram an enemy combatant during a combat round; this is a special combined move and attack action. To ram another combatant, a vehicle must move directly towards the target and must be able to reach Range Zero. The ram attempt provokes an Opportunity Attack from the opposing vehicle, at a +10 HD penalty to the ramming vehicle. Once at Range Zero, the ramming vehicle's pilot makes a *Vehicle Piloting* Check at a +10 circumstantial DC bonus as an attack roll. The Check must also succeed against the target's EHD as like a normal attack action (see below). If the attempt succeeds, the GM must roll xd10x10 where x is the Size Class of the smaller of the two combatants and apply the result as damage to both vehicles. The ramming vehicle may not make any further movement actions that round.

Head-On Ram

A head-on ram is a special case of a ram action, where the involved craft strike each other in their respective forward firing arcs. All rules for a general ram apply except that the HD penalty for the target's Opportunity Attack is increased to +20. If successful, a Head-on Ram causes double the amount of damage of a normal ramming attack.

Sideswipe

A sideswipe is another special case of a ram action. Unlike a normal ramming attack, the ramming vehicle does not need to head directly for the target but may make a number of slip movements as part of its move. The pilot makes the *Vehicle Piloting* Check to ram without the circumstantial bonus; the HD penalty for the target's Opportunity Attack is decreased to +5. If successful, a sideswipe will cause half the damage inflicted in a normal ramming attack to the target and half again that amount to the ramming vehicle (round down in both cases).

Dock

If a vehicle is within Range Zero of another combatant at the beginning of its turn, its commander may order its pilot to attempt to dock with it; this is a move action that can be used to transfer personnel, transfer cargo or for boarding actions. The Pilot must simply succeed at a *Vehicle Piloting* Check if the target is "willing" to dock; the target's HD is subtracted from the result of the Check otherwise. If the Check fails, a second *Vehicle Piloting* Check is needed to avoid a collision (standard ramming damage applies in the event of failure). If the first Check succeeds, the vehicle successfully docks with the other combatant. If attempting to dock with an active, hostile combatant, this action provokes an Opportunity Attack.

Manipulate Object

A vehicle's commander may order a specialist to move or manipulate any object exterior to the vehicle during a combat round; this is a move action and requires the vehicle to be equipped with such devices as grappling arms, tow cables or tractor beams. This action may be used to pick up items including cargo previously jettisoned by another combatant; such items may be placed in the vehicle's cargo hold if it has sufficient available space. This action may also be used to manipulate an object without picking it up. If there are multiple items in the vehicle's vicinity that can be manipulated, the commander must specify which item they wish to affect. Manipulation of objects can have various effects; sometimes these effects can end a combat action immediately (such as what happens when an item is rigged to explode when it is handled).

Target

A vehicle's commander may order a gunner to target a specific area on an enemy combatant (such as a shield generator or axle); this is a standard action. To target a specific area of an enemy combatant, the gunner must perform a *Targeting* Check; the result of this Check must not be sufficient for a success but must also succeed against target's HD after adjusting for range (-2 per range increment; -1 with Tachyon Radar installed); note that this is always against the target's HD rating. If successful, any subsequent damage inflicted by weapons fired by the gunner will automatically inflict systems damage to the specific system targeted. The amount of systems damage inflicted depends upon whether or not the combatant's defenses are still functioning prior before damage is resolved; if the target has Shields still up, the total amount of damage is divided by one hundred and applied as systems damage (round down). If the shields are down but there is still

Armor, the damage is divided by ten instead. If all defenses are gone, the system takes the full brunt of the damage. Each point of damage inflicted on the system in this manner counts as 1% damage and a subsequent check for malfunction is required. A system may not sustain more than 100% damage in this manner; if the system reaches 100% damage, any further applicable systems damage is lost. Likewise, no excessive damage hits may be applied as the result of a targeting action. A targeting lock is lost if the gunner fires on another combatant, if they are later ordered to target a new system on the same target, or if the targeted system is destroyed. NOTE: If gridded combat is being used, only the arc impacted by the weapon is considered for purposes of the amount of additional damage inflicted (i.e. if a vehicle's defenses are completely down in a combat arc and the weapon impacts that arc, the system takes full damage even if the remaining three arcs have sustained no damage at all).

Scan

A vehicle's commander may order a specialist to use the vehicle's sensors (if any) on a specified target during a combat round; this is a standard action. This action may be used to update the vehicle's information on other combatants (including their current damage level). This usually involves a standard *Technology* Check though for those vehicles that are too primitive to have any scanning systems or simply don't have any scanners installed a *Perception* Check may be substituted. The Check must succeed in order to find out any substantial information about the target; failed Checks will utilize the table under the Science skills presented earlier in this guidebook to determine any specific information gathered.

Repair/Rig

A commander may order a specialist to attempt to repair any damage their vehicle has sustained during the course of a combat round; this is a special action. A commander may order repairs at any time; repairs require the specialist to spend a number of minutes equal to the vehicle's Size Class on the repairs, during which time they are not available to perform any other work. To make a repair attempt, the specialist must make a successful *Mechanics* Check after the prescribed amount of time is complete. If the Check is successful, they may roll 1d10; the result is indicates the percentile amount of damage to the system that is immediately repaired (with zero counting as ten in this case). If the system had malfunctioned, the specialist may make a *Damage Control* Check to bring it back on-line after successfully repairing some of the damage to it; if successful, the system comes back on line immediately. Armor and Core Damage may not be repaired in combat.

A commander may order a specialist to attempt to jury-rig a system during a combat round; this is a full-round action. Jury-rigging requires a successful *Damage Control* Check with a DC penalty equal to the amount of damage the system has received. If the Check is successful, its functionality is restored but no actual damage is repaired. Should the vehicle receive any amount of damage on subsequent rounds, however, it will automatically malfunction until more permanent repairs can take place.

Hail

A vehicle's commander may order a communications specialist to attempt to open communications with another vehicle, combatant or non-combatant during a combat round; this is a standard action. Hailing requires a *Translate* Check; this Check automatically succeeds if the target craft is operated by members of the same species as the hailing craft. All Fightercraft receive a +30 DC bonus to their *Translate* Check for purposes of hailing. If successful, the crew of the hailing vehicle may talk freely to the targeted party.

Speak

Any member of a vehicle's crew may choose to speak to any other crewmember during a combat phase; this is a free action. Combatants may speak to one another at any time for any reason, though what they might want to speak about is totally up to the players and the GM. It is important that communicator and receiver speak the same language, to make sure all messages sent between them are understood clearly; this is particularly important when insulting an opponent. A *Translate* Check is required when communicating parties do not speak the same language; failure of the Check prevents them from speaking meaningfully to one another. If a vehicle is open to the environment or if a vehicle is too primitive to have an active communications system, a Speak action may be used in place of a Hail action to communicate with combatants outside the vehicle, subtracting ten plus the range to the target from the normal DC of the Check; this kind of "hailing action" cannot be jammed.

Jam

A vehicle's commander may order a communications specialist to attempt to jam another combatant's communications during the course of a round; this is as a standard action. Jamming a target combatant's communications requires a successful *Distress* Check; if the check is successful, all of the target combatant's electronic communications are jammed for one round (*note that this will not affect any spoken communication*). As a side effect, if any combatant in the combat zone launches a Friend-or-Foe missile during the course of a round, **any** jamming will cause an automatic critical miss; the weapon will inflict damage on the firing craft as if its Communications system had malfunctioned (see below).

Distress

A vehicle's commander may order a communications specialist to attempt to send a distress signal and summon help during the course of a combat round; this is a standard action. Sending a distress call in combat requires a *Distress* Check with a -5 DC modifier applied for every active enemy combatant. If the Check is successful, the GM may roll d%; the result is the amount of time that will pass before friendly forces arrive in rounds; the number and type of friendly forces that arrive should be commensurate with the degree of success of the Check. Once the new forces arrive, the GM must integrate them into the current combat situation.

Treat Crew

A vehicle's commander may order a medical specialist to examine and begin treating a crewmember during a combat round; this is a special action. A commander may order a medic to heal any crewmember at any time; the specialist uses the Assisted Healing rules for the attempt with unfavorable conditions applying due to combat. While being treated, neither the medic nor their intended patient is available to perform other duties. If the patient's HP falls below zero as a result of a botched *Treatment* Check under combat conditions, the specialist is allowed to make an immediate resuscitation attempt, again with unfavorable conditions applying due to combat.

Refocus Shields

A vehicle's commander may order a specialist to refocus the vehicle's shields; this is a standard action that assumes the vehicle has Shield systems installed. Rebalancing the shields requires two successful *Defenses* Checks in a row; if both checks are successful, the craft's commander may re-assign the craft's SHP among its defense arcs as they wish. If either check fails, the SHP mains exactly as it

already is in all defense arcs. The Checks have critical potential: in the event of a critical failure, the Shield system will take 1d% damage in addition to normal failure effects.

Tail

A vehicle's commander may order its pilot to attempt to "tail" its current target; this is a special action. In order to attempt this action, the vehicle must be located somewhere within the target's aft defense arc and must have a current heading within twenty degrees on either side of the target's current heading; if these conditions are met, the vehicle's pilot may make a *Vehicle Piloting* Check which is opposed by a *Vehicle Piloting* Check performed by the target's pilot. If the target's pilot has the higher degree of success, the tailing attempt fails; otherwise the tailing vehicle may move immediately after the target has moved and prior to it making any subsequent actions during the next round.

Recharge

All combatants may recharge a single discharged (fired) Gun hardpoint and regain SHP at the end of a combat round. The GM will select one Gun hardpoint to recharge, giving preference to Guns over Missiles and racks over turrets. The vehicle's crew need not wait for all of their Guns to recharge before firing again. For each vehicle in turn, the GM will then add 10% of the vehicle's maximum hit points plus the highest *Defenses* Skill score among the vehicle's crew to all defense arcs up to its normal maximum SHP. Finally, if a Gun uses the last shot available in its magazine, a fuel unit may be expended to reload it. Certain accessories may be used to increase a vehicle's Gun and Shield recharge rates.

Move Action Rules

A vehicle's pilot may be ordered by its commander to change the vehicle's position during a combat round; perhaps unsurprisingly, this is a move action. Movement changes a combatant's range to all other combatants. As with other forms of combat, vehicles receive a number of "movement points" equal to their **Combat Speed** ratings. Vehicles may also receive additional movement points based upon their equipment; some of this equipment (such as Maneuvering Thrusters) may be earmarked for making specific types of moves.

Movement on the vehicle-scale may or may not require a *Vehicle Piloting* Check. All vehicles may move Straight Ahead or make a single 45-degree turn per move action without requiring a Check provided their Engines aren't damaged. Moves that involve more advanced maneuvers (lateral movements, tighter turns or subsequent turning) will require at least one successful *Vehicle Piloting* Check; the final number of successful Checks required depends upon what maneuvers are being performed and whether or not the vehicle has any Engine Damage (the amount of Engine damage is subtracted from the DC of the Checks). If any Check fails during the course of movement, the vehicle may make whatever movements it successfully completed up to the point where the failure takes place, at which point it stops moving. Additionally, if the result of any Check is greater than the amount of Engine damage the vehicle has sustained, the Engines malfunction at that point; the vehicle may make whatever movements it successfully completed up to that point. Advanced maneuvers usually have a minimum Engine Class requirement; if the combatant does not fulfill this requirement, it cannot perform the maneuver (note that this automatically disqualifies some vehicles from performing certain moves). Vehicles with 100% Engine damage or malfunctioning Engines cannot move at all.

If a vehicle is carrying a total number of personnel (crew and passengers combined) greater than 120% of the normal amount allowed by its design, it is **overcrowded** and takes a -5 DC penalty on all piloting Checks for each whole multiple (rounded up) of its complement (*for example, if a vehicle is*

hauling between three and four times its normal complement, it takes a -15 DC penalty to its piloting Checks).

Vehicles may not be able to perform certain maneuvers simply because of the design of their chassis; the GM may choose whether or not to allow attempts at such "restricted maneuvers" at their discretion. If they allow such attempts, they should be made at half the normal DC (rounded down) and failures should be treated as critical results (as will be discussed shortly). The following is a list of specific movement restrictions based on chassis type:

Vehicle Chassis Maneuver Restrictions

Chassis	Restrictions
Bike	The vehicle may only go forward or make forward slips.
Groundcar	The vehicle may not side-slip unless it is on frictionless terrain.
Skimmer	The vehicle has no movement restrictions.
Armored	The vehicle may not side-slip or back-slip.
Walker	The vehicle has no movement restrictions but must expend an extra movement point for each subsequent maneuver performed in the same move action.
Canoe	The vehicle may not side-slip unless it has no Engine.
Yacht	The vehicle may not side-slip.
Cutter	The vehicle may not side-slip or back-slip.
Cruiser	The vehicle may not side-slip or back-slip.
Carrier	The vehicle may not side-slip or back-slip and may only be moving forward when recovering child craft.
Submarine	The vehicle may not side-slip or back-slip. Submarines may submerge; while submerged the craft receives a +10 HD/FHD bonus and a -10 BHD penalty.
Hovercopter	The vehicle has no movement restrictions but is susceptible to involuntary motion in strong winds.
Aeroplane/Aerodrone	The vehicle may not side-slip or back-slip. An aeroplane or aerodrone's crew must use one of their actions to move a minimum of one range increment every combat turn; if the craft's pilot does not fulfill this requirement, they will automatically **stall** their vehicle and risk crashing (*see Stalling, below*).
Gravship	The vehicle has no movement restrictions.
Gravship	The vehicle has no movement restrictions.
Fightercraft	The vehicle moves as an aeroplane in atmosphere; it has no movement restrictions in space.
Capsule	The vehicle moves as an aeroplane in atmosphere but also cannot perform forward slips; it has no movement restrictions in space.
Shuttle	The vehicle moves as an aeroplane in atmosphere; it has no movement restrictions in space.
Transport	The vehicle moves as an aeroplane in atmosphere; it has no movement restrictions in space.

Maneuvers take one movement point to perform apiece; the exception to this rule is the **snap turn**. Snap turns take no movement points to execute and can be a handy way for a skilled pilot to extend the capabilities of their vehicle. Naturally, snap turns require a greater number of successful Checks and require have a higher minimum Engine Class requirement.

Advanced maneuvers give a vehicle's pilot a bonus to their *Combat Maneuvers* and *Evasive Maneuvers* Skill scores that lasts until their next turn; these bonuses accumulate with each advanced maneuver performed during the course of the combatant's movement. If the combatant is targeted at any time up until its next turn, the total bonus applies. The price for this bonus is a (smaller) penalty to the *Marksmanship* and *Ballistics* Checks of all gunners riding in the vehicle, which applies through the vehicle's next two actions; fancy maneuvering makes a vehicle harder to hit but also makes it a little harder for its occupants to aim accurately.

The *Vehicle Piloting* Checks for movement have critical potential. In the event of any critical success, all *Marksmanship* and *Ballistics* penalties are nullified; the vehicle's pilot is able to pull off their maneuvers while allowing the gunners to maintain their aim/target locks). In the event of any critical failure, the vehicle may not move from its original location; the GM changes the vehicle's present

heading to a new, random one. Additionally, the vehicle takes d% Engine damage; if the Engines had any level of damage in the first place, they are destroyed (100% damage) instead.

Vehicle Maneuvers

	Minimum Engine Class Required	Number of Successful *Vehicle Piloting* Checks Required	*Combat Maneuvers/ Evasive Maneuvers* DC Bonus	*Marksmanship/ Ballistics* DC Penalty	Description
Straight Ahead	First Class	0	0	0	Vehicle moves forward.
Forward Sideslip	Second Class	2	+1	-1	Vehicle moves diagonally forward and does not change orientation.
Sideways	Third Class	3	+2	-2	Vehicle moves left or right and does not change orientation.
Back Sideslip	Fourth Class	4	+1	-1	Vehicle moves diagonally backward and does not change orientation.
Straight Back	Third Class	2	+1	0	Vehicle moves backward and does not change orientation.
45-degree Turn	First Class	0	0	0	Vehicle turns 45-degrees left or right in place.
45-degree Snap Turn	Sixth Class	2	+1	-2	Vehicle turns 45-degrees left or right in place.
90-degree Turn	Third Class	1	+3	-3	Vehicle turns 90-degrees left or right in place.
90-degree Snap Turn	Seventh Class	4	+4	-4	Vehicle turns 90-degrees left or right in place.
135-degree Turn	Fourth Class	2	+5	-5	Vehicle turns 135-degrees left or right in place.
135-degree Snap Turn	Eighth Class	6	+6	-6	Vehicle turns 135-degrees left or right in place.
180-degree Turn	Fifth Class	3	+7	-8	Vehicle turns 180-degrees left or right in place.
180-degree Snap Turn	Ninth Class	8	+8	-10	Vehicle turns 180-degrees left or right in place.

There are several specific flight maneuvers mentioned at various points in Wing Commander's canon. GMs may emulate these maneuvers using combinations of the maneuvers listed in the table above, as follows:

- Burnout: Forward movement on afterburners followed by a 180-degree turn.
- Fish-Hook: A 90-degree turn followed by normal forward movement, followed by a 180-degree turn.
- Sit-n-spin (Full-Round): A 180-degree turn followed by an attack action, followed by a 180-degree turn.
- Shelton slide: A 45-degree turn followed by forward movement on afterburners, followed by a 90-degree snap turn.
- Immelmann: A 180-degree turn.

Characters may list any of these maneuvers as specializations of their *Combat Maneuvers* or *Evasive Maneuvers Skill*. If the attempt to perform the maneuver is successful, their corresponding Skill score changes to that of the specialization during the current combat round; this is in lieu of the standard bonus granted for performing the corresponding maneuvers. Any other maneuver may be emulated as the GM's sees fit.

NPC combatants move in relation to their present target based on a comparison of their SI to that of their current target. Should the target have a lower **SI**, the NPC combatant will move towards it and vice versa. NPC combatants will keep their movements limited to 45-degree turns and forward movement as a general rule. Any of these rules may be overridden at the GM's discretion.

If combat is not being conducted on a grid, a move action simply changes the range rolled to the current target (note that for purposes of the alternative range determination system indicated in Chapter 9.1, it is the original rolled range that determines what die type will be rolled in the next round, not the final amount indicted after the combatant moves). In the event that a combatant's final range to target is sixteen range increments or greater, their SI should be compared with the opposing group's Composite Strength Index (CSI); if the combatant's SI is less than one-fourth of the opposing group's CSI, they may immediately withdraw from combat if they so choose.

Combat in Asteroid Fields and Minefields

Space vehicles may occasionally have to fight in asteroid fields and minefields. This was in fact a staple of the original games; the extra terrain could be used to a pilot's advantage against an opponent or make their demise all the more inevitable. In WCRPG, a GM that would like to stage a combat situation in one of these areas may set locations of particularly dense clusters of asteroids/mines with the risk of a collision occurring if a craft attempts to fly near or through one of them; alternatively, they may assume a collision risk every time a craft moves in the area. Use of clusters is not recommended with non-gridded combat.

If there is the potential for a craft to collide with an asteroid or detonate a mine as the result of a move action, the craft's pilot must make an immediate *Vehicle Piloting* Check with the Size Class of their craft subtracted from the Check's DC. If the Check fails, a collision occurs. Mines will inflict an amount of damage equal to that of the Mk-I Porcupine mine. Asteroids will cause an amount of damage equal to ten times the result of (5+1d5) times the craft's maximum speed during the round.

Attack Action Rules

A vehicle's commander may decide to attack an opposing combatant during a combat round; perhaps unsurprisingly, this is an attack action and probably the most common type of action that occurs in combat. An attack action only requires the vehicle's magazines to be loaded or charged with enough energy for at least one weapons volley and the declaration of a valid target. NPC combatants will target the enemy combatant with the next lowest Initiative Check value or the enemy combatant with the overall highest Initiative Check value if no opponents with lower values exist; the GM may override this general rule at their discretion.

Firing Weapons

Before any attempt to attack a target is made, it must be within range of at least one of the vehicle's offensive weaponry options, it must be within a firing arc that corresponds with that weapon and it must be ready to use. If these conditions are met by more than one weapon simultaneously, any number of them may be fired at the indicated target. Should a vehicle have multiple valid targets, it may fire at any number of them; the commander must specify what weapons will be fire at specific targets.

To be "in range", an attacker need only be as close to the target as the indicated number of range increments. Most forms of ordnance (weapons such as mines, missiles and torpedoes) have two range increments listed; the first of these is an **optimal range** value and the second is the normal

maximum range. There are penalties involved when firing ordnance outside of optimal range as will be discussed momentarily.

Vehicles in WCRPG use a system of **relative bearings** to determine if a target is within a particular weapon's firing arc; GMs may either use specific bearing data or override that information and simply say a weapon may fire into the corresponding major firing arc. In addition to their firing arcs, all vehicles have four **defense arcs** corresponding to the Shields and Armor that cover specific quarters (namely the fore, aft, left and right quarters). The four defense arcs correspond to the major firing arcs; when combined with their corresponding defense arcs, these are sometimes referred to as **combat arcs**. As is probably obvious from the bearing information on these arcs, the boundaries of a given combat arc are always set diagonal to the front of the vehicle and perpendicular to one another such that when dealing with a physical grid the arc boundaries are along the grid's diagonals when the vehicle is on an orthogonal heading and vice versa.

To determine if a combatant is within a given firing arc, the GM can draw or visualize a straight line between the attacker and its target. They may then either determine the exact bearing angle if a physical grid is being used or simply put a best guess at it if an abstract grid is being used. Any weapon that falls into any pre-designated arc corresponding to the determined bearing angle may be utilized. In a similar manner, the defense arc that will sustain any damage inflicted upon the vehicle can be determined by determining the bearing angle to the attacker. Most of the time, determining what arcs will be involved in the current attack action will be fairly straightforward. It may happen, though, that either the firing vehicle or the target will be "straddling" the boundaries between two combat arcs. In this case, the GM should give preference to either the forward or aft firing arc, whichever one is involved. An attacker may attack a target if another combatant (friendly or not) is in the way.

All weapons hardpoints to be utilized must be **charged** prior to firing. A gunner may fire as many of the available hardpoints as they wish; they do not have to fire all hardpoints at once unless specifically ordered to do so by the vehicle's commander. Some pieces of ordnance also require that a target be **locked** before they can be fired at an opponent. Locking simply requires that the target be kept in the weapon's firing arc for the prescribed number of rounds. Locking is automatic (no Check is required) unless the firing craft has Sensor damage; in that case, a successful *Technology* Check is required to maintain a lock during the course of a round.

If the conditions for firing a weapon are all fulfilled and an attack is allowed, a final "to hit" number must be determined; this is referred to as the **effective hit difficulty** (**EHD**). EHD is determined through a series of quick calculations. This begins by subtracting the score of the *Combat Maneuvers* Skill of the attacking craft's gunnery specialist from the score of the *Evasive Maneuvers* Skill of the target craft's pilot; this represents any low-level sparring going on between the two combatants (*remember that during a surprise round the* Evasive Maneuvers *Skill of the target is ignored*). The difference is subtracted from the target's applicable HD rating; this is its BHD if a blast weapon is being utilized, its FHD if they are surprised and its normal HD in all other cases. Specializations of the indicated Skills may be used if applicable. Effects from any onboard equipment (such as an active cloaking device) modify EHD as well. Finally, two points per range increment are subtracted from the target's effective HD (for firing craft equipped with the Tachyon Radar accessory this range penalty is reduced to one point per range increment). If the weapon to be fired is a piece of ordnance and the attacker is outside its optimal range, the range penalty is increased to five points per range increment regardless of whether Tachyon Radar is installed or not.

For example, a Vaktoth *is attempting to fire a Heat-Seeking Missile at a* Hellcat-V*, which has an HD of 27. The two ships are four range increments apart from one another and (like all Fightercraft) the* Vaktoth *is equipped with Tachyon Radar. The* Vaktoth *pilot has a* Combat Maneuvers *specialization in "Confederation Medium Fighters", with a combined Skill and specialization score of 70. The* Hellcat

Pilot has an Evasive Maneuvers *specialization in "Kilrathi Heavy Fighters"; the combined Skill and specialization score is 47. In this case, 23 points would be added to the* Hellcat's HD*, so its effective HD becomes 50 (47 - 70 = -23; 27 - -23 = 50*). After adjusting for range, the final EHD is 46.

Once the effective HD is determined, the attacking combatant's gunnery specialist will perform an attack roll; this is a Skill Check that depends on the weapon being used. If Guns are being used, the attack roll is a *Marksmanship* Check. If Ordnance is being used, the attack roll is a *Ballistics* Check. The number of Checks that must be performed equal the specific number of weapons being fired (i.e. if a vehicle is firing two Mass Drivers, the gunner will need to make two *Marksmanship* Checks). To be fully successful, the result of the Check must be equal to or lower than the target's EHD **and** must be sufficient for a successful Check of the indicated Skill. If the result of the roll is insufficient to overcome the EHD the attack fails regardless of whether or not the Skill Check succeeds. If the result of the Check is insufficient for a successful Skill Check but is sufficient against the target's EHD, a single hit with the weapon will be scored and will inflict the amount of damage indicated by the weapon type. How the damage affects the target will depend on how much damage is inflicted and in which of the target's defense arcs the weapon hits (*see Resolving Damage, below*). If the Check is fully successful, there is the possibility that the weapon will hit the target more than once; if the weapon fired has a re-fire rate greater than one, the target will sustain one additional hit for every five points in the degree of success of the **Skill Check** up to the maximum amount of shots that the weapon can fire in a single round.

Player groups may feel that the weapons installed aboard craft from the WC3 era (roughly 2669) and later do not inflict significant amounts of damage quickly enough for good role-playing; the statistics indicated for these craft are correct based upon all available data. If they so choose, GMs may multiply any damage inflicted by these craft; a general multiplier of between five and ten times is recommended.

Attack rolls have critical potential. In the event of a critical success of the Skill Check (a **critical hit**), a hit occurs whether or not the roll succeeded against the EHD. Should the Check be fully successful in this case, the weapon inflicts double the **full** amount of damage for all applicable hits regardless of range. In addition to the extra damage points, one system takes damage regardless of the condition of the vehicle's defenses. The GM must roll to determine which system is affected as normal (*see Resolving Damage, below*) and roll d% for the amount of damage inflicted on the system (with 00 counting as 100 in this case).

In the event of a critical failure (a **critical miss**), what happens depends on the specific result. On any result other than 99, the weapon malfunctions; it causes half-damage to the firing craft and is rendered unusable, though it may be repaired as with any other system malfunction. The resultant damage is applied as armor damage against all defense arcs; if there is insufficient armor in a defense arc, the damage is passed on as systems damage as normal. If the result is a 99, the weapon fires but inadvertently hits a friendly target by mistake; such "blue-on-blue" incidents can be quite costly. Another Check is made against the friendly combatant's HD. If this Check is successful, double the normal **full** amount of damage is applied to the friendly target; the normal amount of damage is applied otherwise. Any critical results on this subsequent Check are ignored. The friendly combatant affected is the friendly craft with the next lowest Initiative Check value, or (if no such craft exists) the friendly craft with the highest Initiative Check value. If there are no other friendly craft available, the attacker hits itself with its own weapon. A critical miss result automatically overrides any hit result that may have otherwise been indicated.

If the weapon used is a piece of light ordnance, there is a chance that the target may still avoid damage even if a hit is otherwise indicated by **spoofing** it. To make a spoof attempt, the attacking craft must have failed its *Ballistics* Check while succeeding against the target's EHD, the target must have at least one Countermeasure Pod available and the type of ordnance involved must have a

"spoof DC" indicated in its description; if any one of these conditions is not fulfilled, the ordnance cannot be spoofed. The target must use at least one Countermeasure Pod but may use a number of Countermeasure Pods equal to or less than the range between it and its attacker. A d% roll is made for the spoof attempt; if the result is less than or equal to the adjusted spoof DC, the ordnance is spoofed and counts as a miss. Spoof attempts are not allowed on critical hit results.

For example, let's say the result of the Vaktoth's Ballistics *Check was 24, a failed Check but definitely successful against the* Hellcat's *EHD and therefore a hit. The* Hellcat *pilot must spoof the missile or take 3,200 points of damage (which would definitely hurt). They have Countermeasure Pods and can launch up to four of them; the pilot decides to play it conservative and launch just two pods. A Standard Heat Seeker has a spoof DC of 50; the second Countermeasure Pod increases that DC to 55. The* Hellcat *pilot rolls; unfortunately, the result is 92. The spoof attempt fails and their fighter takes the missile hit.*

Heavy Ordnance, which includes weapons such as torpedoes and capship missiles, is handled somewhat differently from other forms of weaponry. Except where noted, all pieces of heavy ordnance behave as vehicles in their own right; since they are almost always used on capital ships, their usage is considered a form of mixed-scale combat.

Resolving Damage

As previously mentioned, vehicles have four defense arcs; these are concurrent with the major firing arcs. Each defense arc has its own SHP and AHP count; damage to one arc does not affect either count in another arc. Vehicles initially receive the full indicated amount of SHP and AHP in all defense arcs based upon their design; for purposes of calculating changes to their **SI** in combat, the arc with the lowest overall count is used.

Upon taking a successful weapons hit, a target will take damage in the defense arc corresponding to the relative bearing to the attacking craft; damage involves a reduction of the vehicle's SHP, AHP, and/or **systems damage** if it is severe enough. A vehicle will always suffer shield damage first provided that it has shields installed and that they are functioning at the time of the hit. For every point of damage inflicted, one point is subtracted from the corresponding defense arc's **shield hit points**. If the shield hit points are reduced to zero and there additional damage is indicated, it is applied against the arc's **armor hit points** in the same manner. Points subtracted from Shields and Armor are also subtracted from the vehicle's **strength index**, which in turn lowers the **composite strength index** of the vehicle's combat group. SI is only adjusted for the combat arc with the lowest combined amount of SHP and AHP; should a vehicle have sustained a lesser amount of damage in a different combat arc, SI is not adjusted.

If in atmosphere, the pilot of any vehicle that takes a weapon hit must immediately make a *Vehicle Piloting* Check with an amount equal to one-tenth (round up) the amount of damage inflicted subtracted from the DC. If this Check fails, the vehicle may not perform any move actions on subsequent turns, though its pilot may make another attempt of the Check at the same DC. Should the vehicle take additional damage in the meantime, the DC of the Check is decreased again by one-tenth the amount of new damage (round up). Note that for air vehicles and space vehicles in atmosphere), failure of this Check will initiate a Stall. This Check has critical potential: in the event of a critical success, the vehicle may begin moving normally once again regardless of the actual DC; any Stall penalties are immediately canceled. In the event of a critical failure, the vehicle takes d% damage to a random system in addition to not being allowed to move. Additionally, all land vehicles are **rolled**; sea vehicles are **capsized** and begin Taking On Water at twice the normal rate. Both capsizing and rolling inflict d% Core Damage on the vehicle and render it completely immobile for the remainder of the current combat action. If a Bike or Canoe is hit, any occupants must make a

Reflex Save to avoid being thrown from the vehicle; this should be treated as an auto-ejection in the event of failure.

If a vehicle's Armor Hit Points are reduced to zero in a defense arc, any further damage is applied as **Core Damage**. Unlike Shields and Armor, there are no individual defense arcs for Core Damage; at that point the damage is eating into the very heart of the craft. Vehicles sustain Core Damage at a rate determined by their Size Class. To determine how much Core Damage a craft has sustained, the GM must take the amount of applicable excess damage, divide it by the craft's Size Class and truncate any remainder. If the vehicle in question is a Bike, Canoe, Submarine, Hovercopter or Capsule, they must double the indicated amount. The final result is the amount of Core Damage the craft sustains. Vehicles sustain Core Damage in terms of a percentage, with the craft being completely destroyed once Core Damage reaches 100% (though it may break apart sooner as will be discussed shortly). If a vehicle is in space or is a *submerged* submarine, its destruction will automatically kill any remaining occupants. If the vehicle's destruction occurs in atmosphere, all remaining occupants will be blown from the vehicle, taking 10d10 points of Lethal Damage in the process. Any non-occupant at Range Zero will also take 10d5 Basic Damage from flying debris; Reflex Saves may be made in an attempt to halve the damage indicated. Any character that survives being blown from a vehicle is immediately subjected to the environment in which the vehicle was located at the time of its destruction and may be susceptible to falling damage.

Some types of vehicles can sustain additional Core Damage even if they have AHP remaining in the affected defense arc. Specifically, any vehicle that does not employ an Engine, any vehicle that is hit by a weapon of a higher **technological level** and all Bikes and Canoes will sustain additional Core Damage. Additional Core Damage only occurs if the vehicle sustains armor damage but not so much that the affected defense arc is reduced to zero AHP. The amount of any additional Core Damage is always one-tenth the total amount inflicted on the vehicle's **Armor** (rounded down). *For example, if a Bike sustains 100 points of damage to its Armor, it will take 10% Core Damage as well.*

A vehicle with Core Damage has **structural fatigue** and is in serious danger of coming apart at its seams. When a vehicle sustains Core Damage, a Structural Integrity Check must be performed; the DC of this Check is 100 minus the total amount of Core Damage. If the Check fails, the vehicle breaks up; it is considered destroyed at that point with the same penalties as if it had sustained 100% Core Damage.

Core Damage can have other effects depending upon the terrain category (land, sea, air or space). No additional effects occur in space combat. In the air, Core Damage reduces the vehicle's number of movement points by one point per 10% damage. Should an airborne vehicle's movement fall to zero, an irrecoverable Stall results. Sea vehicles with Core Damage begin Taking On Water at one point per 10% damage per combat round. Land vehicles become harder to steer; an amount equal to the amount of Core Damage the vehicle has sustained is subtracted from the DC of all *Vehicle Piloting* Checks for land vehicles.

Provided a craft survives its Structural Integrity Check, excess damage may also inflict **systems damage** upon it, reducing one or more of its capabilities; injuries to crewmembers (including PCs) are considered part of systems damage. For every 5% of Core Damage it sustains, the craft is inflicted with one instance of systems damage. When an instance of systems damage is indicated, 1d10 is rolled; the result determines which system takes the damage:

> **0: Shields** – Shield damage affects the craft's shield emitters. If the Shields malfunction, they will no longer regenerate. Shield damage has no effect on a craft's current or maximum SHP, only its recharge rate.
> **1: Guns** – Gun damage determines whether or not the vehicle can fire any Gun weaponry. If the vehicle has no Guns, it cannot take Gun Damage. Malfunctioning Guns cannot fire.

2: Ordnance – Ordnance damage is the same as Gun Damage except in regards to ordnance (missiles, mines, torpedoes, etc.). If a specific ordnance mount on the craft is destroyed, it immediately sustains an additional amount of excess damage equal to the damage potential of the ordnance in question due to its detonation.
3: Radar – Radar damage affects how well a combatant can track its target. Malfunctioning radar systems give a -25 HD bonus to any combatant the craft fires upon; the craft also may not launch any ordnance that requires a lock.
4: Communications – Communications damage limits how well a craft may communicate with other combatants. If its communications system malfunctions, a craft may not hail other craft, cannot send distress signals and cannot jam enemy transmissions. Further, if the craft attempts to use Friend-or-Foe Missiles, an automatic critical miss will occur; the craft will sustain damage from its own weaponry.
5: Engines – Engine damage affects how well a vehicle can maneuver. If a craft's Engines are damaged, the amount of damage is subtracted from the DC of any move action Checks. Should the engines malfunction, the craft cannot move; its pilot cannot apply their *Combat Maneuvers* or *Evasive Maneuvers* Skills prior to any attack rolls made by or against the craft.
6: Ejection System/Flight Deck – This roll indicates that either the craft's ejection system or its flight deck has been damaged; while it is conceivable that a craft could have both, most vehicles will not (the GM may select which specific system is affected in the event that both are installed). Damage to the ejection system puts survival in doubt in the event that the craft's crew must bail out; ejection is not possible at all if the ejection system malfunctions. Damage to the flight deck can be very serious and may even ultimately prove fatal should the parent craft either not have any child craft deployed or have a large number of those craft low on fuel and armament at the time the damage occurs. Each point of damage to the flight deck increases the time required to turn around child craft (either launch or land) by one round. Flight operations are not possible at all on a "malfunctioning" flight deck.
7: Crew Damage – This roll indicates that one or more of the craft's "redshirt" NPC specialists has been injured or killed. If there are no "mission critical" NPCs aboard the craft, the GM must roll 1d%; they must halve the result (round up) if the craft offers full cover and double it if it offers no cover. The result determines the number of redshirts that die instantly. If there are mission critical NPCs aboard (a commanding general, a politician, the rival crime boss's kid, etc.), the GM must select a player to roll 1d10 for the involved character(s) while they roll 1d10 for non-critical NPCs; the lowest throw takes the damage. The amount of damage an NPC can absorb depends on the amount of **cover** the craft offers. Mission critical NPCs take damage like PCs (see Officer Damage, below) while non-critical NPCs take damage as indicated above. This kind of damage **never** applies to PCs; if there are no NPCs aboard, treat this roll as Officer Damage.
8: Officer Damage – This roll indicates that one of the craft's PC crewmembers or NPC officers has taken Lethal Damage. To determine which character sustains damage, all players with characters currently aboard the affected craft roll 1d10. For any NPC officers, the GM may either perform the roll themselves or assign one of the players to perform it. Lowest throw takes the damage; in the event of a tie for low throw, the affected players must re-roll until there is a clear result. The amount of damage the affected character sustains depends on the amount of cover the vehicle provides. The affected player rolls d%; they must halve the result (round up) if the vehicle offers full cover and double it if it provides no cover. The final result is the amount of Lethal Damage the character sustains; this damage is always assumed to have affected their non-lethal Body Area. If a crewmember is killed, the craft's commander may pick any crewmember (including themselves) to assume their duties. Any character that sustains damage in this manner automatically becomes Shaken unless they are the craft's commander.
9: Life-Support System – Spacecraft as well as some other types of vehicles (usually ones such as submarines that operate in hazardous or exotic environments) may be equipped with an internal life-support system designed to keep its occupants alive for extended periods. Life-Support system damage renders parts of the craft temporarily uninhabitable due to lack of

heat, oxygen and/or gravity or the loss of the ability to protect the craft's occupants from the exterior environment. A malfunction of this system is not instantaneously fatal but unless swift action is taken in an attempt to restore the system, death for all of the craft's occupants is inevitable. Life-Support System failure has a number of ongoing environmental effects.

Every instance of systems damage inflicts 25% damage to the affected system or one Wound to the affected character. A *Damage Control* Check may be performed in an attempt to mitigate the damage; the degree of success of the Check divided by ten (rounded down) is subtracted from the percentage of systems damage inflicted on the craft (i.e. a degree of success of 36 would reduce the amount of systems damage by 3%).

If a system has been damaged, there is the chance that it may malfunction whenever the afflicted craft attempts to utilize it. To determine if a malfunction occurs, a mechanical specialist aboard the craft must perform a *Damage Control* Check; the DC of the Check in this case is 100 plus the applicable mechanic's *Damage Control* Skill score minus the total amount of damage the system has sustained. If the Check fails, the system malfunctions; any penalties that occur as the result of a malfunction take effect immediately. Sensors, Communications and Life-Support should be checked at the beginning of the craft's turn, Engines when it attempts a move action, the Flight Deck whenever an auxiliary craft attempts to launch or land, the Ejection System when the crew attempts to eject, any weapons systems when it attempts an attack action, and Shields when it attempts to recharge Shields. The *Damage Control* Check has critical potential: in the event of critical success, 5% damage is immediately removed from the system. In the event of a critical failure, the system malfunctions **and** takes an additional d% of damage up to the 100% damage maximum. Once a system has malfunctioned, it will remain non-operational until it can be repaired unless a mechanic can jury-rig it. A system is destroyed once it has sustained 100% damage, at which point a malfunction is automatic.

If a system is indicated to sustain further damage after it's already been destroyed or if the system does not exist on the craft in the first place, the craft takes additional Core Damage. This starts at 10% the first time one of these **excessive damage** hits occur and increases by 10% for each subsequent occurrence (*20% for the second time, 30% for the third time and 40% for the fourth time; since Core Damage is cumulative, the craft should be at 100% Core Damage when a fourth instance of excessive damage occurs*). Excessive damage hits are cumulative; if a system has sustained two excessive hits during a round and sustains damage again on a subsequent round, it counts as the third excessive hit. Core Damage taken through excessive damage hits does not prompt another Structural Integrity Check but the vehicle may still explode if it reaches 100% Core Damage in this manner.

Any time a craft takes Core Damage and survives its Structural Integrity Check, all crewmembers (except the Commander) must perform a Willpower Save; any specialist that fails this Check becomes Shaken.

The following is an example of how damage is applied. The enemy Vaktoth *mentioned has hit the* Hellcat-V *with a Standard Heat-Seeking Missile, which (owing to an 8x multiplier the GM is utilizing for post-WC2 craft) sustains 3,200 points of damage in its portside damage arc as a result. The* Hellcat *has 2,200 SHP and 900 AHP in each arc. Damage is applied to Shields first: since the* Hellcat *only has 2,200 SHP, sufficient damage occurs to deplete the shields and pass 1,000 points of damage to Armor (3,200-2,200 = 1,000). The* Hellcat *only has 900 AHP, so the damage is also sufficient to deplete the armor in the portside defense arc and cause 100 points of excess damage (1,000-900 = 100). The* Hellcat's *SI drops by 3,100 points to 88; note that while the forward, aft and starboard damage arcs still have full shields and armor, it's the lowest count - currently the portside arc - that affects SI. A* Hellcat *is a Size Class 10 Vehicle, so it will sustain 10% Core Damage. Since the vehicle is not in atmosphere, no* Vehicle Piloting *Check is required. Also, since the* Hellcat *has*

taken enough damage to breach its Armor, it need not worry about sustaining additional Core Damage; it doesn't fit any of the criteria for sustaining such damage anyway.

Since the vehicle sustained Core Damage, a Structural Integrity Check with a DC of 90 (100 - 10 = 90) must be made to prevent the Hellcat *from breaking up due to structural fatigue; the Check succeeds, so the* Hellcat *doesn't explode right away. d% is then rolled for an acquired flaw; the result is 55, indicating an overheating Engine. This causes no immediate damage but will force the pilot to slow down in subsequent rounds if they wish to avoid Engine damage.*

Since a total of 10% Core damage has been sustained, two rolls will need to be made on the systems damage table. The results of the rolls are 0 and 7. The Hellcat's *Shields sustain an immediate 25% damage; the pilot's* Damage Control *Check fails so none of the damage is mitigates. The roll of 7 indicates Crew Damage but since the* Hellcat *is a one-man craft, the pilot automatically sustains it. d% is cast; the result is 54, which is reduced to 27 since a* Hellcat *offers full cover, so the pilot sustains one Body Area wound and 27 points of Lethal Damage. Ordinarily the pilot would become Shaken after being injured and would have to make a Willpower Save to avoid being Shaken after his craft sustained Core Damage but as he also counts as the vehicle's commander, he will not acquire the Shaken condition in either case. His subsequent Fortitude Save to avoid passing out is also successful.*

While things could be better for the Hellcat *- it now lacks any protection on its portside, its pilot is wounded and it has some Core Damage - things could still be a whole lot worse. Let's all hope the* Hellcat's *wingman is worth his salt...*

Miscellaneous Terms and Definitions

Shaken: A Shaken specialist has had a traumatic, frightening experience, psychologically stunning them and making them ineffective. A Shaken specialist will not follow any orders given to them by their commander; any attempt to make them do so wastes the action. While Shaken, a specialist is at a -30 penalty to all Checks except Saves. A Shaken specialist can "snap out of it" with a successful Willpower Save.

Undermanned Penalty: A vehicle that has less than 90% of its crew requirement aboard is considered *undermanned* and takes an Undermanned Penalty. Vehicles that are suffering from an Undermanned Penalty must succeed at every Check it requires twice in a row for as long as it remains undermanned.

Opportunity Attack: An Opportunity Attack usually occurs in special situations wherein an opposing combatant is about to do something particularly nasty to its target; it allows the target to make a single strike at its oncoming attacker. Opportunity Attacks are free actions conducted by the target during its attacker's turn. The target must itself target the attacking combatant but is otherwise free do whatever they wish within the bounds of a standard attack action. Any weapon utilized during an Opportunity Attack is considered **discharged** should the target's turn be later in the order of battle.

Stalling: Stalling is a process where for whatever reason an airborne vehicle cannot generate enough lift to stay airborne. When a vehicle Stalls, it is up to its pilot to pull it out of the Stall before it slams into the ground. The rate at which a craft falls out of the sky is measured as a count, which itself is dependent upon the planet's gravity; round the gravitational amount to the nearest integer and add that amount to the vehicle's Stall count at the end of its turn. Hovercopters and capsules fall at twice the indicated rate while gravships, transports and capital ships will fall at four times the indicated rate. To determine at what value the craft will slam into the ground, the GM will make a d% roll when the Stall is initiated, keeping the result secret; when the Stall count equals or exceeds the result of this

roll, the vehicle crashes into the ground and is considered destroyed (*note that if the GM throws low, there may not be any opportunity for the pilot to pull the vehicle out of the Stall*). The method for getting out of a Stall depends upon how it was initiated; if the vehicle stalled through Core Damage, the Stall is irrecoverable. If the Engine malfunctioned, it must be restored before the vehicle may come out of the Stall. Making a subsequent *Vehicle Piloting* Check will cancel a Stall after a failure while simply moving forward will suffice if the craft doesn't fulfill any minimal movement requirement during the course of a round. If the pilot can get the vehicle out of the Stall, the count will reset itself back to zero; Stall counts do not carry over to any subsequent Stalls.

Taking On Water: Taking On Water is a process wherein a sea vehicle begins sinking. The rate at which a sea vehicle takes on water is measured as a count; for every 10% Core Damage it accumulates, the count increases by one at the end of the craft's turn. Capsized ships and all submarines double the indicated rate; a capsized sub takes on water at four times the indicated rate. When the count exceeds the vehicle's Size Class, the vehicle **sinks** and is considered destroyed at that point. Each point of the count adds a -5 DC penalty to all *Vehicle Piloting* Checks the craft's pilot performs. Taking On Water can be countered by a successful *Internal Systems* Check; if the Check is successful, the vehicle stops Taking On Water and the count begins to drop by one per combat round until it reaches zero or until the vehicle sustains further Core Damage (at which point it will start to increase again).

Capital Ship-scale Combat

The largest of the combat scales in WCRPG is the capital ship-scale. As one might expect, capital ships fight on this scale, though many space vehicles (particularly fightercraft and transports) may also conduct combat actions on this scale of combat.

Range

Unlike the other two scales of combat, opportunities for cross-scale combat involving the capital ship-scale are far and few between; the few capital ships that may enter atmosphere are considered air vehicles in that environment and the few vehicles that can seriously challenge a capital ship in space will often use the capital ship-scale, not the vehicle-scale. Because of this, the range increment for the capital ship-scale is somewhat more ambiguous. Officially, capital ships use a range increment of one megameter (1,000 kilometers); GMs can decrease this if necessary (if the plot deals with a nascent starfaring culture, etc.). As with the other combat scales, combatants on the capital ship-scale may withdraw from combat if they are greater than fifteen range increments from all hostile combatants.

Capital Ship-scale Actions

A capital ship may perform two standard actions or one full-round action per round as well as any number of free actions. As with vehicles, a capital ship's actions are dependent upon its crew for their execution; while other crewmembers may make suggestions, it is ultimately the ship's captain that decides what it will do. The crewmember that ultimately performs any ordered action will be the one that is most appropriate to the situation (firing weapons would be done by a gunner, hailing other craft is done by the ship's chief communications officer, etc.).

Give/Belay Orders

A ship's captain may choose to give orders during a round of combat; this is a free action. They may also choose to belay any outstanding orders given in previous rounds; this is a standard action. If giving orders, the captain must declare a target crewmember, give a specific order to that crewmember, declare a specific target of the target if necessary and declare when they would like the order to be carried out if necessary. If belaying orders, the captain need only talk to the crewmember performing the action; if that crewmember is carrying out more than one order, the captain will need to indicate which of them to belay. A captain may not belay an order that has already been carried out. Giving and belaying orders is an automatic action that requires no Skill Check though Shaken crewmembers must Rallied before the captain may issue them any orders.

Rally

A captain may choose to rally Shaken crewmembers; this is a standard action. This action requires the captain to make a successful *Leadership* Check; the result of the Check must also succeed against the target's Willpower Save. If successful, the affected crewmember is no longer Shaken; any associated penalties end immediately. A captain may attempt to rally multiple crewmembers simultaneously. The *Leadership* Check has critical potential; in the event of a critical success, the crewmember(s) will no longer be Shaken regardless of whether or not the specific result would have been sufficient for a successful Check and immediately experience the same benefits as a successful Inspire action (see below).

Inspire

A captain may choose to try to inspire confidence in a non-Shaken crewmember; this is a standard action. This action requires the captain to make a successful *Inspire* Check; the result of the Check must also succeed against the target's Willpower Save. If successful, the affected crewmember will not become Shaken if otherwise indicated to do so for a number of rounds equal to the degree of success divided by ten (round up). Further, during that time, that crewmember may add the same amount to the DC of all die rolls they perform. A captain may only attempt to Inspire one crewmember at a time.

Ready

Crewmembers can be ordered to ready an action for later use; this is similar to how actions are readied on the character- and vehicle-scales (i.e. the crewmember prepares an action to perform in the event that some condition takes place between the time they ready the action and the ship's next turn). If the conditions for the action's activation are fulfilled, the crewmember performs the readied action at once; this delays any action the current combatant may be taking until the readied action is resolved. If the readied action is executed, the ship involved loses one of its action phases during the next round; it may lose its entire turn if two readied standard actions or a single full-round readied action is executed. Readied actions are only good for one round; if the conditions needed for their execution do not come about before the ship's next turn, the captain must either order the crewmember to renew the ready action or declare a different action.

Standby

A ship's captain may to order the crew to stand-by as a standard action. By doing so, they declare that the ship will do nothing during the course of that action phase; game-play proceeds to the ship's next action phase or to the next combatant's first action phase as applicable. There will probably be

few occasions in combat where a captain decides to just sit back and watch but sometimes it may simply be necessary...

Use Skill or Ability

A captain may order a crewmember to use any one of their natural abilities or make Skill Checks as a standard action during a combat round; the captain simply declares which ability/Skill the crewmember is to use and a target if appropriate. This is a general "catch-all" action that may be used for any purpose not explicitly mentioned elsewhere.

Speak

Any member of a ship's crew may choose to speak to any other crewmember during a combat phase; this is a free action. Combatants may speak to one another at any time for any reason, though what they might want to speak about is totally up to the players and the GM. It is important that communicator and receiver speak the same language, to make sure all messages sent between them are understood clearly; this is particularly important when insulting an opponent. A *Translate* Check is required when communicating parties do not speak the same language; failure of the Check prevents them from speaking meaningfully to one another.

Abandon Ship

A ship's captain can order the crew to abandon ship; this is a special action that may be initiated as a standard action but takes a number of rounds to complete. Usually this order is only given if the ship becomes critically damaged with little hope of recovery and the lives of the crew would be placed in greater danger by remaining aboard. Once an order to abandon ship is given, it cannot be belayed. Crewmembers launch from emergency escape vehicles (EEVs) in order to get away from their vessel; each EEV carries one crewmember. 1d% EEV are launched each round until all crewmembers have left the ship or all pods have been expended. Once launched, they can be targeted by enemy combatants for one round using the same statistics as Heavy Ordnance. The ship may continue combat operations (*eventually taking an undermanned penalty*) until enough EEVs have been launched that only the ship's PC officers are left aboard; they may do as they wish from there.

Scuttle

A captain may give the order for their ship to be scuttled during a combat phase; this is a special action. The order to scuttle a ship is usually given in situations wherein its capture by hostile forces is both imminent and likely. At least two other senior officers must concur with the order; if not, the order is automatically belayed and all crewmembers become Shaken. Scuttling is a standard action; the amount of time required before it takes effect is set by the ship's captain and it may be belayed at any point prior to that time. Once the scuttle order has been given, the countdown to self-destruct begins immediately; the captain has the option of declaring a subsequent Abandon Ship action or forcing the crew to stay aboard until the ship scuttles itself. If the latter option is selected, the entire crew becomes Shaken and *Leadership* Checks must be made every round to prevent the crew from jumping ship. Once the allotted time has elapsed, a d% roll is made; if the result is greater than or equal to the amount of Core Damage the ship has sustained, it will instantly explode. Otherwise, the scuttle action fails; the computer will retain the order to self-destruct and carry it out once it has regained sufficient functionality (this very situation arises in the novel False Colors). Sufficient functionality is regained when the ship's Core Damage drops to a value less than or equal to the d% roll for scuttling.

Change Alert Status

A captain may change the alert status of their ship during a combat round; this is a standard action. There are three alert statuses aboard capital ships. The lowest alert level is Condition Three, the normal peacetime operating state out of spacedock. Except for any navigational screens, the ship's Shields are lowered and its weapons are disarmed. Condition Two (also known as Yellow Alert) is the next highest alert status. In addition to bringing extra off-duty personnel on duty, the ship's Shields are set to full outboard active while its weapons systems remain disarmed. Condition One (also known as Red Alert, Battle Stations or Action Stations) is the highest alert status on a capital ship. All crewmembers are at their duty stations, the Shields are raised and the weapons are armed. If a change in alert status causes the ship's weapons to be armed or Shields to be raised, one point of fuel is spent; all weapons are immediately considered **charged**. Lowering shields and/or disarming weapons has no fuel cost. For most combat situations, the ship will probably want to stay at Condition One.

Launch/Retrieve Small Craft

If a ship carries any child craft, its captain may order the launch or retrieval of that craft; this is a special action that may take a number of rounds to complete. The parent capital ship may launch one craft every five rounds (minimum) per Carrier Systems Module installed (i.e. a ship with two Carrier Systems Modules installed could launch two child craft at once, wait five rounds, launch another two craft and so forth). The ship may only retrieve one child craft at a time per Carrier Systems Module installed, again waiting a minimum five rounds between retrievals. Launched child craft enter combat at Range Zero from the parent ship. Launching child craft into combat introduces new combatants and may change the scale of battle from capital ship-scale to mixed-scale.

Jink

A ship's captain may order its pilot to begin "jinking" during a combat round; this is a move action. Jinking gives the ship a -10 circumstantial HD bonus but inflicts a -10 circumstantial DC penalty to all *Marksmanship* and *Ballistic*s Checks made to fire the ship's weapons as well as a -1 penalty to its movement for one full round. Jinking must be the first declared action of a ship's combat round; it cannot be the second.

Ram

A ship's captain may order its pilot to ram an enemy combatant during a combat round; this is a special combined move and attack action. To ram another combatant, a ship must move directly towards the target and must be able to reach Range Zero. The ram attempt provokes an Opportunity Attack from the opposing ship, at a +10 HD penalty to the ramming ship. Once at Range Zero, the ramming ship's pilot makes a *Starship Piloting* Check at a +10 circumstantial DC bonus as an attack roll. The Check must also succeed against the target's EHD as like a normal attack action (see below). If the attempt succeeds, the GM must roll xd10x10 where x is the Size Class of the smaller of the two combatants and apply the result as damage to both ships. The ramming ship may not make any further movement actions that round.

If a ship is within Range Zero of another combatant at the beginning of its turn, its captain may order its pilot to attempt to dock with it; this is a move action that can be used to transfer personnel, transfer cargo or for boarding actions. The Pilot must simply succeed at a *Starship Piloting* Check if the target is "willing" to dock; the target's HD is subtracted from the result of the Check otherwise. If the Check fails, a second *Starship Piloting* Check is needed to avoid a collision (standard ramming damage applies in the event of failure). If the first Check succeeds, the ship successfully docks with

the other combatant. If attempting to dock with an active, hostile combatant, this action provokes an Opportunity Attack.

Manipulate Object

A ship's captain may order a crewmember to move or manipulate any object exterior to the ship during a combat round; this is a move action and requires the ship to be equipped with such devices as grappling arms, tow cables or tractor beams. This action may be used to pick up items including cargo previously jettisoned by another combatant; such items may be placed in the ship's cargo hold if it has sufficient available space. This action may also be used to manipulate an object without picking it up. If there are multiple items in the ship's vicinity that can be manipulated, the captain must specify which item they wish to affect. Manipulation of objects can have various effects; sometimes these effects can end a combat action immediately (such as what happens when an item is rigged to explode when it is handled).

Target

A ship's captain may order a gunner to target a specific area on an enemy combatant (such as a phase shield projector or the target's bridge); this is a standard action. To target a specific area of an enemy combatant, the gunner must perform a *Targeting* Check; the result of this Check must not only be sufficient for a success but must also succeed against target's HD after adjusting for range (-1 per range increment); note that this is always against the target's HD rating. If successful, any subsequent damage inflicted by weapons fired by the gunner will automatically inflict systems damage to the specific system targeted. The amount of systems damage inflicted depends upon whether or not the combatant's defenses are still functioning prior before damage is resolved; if the target has Shields still up, the total amount of damage is divided by one hundred and applied as systems damage (round down). If the shields are down but there is still Armor, the damage is divided by ten instead. If all defenses are gone, the system takes the full brunt of the damage. Each point of damage inflicted on the system in this manner counts as 1% damage and a subsequent check for malfunction is required. A system may not sustain more than 100% damage in this manner; if the system reaches 100% damage, any further applicable systems damage is lost. Likewise, no excessive damage hits may be applied as the result of a targeting action. A targeting lock is lost if the gunner fires on another combatant, if they are later ordered to target a new system on the same target, or if the targeted system is destroyed. NOTE: If gridded combat is being used, only the arc impacted by the weapon is considered for purposes of the amount of additional damage inflicted (i.e. if a ship's defenses are completely down in a combat arc and the weapon impacts that arc, the system takes full damage even if the remaining three arcs have sustained no damage at all).

Use Sensors

A ship's captain may order a crewmember to use the ship's sensors on a specified target during a combat round; this is a standard action. This action may be used to update the ship's information on other combatants (including their current damage level). This usually involves a standard *Technology* Check; the Check must succeed in order to find out any substantial information about the target. Failed Checks will utilize the table listed under the **Science** skills section of this guidebook to determine any specific information gathered.

Repair

A captain may order an engineer to attempt to repair any damage their ship has sustained during the course of a combat round; this is a special action. A captain may order repairs at any time; repairs require the engineer to spend a number of minutes equal to the ship's Size Class on the repairs,

during which time they are not available to perform any other work. To make a repair attempt, the crewmember must make a successful Check after the prescribed amount of time is complete; the Skill that must be Checked is solely dependent upon which system is being repaired. If the Check is successful, they may roll 1d10; the result is indicates the percentile amount of damage to the system that is immediately repaired (with zero counting as ten in this case). If the system had malfunctioned, the engineer may make a *Damage Control* Check to bring it back on-line after successfully repairing some of the damage to it; if successful, the system comes back on line immediately. Armor and Core Damage may not be repaired in combat.

Hail

A ship's captain may order a communications officer to attempt to open communications with another ship, combatant or non-combatant during a combat round; this is a standard action. Hailing requires a *Translate* Check; this Check automatically succeeds if the target craft is operated by members of the same species as the hailing craft. All capital ships receive a +30 DC bonus to their *Translate* Check for purposes of hailing. If successful, the crew of the hailing ship may talk freely to the targeted party.

Jam

A ship's captain may order a communications officer to attempt to jam another combatant's communications during the course of a round; this is as a standard action. Jamming a target combatant's communications requires a successful *Distress* Check; if the check is successful, all of the target combatant's electronic communications are jammed for one round (note that this will not affect any spoken communication). As a side effect, if any combatant in the combat zone launches a Friend-or-Foe missile during the course of a round, any jamming will cause an automatic critical miss; the weapon will inflict damage on the firing craft as if its Communications system had malfunctioned (see below).

Distress

A ship's captain may order a communications officer to attempt to send a distress signal and summon help during the course of a combat round; this is a standard action. Sending a distress call in combat requires a Distress Check with a -5 DC modifier applied for every active enemy combatant. If the Check is successful, the GM may roll d%; the result is the amount of time that will pass before friendly forces arrive in rounds; the number and type of friendly forces that arrive should be commensurate with the degree of success of the Check. Once the new forces arrive, the GM must integrate them into the current combat situation.

Jury Rig

A captain may order a crewmember to attempt to jury-rig a system during a combat round; this is a full-round action. Jury-rigging requires a successful *Damage Control* Check with a DC penalty equal to the amount of damage the system has received. If the Check is successful, its functionality is restored but no actual damage is repaired. Should the ship receive any amount of damage on subsequent rounds, however, it will automatically malfunction until more permanent repairs can take place.

Refocus Shields

A ship's captain may order an Engineer to refocus the ship's shields; this is a standard action. Re-balancing the shields requires two successful *Defenses* Checks in a row; if both checks are successful, the craft's captain may re-assign the craft's SHP among its defense arcs as they wish. If either check fails, the SHP mains exactly as it already is in all defense arcs. The Checks have critical potential: in the event of a critical failure, the Shield system will take 1d% damage in addition to normal failure effects.

Tail

A ship's captain may order its pilot to attempt to "tail" its current target; this is a special action. In order to attempt this action, the ship must be located somewhere within the target's aft defense arc and must have a current heading within twenty degrees on either side of the target's current heading; if these conditions are met, the ship's pilot may make a *Starship Piloting* Check which is opposed by a *Starship Piloting* Check performed by the target's pilot. If the target's pilot has the higher degree of success, the tailing attempt fails; otherwise the tailing ship may move immediately after the target has moved and prior to it making any subsequent actions during the next round.

Recharge

All combatants may recharge a single discharged (fired) Gun hardpoint and regain SHP at the end of a combat round. The GM will select one Gun hardpoint to recharge, giving preference to Guns over Missiles and racks over turrets. The ship's crew need not wait for all of their Guns to recharge before firing again. For each ship in turn, the GM will then add 10% of its maximum hit points plus its Chief Engineer's *Defenses* Skill score to all defense arcs up to its normal maximum SHP. Finally, if a Gun uses the last shot available in its magazine, a fuel unit may be expended to reload it. Certain accessories may be used to increase a ship's Gun and Shield recharge rates.

Move Action Rules

A ship's pilot may be ordered by its captain to change the ship's position during a combat round; perhaps unsurprisingly, this is a move action. Movement changes a combatant's range to all other combatants. As with other forms of combat, ships receive a number of "movement points" equal to their **Combat Speed** ratings.

Movement on the ship-scale may or may not require a *Starship Piloting Check*. All ships may move Straight Ahead or make a single 45-degree turn per move action without requiring a Check provided their Engines aren't damaged. Moves that involve more advanced maneuvers (lateral movements, tighter turns or subsequent turning) will require at least one successful *Starship Piloting* Check; the final number of successful Checks required depends upon what maneuvers are being performed and whether or not the ship has any Engine Damage (the amount of Engine damage is subtracted from the DC of the Checks). If any Check fails during the course of movement, the ship may make whatever movements it successfully completed up to the point where the failure takes place, at which point it stops moving. Additionally, if the result of any Check is greater than the amount of Engine damage the ship has sustained, the Engines malfunction at that point; the ship may make whatever movements it successfully completed up to that point. Advanced maneuvers usually have a minimum Engine Class requirement; if the combatant does not fulfill this requirement, it cannot perform the maneuver (note that this automatically disqualifies some larger ships from performing certain moves). Ships with 100% Engine damage or malfunctioning Engines cannot move at all.

If a ship is carrying a total number of personnel (crew and passengers combined) greater than 120% of the normal amount allowed by its design, it is overcrowded and takes a -5 DC penalty on all piloting Checks for each whole multiple (rounded up) of its complement (for example, if a ship is hauling between three and four times its normal complement, it takes a -15 DC penalty to its piloting Checks).

Maneuvers take one movement point to perform apiece. The exception to this rule is the **snap turn**. Snap turns take no movement points to execute and can be a handy way of for a skilled pilot to extend the capabilities of their ship. Naturally, snap turns require a greater number of successful Checks and require have a higher minimum Engine Class requirement.

Advanced maneuvers give a ship's pilot a bonus to their *Combat Maneuvers* and *Evasive Maneuvers* Skill scores that lasts until their next turn; these bonuses accumulate with each advanced maneuver performed during the course of the combatant's movement. If the combatant is targeted at any time up until its next turn, the total bonus applies. The price for this bonus is a (smaller) penalty to the Marksmanship and Ballistics Checks of all gunners riding in the ship, which applies through the ship's next two actions; fancy maneuvering makes a ship harder to hit but also makes it a little harder for its occupants to aim accurately.

The *Starship Piloting* Checks for movement have critical potential. In the event of any critical success, the maneuver automatically succeeds and any *Marksmanship* and *Ballistics* penalties associated with the maneuver are nullified; the ship's pilot is able to pull off their maneuvers while allowing the gunners to maintain their aim/target locks). In the event of any critical failure, the ship may not move from its original location; the GM changes the ship's present heading to a new, random one. Additionally, the ship takes d% Engine damage; if the Engines had any level of damage in the first place, they are destroyed (100% damage) instead.

Capital Ship Maneuvers

	Minimum Engine Class Required	Number of Successful *Starship Piloting* Checks Required	HD Bonus	*Marksmanship/ Ballistics* DC Penalty	Description
Full Ahead	First Class	0	0	0	Ship moves one space forward.
Forward Slip	Second Class	2	-5	-1	Ship moves diagonally forward and does not change orientation.
Full Amidships	Third Class	3	-10	-2	Ship moves one space port or starboard and does not change orientation.
Aft Slip	Fourth Class	4	-5	-1	Ship moves one space diagonally backward and does not change orientation.
Full Reverse	Third Class	2	-5	0	Ship moves one space backward and does not change orientation.
45-degree Turn	First Class	0	0	0	Ship turns 45-degrees port or starboard in place.
45-degree Snap Turn	Sixth Class	2	-5	-2	Ship turns 45-degrees port or starboard in place.
90-degree Turn	Third Class	1	-15	-3	Ship turns 90-degrees port or starboard in place.
90-degree Snap Turn	Seventh Class	4	-20	-4	Ship turns 90-degrees port or starboard in place.
135-degree Turn	Fourth Class	2	-25	-5	Ship turns 135-degrees port or starboard in place.
135-degree Snap Turn	Eighth Class	6	-30	-6	Ship turns 135-degrees port or starboard in place.
180-degree Turn	Fifth Class	3	-35	-8	Ship turns 180-degrees port or starboard in place.
180-degree Snap Turn	Ninth Class	8	-40	-10	Ship turns 180-degrees port or starboard in place.

NPC combatants move in relation to their present target based on a comparison of their SI to that of their current target. Should the target have a lower **SI**, the NPC combatant will move towards it and vice versa. NPC combatants will keep their movements limited to 45-degree turns and forward movement as a general rule. Any of these rules may be overridden at the GM's discretion.

If combat is not being conducted on a grid, a move action simply changes the range rolled to the current target (note that for purposes of the alternative range determination system indicated in Chapter 9.1, it is the original rolled range that determines what die type will be rolled in the next round, not the final amount indicted after the combatant moves). In the event that a combatant's final range to target is sixteen range increments or greater, their SI should be compared with the opposing group's Composite Strength Index (CSI); if the combatant's SI is less than one-fourth of the opposing group's CSI, they may immediately withdraw from combat if they so choose.

Combat in Asteroid Fields and Minefields

Capital ships will go out of their way to avoid asteroids and minefields like the plague. Nevertheless, there are situations wherein a capital ship may have to fight in an asteroid field or minefield, such as what may happen when the only route to its destination involves travel to a jump point in the middle of an asteroid field and there enemy ships waiting in ambush nearby.

In WCRPG, a GM that would like to stage a combat situation in one of these areas may set locations of particularly dense clusters of asteroids/mines with the risk of a collision occurring if a craft attempts to fly near or through one of them; alternatively, they may assume a collision risk every time a craft moves in the area. Use of clusters is not recommended with non-gridded combat.

If there is the potential for a ship to collide with an asteroid or detonate a mine as the result of a move action, the craft's pilot must make an immediate *Starship Piloting* Check with the Size Class of their craft subtracted from the Check's DC. If the Check fails, a collision occurs. Mines will inflict an amount of damage equal to any of the mine weapons listed in Chapter 6.2.3 at the GM's discretion; the Mk-I Porcupine is recommended for most situations. Asteroids will cause an amount of damage equal to ten times the result of (5+1d5) times the craft's maximum speed during the round. In both cases, the damage is multiplied by the result of a 1d10 roll, signifying multiple collisions with these very hazardous objects.

Attack Action Rules

A ship's captain may decide to attack an opposing combatant during a combat round; perhaps unsurprisingly, this is an attack action and probably the most common type of action that occurs in combat. Firing on another combatant requires the ship to be at Condition One, its batteries to be charged with enough energy for at least one weapons volley and the declaration of a valid target. NPC combatants will target the enemy combatant with the next lowest Initiative Check value or the enemy combatant with the overall highest Initiative Check value if no opponents with lower values exist; the GM may override this general rule at their discretion.

Firing Weapons

Before any attempt to attack a target is made, it must be within range of at least one of the ship's offensive weaponry options, it must be within a firing arc that corresponds with that weapon and it must be ready to use. If these conditions are met by more than one weapon simultaneously, any number of them may be fired at the indicated target. Should a ship have multiple valid targets, it may fire at any number of them; the captain must specify what weapons will be fire at specific targets.

To be "in range", an attacking ship need only be as close to the target as the indicated number of range increments. Most forms of ordnance (such as mines, missiles and torpedoes) have two range increments listed; the first of these is an **optimal range** value and the second is the normal maximum range. There are additional penalties involved for firing ordnance outside of optimal range, as will be discussed momentarily.

Combat Arcs

As with vehicles, capital ships in WCRPG use a system of **relative bearings** to determine if a target is within a particular weapon's firing arc. As with vehicles, GMs may either use specific bearing data or override that information and simply say a weapon may fire into the corresponding major firing arc. In addition to their firing arcs, all capital ships have four **defense arcs** corresponding to the Shields and Armor that cover specific quarters (namely the fore, aft, port and starboard quarters). The four defense arcs correspond to the major firing arcs; when combined with their corresponding defense arcs, these are sometimes referred to as **combat arcs**. As is probably obvious from the bearing information on these arcs, the boundaries of a given combat arc are always set diagonal to the ship's bow (front) and perpendicular to one another such that when dealing with a physical grid the arc boundaries are along the grid's diagonals when the ship is on an orthogonal heading, and vice versa.

To determine if a combatant is within a given firing arc, the GM can draw or visualize a straight line between the attacking ship and its target. They may then either determine the exact bearing angle if a physical grid is being used or simply put a best guess at it if an abstract grid is being used. Any weapon that falls into any pre-designated arc corresponding to the determined bearing angle may be utilized. In a similar manner, the defense arc that will sustain any damage inflicted upon the ship can be determined by determining the bearing angle to the attacker. Most of the time, determining what arcs will be involved in the current attack action will be fairly straightforward. It may happen, though, that either the firing ship or the target will be "straddling" the boundaries between two combat arcs. In this case, the GM should give preference to either the forward or aft firing arc, whichever one is involved. An attacker may attack a target if another combatant (friendly or not) is in the way.

All weapons hardpoints to be utilized must be **charged** prior to firing. A gunner may fire as many of the available hardpoints as they wish; they do not have to fire all hardpoints at once unless specifically ordered to do so by the ship's captain. Some pieces of ordnance also require that a target be **locked** before they can be fired at an opponent. Locking simply requires that the target be kept in the weapon's firing arc for the prescribed number of rounds. Locking is automatic (no Check is required) unless the firing craft has Sensor damage; in that case, a successful *Technology* Check is required to maintain a lock during the course of a round.

If the conditions for firing a weapon are all fulfilled and an attack is allowed, a final "to hit" number must be determined; this is referred to as the **effective hit difficulty** (**EHD**). EHD is determined through a series of quick calculations. This begins by subtracting the score of the *Combat Maneuvers* Skill of the attacking craft's pilot from the score of the *Evasive Maneuvers* Skill of the target craft's pilot; this represents any low-level sparring going on between the two combatants (*remember that during a surprise round the* Evasive Maneuvers *Skill of the target is ignored*). The difference is subtracted from the target's applicable HD rating; this is its BHD if a blast weapon is being utilized, its FHD if they are surprised and its normal HD in all other cases. Specializations of the indicated Skills may be used if applicable. Effects from any onboard equipment (such as an active cloaking device) modify EHD as well. Finally, one point per range increment is subtracted from the target's effective HD. If the weapon to be fired is a piece of ordnance and the attacker is outside its optimal range, the range penalty is increased to five points per range increment. *For example, a* Venture*-class Corvette is firing its guns*

at a Ralari*-class Destroyer, which has an HD of 36 and is four range increments away. The* Venture's *Pilot has a* Combat Maneuvers *specialization in "Kilrathi Destroyers", with a combined Skill and specialization DC of 84. The* Ralari *Pilot's* Evasive Maneuvers *DC is 25. In this case, 45 points would be added to the* Ralari's *HD and four points would be subtracted from it for range, so its EHD is 91 (25 - 84 = -59; 36 - -59 - 4 = 36 + 59 - 4 = 91*).

Once the effective HD is determined, the attacking ship's gunner will perform an attack roll; this is a Skill Check that depends on the weapon being used. If Guns are being used, the attack roll is a *Marksmanship* Check. If Ordnance is being used, the attack roll is a *Ballistics* Check. The number of Checks that must be performed equal the specific number of weapons being fired (i.e. if a ship is firing two Mass Drivers, the gunner will need to make two *Marksmanship* Checks). To be fully successful, the result of the Check must be equal to or lower than the target's EHD **and** must be sufficient for a successful Check of the indicated Skill. If the result of the roll is insufficient to overcome the EHD the attack fails regardless of whether or not the Skill Check succeeds. If the result of the Check is insufficient for a successful Skill Check but is sufficient against the target's EHD, a single hit with the weapon will be scored and will inflict the amount of damage indicated by the weapon type. How the damage affects the target will depend on how much damage is inflicted and in which of the target's defense arcs the weapon hits (*see Resolving Damage, below*). If the Check is fully successful, there is the possibility that the weapon will hit the target more than once; if the weapon fired has a re-fire rate greater than one, the target will sustain one additional hit for every five points in the degree of success of the **Skill Check** up to the maximum amount of shots that the weapon can fire in a single round. Capital ships may make spoofing attempts for light ordnance in the same manner as vehicles.

Player groups may feel that the weapons installed aboard craft from the WC3 era (roughly 2669) and later do not inflict significant amounts of damage quickly enough for good role-playing; the statistics indicated for these craft are correct based upon all available data. If they so choose, GMs may multiply any damage inflicted by these craft; a general multiplier of between five and ten times is recommended.

Attack rolls have critical potential. In the event of a critical success (a **critical hit**), a hit occurs whether or not the roll succeeded against the EHD. Should the Check be fully successful in this case, the weapon inflicts double the **full** amount of damage for all applicable hits regardless of range. In addition to the extra damage points, one system takes damage regardless of the condition of the ship's defenses. The GM must roll to determine which system is affected as normal (*see Resolving Damage, below*) and roll d% for the amount of damage inflicted on the system (with 00 counting as 100 in this case).

In the event of a critical failure (a **critical miss**), what happens depends on the specific result. On any result other than 99, the weapon malfunctions; it causes half-damage to the firing craft and is rendered unusable, though it may be repaired as with any other system malfunction. The resultant damage is applied as armor damage against all defense arcs; if there is insufficient armor in a defense arc, the damage is passed on as systems damage as normal. If the result is a 99, the weapon fires but inadvertently hits a friendly target by mistake; such "blue-on-blue" incidents can be quite costly. Another Check is made against the friendly combatant's HD. If the Check is successful, double the normal **full** amount of damage is applied to the friendly target; the normal amount of damage is applied otherwise. Any critical results on this subsequent Check are ignored. The friendly combatant affected is the friendly ship with the next lowest Initiative Check value, or (if no such ship exists) the friendly ship with the highest Initiative Check value. If there are no other friendly ships available, the attacking ship hits itself with its own weapon. A critical miss result automatically overrides any hit result that may have otherwise arisen (for targets with particularly high HD values).

Heavy Ordnance (which includes weapons such as torpedoes and capship missiles) is handled somewhat differently from other forms of weaponry. Except where noted, all pieces of heavy ordnance behave as vehicles in their own right; since they are almost always used on capital ships, their usage is considered a form of mixed-scale combat.

Resolving Damage

As previously mentioned, ships have four defense arcs; these are concurrent with the major firing arcs. Each defense arc has its own SHP and AHP count; damage to one arc does not affect either count in another arc. Ships initially receive the full indicated amount of SHP and AHP in all defense arcs based upon their design; for purposes of calculating changes to their **SI** in combat, the arc with the lowest overall count is used.

Upon taking a successful weapons hit, a target will take damage in the defense arc corresponding to the relative bearing to the attacking craft; damage involves a reduction of the ship's SHP, AHP, and/or **systems damage** if it is severe enough. If a ship is hit by a weapon to which it is resistant, the amount of damage is automatically reduced by the indicated amount prior to its application; it is possible for a ship to take no damage from a hit in this event. Likewise, if a ship has an overall damage reduction, the amount of damage is reduced by the amount indicated prior to its application. A ship will always suffer shield damage first provided that it has shields installed and that they are functioning at the time of the hit. For every point of damage inflicted, one point is subtracted from the corresponding defense arc's **shield hit points**. If the shield hit points are reduced to zero and there additional damage is indicated, it is applied against the arc's **armor hit points** in the same manner. Points subtracted from Shields and Armor are also subtracted from the ship's **strength index**, which in turn lowers the **composite strength index** of the ship's combat group. SI is only adjusted for the combat arc with the lowest combined amount of SHP and AHP; should a ship have sustained a lesser amount of damage in a different combat arc, SI is not adjusted.

If a ship's Armor Hit Points are reduced to zero in a defense arc, any further damage is applied as **Core Damage**. Unlike Shields and Armor, there are no individual defense arcs for Core Damage; at that point the damage is eating into the very heart of the craft. Ships sustain Core Damage at a rate determined by their Size Class. To determine how much Core Damage a craft has sustained, the GM must take the amount of applicable excess damage, divide it by the craft's Size Class and truncate any remainder. Ships sustain Core Damage in terms of a percentage, with the craft being completely destroyed once Core Damage reaches 100% (though it may break apart sooner as will be discussed shortly). When a ship is destroyed, any occupants still aboard are automatically killed.

A ship with Core Damage has **structural fatigue** and is in serious danger of flying apart at its seams. When a ship sustains Core Damage, a Structural Integrity Check must be performed; the DC of this Check is 100 minus the total amount of Core Damage. If the Check fails, the ship breaks up; it is considered destroyed at that point with the same penalties as if it had sustained 100% Core Damage.

Provided the ship survives its Structural Integrity Check, excess damage may also inflict **systems damage** upon it, reducing one or more of its capabilities; injuries to crewmembers (including PCs) are considered part of systems damage. For every 5% of Core Damage it sustains, the ship is inflicted with one instance of systems damage. When an instance of systems damage is indicated, 1d10 is rolled; the result determines which system takes the damage:

> **0: Shields** – Shield damage affects the craft's shield emitters. If the Shields malfunction, they will no longer regenerate. Shield damage has no effect on a craft's current or maximum SHP, only its recharge rate.

1: Guns – Gun damage determines whether or not the ship can fire any Gun weaponry. If the ship has no Guns, it cannot take Gun Damage. Malfunctioning Guns cannot fire.
2: Ordnance – Ordnance damage is the same as Gun Damage except in regards to ordnance (missiles, mines, torpedoes, etc.). If a specific ordnance mount on the craft is destroyed, it immediately sustains an additional amount of excess damage equal to the damage potential of the ordnance in question due to its detonation. This will require renewed checks for Core Damage.
3: Radar – Radar damage affects how well a combatant can track its target. Malfunctioning radar systems give a -25 HD bonus to any combatant the craft fires upon; the craft also may not launch any ordnance that requires a lock.
4: Communications – Communications damage limits how well a craft may communicate with other combatants. If its communications system malfunctions, a craft may not hail other craft, cannot send distress signals and cannot jam enemy transmissions. Further, if the craft attempts to use Friend-or-Foe Missiles, an automatic critical miss will occur; the craft will sustain damage from its own weaponry; this will require renewed checks for Core Damage.
5: Engines – Engine damage affects how well a ship can maneuver. If a craft's Engines are damaged, the amount of damage is subtracted from the DC of any move action Checks. Should the engines malfunction, the craft cannot move; its pilot cannot apply their *Combat Maneuvers* or *Evasive Maneuvers* Skills prior to any attack rolls made by or against the craft.
6: Flight Deck – Damage to the ship's flight deck (if it has one) can be very serious and may even ultimately prove fatal should the ship either not have fighters deployed prior to the damage occurring or have a large number of auxiliary craft low on fuel and armament at the time the damage occurs. Each point of damage to the flight deck increases the time required to turn around auxiliary craft (either launch or land) by one round. Flight operations are not possible at all on a "malfunctioning" flight deck.
7: Crew Damage – This roll indicates that one or more of the ship's "redshirt" NPC specialists has been injured or killed. If there are no "mission critical" NPCs aboard the ship, the GM must roll 1d% and halve the result (round up). The result determines the number of redshirts that die instantly. If there are mission critical NPCs aboard (a commanding general, a politician, the rival crime boss's kid, etc.), the GM must select a player to roll 1d10 for the involved character(s) while they roll for non-critical NPCs; the lowest throw takes the damage. Mission critical NPCs sustain damage like PCs (see Officer Damage, below) while non-critical NPCs take damage as indicated above. This kind of damage **never** applies to PCs; if there are no NPCs aboard, treat this roll as Officer Damage.
8: Officer Damage – This roll indicates that one of the ship's PC crewmembers or NPC officers has taken Lethal Damage. To determine which character sustains damage, all players with characters currently aboard the affected craft roll 1d10. For any NPC officers, the GM may either perform the roll themselves or assign one of the players to perform it. Lowest throw takes the damage; in the event of a tie for low throw, the affected players must re-roll until there is a clear result. The unfortunate character must roll d% and halve the result (rounding up); the final result is the amount of Lethal Damage they sustain. If an officer is killed, the Captain may pick any crewmember (including themselves) to assume their duties. Any officer that takes damage in this manner automatically becomes Shaken unless they are the captain.
9: Life-Support System – Life-Support system damage renders parts of the ship temporarily uninhabitable due to lack of heat, oxygen and/or gravity or the loss of the ability to protect the craft's occupants from the exterior environment. A malfunction of this system is not instantaneously fatal but unless swift action is taken in an attempt to restore the system, death for all of the crew is inevitable. Life-Support System failure has a number of ongoing environmental effects.

Every instance of systems damage inflicts 25% damage to the affected system or one Wound to the affected character. A *Damage Control* Check (or any applicable specialization) may be performed by an Engineer in an attempt to mitigate the damage; the degree of success of the Check divided by ten (rounded down) is subtracted from the percentage of points of systems damage inflicted on the ship (i.e. a degree of success of 36 would reduce the amount of systems damage by 3%).

If a system has been damaged, there is the chance that it may malfunction whenever the afflicted ship attempts to utilize it. To determine if a malfunction occurs, an engineer must perform a *Damage Control* Check; the DC of the Check in this case is 100 plus the engineer's *Damage Control* Skill score minus the total amount of damage the system has sustained. If the Check fails, the system malfunctions; any penalties that occur as the result of a malfunction take effect immediately. Sensors, Communications and Life-Support should be checked at the beginning of the ship's turn, Engines when it attempts a move action, the Flight Deck whenever an auxiliary craft attempts to launch or land, any weapons systems when it attempts an attack action, and Shields when it attempts to recharge Shields. The *Damage Control* Check has critical potential: in the event of critical success, 5% damage is immediately removed from the system. In the event of a critical failure, the system malfunctions **and** takes an additional d% damage up to the 100% damage maximum. Once a system has malfunctioned, it will remain non-operational until it can be repaired unless an engineer can jury-rig it. A system is destroyed once it has sustained 100% damage, at which point a malfunction is automatic.

If a system is indicated to sustain further damage after it's already been destroyed or if the system does not exist on the craft in the first place, the craft takes additional Core Damage. This starts at 10% the first time one of these **excessive damage** hits occur and increase by 10% for each subsequent occurrence (*20% for the second time, 30% for the third time, and 40% for the fourth time; since Core Damage is cumulative, the craft should be at 100% Core Damage when a fourth instance of excessive damage occurs)*. Excessive damage hits are cumulative; if a system has sustained two excessive hits during a round and sustains damage again on a subsequent round, it counts as the third excessive hit. Core Damage taken through excessive damage hits does not prompt another Structural Integrity Check but the ship may still explode if it reaches 100% Core Damage in this manner.

Finally, any time a ship takes Core Damage and survives its Structural Integrity Check, all crewmembers (except the captain) must perform a Willpower Save; any crewmember that fails this Check becomes Shaken.

The following is an example of how damage is applied to capital ships. A Ralatha*-class Destroyer sustains 6,000 points of damage from three torpedoes slamming into its portside damage arc. The* Ralatha *has Phase Shields and 5,000 AHP in each arc. The* Ralatha *might as well not have any shields; the torpedoes can pass right through them and so all 6,000 damage points are passed on to its Armor. The Armor absorbs 5,000 points of damage, leaving no Armor in the portside arc and passing 1,000 points on to excess damage. Since a* Ralatha *is a Size Class 22 craft, every full 22 points of excess damage turns into 1% Core Damage; the ship takes 45% Core Damage.*

Since has Core Damage, a Structural Integrity Check must be performed. The DC of the Check is 55 (100 - 45 = 55); the ship's Engineer rolls a 34, which is good enough for a success.

Since the ship survived its Structural Integrity Check, d% is rolled for an acquired flaw. Unfortunately, the result is 78 - an FTL system overload. The ship immediately sustains 80% Engine Damage and an additional d% Core Damage. The d% is rolled for resultant Core Damage; the result is 85, bringing

the total amount of Core Damage to 130%. The ship subsequently explodes in a massive, fiery ball. Score one for the good guys...

Since the ship sustained 130% Core Damage, a total of the 26 instances of systems damage occur (130/5 = 26). Since the ship blew up, however, rolling them out is academic; dead is pretty much dead.

Miscellaneous Terms and Definitions

Shaken: A Shaken crewmember has had a traumatic, frightening experience, psychologically stunning them and making them ineffective. A Shaken crewmember will not follow any orders given to them by their captain; any attempt to make them do so wastes the action. While Shaken, a crewmember is at a -30 penalty to all Checks except Saves. A Shaken crewmember can "snap out of it" with a successful Willpower Save.

Undermanned Penalty: A ship that has less than 90% of its crew requirement aboard is considered *undermanned* and takes an Undermanned Penalty. Ships that are suffering from an Undermanned Penalty must succeed at every Check it requires twice in a row for as long as it remains undermanned.

Opportunity Attack: An Opportunity Attack usually occurs in special situations wherein an opposing combatant is about to do something particularly nasty to its target; it allows the target to make a single strike at its oncoming attacker. Opportunity Attacks are free actions conducted by the target during its attacker's turn. The target must itself target the attacking combatant but is otherwise free do whatever they wish within the bounds of a standard attack action. Any weapon utilized during an Opportunity Attack is considered **discharged** should the target's turn be later in the order of battle.

Mixed-scale Combat

The previous sections deal with situations wherein the various combatants all share the same scales of motion. Many combat situations are not so unambiguous; in situations wherein combatants from more than one scale of motion are present, combat is considered "**mixed-scale**" and several special rules apply.

Range

In a mixed-combat situation (sometimes called a "cross-combat" or "cross-scale" situation), the rule is to always use the scale that utilizes the largest spatial increment. This has a negative effect on the movement of any smaller-scale combatants; if the differences in scale are significant enough, smaller-scale combatants may effectively become stationary.

The spatial increments of the varying scales of combat from smallest to largest are as follows:

- Character-scale (Short-Range): 5 meters
- Character-scale (Long-Range): 25 meters
- Land Vehicle-scale: 1 kilometer
- Sea Vehicle-scale: 10 kilometers
- Air Vehicle-scale: 20 kilometers
- Space Vehicle/Capital Ship-scale: 10,000 kilometers**

Space vehicles and capital ships are in a unique situation when it comes to cross-scale combat. Technically, they have the largest spatial scale of any combatant, but the situations in which they could engage a smaller-scale combatant would require them to first enter planetary atmosphere in most cases. In all instances where space vehicles are engaged in cross-scale combat, they should be treated as air vehicles.

Initiative

In mixed-scale combat, all combatants still determine their Initiative Check values as normal, with one exception: smaller spatial-scale combatants get a +2 Initiative bonus per step smaller than the largest spatial-scale combatant present. Space vehicles/capital ships count as a larger scale than air vehicles in this case (i.e. if an air vehicle was attacking a capital ship, it would get the Initiative bonus) and characters will always use the long-range spatial scale in cross-combat situations. In the event that there are combatants in a situation with multiple scales and terrains, the Initiative bonuses stack up. *Take the example a situation wherein a character, a tank, a jet fighter and a capital ship are fighting with one another (not likely, but possible in some cases). In this case, the jet fighter would get +2 by virtue of it being an air vehicle against a capital ship, the tank would get +6 by virtue of it being a land vehicle against a capital ship and the character would get +8 by virtue of it being a character (again at long-range) against a capital ship.*

Damage and Scales of Combat

Weapons on larger spatial scales as a rule have a far greater destructive potential than those on smaller spatial scales; a weapon that inflicts one point of damage to a capital ship or vehicle is significantly more powerful than a weapon that inflicts one point of Lethal Damage to a character. For a character to be hit by a weapon designed to damage a vehicle is almost always certain death, while a weapon designed to kill a character may not even dent a vehicle (*there are, however, a few very powerful character-scale weapons designed to be used against significantly armored targets and vehicles*). When using larger spatial-scale weapons against characters, always assume the weapon does Lethal Damage only.

There is a fixed conversion rate between the character- and vehicle/capital ship-scales of damage. For reference, ten points of Lethal Damage on the character-scale equals one point of damage on the vehicle/capital ship-scales. When converting between the two scales, any decimal remainders from the scale conversion are always rounded up regardless of how small they are. Any conversion between scales should happen after the amount of damage to be inflicted upon a target has been determined, just before it is to be applied. Damage conversion assumes that weapons of different scales are being used - a vehicle that is merely firing off a character-scale weapon at a group of characters would not convert damage to the vehicle-scale first, but a conversion would take place if it was firing on another vehicle instead.

HD Modifiers

To help offset the inherent greater power of larger spatial-scale combatants, it is assumed they have a harder time targeting any smaller, relatively more nimble combatants. To reflect this, an HD modifier applies in mixed-scale combat situations. This modifier is dependent upon the difference in Size Class between the various combatants. Subtract the Size Class of the smaller combatant from the Size Class of the larger one and add five. The final result is subtracted from the HD of the smaller combatant and added to the HD of the larger combatant. All character-scale combatants will need to subtract eight levels from their Size Class to account for the difference between the character and

vehicle/starship Size Class scales (e.g. a Size Class 5 character in combat against a vehicle is considered to be a Vehicle Size Class -3 combatant).

For example, a Dorkathi *-class Transport is shooting at an attacking* Sabre*. The* Dorkathi *ordinarily has an HD of 38 and a Size Class of 16, while the* Sabre *ordinarily has an HD of 31 and a Size Class of 10. In this case, the* Sabre *gains a bonus of eleven to its HD (16-10 = 6, 6 + 5 = 11), bringing its HD down to 20. Conversely, the* Dorkathi's *HD will increase to 49 when the* Sabre *makes its inevitable counter-attack.*

A target will always take a hit if a critical hit result is rolled regardless of its scale; there are no scale adjustments made to HD for critical hits. Likewise, there are no adjustments for critical misses by a combatant.

Heavy Ordnance

Unlike all other forms of weaponry in the game, heavy ordnance shots are not instantaneously resolved. Rather, all heavy ordnance is treated as Size Class 1 space vehicles in their own right, coming into a combat situation upon launch. Launching heavy ordnance requires a successful *Ballistics* attack roll against the target's BHD; in all cases a lock for any prescribed period must be maintained as with light ordnance. If a critical hit is rolled, the ordnance will do double damage as normal but only after the weapon impacts. Heavy ordnance remains active for a number of rounds equal to its "optimal range". Once launched, heavy ordnance will travel towards its target at the speed indicated in its stats and will hit the target once it enters the same square; it will not turn more than 45 degrees in any given move action. Heavy Ordnance cannot be spoofed but can be targeted by other combatants like any other vehicle. All Heavy Ordnance has HD ratings of 15/29/21, an *Evasive Maneuvers* score of 5 and an Initiative rating of +11. All forms of heavy ordnance have 300 SHP and 100 AHP. Heavy ordnance follows all other rules for vehicle-scale combat and is subject to the other modifiers to their stats as noted in this sub-Chapter.

Simultaneous Combat

Certain combat situations may call for **simultaneous combat**, which is considered a special type of cross-combat. Simultaneous combat occurs when two or more distinct combat actions must take place at the same time. Examples include boarding actions (a character-scale combat situation taking place at the same time as a vehicle-scale combat situation at sea), mixed-scale combat situations wherein not all of the involved combatants are against one another (e.g. a group of characters finds themselves fighting a battle tank that happens to be *inside* a capital ship, which itself is fighting other capital ships) and combat happening at the same time in two separate locations. Simultaneous combat can get very complex very fast because factors in one combat action may affect factors - or even the outcome - of the others.

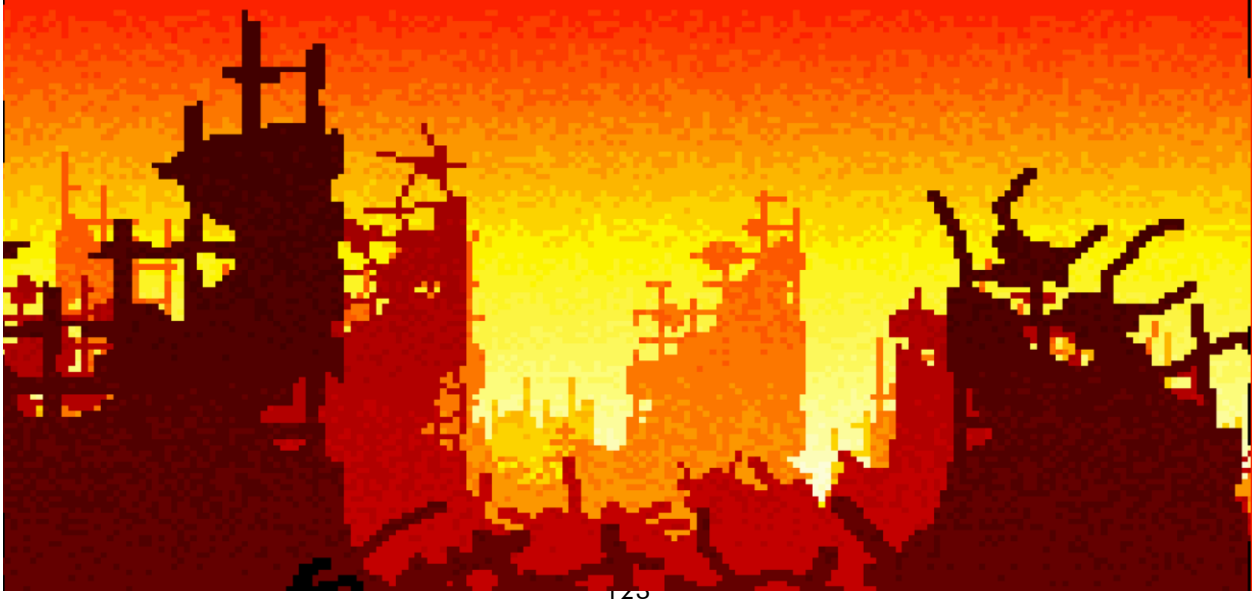
Depending on how the PCs are involved, the GM may have several options as to how to handle a simultaneous combat situation. If the PCs aren't involved at all, the GM can just use Simple Combat to determine the outcome of the action; use of goals is strongly encouraged in this case. If at least one PC is involved in combat, the GM may choose whether they want to run their combat action as a side adventure, if they want to treat the combat situations distinctly or if they just want to use Simple Combat.

Character-scale combatants can take crew or officer damage should it be indicated as the result of actions on a larger simultaneous combat scale; should a vehicle or capital ship take crew damage, ***any*** combatant inside that craft may take the damage (including PCs). When personnel damage is indicated in combat situations wherein members of the player group are involved, each combatant

group rolls 1d10. A member from the group with the lowest throw will take the damage (continue rolling in the event of ties), using the same crew damage schema for vehicles/capital ships. Should it be destroyed, all characters will suffer the normal penalties for a craft's destruction; this includes any PCs that happen to be fighting aboard at the time.

The best way for a GM to deal with a simultaneous combat situation is to resolve actions in whichever action is most critical to the overall situation before going on to the remaining actions. In the event that all involved actions are equally critical, the GM should resolve actions on the largest combat scale involved before proceeding to the smaller scales.

PRELUDE TO GODDARD



PRELUDE TO GODDARD

Mission Preparation

The following section contains the materials necessary to conduct the Prelude to Goddard mission. Unless you are the adventure's GM, you should stop reading through this guidebook at this point; reading further will only spoil the mission and may force the GM to do something sneaky such as switching up the order or strength of the encounters.

The GM will need a copy of the rules (which shouldn't be a problem unless something odd happens) and take the time to review them thoroughly. Text that appears in italics is player information, which the GM can read aloud or paraphrase to players as appropriate. Text in bold contains specific information for the GM. Plain text acts as a guide for the GM so that they may know what is intended to happen with each of the various encounters. The GM should thoroughly familiarize themselves with all craft statistics in preparation for the adventure.

Prior to the start of the adventure, the GM will need to sit down with each player and have them either select one of the pilots listed at the end of this section to play during the mission or have them create one of their own. If a player elects to take on the role of Major Cardenas (the ship's CAG), the players will need to decide what fighters they would like to fly: Hornets*,* Scimitars *or* Raptors*. If no one chooses to play the Major, the GM may make a selection of their own or simply have the group fly* Scimitars*.*

Adventure Background

This adventure takes place in late 2654, after the end of Wing Commander I and prior to the beginning of Secret Missions I. The Confederation has destroyed the Kilrathi Sector Command starbase in the Venice System. Kilrathi Crown Prince Gilkarg nar Kiranka, Grand Admiral of the combined Kilrathi Fleets, has been personally overseeing the development of a new weapon - the Proton Accelerator Gun - at the colony on Warhammer XII. With the fall of the connecting Venice system, the invasion of Warhammer imminent and with the weapon essentially complete, Gilkarg orders it to be loaded and readied aboard KIS Sivar. He subsequently orders the first field test of the new weapon on the Warhammer colony itself rather than risk letting it fall into Confederation hands.

The test is a complete success, utterly destroying the Kilrathi colony in a single blast.

When Confederation forces finally enter Warhammer to claim the system (on 2654.305, eighteen days after the fall of Venice), they find the remains of the Warhammer colony and begin an analysis of the wreckage. It rapidly becomes clear that no known weapons system or natural phenomenon short of a supernova could cause the level of damage that destroyed the colony. Something new is at work - something that, Confederation Intelligence quickly realizes, will probably be turned on the Confederation next...

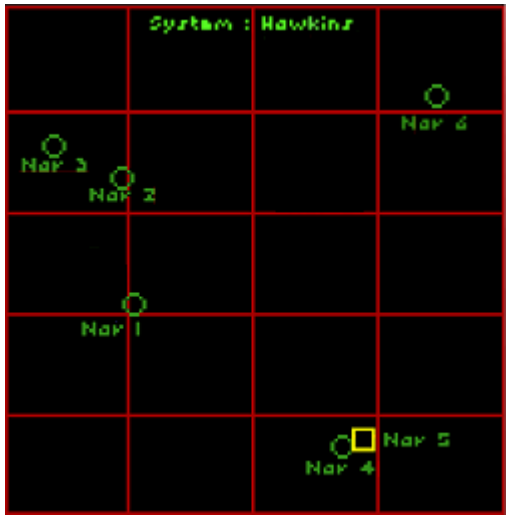
The race begins to find out more information about this new weapon before it's too late. (Of course, if you're familiar with Wing Commander history, you know what happens next: the total destruction of the Goddard colony on 2654.326 - Wednesday, November 22nd, the day before Thanksgiving that year...).

On 2654.307 at the behest of Intel, Fleet Command begins planning an intelligence operation in the Hawkins system (Downing Quadrant, Vega Sector), based on the presence of two Task Groups in neighboring systems (specifically RIF Group 47 centered on TCS *Canterbury* (DD-289) in the Ymir system, and the 43rd Marine Battalion - an elite group known as the Reavers - in the Tyr system). Intel knows of a Kilrathi fuel depot in Hawkins that's reportedly very close to the Tyr jump point and hopes that by sending in the Marines to infiltrate the base, they can learn more about the new weapon. Fleet Command knows the Marines are engaged in some heavy fighting in Tyr, and so they only assign one company to the job in Hawkins and leave their escorts in Tyr; the *Canterbury's* group will be charged with providing cover as the Marines make their run.

The players are part of VF-47, Osprey Squadron, the sole fighter group assigned to *Canterbury* and her escorts. It'll be their task to keep the Kilrathi off the backs of the Marines while they make their run.

Hawkins System - Nav Map

Hawkins is a star system in the rimward and spinward corner of the Downing Quadrant of Vega Sector. It's in Kilrathi territory and home to a single base, a Kilrathi Star Post that serves as a refueling point for raiders originating in the Sa'Khan Quadrant of Epsilon Sector and Kur'u Caxki Quadrant of Kilrah Sector. KIS *Sivar* stopped by this base to take on additional fuel on its way to Goddard (which was an additional seven jumps from there).



Hawkins System

The system contains an extensive asteroid belt that comes within a hundred thousand kilometers of Nav 1 and Nav 4 and runs the entire length of the system. Travelling from Nav 1 or Nav 4 to any other point in the system (except for each other) will require travel through the asteroids for approximately 50,000 kilometers. The Star Post is located in a somewhat less dense portion of the field and the Cats have gone to great lengths to space lanes clear of rocks along the major routes leading to the base.

Nav Point Reference

- **Nav 1 (26x59)**: Jump to the Ymir System.
- **Nav 2 (23x34)**: Jump to the Masa System.
- **Nav 3 (10x28)**: Jump to the Qua'lat System.
- **Nav 4 (68x86)**: Jump to the Tyr System.
- **Nav 5 (71x85)**: Kilrathi Fuel Depot / Asteroid Field
- **Nav 6 (86x18)**: Jump to the K'n T'qal System.

Distances between Major Points of Reference, Hawkins System (km)						
	Nav 1	Nav 2	Nav 3	Nav 4	Nav 5	Nav 6
Nav 1	0	251,794	348,855	499,300	519,711	726,705
Nav 2	251,794	0	143,178	687,677	700,357	650,000
Nav 3	348,855	143,178	0	820,244	834,865	766,551
Nav 4	499,300	687,677	820,244	0	31,623	703,420
Nav 5	519,711	700,357	834,865	31,623	0	686,586
Nav 6	726,705	650,000	766,551	703,420	686,586	0

The Mission

Briefing

If one of the players has taken on the role of Major Cardenas, the GM should have them read the briefing text out loud to the rest of the player group; otherwise the GM will assume the role themselves.

The GM will begin the mission by reading the following text aloud: *GM: We begin in the ready room of TCS* Canterbury*. The mood in the room is fairly light as pilots begin filtering in. After a few minutes, with the small group that encompasses the entirety of* Canterbury's *aerospace squadron assembled, Major Aquiles "Pueblo" Cardenas, ship's CAG, enters the room. The assembled pilots come to attention as the Major crosses to the podium. He takes his place there and orders the squadron at-ease. After the group has sat down, he begins the briefing.*

MAJ Cardenas: Gentlemen, as you are well aware, we've been spending the last few days mopping up Kilrathi resistance here in Ymir system. Fleet Command is satisfied with our progress thus far and has given us our next assignment. Half an hour from now, our Task Group will be jumping to the Hawkins system.

The Major will pause at this point to pull up the system's map. The GM may show the system map to each of the players if they wish.

MAJ Cardenas: We have received intelligence that a Kilrathi refueling depot is located in this system somewhere in the vicinity of Nav 5. Fleet Command has ordered forces from the 43rd Marine Battalion - that's the Reavers, folks - to infiltrate the base, gather as much intelligence as they can and get out. The Reavers are currently located in Tyr system, which also has a jump tunnel to Hawkins. Our orders are to rendezvous with the Reavers at the jump point to Tyr at Nav 4, escort them to the objective and to destroy the outpost once the Marines have completed their mission there.

The Major then brings up the mission map. Again, the GM may show the system map to each of the players if they wish.

Mission Map

MAJ Cardenas: Since it's going to be just us providing fighter support for the Marines, we can't send everybody. Alpha Wing will be...

At this point the Major will list off the callsigns of the player characters. If the Major himself is among the players, he'll simply refer to "himself".

MAJ Cardenas: Alpha will be flying (insert selected fighter name) for this hop. You will proceed ***'to the edge of an asteroid field near the Masa jump point at mission Nav 1. From there, you'll proceed to the Tyr jump point at mission Nav 2. The Reavers convoy is scheduled to arrive in Hawkins about an hour-and-a-half from now. You'll secure the area around the jump point and await the arrival of the convoy. Once it arrives, you'll link up with the convoy's transports and escort them to the objective at mission Nav 3. Once the target has been neutralized, you'll escort the Marines back to mission Nav 2, where*** Canterbury ***will be waiting to pick you up. Meanwhile, the rest of the squadron will be babysitting the Task Group'*** *as we make our way to the Tyr jump point via mission Nav 4.*

Fleet Command believes that the Cats are fairly spread out at the moment and resistance should be light. Nevertheless, we don't want to tip them off to our presence until its necessary. Alpha Wing will engage any hostiles encountered if the situation looks favorable. Do NOT let any active enemies escape. Fly smart, stay with your wingmen and let's everybody come home. Squadron dismissed.

GM: The squadron all comes to attention as the Major leaves the briefing room. Once he's gone, the pilots begin filtering out, making their way towards their assigned craft. 30 minutes later, Canterbury *and her escorts make the jump. Alpha Wing is given the go for launch one minute later.*

Mission Start

Disposition of Forces:

- Alpha Wing (VF-47/A)
- RIF Task Group 47.6
    - DD-289 TCS *Canterbury* (*Exeter*-class Destroyer)
    - FS-983 TCS *Athena* (*Venture*-class Corvette)
    - FS-412 TCS *Sophocles* (*Venture*-class Corvette)
    - AO-1580 TCS *Werner* (*Drayman*-class Transport)

The GM should read the following aloud: *GM: Seconds after launch, you pick up a transmission from* Canterbury's *communications officer: "Alpha Wing, Science Division reports that a major coronal mass ejection is currently in progress within the Hawkins system star. Long-range communication and sensor functions will likely be impaired. Be sure to take extra precautions during the mission.* Canterbury *out."*

The coronal mass ejection will have the effect of adding a radiation belt effect system-wide. For navigational purposes, this will change the terrain difficulty to Easy for the non-asteroid portions of

the mission; fuel consumption will occur at a rate of one fuel point per 15,000 kilometers, with a consumption rate of one fuel point per 10,000 kilometers in asteroid fields.

Nav 1 is 100,000 kilometers from the Ymir jump point. *Vehicle Piloting* DCs will be at -5 and seven fuel points will be expended in the transit regardless of the fighter type:

- *Hornets*: Time of transit - 5 min, 33 sec.
- *Scimitars*: Time of transit - 11 min, 7 sec.
- *Raptors*: Time of transit - 6 min, 40 sec.

Encounter One (Hidden Nav)

While en route to Nav 1, the players will come across a Kilrathi fighter patrol. What fighters are encountered depends entirely on the size of the player group and what type of fighters they are flying.

Disposition of Forces:

- Alpha Wing (VF-47/A)
- Kilrathi Patrol

Encounter at Hidden Nav Point One					
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs
Hornets	2 *Salthi*	3 *Salthi*	4 *Salthi*	5 *Salthi*	6 *Salthi*
Scimitars	4 *Salthi*	2 Waves of 3 *Salthi*	2 Waves of 4 *Salthi*	2 waves of 5 *Salthi*	2 waves of 6 *Salthi*
Raptors	4 *Dralthi*	1 Wave of 4 *Dralthi*, 1 Wave of 3 *Dralthi*	5 *Dralthi-II*	4 *Gratha*	5 *Gratha*

The GM should read the following text aloud: *You're 40,000 klicks out from* Canterbury *when suddenly a number of red blips show up on your radar display!! Kilrathi fighters at 8,000 kilometers and closing fast!!*

The Kilrathi are simply patrolling the system and are not necessarily expecting to run into anyone. The CME began after they launched and at the onset of the encounter they are unaware of the fact that they can't raise their home base. The Kilrathi will happily engage the players for fifteen rounds. After that time, if there are any Kilrathi fighters still active, the GM should choose one of them to leave the encounter- they're leaving to alert the base. The players will need to destroy this fighter before it leaves the encounter. If they don't, they can expect additional forces at the target and an ongoing attack when they head back to *Canterbury*. Should the departing fighter be destroyed, the GM should select a replacement if another Kilrathi fighter is available. Players will not be required to re-roll their *Vehicle Piloting* Checks upon termination of the encounter; if all the Kilrathi are dispatched, the GM may inform the players that they may proceed directly to Nav 1.

Asteroid Field (Nav I)

Time for the players to begin the long slog through the rocks.

Disposition of Forces:

- Alpha Wing (VF-47/A)

The GM will read the following text aloud: *You hear an alert chime from your navigational computer as it clicks off. Up ahead, you see the first few small chunks of rock that signal your approach into the asteroid field.*

This will be a fairly simple encounter. The players need only to fly their ships thirty range increments in total, avoiding asteroids as they go. The field should be set up to be particularly dense at this point and there should be ample opportunity for all the players to take damage. The players may make their piloting rolls for Nav 2 once they've cleared the area (i.e. travelled thirty increments).

The flight will be ambushed 161,555 kilometers from Nav 1. *Vehicle Piloting* DCs will be at -10 for the asteroids and seventeen fuel points will be expended in the transit regardless of the fighter type:

- *Hornets*: Time of transit - 8 min, 59 sec.
- *Scimitars*: Time of transit - 17 min, 57 sec.
- *Raptors*: Time of transit - 10 min, 46 sec.

Encounter Two (Ambush)

While en route to the rendezvous at Nav Two, the characters will come across a few *Jalthi* that appear to have been heavily damaged by the asteroids.

Disposition of Forces:

- Alpha Wing (VF-47/A)
- Kilrathi Ambush Group

Encounter at Ambush Point					
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs
Hornets	1 *Jalthi*	1 *Jalthi*	1 *Jalthi*	2 *Jalthi*	2 *Jalthi*
Scimitars	2 *Jalthi*	2 *Jalthi*	2 *Jalthi*	2 *Jalthi*	3 *Jalthi*
Raptors	2 *Jalthi*	2 *Jalthi*	3 *Jalthi*	4 *Jalthi*	4 *Jalthi*

The GM will read the following text aloud: *About a hundred thousand klicks out from Nav 1, your sensors pick a couple of contacts coded grey: unknowns. As you close to within 6,000 kilometers, your sensors can finally make out what they are* - Jalthi *heavy fighters. They appear to have been heavily damaged by the asteroids and look like they're completely out of control.*

This is the "Taggart's Tactics" scenario from Claw Marks. None of the *Jalthi* are in fact damaged in the slightest; they're lying in ambush. Should the players take the bait, a fairly serious dogfight will result. The *Jalthi* are acting as forward sentries for the Star Post; the ambush tactic is a favorite amongst *Jalthi* pilots in particular. The *Jalthi* are not particularly aware that the characters are coming but will be quite willing to engage them. This would be a good time to whip out some self-

control Checks on those characters who have the Impulsive Complication. The characters can feel free to ignore the fighters without penalty. Bear in mind in this encounter that the characters are still in the asteroid field, regardless of whether or not they fight the *Jalthi*.

Nav 2 is another 342,053 kilometers from the ambush point. *Vehicle Piloting* DCs will be at -10 for the asteroids and thirty-five fuel points will be expended in the transit regardless of the fighter type:

- *Hornets*: Time of transit - 19 min.
- *Scimitars*: Time of transit - 38 min.
- *Raptors*: Time of transit - 22 min, 48 sec.

This will be the longest transit of the entire mission.

Rendezvous (Nav 2)

The characters arrive at the Nav Point to Tyr, only to find it being guarded - or to find the convoy already under attack.

Disposition of Forces:

- Alpha Wing (VF-47/A)
- Sleipnir Convoy
    - LPA-432 TCS *Sleipnir* (*Drayman*-class Transport)
    - LPA-492 TCS *Helhest* (*Drayman*-class Transport)
    - LPA-497 TCS *Valravn* (*Drayman*-class Transport)
- Kilrathi Patrol

Encounter at Nav 2					
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs
Hornets	2 *Krants*	2 *Krants*	1 *Krant*, 1 *Gratha*	2 *Krants*, 1 *Gratha*	2 *Krants*, 1 *Gratha*
Scimitars	2 *Krants*, 1 *Gratha*	2 *Krants*, 1 *Gratha*	2 *Krants*, 2 *Gratha*	2 *Krants*, 2 *Gratha*	4 *Krants*, 2 *Gratha*
Raptors	2 *Krants*, 1 *Gratha*	2 *Krants*, 2 *Gratha*	4 *Krants*, 2 *Gratha*	6 *Krants*, 3 *Gratha*	6 *Krants*, 3 *Gratha*

The GM should read the following text aloud: *As your nav computer clicks off near the Tyr Jump Point and the last rock flies past, you see red dots on your radar!!*

The GM should have been keeping track of how much time had elapsed since the start of the mission. If more than seventy minutes have passed, the Sleipnir Convoy has already arrived and will find themselves in the thick of things. In this case, each ship in the convoy should have their shields and armor depleted, plus one percent of Core Damage for every minute that's passed since their jump. If this occurs, the GM should read the following text aloud: *You also see three blue dots ahead - the convoy has already arrived and the Kilrathi are pounding it hard!!!*

Otherwise, the GM should read the following text aloud: *Kilrathi fighters are guarding the jump point!!*

The Marine Transports are the overriding priority for the entire mission - if they are all destroyed, the mission will have to be scrubbed and the characters will have a welcoming committee waiting for them at Nav 4 '*(see the Nav 4 encounter for further instructions)*'. If, however, the characters have

arrived prior to the arrival of the convoy, they need merely to dispatch all Kilrathi fighters at the jump point.

The size of this encounter will not depend on whether or not the Kilrathi were alerted to the presence of the characters during the first encounter. If they were not, one of the Kilrathi fighters will attempt to leave the encounter to warn their home base of the impending threat, with the same potential set of results as what could've occurred during the first encounter.

The convoy may jump in during the encounter; if so, they simply need to be added to the order of battle. If the Kilrathi are all dispatched prior to their arrival, the GM may have them jump in early after the last Kilrathi craft is destroyed (to move the mission along).

The objective at Nav 3 is only 31,623 kilometers from Nav 2. *Vehicle Piloting* DCs will be at -5 and three fuel points will be expended in the transit regardless of the fighter type. All fighters will have to slow down to 100 kps, the cruise speed of the transports.

- *All fighters*: Time of transit - 5 min, 16 sec.

Nav 4 (where the players will go from here if they fail the mission) is 375,000 kilometers from Nav 2. *Vehicle Piloting* DCs will be at -5 and twenty-five fuel points will be expended in the transit regardless of the fighter type.

- *Hornets*: Time of transit - 20 min, 50 sec.
- *Scimitars*: Time of transit - 41 min, 40 sec.
- *Raptors*: Time of transit - 25 min, 0 sec.

Objective (Nav 3)

The characters arrive at the objective and begin the process of neutralizing its defenses.

Disposition of Forces:

- Alpha Wing (VF-47/A)
- Sleipnir Convoy
- Kilrathi BarCAP Group

Encounter at Nav 3					
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs
Hornets	3 *Dralthi*	2 *Salthi*, 2 *Dralthi*	3 *Salthi*, 3 *Dralthi*	3 *Salthi*, 3 *Dralthi*	3 *Dralthi*, 3 *Krants*
Scimitars	2 *Dralthi*, 2 *Krants*	3 *Dralthi*, 3 *Krants*	3 *Dralthi*, 3 *Krants*	4 *Dralthi*, 4 *Krants*	4 *Krants*, 4 *Gratha*
Raptors	3 *Dralthi*, 3 *Krants*	4 *Dralthi*, 4 *Krants*	3 *Krants*, 3 *Gratha*	4 *Krants*, 4 *Gratha*	5 *Krants*, 5 *Gratha*

- If the players allowed an enemy fighter to escape either during their first encounter or during the encounter at Nav 2, an additional 4 *Dralthi-II* will be present regardless of the actual number/type of PC fighters present.

The GM should read the following text aloud: *As your nav computer chimes your approach to the objective, you can see a massive Kilrathi space station off in the distance. Your radar lights up in a sea of red blips!!*

The Cats will have some idea of what's going on when they see the transports. If they have multiple fighter types available, the heavier fighters will target the transports while the lighter fighters engage the characters. Should there only be one type of fighter present, half of those fighters (rounded up) will target the transports. It will be up to the GM to keep track of what the objectives for each enemy craft regardless. Once the objective of a Kilrathi craft has been set, it won't change for the duration of the encounter.

While the fight is ongoing, the Marine transports will be maneuvering to dock with the station. All three transports can dock simultaneously. To do so, they'll simply need to move in for a standard docking action. The Star Post will be firing at the transports as they approach; if the players destroy all the Kilrathi fighters, the GM might suggest performing a defense suppression run on the station. Once docked, it will take time for the Marines to complete their mission - 30 rounds if only one transport makes it, 20 if two transports make it, and 10 if all three transports make it.

If the base is destroyed *prior* to the completion of the Marines' mission or if all three transports are destroyed, the characters fail the mission and the Nav 4 encounter will be triggered (see the Nav 4 encounter for further instructions). The base must be destroyed before the characters can leave the area.

Nav 2 is only 31,623 kilometers from Nav 3. *Vehicle Piloting* DCs will be at -5 and three fuel points will be expended in the transit regardless of the fighter type. All fighters will have to slow down to 100 kps, the cruise speed of the transports.

- *All fighters*: Time of transit - 5 min, 16 sec.

Nav 4 is 175,000 kilometers from Nav 3. *Vehicle Piloting* DCs will be at -5 and twelve fuel points will be expended in the transit regardless of the fighter type.

- *Hornets*: Time of transit - 9 min, 43 sec.
- *Scimitars*: Time of transit - 19 min, 27 sec.
- *Raptors*: Time of transit - 11 min, 40 sec.

Mission Accomplished (Nav 2)

With the mission finished, it's time to go home.

Disposition of Forces:

- Alpha Wing (VF-47/A)
- Sleipnir Convoy
- RIF Group 47

The GM should read the following text aloud: *As the ships of the Task Group come back into sight,* Canterbury *hails you.*

Canterbury: "Well done, Alpha Wing. Sleipnir's *already started sending us the data they collected from the station's computers. Hopefully now they can tell us a little bit more about what this whole shindig was about. You're cleared; bring 'em on back in."*

Landing simply requires a successful *Vehicle Piloting* Check. Pilots will bolter and have to make another attempt on a failed Check. On a critical failure, the player involved will have to make a Check for a Ramming action.

The GM does have the option of requiring the players to fly to *Canterbury*, but there's not much point in doing that other than for flavor or for prolonging the mission. Once the players are all on the deck, the GM may give whatever kind of debriefing spiel they wish (it should be generally positive, though there may be some room for negativity based on the number of transports that came back.)

Mission Fail (Nav 4)

The Marine transports have been destroyed and the mission has had to be scrubbed. Meanwhile, *Canterbury* and her escorts have run into some trouble of their own...

Disposition of Forces:

- Alpha Wing (VF-47/A)
- Beta Wing (VF-47/B)
- RIF Group 47
- Kilrathi Strike Group

Encounter at Nav 4					
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs
Hornets	2 *Krants*	2 *Krants*	1 *Krant*, 1 *Gratha*	2 *Krants*, 1 *Gratha*	2 *Krants*, 1 *Gratha*
Scimitars	2 *Krants*, 1 *Gratha*	2 *Krants*, 1 *Gratha*	2 *Krants*, 2 *Gratha*	2 *Krants*, 2 *Gratha*	4 *Krants*, 2 *Gratha*
Raptors	2 *Krants*, 1 *Gratha*	2 *Krants*, 2 *Gratha*	4 *Krants*, 2 *Gratha*	6 *Krants*, 3 *Gratha*	6 *Krants*, 3 *Gratha*

After waiting for ten rounds, the GM should read the following text aloud once one of the mission failure conditions occurs: *As you continue your efforts to extract yourself from the current engagement, you receive a long-distance message from* Canterbury*. Ordinarily you'd be glad to hear from your carrier, but in this case they're reporting that they have come across enemy forces at Nav 4 and are under attack!! You better finish up what you're doing and high-tail it over there as quickly as you can!!*

Upon arrival at Nav 4, the GM should read the following text aloud: *Your nav computer clicks off for Nav 4. About 12,000 clicks ahead, you can clearly see* Canterbury *and her escorts getting pounded by Kilrathi fighters!!*

Canterbury and her escorts will have their shields and armor depleted in one quarter when the players arrive and they'll have a percentage of Core Damage equal to the number of minutes that have passed between the issuance of the distress call and the arrival of the players. At this point, it's up to the characters to see to it that *Canterbury* is not destroyed. If it is, the characters will be stranded, at which point the GM should end the adventure by saying those dreadful words out loud - "*With your carrier destroyed, you drift endlessly through the void*."

The Kilrathi will target any active Confederation ship during this encounter. Beta Wing will be utilizing the lightest fighter craft still available to them (generally *Hornets* and/or *Scimitars*).

Once all the enemy fighters are destroyed, the players will be given permission to land their fighters, after which the GM may give whatever kind of debriefing spiel they wish (though it should be generally negative in this case.)

Landing simply requires a successful *Vehicle Piloting* Check. Pilots will bolter and have to make another attempt on a failed Check. On a critical failure, the player involved will have to make a Check for a Ramming action.

What's Next?

Once the mission is complete, there are several things a GM could do to follow it up. Here are some suggestions:

- Some of the fighters in this mission are not part of the standard compliment for a Kilrathi Star Post; there could be a larger Kilrathi presence in the system, which the brass will want hunted down and destroyed.
- Perhaps *Canterbury's* group will learn where KIS *Sivar* has jumped and will be ordered to trail it in an (ultimately futile) attempt to pursue it.
- After the attack on Goddard, *Canterbury's* group could be charged with mapping out some of the Sa'Khan Quadrant in an attempt to figure out where KIS *Sivar* might go in order to refuel.

Of course, the GM is welcome to make some alterations to the mission itself:

- An obvious thing to do is switch up the fighters or to have the players play as a different pilot.
- Perhaps another target could be available at the objective point (such as a *Snakeir*-class carrier in the process of refueling).
- Or perhaps the mission could be played from the Kilrathi perspective.....

The possibilities of further play are limited only by the limits of the GM's imagination. Enough additional materials have been included in this guidebook to make further WC1-era missions fairly easily to build; even more materials (including stats for craft from the later Wing Commander games) can be found with the full WCRPG rules, which is available at http://wcrpg.wikia.com.

The Pilots of VF-47

Gwyndraig

Eilwen Tegg, Callsign: Gwyndraig		
Species: Terran	Rank: Second Lieutenant	Gender: Female
Height: 1.7 m	Mass: 60 kg	Handedness: Right
Birth Date: 2627.303 (Age 27; Adult)	Place of Birth: Cynwyd, Denbighshire, Wales, Earth	Initiative: +7
Attack Bonuses - Melee: +9; Ranged: +11	Saves - Fortitude: 34, Reflex: 37, Willpower: 30	
HP/NHP: 67	HD/THD/FHD: 43/43/50	SI: 67
Power: 50, *Three-Dimensional Maneuvers*: 20 (Swimming 5), *Brawling*: 15, *Lifting*: 10. **Finesse**: 70, *Dexterous Maneuvers*: 20 (Horseback Riding 10), *Dodge*: 25, *Hiding and Seeking*: 15. **Physique**: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 90, *Knowledge*: 20 (Celtic Lore 15), *Resourcefulness*: 20 (Use of Duct Tape 10), *Cunning*: 20 (Poker Face 5). **Acumen**: 70, *Perception*: 20 (Spotting Cracks 10), *Performance*: 25, *Survival*: 15. **Charm**: 75, *Personality*: 20 (Debate 10), *Leadership*: 25, *Diplomacy*: 20.		
Command: 35, *Security*: 20, *Strategy*: 10, *Guidance*: 5. **Science**: 50, *Technology*: 20, *Planetology*: 15, *Geology*: 10, *Archaeology*: 5. **Navigation**: 105, *Vehicle Piloting*: 10 (Hornet 30), *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 15, *Stealth*: 5. **Tactical**: 70, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 20, *Targeting*: 15, *Marksmanship*: 10. **Engineering**: 30, *Damage Control*: 15, *Mechanics*: 10, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: Navigational Sense +10, Honest -5, Discipline -5.		

Roc

Luqman ibn Dawud Abu Shakra, Callsign: Roc		
Species: Terran	Rank: First Lieutenant	Gender: Male
Height: 2.0 m	Mass: 110 kg	Handedness: Right
Birth Date: 2629.305 (Age 25; Adult)	Place of Birth: Um Qasr, Basra, Iraq, Earth	Initiative: +7
Attack Bonuses - Melee: 11; Ranged: +12	Saves - Fortitude: 35, Reflex: 37, Willpower: 32	
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65
Power: 60, *Three-Dimensional Maneuvers*: 25, *Brawling*: 20, *Lifting*: 15. **Finesse**: 75, *Dexterous Maneuvers*: 20 (Tree Climbing 10), *Dodge*: 25, *Hiding and Seeking*: 20. **Physique**: 50, *Stamina*: 25, Concentration: 15, *Recuperation*: 10. **Intellect**: 95, *Knowledge*: 20 (Kilrathi Language 10, Arabic Lore 10), *Resourcefulness*: 20 (Snares 10), *Cunning*: 25. **Acumen**: 70, *Perception*: 20 (Bird Watching 10), *Performance*: 25, *Survival*: 15. **Charm**: 75, *Personality*: 20 (Resist Torture 10), *Leadership*: 25, *Diplomacy*: 20.		
Command: 55, *Security*: 25, *Strategy*: 15, *Guidance*: 10, *Coordination*: 5. **Science**: 70, *Technology*: 25, *Planetology*: 20, *Geology*: 15, *Archaeology*: 10. **Navigation**: 105, *Vehicle Piloting*: 10 (Scimitar 25), *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 15, *Stealth*: 10. **Tactical**: 85, *Evasive Maneuvers*: 20 (Immelmann 10), *Combat Maneuvers*: 25, *Targeting*: 15, *Marksmanship*: 10, *Ballistics*: 5. **Engineering**: 40, Damage Control: 20, *Mechanics*: 15, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: Reflexes +20, Impulsive -10, Discipline -5, Lecherous -5.		

White Wolf

Walker Eightkiller, Callsign: White Wolf		
Species: Terran	Rank: Second Lieutenant	Gender: Male
Height: 1.7 m	Mass: 80 kg	Handedness: Right
Birth Date: 2630.288 (Age 24; Adult)	Place of Birth: Fort Gibson, Oklahoma, United States, Earth	Initiative: +5
Attack Bonuses - Melee: +9; Ranged: +9	Saves - Fortitude: 34, Reflex: 35, Willpower: 37	
HP/NHP: 64	HD/THD/FHD: 45/45/50	SI: 64
Power: 50, *Three-Dimensional Maneuvers*: 25, *Brawling*: 15, *Lifting*: 10. **Finesse**: 55, *Dexterous Maneuvers*: 25, *Dodge*: 20, *Hiding and Seeking*: 10. **Physique**: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 80, *Knowledge*: 20 (Cherokee Lore 15), *Resourcefulness*: 25, *Cunning*: 20. **Acumen**: 70, *Perception*: 20 (Animal Tracks 10), *Performance*: 25, *Survival*: 15. **Charm**: 75, *Personality*: 20 (Debate 10), *Leadership*: 25, *Diplomacy*: 20.		
Command: 35, *Security*: 20, *Strategy*: 10, *Guidance*: 5. **Science**: 40, *Technology*: 20, *Planetology*: 15, *Geology*: 5. **Navigation**: 60, *Vehicle Piloting*: 5 (Hornet 25), *Orientation*: 15, *Astrogation*: 10, *Starship Piloting*: 5. **Tactical**: 45, *Evasive Maneuvers*: 20, *Combat Maneuvers*: 15, *Targeting*: 10. **Engineering**: 30, *Damage Control*: 15, *Mechanics*: 10, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: Navigational Sense +5, Senses (Sight) +5, Senses (Sound) +5, Curious -15.		

Falcon

Renata Birindelli, Callsign: Falcon		
Species: Terran	Rank: First Lieutenant	Gender: Female
Height: 1.8 m	Mass: 60 kg	Handedness: Right
Birth Date: 2625.116 (Age 29; Adult)	Place of Birth: Vigone, Piedmont, Italy, Earth	Initiative: +7
Attack Bonuses - Melee: +11; Ranged: +12	Saves - Fortitude: 35, Reflex: 37, Willpower: 37	
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65
Power: 60, *Three-Dimensional Maneuvers*: 25, *Brawling*: 20, *Lifting*: 15. **Finesse**: 75, *Dexterous Maneuvers*: 20 (Horseback Riding 10), *Dodge*: 25, *Hiding and Seeking*: 20. **Physique**: 50, *Stamina*: 25, Concentration: 15, *Recuperation*: 10. **Intellect**: 95, *Knowledge*: 20 (Wines 10, Confederation History 10), *Resourcefulness*: 20 (Sculpture 10), *Cunning*: 25. **Acumen**: 70, *Perception*: 20 (Spotting Enemy Ships 10), *Performance*: 25, *Survival*: 15. **Charm**: 75, *Personality*: 20 (Resist Torture 10), *Leadership*: 25, *Diplomacy*: 20.		
Command: 55, *Security*: 25, *Strategy*: 15, *Guidance*: 10, *Coordination*: 5. **Science**: 70, *Technology*: 25, *Planetology*: 20, *Geology*: 15, *Archaeology*: 10. **Navigation**: 110, *Vehicle Piloting*: 10 (Raptor 30), *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 15, *Stealth*: 10. **Tactical**: 85, *Evasive Maneuvers*: 20 (Burnout 10), *Combat Maneuvers*: 25, *Targeting*: 15, *Marksmanship*: 10, *Ballistics*: 5. **Engineering**: 40, Damage Control: 20, *Mechanics*: 15, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: Navigational Sense +5, Senses (Sight) +5, Senses (Sound) +5, Addicted (Tobacco) -15.		

Casanova

Torsten Kohn, Callsign: Casanova		
Species: Terran	Rank: Captain	Gender: Male
Height: 1.9 m	Mass: 100 kg	Handedness: Right
Birth Date: 2618.137 (Age 36; Adult)	Place of Birth: Schwandorf, Bavaria, Germany, Earth	Initiative: +8
Attack Bonuses - Melee: +12; Ranged: +13	Saves - Fortitude: 36, Reflex: 48, Willpower: 37	
HP/NHP: 66	HD/THD/FHD: 42/42/50	SI: 66

Power: 70, *Three-Dimensional Maneuvers*: 30, *Brawling*: 25, *Lifting*: 15.
Finesse: 85, *Dexterous Maneuvers*: 35, *Dodge*: 30, *Hiding and Seeking*: 20.
Physique: 60, *Stamina*: 25, *Concentration*: 20, *Recuperation*: 15.
Intellect: 105, *Knowledge*: 20 (Love Poetry 10, Pick-up Lines 10), *Resourcefulness*: 25 (Lock-Picking 10), *Cunning*: 20 (Con Artistry 10).
Acumen: 70, *Perception*: 20 (Attractive Women 10), *Performance*: 25, *Survival*: 15.
Charm: 85, *Personality*: 25 (Seduction 10), *Leadership*: 20 (Flight Leader 10), *Diplomacy*: 20.

Command: 75, *Security*: 25, *Strategy*: 20, *Guidance*: 15, *Coordination*: 10, *Inspire*: 5.
Science: 90, *Technology*: 20 (Kilrathi Fighters 10), *Planetology*: 25, *Geology*: 20, *Archaeology*: 10, *Typhonology*: 5.
Navigation: 135, *Vehicle Piloting*: 10 (Hornet 40), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 20, *Stealth*: 15.
Tactical: 115, *Evasive Maneuvers*: 25 (Fish-Hook 10), *Combat Maneuvers*: 25 (Hard Brake 5), *Targeting*: 25, *Marksmanship*: 15, *Ballistics*: 10.
Engineering: 60, *Damage Control*: 25, *Mechanics*: 20, *Defenses*: 10, *Internal Systems*: 5.
Communications: 30, *Rapport*: 15, *Translate*: 10, *Distress*: 5.
Medicine: 45, *Intensive Care*: 20, *Psychology*: 15, *Treatment*: 10.

Traits: Senses (Sound) +10, Reflexes +10, Lecherous -20.

Sentry

Pyotr Lavrentych Nasenko, Callsign: Sentry		
Species: Terran	Rank: First Lieutenant	Gender: Male
Height: 1.6 m	Mass: 70 kg	Handedness: Right
Birth Date: 2633.324 (Age 22; Adult)	Place of Birth: Chusovoy, Perm Krai, Russia, Earth	Initiative: +7
Attack Bonuses - Melee: +11; Ranged: +12	Saves - Fortitude: 35, Reflex: 37, Willpower: 32	
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65

Power: 60, *Three-Dimensional Maneuvers*: 25, *Brawling*: 20, *Lifting*: 15.
Finesse: 75, *Dexterous Maneuvers*: 20 (Knife Juggling 10), *Dodge*: 25, *Hiding and Seeking*: 20.
Physique: 50, *Stamina*: 25, Concentration: 15, *Recuperation*: 10.
Intellect: 95, *Knowledge*: 20 (Kilrathi Codes 10, Cryptography 10), *Resourcefulness*: 20 (Writing Backwards 10), *Cunning*: 25.
Acumen: 70, *Perception*: 20 (Patterns in Writing 10), *Performance*: 25, *Survival*: 15.
Charm: 75, *Personality*: 20 (Intimidating Look 10), *Leadership*: 25, *Diplomacy*: 20.

Command: 55, *Security*: 25, *Strategy*: 15, *Guidance*: 10, *Coordination*: 5.
Science: 70, *Technology*: 25, *Planetology*: 20, *Geology*: 15, *Archaeology*: 10.
Navigation: 115, *Vehicle Piloting*: 10 (Scimitar 35), *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 15, *Stealth*: 10.
Tactical: 85, *Evasive Maneuvers*: 20 (Shake, Rattle and Roll 10), *Combat Maneuvers*: 25, *Targeting*: 15, *Marksmanship*: 10, *Ballistics*: 5.
Engineering: 40, Damage Control: 20, *Mechanics*: 15, *Defenses*: 5.
Communications: 20, *Rapport*: 15, *Translate*: 5.
Medicine: 25, *Intensive Care*: 15, *Psychology*: 10.

Traits: Navigational Sense +10, Overconfident -5, Discipline -5.

Trigger

Kranti Pradhan, Callsign: Trigger		
Species: Terran	Rank: Second Lieutenant	Gender: Female
Height: 1.7 m	Mass: 70 kg	Handedness: Right
Birth Date: 2632.320 (Age 24; Adult)	Place of Birth: Hardoi, Uttar Pradesh, India, Earth	Initiative: +7
Attack Bonuses - Melee: +7; Ranged: +9	Saves - Fortitude: 34, Reflex: 37, Willpower: 37	
HP/NHP: 64	HD/THD/FHD: 43/43/50	SI: 64
Power: 50, *Three-Dimensional Maneuvers*: 25, *Brawling*: 15, *Lifting*: 10. **Finesse**: 70, *Dexterous Maneuvers*: 25, *Dodge*: 25, *Hiding and Seeking*: 20. **Physique**: 45, *Stamina*: 20, *Concentration*: 15, *Recuperation*: 10. **Intellect**: 90, *Knowledge*: 25 (Archaic Firearms 10), *Resourcefulness*: 20 (Improvised Firearms 10), *Cunning*: 25. **Acumen**: 70, *Perception*: 20 (Moving Targets 10), *Performance*: 25, *Survival*: 15. **Charm**: 75, *Personality*: 20 (Intimidating Dialogue 10), *Leadership*: 25, *Diplomacy*: 20.		
Command: 35, *Security*: 10 (Slugthrowers 20), *Guidance*: 5. **Science**: 50, *Technology*: 20, *Planetology*: 15, *Geology*: 10, *Archaeology*: 5. **Navigation**: 105, *Vehicle Piloting*: 10 (Raptor 30), *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 15, *Stealth*: 5. **Tactical**: 70, *Evasive Maneuvers*: 15, *Combat Maneuvers*: 15, *Targeting*: 15, *Marksmanship*: 25. **Engineering**: 30, *Damage Control*: 15, *Mechanics*: 10, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: Navigational Sense +5, Quick Draw +5, Senses (Sound) +5, Impulsive -15.		

Buck

Neville Morris, Callsign: Buck		
Species: Terran	Rank: First Lieutenant	Gender: Male
Height: 1.6 m	Mass: 70 kg	Handedness: Right
Birth Date: 2627.010 (Age 27; Adult)	Place of Birth: Abingdon-on-Thames, Oxfordshire, England, Earth	Initiative: +7
Attack Bonuses - Melee: +11; Ranged: +12	Saves - Fortitude: 35, Reflex: 37, Willpower: 37	
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65
Power: 60, *Three-Dimensional Maneuvers*: 25, *Brawling*: 20, *Lifting*: 15. **Finesse**: 75, *Dexterous Maneuvers*: 10, *Dodge*: 25, *Hiding and Seeking*: 20 (Camouflage 20). **Physique**: 50, *Stamina*: 25, Concentration: 15, *Recuperation*: 10. **Intellect**: 95, *Knowledge*: 20 (Animal Lore 20), *Resourcefulness*: 20 (Snares 10), *Cunning*: 25. **Acumen**: 70, *Perception*: 20 (Tracks 10), *Performance*: 25, *Survival*: 15. **Charm**: 75, *Personality*: 20 (Resist Torture 10), *Leadership*: 25, *Diplomacy*: 20.		
Command: 55, *Security*: 25, *Strategy*: 15, *Guidance*: 10, *Coordination*: 5. **Science**: 70, *Technology*: 25, *Planetology*: 20, *Geology*: 15, *Archaeology*: 10. **Navigation**: 115, *Vehicle Piloting*: 10 (Raptor 35), *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 15, *Stealth*: 10. **Tactical**: 85, *Evasive Maneuvers*: 15, *Combat Maneuvers*: 15, *Targeting*: 15, *Marksmanship*: 20, *Ballistics*: 20. **Engineering**: 40, Damage Control: 20, *Mechanics*: 15, *Defenses*: 5. **Communications**: 20, *Rapport*: 15, *Translate*: 5. **Medicine**: 25, *Intensive Care*: 15, *Psychology*: 10.		
Traits: Navigational Sense +5, Senses (Sight) +5, Senses (Sound) +5, Phobic (Arachnids) -15.		

Pāhoehoe

Anakalia Punawai, Callsign: Pāhoehoe		
Species: Terran	Rank: Captain (Squadron XO)	Gender: Female
Height: 1.6 m	Mass: 45 kg	Handedness: Left
Birth Date: 2618.066 (Age 36; Adult)	Place of Birth: Kualapuu, Molokai, Hawai'i, Earth	Initiative: +9
Attack Bonuses - Melee: +11; Ranged: +13	Saves - Fortitude: 36, Reflex: 39, Willpower: 37	
HP/NHP: 66	HD/THD/FHD: 41/41/50	SI: 66
Power: 75, *Three-Dimensional Maneuvers*: 10 (Swimming 20), *Brawling*: 25, *Lifting*: 20. **Finesse**: 90, Dexterous Maneuvers: 25 (Surfing 20), *Dodge*: 20, *Hiding and Seeking*: 25. **Physique**: 65, *Stamina*: 20 (Resist Poisons 10), *Concentration*: 20, *Recuperation*: 15. **Intellect**: 110, *Knowledge*: 20 (Confederation Military Code 15, Kilrathi Tactics 10), *Resourcefulness*: 20 (Painting 15), *Cunning*: 20 (Deception 10). **Acumen**: 75, *Perception*: 20 (Track Target 10), *Performance*: 25, *Survival*: 20. **Charm**: 85, *Personality*: 25 (Resist Torture 10), *Leadership*: 20 (Flight Leader 10), *Diplomacy*: 20.		
Command: 85, *Security*: 20, *Strategy*: 25, *Guidance*: 15, *Coordination*: 10, *Inspire*: 15. **Science**: 105, *Technology*: 25 (Kilrathi Fighters 10), *Planetology*: 25, *Geology*: 20, *Archaeology*: 15, *Typhonology*: 10. **Navigation**: 150, *Vehicle Piloting*: 10 (Scimitar 50), *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 25, *Stealth*: 20. **Tactical**: 125, *Evasive Maneuvers*: 25 (Shelton Slide 10), *Combat Maneuvers*: 25, *Targeting*: 25, *Marksmanship*: 20, *Ballistics*: 20. **Engineering**: 70, *Damage Control*: 25, *Mechanics*: 20, *Defenses*: 15, *Internal Systems*: 10. **Communications**: 40, *Rapport*: 20, *Translate*: 15, *Distress*: 5. **Medicine**: 55, *Intensive Care*: 25, *Psychology*: 15, *Treatment*: 10, *Specialized Medicine*: 5.		
Traits: Navigational Sense +5, Senses (Sight) +5, Overconfident -5, Impulsive -5.		

Pueblo

Aquiles Cardenas, Callsign: Pueblo		
Species: Terran	Rank: Major (CAG)	Gender: Male
Height: 1.8 m	Mass: 110 kg	Handedness: Right
Birth Date: 2621.010 (Age 33; Adult)	Place of Birth: New Porangatu, Grovsner	Initiative: +9
Attack Bonuses - Melee: +12; Ranged: +14	Saves - Fortitude: 36, Reflex: 39, Willpower: 32	
HP/NHP: 66	HD/THD/FHD: 41/41/50	SI: 66
Power: 75, *Three-Dimensional Maneuvers*: 20 (Swimming 10), *Brawling*: 25, *Lifting*: 20. **Finesse**: 90, Dexterous Maneuvers: 25 (Balance 15), *Dodge*: 25, *Hiding and Seeking*: 25. **Physique**: 65, *Stamina*: 20 (Resist Flu 10), *Concentration*: 20, *Recuperation*: 15. **Intellect**: 110, *Knowledge*: 25 (Confederation Military Code 20, Bridge Operations 15), *Resourcefulness*: 25, *Cunning*: 25. **Acumen**: 75, *Perception*: 25, *Performance*: 25, *Survival*: 25. **Charm**: 85, *Personality*: 25 (Resist Torture 10), *Leadership*: 20 (Wing Leader 10), *Diplomacy*: 20.		
Command: 85, *Security*: 25, *Strategy*: 25, *Guidance*: 15, *Coordination*: 10, *Inspire*: 10. **Science**: 105, *Technology*: 25, *Planetology*: 25, *Geology*: 20, *Archaeology*: 15, *Typhonology*: 20. **Navigation**: 145, *Vehicle Piloting*: 25 (Hornet 10, Scimitar 10, Raptor 10), *Orientation*: 25, *Astrogation*: 25, *Starship Piloting*: 25, *Stealth*: 15. **Tactical**: 125, *Evasive Maneuvers*: 25, *Combat Maneuvers*: 25, *Targeting*: 25, *Marksmanship*: 25, *Ballistics*: 25. **Engineering**: 70, *Damage Control*: 25, *Mechanics*: 20, *Defenses*: 15, *Internal Systems*: 10. **Communications**: 40, *Rapport*: 20, *Translate*: 15, *Distress*: 5. **Medicine**: 55, *Intensive Care*: 25, *Psychology*: 15, *Treatment*: 10, *Specialized Medicine*: 5.		
Traits: Navigational Sense +10, Overconfident -5, Discipline -5, Social Status -5, Intolerant (Confederation Citizens) -2.		

Nightstalker (Kilrathi Pilot)

The following table is for a generic, 200-hero point Kilrathi Pilot; all Kilrathi pilots in the mission will use the following set of stats. Alternatively, GMs may take the time to develop their own Kilrathi pilots for use with the mission.

Jorkad *Ian* Vrenes, Callsign: Nightstalker		
Species: Kilrathi	Rank: Third Fang	Gender: Male
Height: 2.69 m	Mass: 110 kg	Handedness: Right
Birth Date: 2631.235 (Age 23; Adult)	Place of Birth: Thrgh'ath City, Tr'Kpa	Initiative: +8
Attack Bonuses - Melee: +11; Ranged: +13	Saves - Fortitude: 35, Reflex: 38, Willpower: 31	
HP/NHP: 78	HD/THD/FHD: 45/42/53	SI: 78

Power: 65, *Three-Dimensional Maneuvers*: 20 (Climbing 10), *Brawling*: 20, *Lifting*: 15.
Finesse: 80, *Dexterous Maneuvers*: 20, *Dodge*: 25, *Hiding and Seeking*: 25 (Hunting 10).
Physique: 50, *Stamina*: 25, *Concentration*: 15, *Recuperation*: 10.
Intellect: 85, *Knowledge*: 20 (Clan Lore 15), *Resourcefulness*: 20, *Cunning*: 15 (Stalking 15).
Acumen: 60, *Perception*: 25, *Performance*: 20, *Survival*: 15.
Charm: 65, *Personality*: 20 (Intimidating Gestures 10), *Leadership*: 20, *Diplomacy*: 15.

Command: 60, *Security*: 25, *Strategy*: 20, *Guidance*: 10, *Coordination*: 5.
Science: 75, *Technology*: 25, *Planetology*: 20, *Geology*: 15, *Archaeology*: 10, *Typhonology*: 5.
Navigation: 115, *Vehicle Piloting*: 10 (Jalthi 35), *Orientation*: 25, *Astrogation*: 20, *Starship Piloting*: 15, *Stealth*: 10.
Tactical: 90, *Evasive Maneuvers*: 20 (Hard Brake 10), *Combat Maneuvers*: 25, *Targeting*: 20, *Marksmanship*: 10, *Ballistics*: 5.
Engineering: 45, *Damage Control*: 20, *Mechanics*: 15, *Defenses*: 10.
Communications: 20, *Rapport*: 15, *Translate*: 5.
Medicine: 25, *Intensive Care*: 15, *Psychology*: 10.

Traits: Navigational Sense +10, Overconfident -5, Discipline -5, Enhanced Visual Sense, Senses (Sight) +5, Senses (Smell) +5, Senses (Hearing) +5, Creed -25, Intolerant (Non-Kilrathi) -10.