

# WING COMMANDER

ROLE-PLAYING GAME

ENYO



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# **A Wing Commander Role-Playing Game mini-campaign**

**Edited by**

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**Written in honor of the Fifteenth Anniversary of the Founding of the Wing  
Commander Combat Information Center Website**

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**WARNING:** This rulebook consists of 100% matter. Any incidental contact of this book with antimatter in any form will result in a catastrophic explosion.

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. Any reference to any life-form living, dead, or non-existent may or may not be coincidental and is probably intentional.

For the next generation



# RULES



# INTRODUCTION

This is "Enyo", a miniature campaign 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 27<sup>th</sup> 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 the Wing Commander Role-Playing Game (**WCRPG**), 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  $\pm 10$  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 Kiltrathi) 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:

- *Astrogration* (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)

## ***Astrogration (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. *Astrogration* 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 hurt 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 instance 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 placed 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 campaign; 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 PD/TFD/FFD	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...).

**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*

TRAITS	
Allergy (Plant Pollen)	(-5)
Crime (Hypnotic Oath)	(-5)
Nerves ✓	(+5)
Wealth ✓	(+5)
Education ✓	(+5)
Luck ✓	(+10)
Temper ✓	(-5)
Empathic Sense T	(+25)

*Dr. Freeman's Traits*

*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 (MED)		17 (+13)
INTENSIVE CARE (IC)	25	38
TREATMENT (TR)	25	38
XENO BIOLOGY (XB)	25	38
SPECIALIZED MEDICINE (SM)	25	38
PSYCHOLOGY (PSY)	25	38

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.

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

The image shows two small tables side-by-side. The left table is titled 'POWER SPIN' and lists 'THREE-DIMENSIONAL MANEUVERS' with a score of 25 and 'SWIMMING' with a score of 15. The right table is titled 'FINESSE SPIN' and lists 'THREE-DIMENSIONAL MANEUVERS' with a score of 25 and 'SWIMMING' with a score of 15. Both tables have columns for 'Skill Name', 'Score', and 'DC'.

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

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.

HP/NHP	216   66
HD/THD/FHD	45   45   51
MELEE ATTACK BONUS	+7
RANGED ATTACK BONUS	+11
FORTITUDE SAVE	36
REFLEX SAVE	36
WILLPOWER SAVE	35
INITIATIVE	+6



*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.

PLAYER	ANNAE L. SERENUS		HP/HP	216 / 66	
CHARACTER	LISA G. FREEMAN		HD/HD/HD	45 / 45 / 51	
SPECIES	TERRAN		MELEE ATTACK BONUS	+7	
GENDER	FEMALE		RANGED ATTACK BONUS	+11	
BILLET	CMO, TCS ABERWYVERN		FORTITUDE SAVE	36	
D.O.B.	2631.323	SI	251	REFLEX SAVE	36
AGE	30	HEIGHT	1.9m	WILLPOWER SAVE	35
HANDEDNESS	L	WEIGHT	80kg	INITIATIVE	+6

PHYSICAL DESCRIPTION	HISTORY
fair-haired (blonde), fair-skinned, blue eyes, pierced ears	Upper-middle-class family
intelligent, doesn't make friends easily, steady in a crisis, will help anyone in a medical need.	Childhood - had leukemia, hospital treatment, interest in medicine
	Adolescent - interested in the
	Resurrection Fellowship of Dr. Geigori Deman.
	Joined Army to help finish paying off student debt.

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.

Campaign 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

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



Bridge of TCS *Victory* with several Terrans in view

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 27<sup>th</sup> 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

The Kilrathi (*Feliduoocrura 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"



Prince Thrakhath nar Kiranka, a Kilrathi.

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 brief list of canonical and semi-canonical fighters and capital ships used by both sides in the Terran-Kilrathi War around mid-2669, the time period just prior to the beginning of WC3. 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 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

## Arrow

**F-27/C Arrow Light Fighter**

Chassis/Weight: Medium Military Fightercraft			Size Class: 9 (1,678.66 m <sup>3</sup> )	
SI: 65	Cost: €191,782,600	HD/BHD/FHD: 21/33/30	INIT: +9 (Eighth Class Engine)	Max Speed: 650/1,640 kps (4/9)
SHP: 17 (First Class Shields)	AHP: 12 (Durasteel; 1.2 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 <sup>3</sup> Airplane Seat)			Cargo Capacity: 0.4 m <sup>3</sup> (0.4 m <sup>3</sup> base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.52), ECM Module (-5 HD), Akwende Drive, Ejection Seat, Auto-Repair System, Gun Cooler +1, ITTS, Weapons Station x6, (Gun Hardpoint x2 (Foreward Narrow; Laser), Light Ordnance Hardpoint x4 (Foreward Narrow; DF)).				
Flaws/Bonuses: Sluggish Handling (-1 Init).				

## Scimitar

**CF-105 Scimitar Medium Fighter**

Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (8,628.45 m <sup>3</sup> )	
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 <sup>3</sup> Airplane Seat)			Cargo Capacity: 1.6 m <sup>3</sup> (1.6 m <sup>3</sup> base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.11), ECM Module (-5 HD), Ejection Seat, Auto-Repair System, 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 <sup>3</sup> )	
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 <sup>3</sup> Airplane Seat)			Cargo Capacity: 3.1 m <sup>3</sup> (3.1 m <sup>3</sup> base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module (20), Afterburner (x3.00), ECM Module (-5 HD), Ejection Seat, Auto-Repair System, Tracking Computer, Weapons Station x10 (Gun Hardpoint x4 (Foreward Narrow; Mass Driver x2, Neutron Gun x2), Light Ordnance Hardpoint x5 (Foreward Narrow; HSx2, ImRecx2, IFFx1), Light Ordnance Hardpoint (Aft Narrow; MINE)).				
Flaws/Bonuses: None.				

# Wildcat

## F-36/E Wildcat-III Interceptor

Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (4,782.41 m <sup>3</sup> )	
Sl: 176	Cost: €49,193,500	HD/BHD/FHD: 32/38/39	INIT: +9 (Seventh Class Engine)	Max Speed: 420 kps (3)
SHP: 20 (First Class Shields)	AHP: 30 (Durasteel; 3.00 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) 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 <sup>3</sup> Airplane Seat)			Cargo Capacity: 0.8 m <sup>3</sup> (0.8 m <sup>3</sup> base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Ejection Seat, Scout Module, Auto-Repair System, Tracking Computer, Weapons Station x11 (Gun Hardpoint x4 (Foreward Narrow; Laser x2, Mass Driver x2); Light Ordnance Hardpoint x7 (Foreward Narrow; DFx1, HSx6)).				
Flaws/Bonuses: Shaky Handling (-20 DC to all <i>Vehicle Piloting</i> Checks).				
NOTES: The <i>Wildcat</i> is equipped with a one-time use Booster Pod, which when activated will propel the craft to 1,200 kps (7) for three rounds without expending any of the craft's internal fuel. The craft must use the full movement each round and cannot use the extra turning movement point while the Booster is still active. Once used, the Booster Pod is ejected.				

# Drayman

## Drayman-class Transport

Chassis/Weight: Medium Frigate			Size Class: 16 (194,240.64 m <sup>3</sup> )	
Sl: 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 <sup>3</sup> Staterooms)			Cargo Capacity: 1,450 m <sup>3</sup> (50 m <sup>3</sup> base, 1,400 m <sup>3</sup> 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 (Foreward Hemisphere; Laser), Dual Gun Limited Turret x2 (Portside/Foreward/Starboard; Laser), Dual Gun Turret x1 (360°; Laser)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: The statistics list above reflect a default "stock" module, one that has not been configured for a specific mission purpose. Operational <i>Draymans</i> are typically outfitted with either a Large Cargo Container Pod (for cargo hauling or oiler/ tanker duties), 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 will be affected.				
Known ships of this class include TCS <i>Drayman</i> , TCS <i>Falstaff</i> , TCS <i>General Powell</i> , and TCS <i>Scrimshaw</i> .				

# Durango

## Durango-class Heavy Destroyer

Chassis/Weight: Heavy Destroyer			Size Class: 22 (15,000,151.00 m <sup>3</sup> )	
Sl: 5,485	Cost: €792,959,115	HD/BHD/FHD: 44/42/55	INIT: +5 (Sixth Class Engine)	Max Speed: 100 kps (1)
SHP: 200 (First Class Shields)	AHP: 165 (Durasteel; 16.50 cm)	Guns: Neutron Gun, Offensive (6/9/320)	Ordnance: None	X: None
Crew/Passengers: 467/113 (580 200 m <sup>3</sup> Luxury Staterooms)			Cargo Capacity: 3,200 m <sup>3</sup> (3,200 m <sup>3</sup> base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x1, Hospital Module x1, ECM Module (-5 HD), SWACS Module x1, Ramscoop, Gun Cooler +1, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x10 {Escape Pod x10 (58 0.42827 m <sup>3</sup> EEV)}, Weapon Station x8 (Dual Gun Barbette x8 (Starboard Ahead Hemisphere x2, Starboard Aft Hemisphere x2, Portside Ahead Hemisphere x2, Portside Aft Hemisphere x2; Neutron Gun)).				
Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT).				
NOTES: <i>There is no canonical source for the size of this craft. The listed size is based on an estimate of the craft's total wing complement.</i>				
<i>A much different version of this ship is well known to WC fans; stats for that version will be posted when they become available.</i>				
Known ships of the class include TCS <i>Delphi</i> /BWS <i>Intrepid</i> .				

# Exeter

## Exeter-class Destroyer

Chassis/Weight: Medium Destroyer			Size Class: 21 (8,152,280.64 m <sup>3</sup> )	
Sl: 1,571	Cost: €3,245,724,405	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: Neutron Gun, Offensive (6/9/320) 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 <sup>3</sup> Luxury Staterooms (200 Double Occupancy))			Cargo Capacity: 1,600 m <sup>3</sup> (1,600 m <sup>3</sup> 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 <sup>3</sup> 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; Neutron 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.				
Standard flight compliment for this class is 18 small craft; total hangar capacity is 180,000 m <sup>3</sup> . The cost of this craft has been calculated assuming a compliment of 6 F-27/C <i>Arrow</i> Light Fighters, 6 CF-105 <i>Scimitar</i> Medium Fighters, and 6 A-14 <i>Raptor</i> Heavy Fighters, each with default specifications.				
Known ships of the standard class include TCS <i>Exeter</i> , TCS <i>Carraway</i> , TCS <i>Formidable</i> , TCS <i>Gwenhyvar (Destroyed 2655)</i> , TCS <i>Johann</i> , TCS <i>Mitchell Hammock</i> , TCS <i>Oregon</i> , TCS <i>Perez de Cuellar</i> , TCS <i>Talmud</i> , TCS <i>Tryfve Lie</i> , TCS <i>U Thant</i> , and TCS <i>Vindicator</i> .				

# Ranger

## Ranger-class Aerospace Plane Tender

Chassis/Weight: Light Battlecruiser			Size Class: 23 (35,923,046.40 m <sup>3</sup> )	
Sl: 524	Cost: €5,607,969,215	HD/BHD/FHD: 48/45/59	INIT: +5 (Sixth Class Engine)	Max Speed: 90 kps (1)
SHP: 100 (First Class Shields)	AHP: 100 (Durasteel; 10.00 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Torpedo, Confederation Mk I. (1/2-8/500)	X: None
Crew/Passengers: 6,000/1,488 (7,488 25 m <sup>3</sup> Single Cabins)			Cargo Capacity: 75,200 m <sup>3</sup> (6,400 m <sup>3</sup> base, 68,800 m <sup>3</sup> from accommodations)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x4, Hospital Module x4, ECM Module (-5 HD), SWACS Module, Repair Bay Module, Ramscoop, Backup Shield Generator Mount x2 {Class Ten Shield x2}, Backup Sensor Array x1, Backup Communications Array x1, Gun Cooler +8, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x24 {Escape Pod x24 (312 0.08 m <sup>3</sup> EEV)}, Hangar Bay Module x2, Carrier Systems x4, Weapon Station x12 (Gun Hardpoint x4 (Portside Aft Narrow x1, Foreward Narrow x1, Aft Narrow x2; Laser), Dual Gun Barbette x5 (Starboard Wide x1, Portside Wide/Portside Aft x1, Starboard Wide/Starboard Aft x1, Foreward/Portside Ahead Narrow x1, Foreward/Starboard Ahead Narrow x1; Laser), Dual Gun Limited Turret x2 (Portside Ahead Hemisphere/Portside Aft Narrow x1, Starboard Ahead Hemisphere/Starboard Aft Narrow x1; Laser), Heavy Ordnance Hardpoint, Tube x1 (Forward Narrow; TORPx6)).				
Flaws/Bonuses: Gun Resistant (DR 4). Sluggish Handling (-1 INIT).				
NOTES: Standard flight compliment for this class is 32 small craft; total hangar capacity is 600,000 m <sup>3</sup> . The cost of this craft has been calculated assuming a compliment of 8 CF-105 <i>Scimitar</i> Medium Fighters, 8 A-14 <i>Raptor</i> Heavy Fighters, 8 F-27/D <i>Arrow</i> Scout Fighters, and 8 F-36/E <i>Wildcat-III</i> Interceptors, each with default specifications.				

# Texas

## Confederation Texas-class Battleship

Chassis/Weight: Super Light Dreadnought			Size Class: 20 (4,430,475.00 m <sup>3</sup> )	
Sl: 3,551	Cost: €1,305,341,810	HD/BHD/FHD: 49/49/60	INIT: +5 (Sixth Class Engine)	Max Speed: 100 kps (1)
SHP: 80 (First Class Shields)	AHP: 250 (Durasteel; 25.00 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Neutron Gun, Offensive (6/9/320)	Ordnance: None	X: None
Crew/Passengers: 1,042/234 (1,276 25 m <sup>3</sup> Single Cabins)			Cargo Capacity: 8,900 m <sup>3</sup> (800 m <sup>3</sup> base, 8,100 m <sup>3</sup> from accommodations)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x2, Hospital Module x4, ECM Module (-5 HD), SWACS Module, Fuel Tank x2, Ramscoop, Turboinjector, Gun Cooler +5, Capship Systems Adapter, Expendable Pod Mount x44 {Escape Pod x44 (29 0.8446 m <sup>3</sup> EEV)}, Weapon Station x26 (Dual Gun Turret x5 (Forward OTS x3, Aft OTS x2; Neutron Gun), Gun Sponson x21 (Forward x1, Portside x10, Starboard x10; Laser)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: Known ships of the class include TCS <i>Texas</i> and TCS <i>New York</i> .				

# Kilrathi Craft

## Salthi

### KF-227 *Salthi* Light Fighter

Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (9,522.56 m <sup>3</sup> )	
Sl: 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 <sup>3</sup> Airplane Seat)			Cargo Capacity: 1.6 m <sup>3</sup> (1.6 m <sup>3</sup> base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x2.83), Collapsible Sections, Auto-Repair System, Gun Cooler + 1, Weapon Station x3 (Gun Hardpoint x2 (Foreward Narrow; Laser), Light Ordnance Hardpoint x1 (Foreward Narrow; DF)).				
Flaws/Bonuses: None.				

## KF-100 *Dralthi*

### Kilrathi KF-100 *Dralthi* Medium Fighter

Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (5,201.14 m <sup>3</sup> )	
Sl: 121	Cost: €150,083,750	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)	X: None
Crew/Passengers: 1/0 (1 0.78125 m <sup>3</sup> Airplane Seat)			Cargo Capacity: 0.8 m <sup>3</sup> (0.8 m <sup>3</sup> base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.00), ECM Module (-5 HD), Tractor Beam, Auto-Repair System, Gun Cooler + 1, Tracking Computer, Weapon Station x7 (Gun Hardpoint x2 (Foreward Narrow; Laser), Light Ordnance Hardpoint x2 (Foreward Narrow; HS)).				
Flaws/Bonuses: <i>This craft is incapable of atmospheric flight.</i>				

## Krant

### KF-402 *Krant* Medium Fighter

Chassis/Weight: Heavy Military Fightercraft			Size Class: 11 (8,141.97 m <sup>3</sup> )	
Sl: 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: None
Crew/Passengers: 1/0 (1 0.78125 m <sup>3</sup> Airplane Seat)			Cargo Capacity: 1.6 m <sup>3</sup> (1.6 m <sup>3</sup> 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, Gun Cooler + 1, Tracking Computer, Weapon Station x8 (Gun Hardpoint x2 (Foreward Narrow; Laser), Light Ordnance Hardpoint x4 (Foreward Narrow; HSx3, IFFx1), Heavy Ordnance Hardpoint x2 (Foreward Narrow; None (see Notes)).				
Flaws/Bonuses: None.				
NOTES: 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 (1/2-8/500). It otherwise uses the same 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, has its cost adjusted to €181,412,250 in default configuration or €182,992,250 when carrying torpedoes, has an HD of 31/42/38 and an Sl 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 <sup>3</sup> )	
Sl: 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: None
Crew/Passengers: 1/0 (1 0.78125 m <sup>3</sup> Airplane Seat)			Cargo Capacity: 3.1 m <sup>3</sup> (3.1 m <sup>3</sup> base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module (20), 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 (Foreward Narrow; Laser x3, Neutron Gun x3), Light Ordnance Hardpoint x3 (Foreward Narrow; IFFx2, HSx1)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				

# Gamora

## Kilrathi Gamora-class Heavy Fighter

Chassis/Weight: Medium Military Fightercraft			Size Class: 10 (4,819.22 m <sup>3</sup> )	
Sl: 294	Cost: €576,686,075	HD/BHD/FHD: 52/58/52	INIT: +7 (Sixth Class Engine)	Max Speed: 300/1,000 kps (2/6)
SHP: 80 (First Class Shields)	AHP: 142 (Durasteel; 14.20 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: 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 <sup>3</sup> Airplane Seat)			Cargo Capacity: 0.8 m <sup>3</sup> (0.8 m <sup>3</sup> base)	
Accessories/Pods: {Tachyon Radar, Ion Engine}, Scout Module, Afterburner (x3.33), ECM Module (-10 HD), Reinforced Chassis, Collapsible Sections, Tractor Beam, Auto-Repair System, Gun Cooler +2, Tracking Computer, Weapon Station x7 (Gun Hardpoint x4 (Foreward Narrow; Laser), Light Ordnance Hardpoint x2 (Foreward Narrow; IFF), Light Ordnance Hardpoint x1 (Aft Narrow, MINE)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				

# Dorkir

## Dorkir-class Transport

Chassis/Weight: Medium Frigate			Size Class: 16 (200,491.95 m <sup>3</sup> )	
Sl: 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 <sup>3</sup> Luxury Staterooms (9 double occupancy))			Cargo Capacity: 2,863 m <sup>3</sup> (50 m <sup>3</sup> base, 2,813 m <sup>3</sup> 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 <sup>3</sup> EEV)}, Weapon Station x6 (Dual Gun Barbette x5 (Starboard Aft/Starboard Wide x1, Portside Aft/Portside Wide x1, Aft Hemisphere x1, Foreward 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 <i>Dorkir</i> .				

# Targu

## Kilrathi Targu-class Frigate

Chassis/Weight: Super Heavy Corvette			Size Class: 15 (127,596.24 m <sup>3</sup> )	
Sl: 207	Cost: €121,220,090	HD/BHD/FHD: 34/34/41	INIT: +7 (Seventh Class Engine)	Max Speed: 250 kps (2)
SHP: 50 (First Class Shields)	AHP: 29 (Durasteel; 2.9 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18)	Ordnance: None	X: None
Crew/Passengers: 48/12 (60 25 m <sup>3</sup> Single Cabins)			Cargo Capacity: 25 m <sup>3</sup> (25 m <sup>3</sup> base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Ramscoop, Expendable Pod Mount x1, Weapon Station x8 (Gun Barbette x8 (Foreward Hemisphere x4, Starboard Aft Hemisphere x2, Portside Aft Hemisphere x2; Laser)).				
Flaws/Bonuses: None.				
NOTES: Known ships of this class include KIS <i>Targu</i> .				

# Ralari

## Ralari-class Destroyer

Chassis/Weight: Medium Destroyer			Size Class: 20 (4,696,549.44 m <sup>3</sup> )	
Sl: 1,059	Cost: €690,344,413	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: Neutron Gun, Offensive (6/9/320) 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 <sup>3</sup> Double Cabins)			Cargo Capacity: 800 m <sup>3</sup> (800 m <sup>3</sup> 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 <sup>3</sup> EEV)}, Weapon Station x7 (Gun Hardpoint x2 (Foreward Narrow; Neutron Gun), Dual Gun Sponson x2 (Starboard Ahead x1, Portside Ahead x1; Laser), Dual Gun Limited Turret x1 (Foreward Hemisphere/Aft; Laser), Dual Gun Turret x1 (360°; Laser), Light Ordnance Hardpoint x1 (Foreward Narrow; MINE)).				
Flaws/Bonuses: Modular Design. Sluggish Handling (-1 INIT)				
NOTES: Known ships of the class include KIS <i>Ralari</i> and KIS <i>Rathak</i> .				

# Fralthi

## Fralthi-class Cruiser

Chassis/Weight: Light Battlecruiser			Size Class: 23 (20,822,699.05 m <sup>3</sup> )	
Sl: 3,107	Cost: €8,381,516,538	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: Neutron Gun, Offensive (6/9/320) Laser Cannon, Civilian Grade (5/5/18)	Ordnance: None	X: None
Crew/Passengers: 728/176 (904 50 m <sup>3</sup> Double Cabins)			Cargo Capacity: 6,400 m <sup>3</sup> (6,400 m <sup>3</sup> 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 <sup>3</sup> 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; Neutron Gun), Dual Gun Limited Turret x1 (Foreward Hemisphere/Aft; Neutron Gun)).				
Flaws/Bonuses: Gun Resistant (DR 9). Sluggish Handling (-1 INIT).				
NOTES: Standard flight compliment for this class is 20 small craft; total hangar capacity is 90,000 m <sup>3</sup> . The cost of this craft has been calculated assuming a compliment of 4 KF-227 <i>Salthi</i> Light Fighters, 4 KF-100 <i>Dralthi</i> Medium Fighters, 4 KF-402 <i>Krant</i> Medium Fighters, 4 <i>Jalthi</i> Heavy Fighters, and 4 <i>Gamora</i> Heavy Fighters, each with default specifications.				
Known ships of the class include KIS <i>Fralthi</i> , KIS <i>Caxkolee</i> , KIS <i>Kraj'nishk</i> , and KIS <i>Ras Nik'hra</i> .				

# Sivar (Class)

## Sivar-class Dreadnought

Chassis/Weight: Very Light Dreadnought			Size Class: 23 (35,288,016.61 m <sup>3</sup> )	
Sl: 6,275	Cost: €9,054,683,670	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: Neutron Gun, Offensive (6/9/320) Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Torpedo, Shield-Burster (1/2-8/500)	X: None*
Crew/Passengers: 2,760/80 (2,840 50 m <sup>3</sup> Double Cabins)			Cargo Capacity: 6,400 m <sup>3</sup> (6,400 m <sup>3</sup> 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 <sup>3</sup> EEV)}, Quarter Hangar Bay Module x1, Carrier Systems x2, Weapon Station x29 (Gun Hardpoint x2 (Foreward Narrow; Neutron 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; Neutron 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; Neutron Gun), Dual Gun Turret x2 (Portside Aft OTS x1, Starboard Aft OTS x1; Laser), Dual Heavy Ordnance Turret, Bay x1 (Foreward 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 €9,040,683,250; it otherwise uses the same set of stats.				
Standard flight compliment for this class is 20 small craft; total hangar capacity is 90,000 m <sup>3</sup> . The cost of this craft has been calculated assuming a compliment of 4 KF-227 <i>Salthi</i> Light Fighters, 4 KF-100 <i>Dralthi</i> Medium Fighters, 4 KF-402 <i>Krant</i> Medium Fighters, 4 <i>Jalthi</i> Heavy Fighters, and 4 <i>Gamora</i> Heavy Fighters, each with default specifications.				
Known ships of the class include KIS <i>Sivar</i> (Destroyed 2655) and KIS <i>Kot'Akri</i> .				

# Snakeir

## Snakeir-class Carrier

Chassis/Weight: Light Battlecruiser			Size Class: 23 (28,320,963.58 m <sup>3</sup> )	
SI: 2,048	Cost: €32,693,152,810	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: Neutron Gun, Offensive (6/9/320) Laser Cannon, Civilian Grade (5/5/18)	Ordnance: Image Recognition (IR), Civilian Grade (1/6-9/170) Torpedo, Shield-Burster (1/2-8/500)	X: None
Crew/Passengers: 1,096/274 (1,370 50 m <sup>3</sup> Double Cabins)			Cargo Capacity: 10,240 m <sup>3</sup> (10,240 m <sup>3</sup> 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 <sup>3</sup> EEV)}, Hangar Bay Module x2, Carrier Systems x8, Weapon Station x19 (Gun Hardpoint x2 (Aft Narrow; Laser), Dual Gun Sponson x6 (Foreward 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 (Foreward Hemisphere; Neutron Gun), Light Ordnance Hardpoint, Tube x2 (Foreward Narrow; ImRecx20), Heavy Ordnance Hardpoint, Tube x2 (Foreward Narrow; TORPx14)).				
Flaws/Bonuses: Gun Resistant (DR 9). Sluggish Handling (-1 INIT).				
NOTES: Standard flight compliment for this class is approximately 84 small craft; total hangar capacity is 1,045,000 m <sup>3</sup> (with 450,000 m <sup>3</sup> coming from accommodation space). The cost of this craft has been calculated assuming a compliment of 16 KF-227 <i>Salthi</i> Light Fighters, 16 KF-100 <i>Dralthi</i> Medium Fighters, 16 KF-402 <i>Krant</i> Medium Fighters, 16 <i>Jalthi</i> Heavy Fighters, and 16 <i>Gamora</i> Heavy Fighters, each with default specifications.				
Known ships of the class include KIS <i>Snakeir</i> , KIS <i>GristAr/Roc</i> , and KIS <i>ShakAr/Rock</i> .				

# Gamorgin

## Kilrathi Gamorgin-class Battleship

Chassis/Weight: Very Light Dreadnought			Size Class: 22 (14,887,132.01 m <sup>3</sup> )	
SI: 6,499	Cost: €1,497,243,840	HD/BHD/FHD: 50/48/61	INIT: +5 (Sixth Class Engine)	Max Speed: 100 kps (1)
SHP: 164 (First Class Shields)	AHP: 175 (Durasteel; 17.50 cm)	Guns: Laser Cannon, Civilian Grade (5/5/18) Neutron Gun, Offensive (6/9/320)	Ordnance: None	X: None
Crew/Passengers: 5,120/1,264 (6,384 25 m <sup>3</sup> Single Cabins)			Cargo Capacity: 3,200 m <sup>3</sup> (3,200 m <sup>3</sup> base)	
Accessories/Pods: {Ion Engine, Impulse Engine, Matter/Antimatter Reactor, Akwende Drive, External Docking Port x2}, Apprehension Module x2, Hospital Module x4, ECM Module (-5 HD), SWACS Module, Fuel Tank x2, Ramscoop, Turboinjector, Gun Cooler +10, Tracking Computer, Capship Systems Adapter, Expendable Pod Mount x42 {Escape Pod x42 (152 0.1641 m <sup>3</sup> EEV)}, Weapon Station x28 (Gun Hardpoint x2 (Foreward Narrow; Neutron 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; Neutron 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; Neutron Gun), Dual Gun Turret x2 (Portside Aft OTS x1, Starboard Aft OTS x1; Laser)).				
Flaws/Bonuses: Sluggish Handling (-1 INIT).				
NOTES: Known ships of this class include KIS <i>Gamorgin</i> .				

# 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 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 moks). 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 Enyo, 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
<b>Extremely Easy</b>	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).
<b>Very Easy</b>	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).
<b>Easy</b>	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).
<b>Moderate</b>	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).
<b>Difficult</b>	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).
<b>Very Difficult</b>	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).
<b>Extremely Difficult</b>	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).
<b>Impossible</b>	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. For purposes of this discussion, only planetary weather phenomena will be discussed.

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	1/5	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	1/3
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	1/2	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, Enyo 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 maps created for the Enyo campaign utilize 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 ( $59 - 10 = 49$ ,  $42 - 37 = 5$ ,  $49 + 5 = 54$ ,  $54 * 10,000 \text{ km} = 540,000 \text{ kilometers}$ ).* 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 ( $\sqrt{2426} = 49.254$ ). 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	<i>Easy Terrain.</i> 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	<i>Moderate Terrain.</i> 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	<i>Difficult Terrain.</i> 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	<i>Easy Terrain.</i> 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	<i>Moderate Terrain.</i> 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	<i>Extremely Difficult Terrain.</i> 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	<i>System-wide effect; Moderate Terrain.</i> 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	<i>System-wide effect; Very Difficult Terrain.</i> 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	<i>System-wide effect; Difficult Terrain. Extremely Difficult terrain in proximity.</i> A Neutron Star behaves like a Stellar Photosphere; gravitational effects add 1d10 AU to the length of the transit. On any failure of the transit Check, the vehicle is destroyed.
Black Hole	50	<i>System-wide effect; Very Difficult Terrain. Impossible terrain in proximity.</i> A Black Hole behaves like a Stellar Photosphere; gravitational effects add 1d2 AU to the length of the journey. On any failure of the <i>Starship Piloting</i> 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	<i>System-wide effect; Moderate Terrain.</i> Shields will be non-functional while a vehicle is located inside a nebula. +25 DC to all <i>Stealth</i> Checks; +1 Range Increment penalty. A nebula may have additional effects at GM's discretion; suggestions include: <ul style="list-style-type: none"> <li>• Nebulae cause d5*100 points of damage per hour.</li> <li>• Nebulae have the same effects as a Radiation Belt.</li> <li>• Nebulae disable some of a ship's systems (such as weapons, sensors, etc.)</li> <li>• Nebulae require ships to slow down when passing through them; otherwise damage occurs.</li> </ul>

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. 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:

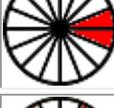
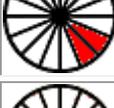
<qualifiers> <weapon type> <arc coverage>, <magazine (if applicable)>

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

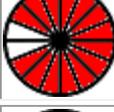
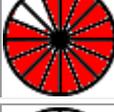
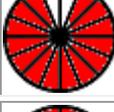
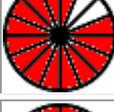
Weapons Station Descriptors and Effects			
Descriptor Category	Descriptor	Cost Modifier	Effect
Qualifier (May have more than one.)	Armored	Varies*	Adds armor (and AHP) to a Weapons Station. The descriptor adds one-ten thousandth the normal price of Armor per 0.1 centimeters of Durasteel equivalent (1 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. <i>List any amount of Armor after any magazine descriptor or arc coverage.</i>
	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. <i>Multi-fire weapons stations should be referred to in Latin adjective form (i.e. Dual, Triple, Quad, Quintuple, Sextuple, Septuple, Octuple, Nonuple, Decuple, Undecuple, Duodecuple, Tridecuple, Quadrecuple, Quindecuple, Sedecuple, Sepdecuple, Ocdecuple, Nondecuple, Vigentuple, etc.).</i>
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. <i>This level of arc coverage may not be coupled with the Multi-Fire Qualifier if the Weapons Type is Gun.</i>
	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. <i>The weapons are limited to DF and Rockets for all but Transport Chassis vehicles prior to 2711.</i>

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
<i>Forward (Fore)</i>	315°-45°	
Forward Narrow	338°-22°	
Forward Wide	293°-67°	
Starboard Ahead	0°-90°	
Starboard Ahead Narrow	23°-67°	
Starboard Ahead Wide	338°-112°	
<i>Starboard (Right)</i>	45°-135°	
Starboard Narrow	68°-112°	
Starboard Wide	23°-157°	
Starboard Aft	90°-180°	
Starboard Aft Narrow	113°-157°	
Starboard Aft Wide	68°-202°	
<i>Aft (Behind)</i>	135°-225°	

Aft Narrow	158°-202°	
Aft Wide	113°-247°	
Portside Aft	180°-270°	
Portside Aft Narrow	203°-247°	
Portside Aft Wide	158°-292°	
<i>Portside (Left)</i>	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 may 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 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  $x d10 \times 10$  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 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 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 <b>stall</b> their vehicle and risk crashing ( <i>see Stalling, below</i> ).
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
<b>Straight Ahead</b>	First Class	0	0	0	Vehicle moves forward.
<b>Forward Sideslip</b>	Second Class	2	+1	-1	Vehicle moves diagonally forward and does not change orientation.
<b>Sideways</b>	Third Class	3	+2	-2	Vehicle moves left or right and does not change orientation.
<b>Back Sideslip</b>	Fourth Class	4	+1	-1	Vehicle moves diagonally backward and does not change orientation.
<b>Straight Back</b>	Third Class	2	+1	0	Vehicle moves backward and does not change orientation.
<b>45-degree Turn</b>	First Class	0	0	0	Vehicle turns 45-degrees left or right in place.
<b>45-degree Snap Turn</b>	Sixth Class	2	+1	-2	Vehicle turns 45-degrees left or right in place.
<b>90-degree Turn</b>	Third Class	1	+3	-3	Vehicle turns 90-degrees left or right in place.
<b>90-degree Snap Turn</b>	Seventh Class	4	+4	-4	Vehicle turns 90-degrees left or right in place.
<b>135-degree Turn</b>	Fourth Class	2	+5	-5	Vehicle turns 135-degrees left or right in place.
<b>135-degree Snap Turn</b>	Eighth Class	6	+6	-6	Vehicle turns 135-degrees left or right in place.
<b>180-degree Turn</b>	Fifth Class	3	+7	-8	Vehicle turns 180-degrees left or right in place.
<b>180-degree Snap Turn</b>	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 indicated 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 fired 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 mitigated. 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 to 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 Rallyed 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 *Ballistics* 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  $x10x10$  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 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 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 <i>Starship Piloting</i> Checks Required	HD Bonus	<i>Marksmanship/ Ballistics</i> DC Penalty	Description
<b>Full Ahead</b>	First Class	0	0	0	Ship moves one space forward.
<b>Forward Slip</b>	Second Class	2	-5	-1	Ship moves diagonally forward and does not change orientation.
<b>Full Amidships</b>	Third Class	3	-10	-2	Ship moves one space port or starboard and does not change orientation.
<b>Aft Slip</b>	Fourth Class	4	-5	-1	Ship moves one space diagonally backward and does not change orientation.
<b>Full Reverse</b>	Third Class	2	-5	0	Ship moves one space backward and does not change orientation.
<b>45-degree Turn</b>	First Class	0	0	0	Ship turns 45-degrees port or starboard in place.
<b>45-degree Snap Turn</b>	Sixth Class	2	-5	-2	Ship turns 45-degrees port or starboard in place.
<b>90-degree Turn</b>	Third Class	1	-15	-3	Ship turns 90-degrees port or starboard in place.
<b>90-degree Snap Turn</b>	Seventh Class	4	-20	-4	Ship turns 90-degrees port or starboard in place.
<b>135-degree Turn</b>	Fourth Class	2	-25	-5	Ship turns 135-degrees port or starboard in place.
<b>135-degree Snap Turn</b>	Eighth Class	6	-30	-6	Ship turns 135-degrees port or starboard in place.
<b>180-degree Turn</b>	Fifth Class	3	-35	-8	Ship turns 180-degrees port or starboard in place.
<b>180-degree Snap Turn</b>	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 indicated 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.

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 to 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.



# ENYO



# Campaign Preparation

The following section contains the materials necessary to conduct the *Enyo* campaign. Unless you are the GM, you should stop reading through this guidebook at this point; reading further will only spoil the campaign for you and may force your GM to do something sneaky like switch up the order or strength of the individual encounters or to completely re-write individual missions.

The GM will need a copy of the game's Rules (which shouldn't be a problem unless something odd happens) and take the time to review them thoroughly. Plain text acts as a guide for the GM; it lets them know what is intended to happen with each of the various encounters and missions. Text that appears in italics is player information, which the GM can read aloud, paraphrase or have players read themselves if appropriate (for example if it is something a player character is saying). Underlined text contains information for the GM that should not be read aloud. The GM should thoroughly familiarize themselves with the statistics of the various craft in preparation for the campaign, especially since the versions of the craft that appear in *Enyo* are different from the way they appear in the WCRPG Core Rules. Specifically, the following changes exist:

- Antimatter Guns don't exist yet. Where a reference to them exists, the GM should use Neutron Gun, Offensive (6/9/320) instead.
- The Hornet is a brand new fighter and has not yet been assigned to most frontline units yet. This includes every friendly unit in the campaign; i.e. there are no Hornets in *Enyo*. The Confederation has only just begun phasing out the F-26/C Arrow as its mainline light fighter and most units still operate these craft. For the F-26/C, use the stats for the F-26/J but replace the Plasteel Armor with Durasteel Armor for 12 AHP, reduce the shields to 17 SHP, replace the guns with Laser Cannon, Civilian Grade (5/5/18), replace the missiles with Dumb-Fire, Light, and reduce the speed ratings to 650/1,640 (4/9).
- The Rapier-II won't be in service for another fifteen years; the Confederation is using the venerable F-36/E Wildcat-III, a fighter past due to be retired, as their secondary medium fighter.
- The Kilrathi are using the venerable KF-100 Dralthi; any references to Dralthi in the campaign refer to that craft. Also, Grathas are not yet in service; the Kilrathi are flying Gamoras as their main frontline heavy fighter/bomber.
- A lot of older craft are in service at this point. For stats on them, GMs may either refer to the Vehicles and Capships section of this guidebook or reference WCRPG's Non-Canonical Vehicle and Capital Ship Catalogs.

Prior to the start of the campaign, the GM will need to sit down with each player and have them either select one of the campaign pilots to play or have them create one of their own. If one of the players decides to take on the role of Lieutenant Colonel Blakely (the ship's CAG), the players will need to decide what fighters they would like to fly prior to each mission: Arrows, Wildcats, Scimitars or Raptors. If no one chooses to play as Sieverts, the GM may make a selection of their own or simply have the group fly the specific fighter indicated in brackets for the mission. Also, each mission briefing is given by Lt. Colonel Blakely; if one of the players has taken on that role, the GM should have them read the briefing text out loud to the rest of the player group; otherwise, the GM must assume the role themselves. Should Sieverts die during the course of the campaign, the briefings will instead be delivered by Captain Lockley, Hōshō's CO.

## Campaign Background

Enyo is a "historical" campaign from the Wing Commander universe that chronicles the events of the 2639 Enyo Engagement first mentioned in Claw Marks (the documentation from the original Wing Commander). According to the "history books", the Enyo Engagement was a week-long campaign between the forces of the Terran Confederation and the Kilrathi Empire and part of the Terran-Kilrathi War. The Kilrathi Empire landed occupation forces on the world of Enyo - the main colony world in a strategic system located a mere three jumps from Sol - and positioned orbital guns to hold 250,000 Terran colonists hostage. Under the leadership of Geoffrey Tolwyn, the Confederation subsequently launched a two-part tactical response involving the use of *Raptor* heavy fighters as minelayers to divvy up the Kilrathi positions prior to the main phase of the response, a plan designed and implemented by Lieutenant Colonel Raymond Blakely. The plan was a success and the orbital guns were neutralized with minimal loss of life among the civilian populace, allowing the Confederation forces to then concentrate on the Kilrathi forces and subsequently drive them from the system after two days of heavy fighting. Casualties were nearly identical on both sides but the Confederation is able to claim victory by driving off the Kilrathi.

The players are part of VF-8, Blue Meanie Squadron, one of four squadrons assigned to the *Ranger*-class carrier TCS *Hōshō* and its task force. Their job will be to make sure that history unfolds as it is written.....

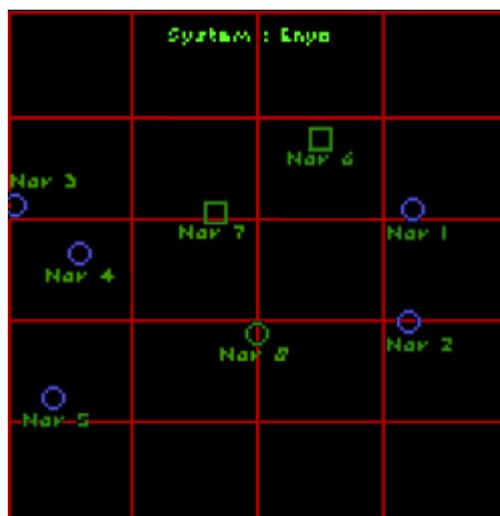
## Enyo System - Nav Map

**Enyo** is a star system along the coreward edge of the Day Quadrant of Vega Sector. It is Confederation territory and home to two major ports of call: **Bellona**, a refinery base, and the planet **Enyo** itself (also known as Enyo III). Enyo is home to approximately 250,000 Confederation citizens and is a major exporter of foodstuffs for worlds in Vega Sector. The system is a major Confederation crossroads three jumps from Sol with a direct link to both the McAuliffe and Proxima systems, both of which are vital to Confederation defense efforts against the Kilrathi.

The system contains two asteroid fields of moderate length, one that runs roughly from the McAuliffe jump point at Nav 4 almost all the way to the Dieno jump point at Nav 5, and one between the Krieger and Proxima jump points at Navs 1 and 2, respectively.

The McAuliffe jump point is actually within one of these fields; given the strategic value of the Enyo-McAuliffe link, it is still frequented by large Confederation ships. Attempts to open a safe corridor for ships travelling through the asteroids have met with mixed results to date.

A noteworthy feature of this system is the existence of an in-system jump due to the existence of a pulsar in the system (which itself is located far enough away from the planet so as not to cause a significant hazard to navigation; for navigational purposes, use Moderate Terrain instead of the normal Difficult Terrain for a system containing a pulsar). This jump point goes from the planet Enyo's L<sub>2</sub> Lagrange point to a point not far from where Bellona refinery was built, which is the primary reason why it was built at that particular location. For navigational purposes, the jump point termini



Enyo System

are close enough to the planet Enyo and Bellona refinery to count as being at the same set of coordinates. It is thus possible for a ship to jump from Bellona directly to Enyo and vice versa.

#### Nav Point Reference

- **Nav 1 (80x39):** Jump to Krieger System.
- **Nav 2 (79x61):** Jump to Proxima System.
- **Nav 3 (01x38):** Jump to Gateway System.
- **Nav 4 (14x48):** Jump to McAuliffe System / Asteroid Field.
- **Nav 5 (09x76):** Jump to Dieno System.
- **Nav 6 (62x25):** Bellona Refinery.
- **Nav 7 (41x40):** Enyo (Enyo III)
- **Nav 8 (49x63):** Nav Point.
- **Hidden Nav 1 (08x70):** Asteroid Field between Nav 3 and Nav 5.
- **Hidden Nav 2 (80x50):** Asteroid Field between Nav 1 and Nav 2.

Distances between Major Points of Reference, Enyo System (km)										
	Nav 1	Nav 2	Nav 3	Nav 4	Nav 5	Nav 6	Nav 7	Nav 8	Hidden Nav 1	Hidden Nav 2
Nav 1	0	220,227	790,063	666,108	800,625	228,035	390,128	392,046	783,901	110,000
Nav 2	220,227	0	813,204	662,873	715,891	398,121	434,166	300,666	715,681	110,454
Nav 3	790,063	813,204	0	164,012	388,330	623,699	400,500	541,202	327,567	799,062
Nav 4	666,108	662,873	164,012	0	284,429	532,259	281,603	380,789	228,035	660,303
Nav 5	800,625	715,891	388,330	284,429	0	735,527	481,664	420,595	60,828	756,108
Nav 6	228,035	398,121	623,699	532,259	735,527	0	258,070	401,622	702,922	308,058
Nav 7	390,128	434,166	400,500	281,603	481,664	258,070	0	243,516	445,982	402,616
Nav 8	392,046	300,666	541,202	380,789	420,595	401,622	243,516	0	415,933	336,155
Hidden Nav 1	783,901	715,681	327,567	228,035	60,828	702,922	445,982	415,933	0	747,262
Hidden Nav 2	110,000	110,454	799,062	660,303	756,108	308,058	402,616	336,155	747,262	0

## Mission I: "Two Mules for Sister Sara"

Each mission begins with a few words from *Hōshō's* resident bartender, Rosewater. This text is intended to add a bit of flavor to the campaign a la WC1 and may either be used or ignored by the GM as they so choose.

### Rosewater's Interlude

*Rosewater: Hey there. I just heard the brass upstairs got orders to re-route us to the Enyo system. Lousy time for a side trip, if you ask me; we're three months overdue to get some of those hot new Hornets on this ship as it is! Chief tech's been grumbling about there not being enough duct tape on board to keep our Wildcats for much longer. Personally, I'm tired of hearing you flyboys complain about it. Still, I hope nothing big's up. I've got friends on Enyo and I'm sure I'm not the only one on this tub who does.*

### Briefing

The GM will begin the mission by reading the following text aloud: *GM: Dateline 2639.033. We begin in the ready room of Blue Meanie squadron aboard TCS Hōshō. The mood in the room is tense as the ship has recently been diverted from its previous destination and placed on combat alert.*

*After a few minutes, with the entirety of Blue Meanie Squadron assembled, Lt. Colonel Raymond "Sieverts" Blakely, ship's CAG, enters the room. The assembled pilots come to attention as the Colonel 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.*

*Sieverts: Alright people, we haven't got a lot of time for chit-chat on this one, so listen up. At 1500 hours, we received a distress signal from Naval Station Gemini in the Enyo system; the message abruptly terminated at 1527. Subsequent reports from our sister ship TCS Sara Maru indicate that the Kilrathi have launched a full-scale attack on the Enyo system and have destroyed Naval Station Gemini along with most of the ships that were docked there at the time. The last report received from Sara Maru indicated she was making her way towards the jump point to the Dieno system with Kilrathi capital ships in close pursuit. It has been long enough since that report was received that the brass have decided to check up on her, especially seeing as how no reports have been received from any tracking stations in Dieno to indicate she ever arrived.*

The Colonel 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 so choose wish.

*Sieverts: Hōshō's battle group has drawn the job of locating Sara Maru, which is where we come in. We've just completed the final jump from Proxima to Enyo and are currently located in the vicinity of Nav 2. Our job is to get to the Dieno jump point in the vicinity of Nav 5 and attempt to re-establish contact with Sara Maru if possible. Eta Wing will consist of...*

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

*Sieverts: You'll be flying [Wildcats] for this hop.*

If Wildcats are selected, have this text read aloud: *Sieverts: I know we were due back at Jupiter Station to have our contingent of Wildcats replaced with the new F-36s but we obviously don't have time for that at the moment. We'll just have to make do with the old birds and hope that they can hold together for a few more hops.*

In all cases, finish here: *Sieverts: Eta will proceed from Hōshō's position through Enyo Nav 8, where Naval Station Gemini was located, and fly to the Dieno jump point at Enyo Nav 5. Once you are there, scan the area for traces of a recent jump. If you don't find any, check the nearby asteroid field before heading back to Hōshō. Given the distance you'll have to fly in this mission, your standard compliment of missiles will be replaced with drop tanks. Bear in mind that the system is liable to be crawling with Kilrathi forces at this point, so pick your engagements carefully. Hōshō's group will be maintaining radio silence while the mission is underway; we don't want to tip off the Cats to our presence. If you encounter the enemy, engage if the situation looks good but remember that your primary mission is to ascertain the status of Sara Maru and to render whatever assistance you can; for that, we need you to come back in one piece. No heroics, people. Good luck out there. Squadron Dismissed.*

*GM: The squadron all comes to attention as the Colonel leaves the briefing room. Once he's gone, the assigned pilots make their way to their planes and Eta Wing is given the go for launch.*

## Mission Start

Disposition of Forces:

- Eta Wing (VF-9/G)
- Carrier Task Group 9
  - CV-4 TCS *Hōshō* (Ranger-class Aerospace Plane Tender)
  - CS-140 TCS *Meir* (Exeter-class Destroyer)
  - CS-106 TCS *Penzance* (Exeter-class Destroyer)
  - DD-276 TCS *Delphi* (Durango-class Destroyer)
  - DD-405 TCS *Villahermosa* (Durango-class Destroyer)
  - DD-99 TCS *Lviv* (Durango-class Destroyer)
  - AO-880 TCS *Covenant* (Drayman-class Transport)

There are no messages scheduled at this point but the GM may improvise one if they wish. A good topic for an initial message would be an admonishment to the players to conserve as much fuel as they can. As stated in the briefing, all the missiles on the players' fighters have been replaced with drop tanks; each drop tank increases the fuel loadout of each fighter by ten points. A total of 165 fuel points are required in order to complete the mission; *Wildcats* and *Raptors* will be able to complete the mission without running out of fuel, while *Scimitars* can make it back but will have to utilize their fuel reserve in order to do so. This assumes the fighters don't light up their afterburners for the entire hop. *Arrows* will run out of fuel before the mission is over in all circumstances. GMs are advised simply to allow the fighters to continue flying if/when they run out of fuel for this hop only (with future afterburner use disallowed). Alternatively, a quick refueling encounter can be set up at Nav 2 if the GM so wishes, or they can be mean about it...

Nav 1 is 300,666 kilometers from the Task Group's position. *Vehicle Piloting* DCs will be at -9, and 31 fuel points are expended in the transit regardless of the fighter type:

- Arrows: Time of transit - 15 min, 25 sec.
- Scimitars: Time of transit - 33 min, 24 sec.
- Raptors: Time of transit - 20 min, 3 sec.
- Wildcats: Time of transit - 23 min, 52 sec.

## Debris Field (Nav I)

Upon arrival at Nav 1, the players find the remains of Naval Station Gemini. They also find Kilrathi ambush units lying in wait...

Disposition of Forces:

- Eta Wing (VF-9/G)
- Kilrathi Patrol

Encounter at Nav 1							
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs	Seven PCs	Eight PCs
<i>Arrows</i>	1 <i>Dralthi</i>	2 <i>Salthi</i>	3 <i>Salthi</i>	2 <i>Salthi</i> , 1 <i>Dralthi</i>	4 <i>Salthi</i>	5 <i>Salthi</i>	6 <i>Salthi</i>
<i>Scimitars</i>	3 <i>Dralthi</i>	6 <i>Salthi</i>	6 <i>Dralthi</i>	8 <i>Dralthi</i>	5 <i>Krant</i> , 1 <i>Salthi</i>	6 <i>Krant</i> , 1 <i>Salthi</i>	7 <i>Krant</i> , 1 <i>Salthi</i>
<i>Raptors</i>	2 <i>Krant</i> , 2 <i>Salthi</i>	3 <i>Krant</i> , 3 <i>Salthi</i>	4 <i>Krant</i> , 4 <i>Salthi</i>	5 <i>Krant</i> , 5 <i>Salthi</i>	6 <i>Krant</i> , 6 <i>Salthi</i>	7 <i>Krant</i> , 7 <i>Salthi</i>	8 <i>Krant</i> , 8 <i>Salthi</i>
<i>Wildcats</i>	3 <i>Dralthi</i>	3 <i>Dralthi</i> , 2 <i>Salthi</i>	6 <i>Dralthi</i>	6 <i>Dralthi</i> , 2 <i>Salthi</i>	5 <i>Krant</i>	6 <i>Krant</i>	7 <i>Krant</i>

The GM should read the following text aloud: As your Nav computer clicks off for Nav 1, you can see the scorched debris of what used to be Naval Station Gemini floating in plain sight.

The Kilrathi at this Nav Point are waiting in ambush and they are already aware of the approach of the players. What happens will depend on if the players choose to do a scan of the debris field or not. The scan will require a *Technology* Check and will have to be made with unfavorable circumstances. The presence of the Kilrathi will be revealed to the players whether the Check is successful or not. If the Check is not successful or if the players don't scan the debris field, the Kilrathi will automatically earn a surprise round.

Once whether or not it has been determined if the characters are successfully ambushed, the GM should read the following text aloud: *As you're preparing to move on, your radar suddenly lights up; red blips, Kilrathi fighters at 12,000 kilometers and closing fast!!*

The debris field in the area will have the same general set of effects as an asteroid field to the encounter. The players must destroy or drive off all Kilrathi fighters before they may move on to the next Nav Point.

Nav 2 is 420,595 kilometers from Nav 1. *Vehicle Piloting* DCs will be at -9 and 55 fuel points will be expended in the transit regardless of the fighter type:

- Arrows: Time of transit - 21 min, 34 sec.
- Scimitars: Time of transit - 46 min, 44 sec.
- Raptors: Time of transit - 28 min, 2 sec.
- Wildcats: Time of transit - 33 min, 23 sec.

## Objective (Nav 2)

The players arrive at Nav 2 to find that they aren't the only ones out looking for the *Sara Maru*...

Disposition of Forces:

- Eta Wing (VF-9/G)
- Kilrathi Patrol

Encounter at Nav 2							
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs	Seven PCs	Eight PCs
<i>Arrows</i>	2 <i>Salthi</i>	2 <i>Dralthi</i>	1 <i>Dralthi</i> , 2 <i>Salthi</i>	2 <i>Dralthi</i> , 2 <i>Salthi</i>	4 <i>Dralthi</i>	3 <i>Dralthi</i> , 2 <i>Salthi</i>	3 <i>Dralthi</i> , 3 <i>Salthi</i>
<i>Scimitars</i>	1 <i>Jalthi</i>	1 <i>Jalthi</i> , 1 <i>Krant</i>	2 <i>Jalthi</i>	2 <i>Jalthi</i> , 1 <i>Krant</i>	3 <i>Jalthi</i>	3 <i>Jalthi</i> , 1 <i>Krant</i>	4 <i>Jalthi</i>
<i>Raptors</i>	6 <i>Dralthi</i>	5 <i>Krant</i>	7 <i>Krant</i>	4 <i>Jalthi</i>	7 <i>Gamora</i> , 2 <i>Krant</i>	7 <i>Gamora</i> , 4 <i>Dralthi</i>	7 <i>Gamora</i> , 7 <i>Dralthi</i>
<i>Wildcats</i>	1 <i>Krant</i> , 2 <i>Dralthi</i>	2 <i>Krant</i> , 2 <i>Dralthi</i>	3 <i>Krant</i> , 2 <i>Dralthi</i>	4 <i>Krant</i> , 2 <i>Dralthi</i>	5 <i>Krant</i> , 3 <i>Dralthi</i>	5 <i>Krant</i> , 4 <i>Dralthi</i>	5 <i>Krant</i> , 6 <i>Dralthi</i>

The GM should read the following text aloud: As you close within 12,000 kilometers of Nav 2, your radar lights up with red dots!!

The Kilrathi are here to hunt down two of *Sara Maru's* fighters, which were launched to perform a reconnaissance mission before the ship's destruction. They are scanning the area pretty thoroughly and won't miss the approach of the characters. In all cases, all Kilrathi fighters will break off their search pattern for a fight and won't break off unless they receive serious damage (25% or more Core Damage).

Once the fight is concluded, the GM should suggest conducting a scan of the region around the Nav Point. This will require a *Technology* Check with Unfavorable Circumstances. The GM should suggest scanning for debris but in fact the Check is to catch the twin set of ion trails leading towards the asteroids. Only one player needs to have a successful Check in order for the group to succeed.

Regardless of success, the GM should read the following text: *As you scan the area, your sensors pick up debris just outside the area of the local jump sphere. The amount of the debris and its composition are consistent with that of a Ranger-class carrier. It looks like you have arrived too late to assist Sara Maru.*

In the event of a successful Check, the GM should read the following text specifically to the successful players. *You're also picking up faint traces of a pair of ion trails leading away from the nav point in the direction of the Gateway jump point.*

The players will need to decide on a course of action at this point: whether they should return to base, investigate the asteroids as ordered or investigate the ion trails (naturally if they failed the Check, they won't know about any ion trails to investigate). If they don't investigate either the asteroids or the ion trails, they will fail the mission automatically upon returning to *Hōshō* at Enyo Nav 2. On the other hand, they won't be ambushed on their return and can skip ahead directly to "Mission End".

*Hōshō* is 715,891 kilometers from Nav 2. *Vehicle Piloting* DCs will be at -9 and 72 fuel points will be expended in the transit regardless of the fighter type:

- Arrows: Time of transit - 36 min, 43 sec.
- Scimitars: Time of transit - 79 min, 33 sec.
- Raptors: Time of transit - 47 min, 44 sec.
- Wildcats: Time of transit - 56 min, 49 sec.

Nav 3 (the asteroid field) is 60,828 kilometers from Nav 1. *Vehicle Piloting* DCs will be at -9 and seven fuel points will be expended in the transit regardless of the fighter type:

- Arrows: Time of transit - 3 min, 7 sec.
- Scimitars: Time of transit - 6 min, 46 sec.
- Raptors: Time of transit - 4 min, 3 sec.
- Wildcats: Time of transit - 4 min, 50 sec.

## Asteroid Field (Nav 3)

Whether they're just following orders or a pair of leads, the characters are checking out the asteroid belt when something somewhat unexpected happens...

Disposition of Forces:

- Eta Wing (VF-9/G)
- Alpha Flight (VF-6/A)
  - 2 F-27/C Arrow Light Fighters†

†Alpha Flight is hidden amongst the asteroids and won't make their presence known unless the players find them.

The GM should read the following text aloud: *Your autopilot clicks off as the first few errant pieces of space junk go whizzing past your cockpit.*

If the players didn't scan the ion trail at Nav 2, the GM may suggest that they scan the region for any further debris signatures. If the players don't scan for debris and they didn't pick up the ion trail, they'll likely want to go back to *Hōshō* right away. They may do so but they will fail the mission upon their return and they will still have to fight the upcoming Ambush encounter. Scanning will require a *Technology* Check with Unfavorable Circumstances; the characters will pick up the ion trails if they are eventually successful.

If the players did pick up the ion trails at Nav 2, the GM may suggest the players scan again to see if they are still picking them up. This will require another *Technology* Check with Unfavorable Circumstances.

In any scan of the area, if at least one player is successful, the GM should tell that player that they are picking up the trail; it leads deeper into the asteroid belt. If they picked up the trail at Nav 2, the GM should mention that not only are they still picking up the trail but that it in fact appears to be much stronger than it was. The characters will either not pick up the trail or lose it (if it was picked up at Nav 2) if everyone fails the Check.

If the players have the ion trail, they'll need to follow it deeper into the asteroids. The players need only fly their craft to the Nav point and then ten range increments beyond that. 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 from the rocks.

Once the players have cleared the necessary distance, the GM should read the following text aloud: *As you approach the densest area of the asteroid field, your IFF computer receives a squawk. Two seconds later, your radar lights up with two blue blips; friendlies in the asteroid field.*

At this point the characters will be hailed by Captain "Shoeshine" Joshuya, wingleader of Alpha Flight from *Sara Maru*, who will be using the flight callsign of "Alpha Seven". An improvised conversation will begin at that point - Shoeshine and his wingman, Lieutenant "Fin Soup" Finsen, were assigned to run a recon detail to the McAuliffe Jump Point at Enyo Nav 4 to track the incoming Kilrathi forces. While they were en route back to *Sara Maru*, they received word that the ship had come under heavy attack. Captain Joshuya decided to hide in the nearby asteroid belt to wait for reinforcements. Alpha Flight has a good picture of the Kilrathi disposition of forces in the system, information they need to get back to HQ as soon as possible. Like Eta Wing, they were assigned a compliment of drop tanks

in lieu of missiles; when told of *Hōshō*'s presence and its location in the system, Lieutenant Finsen will note that their fighters have just enough fuel to make it there. Both fighters have some damage from asteroids (start both fighters with ¼ their normal maximum AHP in all quarters).

Once Alpha Flight has been discovered, there is no further reason for the characters to loiter in the area; they should make their way back to *Hōshō* at that point.

Eta Wing (along with Alpha Flight, if they are recovered) will be ambushed at a point 357,840 kilometers from Nav 3 (i.e. halfway back to Nav 4). *Vehicle Piloting* DCs will be at -9 and 36 fuel points will be expended in the transit regardless of the fighter type:

- Arrows: Time of transit - 18 min, 21 sec.
- Scimitars: Time of transit - 39 min, 46 sec.
- Raptors: Time of transit - 23 min, 51 sec.
- Wildcats: Time of transit - 28 min, 24 sec.

## Ambush (Hidden Nav)

While headed back towards *Hōshō*, the players are jumped by a fairly substantial enemy force.

Disposition of Forces:

- Eta Wing (VF-9/G)
- Alpha Flight (VF-6/A) (*if found at Nav 3*)
- Kilrathi Ambush Group

Encounter at Hidden Nav Point							
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs	Seven PCs	Eight PCs
<i>Arrows</i>	1 <i>Gamora</i> , 1 <i>Salthi</i>	1 <i>Gamora</i> , 2 <i>Salthi</i>	2 <i>Gamora</i>	1 <i>Gamora</i> , 4 <i>Salthi</i>	2 <i>Gamora</i> , 2 <i>Salthi</i>	3 <i>Gamora</i>	3 <i>Gamora</i> , 4 <i>Salthi</i>
<i>Scimitars</i>	2 <i>Gamora</i> , 2 <i>Salthi</i>	3 <i>Gamora</i> , 2 <i>Salthi</i>	4 <i>Gamora</i> , 2 <i>Salthi</i>	4 <i>Gamora</i> , 3 <i>Dralthi</i>	5 <i>Gamora</i> , 3 <i>Dralthi</i>	5 <i>Gamora</i> , 6 <i>Dralthi</i>	5 <i>Gamora</i> , 8 <i>Dralthi</i>
<i>Raptors</i>	3 <i>Gamora</i> , 1 <i>Krant</i>	5 <i>Gamora</i>	2 <i>Jalthi</i> , 2 <i>Gamora</i>	5 <i>Jalthi</i>	6 <i>Jalthi</i>	7 <i>Jalthi</i>	7 <i>Jalthi</i> , 5 <i>Salthi</i>
<i>Wildcats</i>	2 <i>Gamora</i> , 2 <i>Salthi</i>	3 <i>Gamora</i> , 1 <i>Salthi</i>	4 <i>Gamora</i> , 1 <i>Salthi</i>	4 <i>Gamora</i> , 4 <i>Salthi</i>	6 <i>Gamora</i>	7 <i>Gamora</i>	8 <i>Gamora</i>

The GM should read the following text aloud: *You've just passed the remains of Naval Station Gemini again on your way back to Hōshō, when red lights begin dotting your radar...indicating enemy forces already on your tail!!!.*

The GM will then require all players to perform a *Technology* Check. Any character that fails the Check will be subject to a surprise round against them. The enemy forces will be 6,000 kilometers behind the lead ship in the character group.

This is a simple ambush - the Kilrathi are going to try to waste everybody in the flight (along with the two Alpha Flight pilots if they're present). The characters can fail the mission at this point if both Alpha Flight ships are destroyed in the melee or if they all die.

*Hōshō* is 357,840 kilometers from the ambush point. *Vehicle Piloting* DCs will be at -9 and 36 fuel points will be expended in the transit regardless of the fighter type:

- Arrows: Time of transit - 18 min, 21 sec.
- Scimitars: Time of transit - 39 min, 46 sec.
- Raptors: Time of transit - 23 min, 51 sec.
- Wildcats: Time of transit - 28 min, 24 sec.

## Mission End (Nav 4)

Pass or fail, it's time to go home.

Disposition of Forces:

- Eta Wing (VF-9/G)
- Carrier Task Group 9
- Alpha Flight (VF-11/A)†

† This group is only present if it was found at Nav 3 and survived the Ambush.

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

If the players didn't find Alpha Flight, the GM should read the following text aloud: *LT Fielding: Good to see you again, Eta Wing. I'm sorry to say that HQ's been able to confirm Sara Maru's destruction. They're combing the area now for her black box but with the Kilrathi presence in the system as thick as it is, it's doubtful they'll come up with anything. You're cleared for landing; bring 'em on back in.*

If Alpha Flight was destroyed en route back to Hōshō, the GM should read the following text aloud: *LT Fielding: Good to see you again, Eta Wing. I'm sorry to say that HQ's been able to confirm Sara Maru's destruction. It's really unfortunate the two fighters you found didn't make it here safely; I bet they had a lot of good Intel collected. What a waste.....you're cleared for landing; bring 'em on back in.*

If Alpha Flight makes it back to Hōshō, the GM should read the following text aloud: *LT Fielding: Good to see you again, Eta Wing. Glad to see you brought us back a couple of lost lambs. I'm sorry to say that HQ's been able to confirm Sara Maru's destruction. Hopefully any Intel these folks have on them ill help. You're cleared for landing; 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 Hōshō, but there's not much point in doing that other than for flavor and prolonging the mission. Once the players are all on the deck, the GM may give whatever kind of improvised debriefing spiel they wish (as long as it's appropriate to the situation: positive for success, negative for failure).

Should the players retrieve Alpha Flight, both Shoeshine and Fin Soup will become available for the rest of the campaign as GM-controlled wingmen.

# Mission 2: "In the Line of Fire"

## Rosewater's Interlude

*Rosewater: You won't find me in a good mood today, friends. I've heard the Cats have already started rounding up folks to put in their slave camps. Can't help but think about those poor folks on Enyo, especially my old friend Ben Buckley. Landscaper out there. Good man, got a wife and a daughter there too. Been trying to remember his kid's name all morning ... I just can't put my finger on it. I hope they can get out okay; I'd hate to think of them being shipped off to some god-damned Kilrathi prison camp somewhere...*

## Briefing

The GM will begin the mission by reading the following text aloud: *GM: Dateline 2639.035. Blue Meanie's ready room is again tense as the members of the squadron gather. Once the last stragglers arrive, Lt. Colonel Blakely takes the podium for the morning briefing, beginning as soon as the squadron is sitting at ease.*

If the players successfully brought Sara Maru's pilots back, the briefing begins with the following text: *Sieverts: Okay people, time to get back to it. As you all know, our two visitors from the late Sara Maru were able to provide us with all of the Intel they had managed to gather prior to the ship's destruction and as a result we have a pretty clear picture of the Kilrathi disposition of forces in the system. We will shortly be joined by forces from battle groups centered on the carrier Furious and the battleship Oaxaca.*

If the players found the Sara Maru's pilots but did not bring them back safely, the briefing begins with the following text: *Sieverts: Okay people, time to get back to it. As you know, we lost the opportunity a few days ago to benefit from any intelligence Sara Maru might've gathered prior to her destruction. As a result of this unfortunate turn of events, Fleet Command doesn't have a complete picture of what's been going on in the system. They do estimate we'll require some assistance before everything is said and done, and so we will shortly be joined by forces from the battle group center on the carrier Furious.*

If the players did not find the Sara Maru's pilots, the briefing begins with the following text: *Sieverts: Okay people, time to get back to it. All efforts to find Sara Maru have met with failure to this point and she still hasn't shown up at Dieno, so Fleet Command is officially declaring her missing in action. Whatever Intel she may have gathered we don't know about and as a result, Fleet Command doesn't have a complete picture of what's been going on in the system. They do estimate we'll require some assistance before everything is said and done and so we will shortly be joined by forces from the battle group centered on the carrier TCS Furious.*

In all cases, the briefing continues with the following text: *Sieverts: We've spent the last few days hanging back in the Proxima system awaiting further operational orders and planning our strategy. Today, after some long-distance consultations between myself, Captain Lockley and Furious's CO Captain Tolwyn, we have a plan for liberating Enyo from the Kilrathi. A few things will have to go right before we can implement that plan. The plan will have two phases. The first phase involves some mine-laying. The good news is that there is a transport convoy laden with enough mines and spare parts to do the job we have in mind. The bad news is that this convoy is currently in the Dieno system and the fastest way for it to get to us is right through the gauntlet. That's where we come in. Psi Wing will consist of...*

At this point Sieverts will list off the callsigns of the player characters. If the Colonel himself is amongst the player characters, he'll simply refer to "myself".

*LCOL Blakely: We'll be flying [Scimitars] for this hop. To help aid our chances of success in this mission, TCS Delphi, one of our group's escorts, will be accompanying Psi Wing. In addition to serving as an escort for the convoy, she'll be acting as a refueling craft; I know we had some serious problems with fuel on the last run out to the Dieno jump point a few days ago and Kilrathi forces are just too thick to send people out there without either missiles or afterburners. Delphi should be able to fend off any attacks sent her way, but we should be ready to assist her if necessary. Our job will be to rendezvous with the convoy and keep the Kilrathi off its back while it makes its way to the Krieger jump point. Hōshō and the remainder of her group will stay in-system long enough for us to launch and will fall back to Proxima once we're away. Psi will head through Enyo Nav 8 and rendezvous with the convoy at Enyo Nav 5. Once the convoy has arrived, we'll escort it back through Nav 8 to the Krieger jump point at Enyo Nav 1, where Hōshō will be waiting long enough to pick us all up. In order for the battle plan to proceed as intended, it is imperative that a significant portion of that convoy make it to Krieger; naturally, I'd prefer to see all the transports intact at the end of the day. The Cats seem to be playing a waiting game with us and they're poised for a counter-attack to come at any time. They will be on alert and so should all of you. Be careful out there. Squadron dismissed.*

## **Mission Start**

### Disposition of Forces

- Psi Wing (VF-9/W)
- Carrier Task Group 9

As the mission starts, the GM should read the following text aloud: *LT Fielding: Psi Wing, be advised that we've signaled the convoy and they'll begin jumping in-system in ninety minutes. We'll meet you at the Krieger jump point in two hours. Try not to keep us waiting, okay flyboys?*

*GM: As the first few ships of the group start jumping out, you get a hail from Delphi signaling that she's linked up and is ready to proceed with the mission.*

Nav 1 is 300,666 kilometers out from the Task Group's initial position. *Vehicle Piloting* DCs will be at -9 and 31 fuel points will be expended in the transit regardless of the fighter type. The group is traveling at the cruise speed of *Delphi* (150 kps), so the time of transit will be 33 min, 24 sec for all fighter types.

## Encounter One (Nav 1)

Kilrathi presence is pretty damn strong in the system...

Disposition of Forces

- Psi Wing (VF-9/W)
- TCS *Delphi* (Durango-class Heavy Destroyer)
- Kilrathi Patrol

Encounter at Nav 1							
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs	Seven PCs	Eight PCs
<i>Arrows</i>	2 Salthi	2 Dralthi	1 Dralthi, 2 Salthi	2 Dralthi, 2 Salthi	4 Dralthi	3 Dralthi, 2 Salthi	3 Dralthi, 3 Salthi
<i>Scimitars</i>	1 Jalthi	1 Jalthi, 1 Krant	2 Jalthi	2 Jalthi, 1 Krant	3 Jalthi	3 Jalthi, 1 Krant	4 Jalthi
<i>Raptors</i>	6 Dralthi	5 Krant	7 Krant	4 Jalthi	7 Gamora, 2 Krant	7 Gamora, 4 Dralthi	7 Gamora, 7 Dralthi
<i>Wildcats</i>	1 Krant, 2 Dralthi	2 Krant, 2 Dralthi	3 Krant, 2 Dralthi	4 Krant, 2 Dralthi	5 Krant, 3 Dralthi	5 Krant, 4 Dralthi	5 Krant, 6 Dralthi

The GM should read the following text aloud: *As your autopilot disengages at Nav 1, the scorched debris of what used to be Naval Station Gemini floats in plain sight. Suddenly, your radar lights up with red blips - enemy fighters, 9,000 kilometers and coming in fast!!*

The Kilrathi in this area are on patrol and not particularly looking for a fight. One fighter from their group will peel off after about twenty rounds of combat in an attempt to warn their forces of *Delphi's* presence in the system. If that fighter escapes, Kilrathi forces in the "Enemy Destroyer" encounter will be much more numerous. Only the one fighter will attempt to break off; the others will fight to the death.

The debris field in the area will have the same general set of effects as an asteroid field. The characters must destroy or drive off all Kilrathi fighters before they may move on to the next Nav Point.

Characters may dock with *Delphi* at any point during the mission for refueling; this simply requires a successful Dock action performed by the pilot. Refueling takes one minute and any number of fighters may dock with *Delphi* at a time.

Nav 2 is 420,595 kilometers from Nav 1. *Vehicle Piloting* DCs will be at -9, 55 fuel points will be expended in the transit regardless of the fighter type and the transit will take 46 minutes and 44 seconds to complete.

## Rendezvous (Nav 2)

Naturally, the players won't simply be able to link up with the transports without a fight...

### Disposition of Forces

- Psi Wing (VF-9/W)
- TCS *Delphi* (Durango-class Heavy Destroyer)
- Little Apple Convoy
  - AO-696 TCS *Little Apple* (Drayman-class Transport)
  - AO-670 TCS *Tallgrass* (Drayman-class Transport)
  - AO-584 TCS *Battered Boar* (Drayman-class Transport)
  - AO-589 TCS *Huebert* (Drayman-class Transport)
  - AO-686 TCS *Redbud* (Drayman-class Transport)
- Kilrathi Patrol

Encounter at Nav 2							
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs	Seven PCs	Eight PCs
<b>Arrows</b>	1 Dralthi	2 Salthi	3 Salthi	2 Salthi, 1 Dralthi	4 Salthi	5 Salthi	6 Salthi
<b>Scimitars</b>	3 Dralthi	6 Salthi	6 Dralthi	8 Dralthi	5 Krant, 1 Salthi	6 Krant, 1 Salthi	7 Krant, 1 Salthi
<b>Raptors</b>	2 Krant, 2 Salthi	3 Krant, 3 Salthi	4 Krant, 4 Salthi	5 Krant, 5 Salthi	6 Krant, 6 Salthi	7 Krant, 7 Salthi	8 Krant, 8 Salthi
<b>Wildcats</b>	3 Dralthi	3 Dralthi, 2 Salthi	6 Dralthi	6 Dralthi, 2 Salthi	5 Krant	6 Krant	7 Krant

The GM should read the following text aloud: *As your nav computer chimes your approach to the Dieno jump point, you see red dots on your radar!!*

The GM should have been keeping track of how much time has elapsed since the start of the mission. If more than ninety minutes have passed, the Little Apple Convoy has already arrived and will already be in the thick of things. In this case, each ship in the convoy should have their shields and armor depleted (0 SHP/AHP) and will have sustained one point of Core Damage for every minute that's passed since their jump-in. If this occurs, the GM should read the following text aloud: *You also see five blue dots on the radar - the convoy has already arrived and the Kilrathi are already pounding it hard!!!*

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

The transports are the overriding priority of the mission - at least four of them must make it to the Krieger Jump Point in order for the mission to succeed. The Kilrathi at the Dieno jump point will prioritize the convoy for destruction if it arrives before Psi Wing does. If, however, the characters have arrived prior to the arrival of the convoy, they need merely to dispatch all Kilrathi fighters present; the Kilrathi will in turn focus on them unless/until the convoy arrives or they are all destroyed. Again, unless the lone fighter got away at Nav 1, one fighter from the Kilrathi group will attempt to break off to warn base after twenty rounds of combat. Should this fighter escape, there will be additional enemy forces present in the "Enemy Destroyer" encounter

The group is headed back towards Nav 1 at this point but will be ambushed at a point halfway between Nav 1 and Nav 2. The ambush point is 210,298 kilometers from Nav 2 and the group is now traveling at the speed of the transports (100 kps). *Vehicle Piloting* DCs will be at -9, 28 fuel points will be expended in the transit regardless of the fighter type, and the transit will take 35 minutes and 3 seconds to complete.

## Ambush (Hidden Nav)

While headed back towards *Hōshō*, the players are jumped by a fairly substantial enemy force.

Disposition of Forces

- Psi Wing (VF-9/W)
- TCS *Delphi* (*Durango*-class Heavy Destroyer)
- Little Apple Convoy
- Kilrathi Ambush Group

Encounter at Ambush Point							
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs	Seven PCs	Eight PCs
<i>Arrows</i>	2 <i>Salthi</i>	1 <i>Dralthi</i> , 2 <i>Salthi</i>	1 <i>Dralthi</i> , 3 <i>Salthi</i>	2 <i>Dralthi</i> , 3 <i>Salthi</i>	2 <i>Dralthi</i> , 4 <i>Salthi</i>	3 <i>Dralthi</i> , 4 <i>Salthi</i>	3 <i>Dralthi</i> , 5 <i>Salthi</i>
<i>Scimitars</i>	6 <i>Salthi</i>	1 <i>Dralthi</i> , 8 <i>Salthi</i>	1 <i>Dralthi</i> , 5 <i>Krant</i>	3 <i>Dralthi</i> , 5 <i>Krant</i>	5 <i>Dralthi</i> , 5 <i>Krant</i>	6 <i>Dralthi</i> , 6 <i>Krant</i>	7 <i>Dralthi</i> , 7 <i>Krant</i>
<i>Raptors</i>	3 <i>Gamora</i>	3 <i>Gamora</i> , 5 <i>Dralthi</i>	4 <i>Gamora</i> , 5 <i>Dralthi</i>	5 <i>Gamora</i> , 6 <i>Dralthi</i>	6 <i>Gamora</i> , 7 <i>Dralthi</i>	7 <i>Gamora</i> , 8 <i>Dralthi</i>	6 <i>Jalthi</i> , 6 <i>Dralthi</i>
<i>Wildcats</i>	6 <i>Salthi</i>	6 <i>Dralthi</i>	5 <i>Krant</i>	3 <i>Krant</i> , 6 <i>Dralthi</i>	4 <i>Krant</i> , 6 <i>Dralthi</i>	4 <i>Jalthi</i>	2 <i>Jalthi</i> , 6 <i>Krant</i>

The GM should read the following text aloud: *You're about halfway between Nav 8 and the Dieno jump point when your autopilot alarm sounds and red lights begin dotting your radar, indicating enemy forces **already on your tail!!***

The GM will then require all players to make a *Technology* Check, as well as the crews of *Delphi* and the transports (use the generic crew stats in the "Ugly" section at the end of this guidebook). Any character or ship that fails the Check will be subject to a surprise round against them. The enemy forces will be 8,000 kilometers behind the lead ship in the convoy, which should be *Delphi*.

This is a somewhat complex ambush - the Kilrathi are going to try to waste the transports, then *Delphi*, then the PCs (in that order). They will not withdraw or send a ship to notify their base of the encounter. The characters can fail the mission at this point if they allow too many of the transports to be destroyed (or if they all die, of course).

Nav 1 is 210,298 kilometers from the ambush point. *Vehicle Piloting* DCs will be at -9, 28 fuel points will be expended in the transit regardless of the fighter type and the transit will take 35 minutes and 3 seconds to complete.

## Enemy Destroyer (Nav I)

The players will come up against a capship for the first time in this campaign. If the Kilrathi were allowed to warn their base, there'll be more than one...

### Disposition of Forces

- Psi Wing (VF-9/W)
- TCS *Delphi* (*Durango*-class Heavy Destroyer)
- Little Apple Convoy (*whichever ships survived the Ambush*)
- Kilrathi Battle Group
  - *Ralari*-class Destroyer
  - *Targu*-class Frigate x2†
  - Escorting Kilrathi Fighters

Encounter at Nav 1							
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs	Seven PCs	Eight PCs
<b>Arrows</b>	2 Dralthi	3 Dralthi	2 Dralthi, 3 Salthi	3 Dralthi, 3 Salthi	4 Dralthi, 3 Salthi	4 Dralthi, 5 Salthi	5 Dralthi, 5 Salthi
<b>Scimitars</b>	2 Krant, 3 Dralthi	3 Krant, 4 Dralthi	6 Krant, 2 Dralthi	6 Krant, 5 Dralthi	8 Krant, 5 Dralthi	8 Krant, 8 Dralthi	8 Gamora, 5 Dralthi
<b>Raptors</b>	4 Gamora	6 Gamora	8 Gamora	5 Jalthi, 2 Gamora	5 Jalthi, 4 Gamora	5 Jalthi, 6 Gamora	5 Jalthi, 8 Gamora
<b>Wildcats</b>	1 Krant, 4 Dralthi	4 Krant, 2 Dralthi	4 Krant, 5 Dralthi	6 Gamora	5 Gamora, 3 Krant	6 Gamora, 6 Dralthi	6 Gamora, 5 Krant

† The *Targu*-class Frigates will only be present if the Kilrathi were able to alert their base. In addition, an extra Jalthi will be present as one of the escort fighters, regardless of the number and type of player craft present.

The GM should read the following text aloud: *As you once again approach the remains of Naval Station Gemini, your radar lights up with multiple red blips. Kilrathi ships, 12,000 kilometers and closing!! At least one of them appears to be a capship!!!*

The *Ralari* (and her escorts, if present), will primarily be concerned with taking out *Delphi* but won't hesitate to take out transports if they approach too closely. Should *Delphi* be destroyed, they'll go after transports in earnest (and make **Wing Commander IV** somewhat paradoxical). The Kilrathi escorts will split between shooting transports and fighting the PCs, with heavier fighters attacking the transports. In those cases where there is only one type of enemy fighter present, half of the fighters (round up) will go after the transports while the remainder engages the PCs. The Kilrathi will not withdraw from this encounter and must be completely wiped out (including all the capships) before the group may proceed to Nav 3.

Nav 3 is 392,046 kilometers from Nav 1. *Vehicle Piloting* DCs will be at -9 and forty fuel points will be expended in the transit regardless of the fighter type. *Vehicle Piloting* DCs will be at -9 and forty fuel points will be expended in the transit regardless of the fighter type. The transit will take 65 minutes and 20 seconds to complete if at least one transport survives; otherwise it will take the amount of time indicated.

- Arrows: Time of transit - 20 min, 6 sec.
- Scimitars: Time of transit - 43 min, 34 sec.

- Raptors: Time of transit - 26 min, 8 sec.
- Wildcats: Time of transit - 31 min, 7 sec.

## Mission End (Nav 3)

Home again. Whether or not they're happy to see you depends on how many *Draymen* came home with you.

Disposition of Forces:

- Psi Wing (VF-9/W)
- Carrier Task Group 9
- Little Apple Convoy (*consisting of what ships have survived to this point*)

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

If all of the ships of the convoy were destroyed, the GM should read the following text aloud: *LT Fielding: Well, Psi, I'd welcome you back, but that wouldn't properly prepare you for the kind of reception your birds are on the deck. That's all I'm going to say about that. You are cleared for landing.*

If one to three ships in the convoy survived, the GM should read the following text aloud: *LT Fielding: Bad news, Psi. I've been going over the manifests of the transports that were destroyed and while we have plenty of mines, the Kilrathi managed to nail the transports that were carrying the parts we needed to make this crazy plan work. You are cleared for landing.*

If four ships in the convoy survived, the GM should read the following text aloud: *LT Fielding: Welcome back, Psi. Glad to see you brought us most of the transports intact - from what I've heard, we're definitely going to need all the goodies they're carrying before this is all said and done. You are cleared for landing.*

If all of the ships in the convoy survived, the GM should read the following text aloud: *LT Fielding: Welcome back, Psi. Glad to see you brought back all the transports intact - from what I've heard, we're definitely going to need all the goodies they're carrying before this is all said and done. You are cleared for landing.*

If *Delphi* was destroyed during the mission, the GM should interject this text prior to granting the players landing clearance: *LT Fielding: The brass isn't particularly happy about the loss of Delphi; she was due to begin conversion to a baby carrier next week.*

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 Hōshō, but there's not much point in doing that other than for flavor and for prolonging the mission. Once the players are all on the deck, the GM may give whatever kind of improvised debriefing spiel they wish (as long as it's appropriate to the situation: positive for success, negative for failure).

If at least four transports survived the mission, the players will go to Mission 3A next; otherwise they'll head to Mission 3B.

## Mission 3A: "Sudden Impact"

NOTE: If the players failed to bring home Alpha Flight in Mission 1, 2 *Dralthi* fighters should be added to all encounters in the remaining missions - this is meant to serve as a consequence of not having additional fighter support from the *Oaxaca* battle group available.

### Rosewater's Interlude

*Rosewater: Hey friend, what'll you have today? I've heard that whatever the brass has planned, it's gonna come down soon. Might as well load up now while you still have the opportunity, right? I'm still not sure about this plan they've got worked up, though. Mines are all well and good, but missiles are a lot more direct; quicker too, from what I understand.*

### Briefing

The GM will begin the mission by reading the following text: GM: Dateline 2639.038. It's zero hour and everyone knows it as Sieverts takes his place at the podium...

*Sieverts: Alright people, today we implement Phase One of the plan, laying down a minefield near the Enyo terminus of the Enyo-Bellona in-system jump. Thanks to Psi Wing's efforts a few days ago, our techs were able to modify all of the Raptors in both the Hōshō and Furious battle groups, and we now have a group of fast minelayers that might be able to survive a run-in with a sizeable force of Kilrathi fighters. The downside is that we've had to remove most of the missile hardpoints on the Raptors to swap them with mine droppers, so any Raptor that goes out there today will have to rely on their guns and escort craft for defense. Computer, display Pi. Pi Wing will consist of...*

At this point the Colonel will list off the callsigns of the player characters. If the Colonel himself is among the players, he'll simply refer to "myself". If there are fewer than five PCs and the chosen fighter for the mission is *Raptors*, the GM should select enough pre-made characters to bring the number of *Raptors* in Pi Wing to a minimum of five.

Read this briefing text if the chosen fighter for the mission is *Raptors* *Sieverts: Pi will be flying the main mission in our complement of Raptors. Sigma Wing, a group of four Wildcats, will be flying close escort and will provide fire support for Pi during the mission.*

If any other fighter is chosen, read this text instead *Sieverts: Pi Wing will be flying [Wildcats]. Your job will be to protect Sigma Wing, the main mission group of five Raptors, from any enemy attack while they deploy their payloads.*

In both cases, pick up the mission briefing here. *Sieverts: Pi and Sigma will proceed from the battle group's current position at Enyo Nav 1 to the target area near Enyo Nav 7. Once there, the Raptors will deploy their payloads at locations pre-programmed into their navigational computers. Once the job is done, both wings will proceed to the Bellona Refinery at Enyo Nav 6, where you'll rendezvous with the combined strike force.*

*GM: The Colonel pauses for just a moment.*

*Sieverts: Gentlemen, I won't lie to you. The purpose of this operation is to bait the Kilrathi into drawing off enough of their forces so that our combined forces have a shot at taking out the gunships threatening Enyo's populace. You should expect to draw a lot of attention from the Cats on this mission; this is going to be a difficult hop. Just stay sharp and come home. Squadron dismissed.*

## Mission Start

### Disposition of Forces

- Pi Wing (VF-9/P)
- Sigma Wing (VF-9/R)
- Enyo Task Force (2639/TF-3)
  - Carrier Task Group 9
  - Carrier Task Group 11
    - CV-5 TCS *Furious* (Ranger-class Aerospace Plane Tender)
    - CS-68 TCS *Abingdon* (Exeter-class Destroyer)
    - CS-104 TCS *Basingstoke* (Exeter-class Destroyer)
    - DD-143 TCS *Corinth* (Durango-class Destroyer)
    - DD-24 TCS *La Paz* (Durango-class Destroyer)
    - DD-251 TCS *Calais* (Durango-class Destroyer)
    - AO-39 TCS *Spoetzl* (Drayman-class Transport)
  - Battleship Task Group 18 (*present only if the players were successful in Mission 1*)
    - BB-32 TCS *Oaxaca* (Texas-class Battleship)
    - CS-146 TCS *Albright* (Exeter-class Destroyer)
    - CS-236 TCS *Thatcher* (Exeter-class Destroyer)
    - DD-487 TCS *Didymes* (Durango-class Destroyer)
    - DD-167 TCS *Iqaluit* (Durango-class Destroyer)
    - DD-136 TCS *Hermosillo* (Durango-class Destroyer)
    - AO-178 TCS *Antrim* (Drayman-class Transport)
  - Little Apple Convoy
    - *This group consists of whatever ships survived Mission 2.*

The GM should read the following text aloud: *LT Fielding: Pi and Sigma, be advised that we are picking up heavy Kilrathi activity between you and the target zone. Be careful out there.*

The strike group will be ambushed at a distance of 195,064 kilometers from the Task Force's initial position en route to the objective area. *Vehicle Piloting* DCs will be at -9 and twenty fuel points will be expended in the transit regardless of the fighter types:

- *Arrows/Raptors*: Time of transit - 13 min, 0 sec.
- *Scimitars/Raptors*: Time of transit - 21 min, 40 sec.
- *Wildcats/Raptors*: Time of transit - 15 min, 29 sec.

## Ambush (Hidden Nav One)

Hey, why not.

Disposition of Forces

- Pi Wing (VF-9/P)
- Sigma Wing (VF-9/R)
- Kilrathi Ambush Group

Encounter at Ambush Point							
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs	Seven PCs	Eight PCs
<i>Arrows</i>	2 <i>Salthi</i>	1 <i>Dralthi</i> , 2 <i>Salthi</i>	1 <i>Dralthi</i> , 3 <i>Salthi</i>	2 <i>Dralthi</i> , 3 <i>Salthi</i>	2 <i>Dralthi</i> , 4 <i>Salthi</i>	3 <i>Dralthi</i> , 4 <i>Salthi</i>	3 <i>Dralthi</i> , 5 <i>Salthi</i>
<i>Scimitars</i>	6 <i>Salthi</i>	1 <i>Dralthi</i> , 8 <i>Salthi</i>	1 <i>Dralthi</i> , 5 <i>Krant</i>	3 <i>Dralthi</i> , 5 <i>Krant</i>	5 <i>Dralthi</i> , 5 <i>Krant</i>	6 <i>Dralthi</i> , 6 <i>Krant</i>	7 <i>Dralthi</i> , 7 <i>Krant</i>
<i>Raptors</i>	3 <i>Gamora</i>	3 <i>Gamora</i> , 5 <i>Dralthi</i>	4 <i>Gamora</i> , 5 <i>Dralthi</i>	5 <i>Gamora</i> , 6 <i>Dralthi</i>	6 <i>Gamora</i> , 7 <i>Dralthi</i>	7 <i>Gamora</i> , 8 <i>Dralthi</i>	6 <i>Jalthi</i> , 6 <i>Dralthi</i> <sup>†</sup>
<i>Wildcats</i>	6 <i>Salthi</i>	6 <i>Dralthi</i>	5 <i>Krant</i>	3 <i>Krant</i> , 6 <i>Dralthi</i>	4 <i>Krant</i> , 6 <i>Dralthi</i>	4 <i>Jalthi</i>	2 <i>Jalthi</i> , 6 <i>Krant</i>

The GM should read the following text aloud: *You're about halfway to the target area when your autopilot alarm sounds and red lights begin dotting your radar, indicating enemy forces **already on your tail!!***

The GM will then require all ships in both Pi and Sigma Wings to make a *Technology* Check; any Confederation craft that fails the Check will be subject to a surprise round against them. The enemy forces will be 6,000 kilometers behind the lead ship in whichever wing is being controlled by the player group.

This ambush is a warm-up to the big fight ahead - the Kilrathi are going to try to waste everybody in both wings, won't discriminate against particular targets, and won't withdraw. The characters can fail the mission if all the *Raptors* are destroyed; the mission itself won't be scrubbed until they hit Nav 1, though, so they still will have the big fight ahead in any case.

Nav 1 is 195,064 kilometers ahead of the ambush point. *Vehicle Piloting* DCs will be at -9 and twenty fuel points will be expended in the transit regardless of the fighter type:

- *Arrows*: Time of transit - 10 min, 0 sec.
- *Scimitars*: Time of transit - 21 min, 40 sec.
- *Raptors*: Time of transit - 13 min, 0 sec.
- *Wildcats*: Time of transit - 15 min, 29 sec.

†The combined Pi and Sigma Wings will move at the speed of the slower set of fighters between them if there are still forces present from both wings.

## Minefield (Nav I)

The players have to make sure that the minefield is deployed but the Kilrathi aren't just going to sit around and let them do it...

### Disposition of Forces

- Pi Wing (VF-9/P)
- Sigma Wing (VF-9/R)
- Kilrathi Battle Group
  - *Gamorgin*-class Battleship x1
  - *Fralthi*-class Cruiser x2
  - *Targu*-class Frigate x3
  - *Dorkir*-class Transport x1
  - Kilrathi CAP

Encounter at Nav 1							
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs	Seven PCs	Eight PCs
<i>Arrows</i>	3 <i>Dralthi</i> , 1 <i>Salthi</i>	5 <i>Dralthi</i> , 1 <i>Salthi</i>	6 <i>Dralthi</i> , 2 <i>Salthi</i>	4 <i>Dralthi</i> , 7 <i>Salthi</i>	6 <i>Dralthi</i> , 7 <i>Salthi</i>	7 <i>Dralthi</i> , 8 <i>Salthi</i>	6 <i>Krant</i> , 5 <i>Dralthi</i>
<i>Scimitars</i>	4 <i>Krant</i> , 4 <i>Dralthi</i>	6 <i>Krant</i> , 6 <i>Dralthi</i>	8 <i>Krant</i> , 8 <i>Dralthi</i>	6 <i>Jalthi</i> , 2 <i>Gamora</i>	4 <i>Jalthi</i> , 7 <i>Gamora</i>	6 <i>Jalthi</i> , 6 <i>Gamora</i>	8 <i>Jalthi</i> , 5 <i>Gamora</i>
<i>Raptors</i>	7 <i>Gamora</i>	4 <i>Jalthi</i> , 4 <i>Gamora</i>	5 <i>Jalthi</i> , 6 <i>Gamora</i>	6 <i>Jalthi</i> , 8 <i>Gamora</i>	8 <i>Jalthi</i> , 8 <i>Gamora</i>	8 <i>Jalthi</i> , 8 <i>Gamora</i> , 3 <i>Krant</i> , 3 <i>Dralthi</i>	8 <i>Jalthi</i> , 8 <i>Gamora</i> , 6 <i>Krant</i> , 6 <i>Dralthi</i>
<i>Wildcats</i>	6 <i>Krant</i>	4 <i>Jalthi</i>	5 <i>Gamora</i> , 5 <i>Krant</i>	7 <i>Gamora</i> , 5 <i>Krant</i>	7 <i>Gamora</i> , 8 <i>Krant</i>	8 <i>Jalthi</i> , 2 <i>Gamora</i>	8 <i>Jalthi</i> , 4 <i>Gamora</i>

The GM should read the following text aloud: *As your nav computer clicks off for Nav 1, you see the planet Enyo ahead along with some of the Kilrathi gun emplacements hanging above the planet. Your radar lights up in a sea of red!!*

To succeed in the mission, twenty-five mines have to be deployed by the *Raptors* in a square pattern centered on the nav point, with one range increment between each mine (so the mines will be laid out over a nine-by-nine grid). To deploy a mine, a *Raptor* will need to move to the deployment point and simply "shoot" off a mine with a *Ballistics* Check. Failure of the Check simply means the mine didn't deploy properly; the *Raptor* may attempt to deploy the same mine in a subsequent round. The mines will not become active until after the last mine present has been deployed; they cannot be shot down but will not detonate should any craft approach too closely. For non-gridded combat, a *Raptor* may simply drop a mine as long as they did not drop one in the previous round.

Bear in mind that a *Raptor* may not shoot guns and drop mines in the same round.

Meanwhile, the Kilrathi will be engaging the combined wings. They'll fight with the escort wing for ten rounds, after which they'll switch targets over to the *Raptors*. The capships are there to entice the players into doing something stupid. They don't have to be destroyed to complete the mission; the characters can leave the area with them still intact and it won't make any difference in Mission 4 whether they're destroyed or not. They should be placed about 20,000 kilometers (twenty range units) away from the nav point during the initial portion of the encounter.

Nav 2 is 258,070 kilometers from Nav 1. *Vehicle Piloting* DCs will be at -9 and 26 fuel points will be expended in the transit regardless of the fighter type:

- *Arrows*: Time of transit - 13 min, 14 sec.
- *Scimitars*: Time of transit - 28 min, 40 sec.
- *Raptors*: Time of transit - 17 min, 12 sec.
- *Wildcats*: Time of transit - 20 min, 29 sec.

†The combined Pi and Sigma Wings will move at the speed of the slower set of fighters between them, if there are still forces present from both groups.

## Mission End (Nav 2)

Whether or not enough mines were deployed, it's time for the characters to head back to the boat.

Disposition of Forces

- Pi Wing (VF-9/P)
- Sigma Wing (VF-9/R)
- Enyo Task Force (2639/TF-3)

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

*LT Fielding: Hey, we've just got word from the brass: zero hour is forty-five minutes from now. You need to get on the deck and get to the ready room for briefing right away. You have priority clearance for landing.*

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 *Hōshō*, but there's not much point in doing that other than for flavor and for prolonging the mission. Once the characters are all on the deck, the GM may give whatever kind of improvised debriefing spiel they wish (as long as it's appropriate to the situation: positive for success, negative for failure).

The effects of success versus failure in this mission will be manifest in Mission 4, where the players will go from here regardless.

## Mission 3B: "Paint Your Wagon"

NOTE: If the players failed to bring home Alpha Flight in Mission 1, 2 Dralhti fighters should be added to all encounters in the remaining missions - this is meant to serve as a consequence of not having additional fighter support from the Oaxaca battle group available.

## Rosewater's Interlude

*Rosewater: Hey friend, what'll you have today? I've heard that whatever the brass has planned, it's gonna come down soon. Might as well load up now while you still have the opportunity, right? I'm still not sure about this plan they've got worked up, though. Mines are all well and good, but missiles are a lot more direct; quicker too, from what I understand.*

## Briefing

The GM will begin the mission by reading the following text aloud: *GM: Dateline 2639.038. It's zero hour and everyone knows it as Sieverts takes his place at the podium...*

*Sieverts: Alright people, today we implement Phase One of the plan, laying down a minefield near the Enyo terminus of the Enyo-Bellona in-system jump. Because we lost the transport convoy a few days ago, we're going to have to do it the old-fashioned way. A group of transports rendezvoused with us earlier this morning, and it will be their job to drop enough mines to lay down the field. Computer, display Pi. Pi Wing will consist of...*

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

*Sieverts: Pi Wing will be flying [Wildcats]. Your job will be to protect the transports from any enemy attack while they deploy their payloads. Pi will launch from Hōshō, rendezvous with the convoy once you're starborne and then escort it from the battle group's current position at Enyo Nav 1 to the target area near Enyo Nav 7. We would ordinarily just have the transports use the in-system jump between Bellona and Enyo but so far it appears the Cats are unaware of the jump point's existence and we're trying to keep it that way. Once there, the transports will proceed to deploy their payloads at pre-programmed locations. Once the job is done, you and the convoy will proceed back to Enyo Nav 1, cover the transports while they jump and then rendezvous with the rest of the combined strike force at the Bellona Refinery near Enyo Nav 6.*

*GM: The Colonel pauses for just a moment.*

*Sieverts: Gentlemen, I won't lie to you. The purpose of this operation is to bait the Kilrathi into drawing off enough of their forces so that our combined forces have a shot at taking out the gunships threatening Enyo's populace. You should expect to draw a lot of attention from the Cats on this mission; this is going to be a difficult hop. You've got to keep the transports alive long enough for them to do their job. Stay sharp out there. Squadron dismissed.*

## Mission Start

### Disposition of Forces

- Psi Wing (VF-9/W)
- Enyo Task Force (2639/TF-3)
  - Carrier Task Group 9
  - Carrier Task Group 11
    - CV-5 TCS *Furious* (Ranger-class Aerospace Plane Tender)
    - CS-68 TCS *Abingdon* (Exeter-class Destroyer)
    - CS-104 TCS *Basingstoke* (Exeter-class Destroyer)
    - DD-143 TCS *Corinth* (Durango-class Destroyer)
    - DD-24 TCS *La Paz* (Durango-class Destroyer)
    - DD-251 TCS *Calais* (Durango-class Destroyer)
    - AO-39 TCS *Spoetzl* (Drayman-class Transport)
  - Battleship Task Group 18 (present only if the players were successful in Mission 1)
    - BB-32 TCS *Oaxaca* (Texas-class Battleship)
    - CS-146 TCS *Albright* (Exeter-class Destroyer)
    - CS-236 TCS *Thatcher* (Exeter-class Destroyer)

- DD-487 TCS *Didymes* (Durango-class Destroyer)
- DD-167 TCS *Iqaluit* (Durango-class Destroyer)
- DD-136 TCS *Hermosillo* (Durango-class Destroyer)
- AO-178 TCS *Antrim* (Drayman-class Transport)
- Little Apple Convoy
  - *This group consists of whatever ships survived Mission 2.*
  - AO-666 TCS *Miller* (Drayman-class Transport)†

†TCS *Miller* is only present if none of the Little Apple Convoy survived Mission 2; it starts the mission with ¼ its normal AHP.

The GM should read the following text aloud: *LT Fielding: Pi and Little Apple Groups, be advised that we are picking up heavy Kilrathi activity between you and the target zone. Be careful out there.*

The strike group will be ambushed at a distance of 195,064 kilometers from the Task Force's initial position en route to the objective area. *Vehicle Piloting* DCs will be at -9, twenty fuel points will be expended and the group will travel at the speed of the transport(s) - 100 kps - so the transit will take 32 minutes and 31 seconds regardless of the fighter type.

## Ambush (Hidden Nav One)

Hey, why not.

Disposition of Forces

- Pi Wing (VF-9/P)
- Little Apple Convoy
- Kilrathi Ambush Group

Encounter at Ambush Point							
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs	Seven PCs	Eight PCs
<i>Arrows</i>	1 <i>Dralthi</i> , 1 <i>Salthi</i>	2 <i>Dralthi</i> , 1 <i>Salthi</i>	3 <i>Dralthi</i> , 1 <i>Salthi</i>	4 <i>Dralthi</i> , 1 <i>Salthi</i>	5 <i>Dralthi</i> , 1 <i>Salthi</i>	2 <i>Dralthi</i> , 6 <i>Salthi</i>	3 <i>Dralthi</i> , 6 <i>Salthi</i>
<i>Scimitars</i>	2 <i>Krant</i> , 2 <i>Dralthi</i>	3 <i>Krant</i> , 3 <i>Dralthi</i>	4 <i>Krant</i> , 4 <i>Dralthi</i>	5 <i>Krant</i> , 5 <i>Dralthi</i>	6 <i>Krant</i> , 6 <i>Dralthi</i>	7 <i>Krant</i> , 7 <i>Dralthi</i>	8 <i>Krant</i> , 8 <i>Dralthi</i>
<i>Raptors</i>	2 <i>Gamora</i> , 2 <i>Krant</i>	1 <i>Gamora</i> , 6 <i>Krant</i>	2 <i>Gamora</i> , 7 <i>Krant</i>	1 <i>Jalthi</i> , 7 <i>Gamora</i>	4 <i>Jalthi</i> , 4 <i>Gamora</i>	7 <i>Jalthi</i> , 1 <i>Gamora</i>	5 <i>Jalthi</i> , 6 <i>Gamora</i>
<i>Wildcats</i>	3 <i>Krant</i>	2 <i>Jalthi</i>	6 <i>Krant</i>	4 <i>Krant</i> , 6 <i>Dralthi</i>	4 <i>Jalthi</i>	7 <i>Krant</i> , 6 <i>Dralthi</i>	8 <i>Krant</i> , 7 <i>Dralthi</i>

The GM should read the following text aloud: *You're about halfway to the target area when your autopilot alarm sounds and red lights begin dotting your radar, indicating enemy forces **already on your tail!!***

The GM will then require all ships in Pi Wing and the convoy to make a *Technology* Check (for the transports, use the generic ship crew stats in the "Ugly" section and the end of this guidebook). Any Confederation craft that fails the Check will be subject to a surprise round against them. The enemy forces will be 6,000 kilometers behind the lead ship of Pi Wing.

This ambush is a warm-up to the big fight ahead. The heavier Kilrathi ship type encountered will go for the transports, while the lighter ships will engage Pi Wing. In the event that only a single fighter type is encountered, half of them (round up) will go for the transports instead. The Kilrathi forces will not withdraw from the engagement. The characters can fail the mission if all the transports are destroyed; the mission itself won't be scrubbed until they hit Nav 1, though, so they still will have the big fight ahead in any case.

Nav 1 is 195,064 kilometers ahead of the ambush point. *Vehicle Piloting* DCs will be at -9 and twenty fuel points will be expended in the transit regardless of the fighter type. The transit will take 32 minutes and 31 seconds if any of the transports survive the ambush, otherwise it will be dependent upon fighter type:

- *Arrows*: Time of transit - 10 min, 0 sec.
- *Scimitars*: Time of transit - 21 min, 40 sec.
- *Raptors*: Time of transit - 13 min, 0 sec.
- *Wildcats*: Time of transit - 15 min, 29 sec.

## Minefield (Nav 1)

The players have to make sure that the minefield is deployed but the Kilrathi aren't just going to sit around and let them do it...

Disposition of Forces

- Pi Wing (VF-9/P)
- Little Apple Convoy (consisting of whatever transports remain)
- Kilrathi Battle Group
  - *Gamorgin*-class Battleship x1
  - *Fralthi*-class Cruiser x2
  - *Targu*-class Frigate x3
  - *Dorkir*-class Transport x1
  - Kilrathi CAP

Encounter at Nav 1							
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs	Seven PCs	Eight PCs
<i>Arrows</i>	2 <i>Dralthi</i> , 3 <i>Salthi</i>	5 <i>Dralthi</i> , 2 <i>Salthi</i>	4 <i>Dralthi</i> , 6 <i>Salthi</i>	7 <i>Dralthi</i> , 5 <i>Salthi</i>	2 Waves of 5 <i>Dralthi</i> , 2 <i>Salthi</i> †	2 Waves of 3 <i>Dralthi</i> , 6 <i>Salthi</i> †	2 Waves of 4 <i>Dralthi</i> , 6 <i>Salthi</i> †
<i>Scimitars</i>	3 <i>Gamora</i> , 3 <i>Krant</i>	2 <i>Gamora</i> , 8 <i>Krant</i>	8 <i>Gamora</i> , 3 <i>Krant</i>	7 <i>Gamora</i> , 8 <i>Krant</i>	2 Waves of 2 <i>Gamora</i> , 8 <i>Krant</i> †	2 Waves of 6 <i>Gamora</i> , 4 <i>Krant</i> †	2 Waves of 8 <i>Gamora</i> , 3 <i>Krant</i> †
<i>Raptors</i>	3 <i>Jalthi</i> , 3 <i>Gamora</i>	5 <i>Jalthi</i> , 4 <i>Gamora</i>	5 <i>Jalthi</i> , 8 <i>Gamora</i>	8 <i>Jalthi</i> , 7 <i>Gamora</i>	2 Waves of 5 <i>Jalthi</i> , 4 <i>Gamora</i> †	2 Waves of 5 <i>Jalthi</i> , 6 <i>Gamora</i> †	2 Waves of 5 <i>Jalthi</i> , 8 <i>Gamora</i> †
<i>Wildcats</i>	5 <i>Krant</i> , 3 <i>Dralthi</i>	8 <i>Krant</i> , 4 <i>Dralthi</i>	2 Waves of 4 <i>Krant</i> , 5 <i>Dralthi</i> †	2 Waves of 8 <i>Krant</i> , 1 <i>Dralthi</i> †	2 Waves of 8 <i>Krant</i> , 4 <i>Dralthi</i> †	2 Waves of 8 <i>Krant</i> , 7 <i>Dralthi</i> †	3 Waves of 8 <i>Krant</i> , 2 <i>Dralthi</i> †

†For the indicated multi-wave encounters, GMs have the option to allow the waves to enter combat at any time of their choosing. This does include all at once, if the GM wishes to keep track of that many craft at the same time.

The GM should read the following text aloud: As your nav computer clicks off for Nav 1, you see the planet Enyo ahead along with some of the Kilrathi gun emplacements hanging above the planet. Your radar lights up in a sea of red!!

To succeed in the mission, twenty-five mines have to be deployed by the Raptors in a square pattern centered on the nav point, with one range increment between each mine (so the mines will be laid out over a nine-by-nine grid). To deploy a mine, the transport will need to move to the deployment point and simply "shoot" off a mine with a *Ballistics* Check. Failure of the Check simply means the mine didn't deploy properly; the transport may attempt to deploy the same mine in a subsequent round. Each transport is equipped with enough mines to do the job by itself (if necessary). The mines will not become active until after the last mine present has been deployed; they cannot be shot down but will not detonate should any craft approach too closely. For non-gridded combat, a transport may simply drop a mine as long as it did not drop a mine in the last round.

Meanwhile, the Kilrathi will be engaging the combined group. Heavier fighters present will target the transports while the lighter fighters will target the players. The capships are there to entice the players into doing something stupid. They don't have to be destroyed to win the mission; the characters can leave the area with them still intact and it won't make any difference in Mission 4 whether they're destroyed or not. They should be placed about 20,000 kilometers (twenty range units) away from the nav point during the initial portion of the encounter.

Bear in mind that a transport may not shoot guns and drop mines in the same round. Part of the increased difficulty of this mission over its counterpart is that the transports cannot travel as quickly as *Raptors*. The mission will be scrubbed if the last transport is destroyed before a sufficient number of mines are deployed.

If the mission isn't scrubbed, the group will get ambushed again on their way back to the Krieger jump point: the ambush point is 195,064 kilometers from Nav 1. *Vehicle Piloting* DCs will be at -9, twenty fuel points will be expended regardless of the fighter type, and the transit will take 32 minutes and 31 seconds. If the mission is scrubbed or in the event the last transport is destroyed after the mission is completed, the players will be able to fly directly to Nav 3 from Nav 1. Nav 3 is 258,070 kilometers from Nav 1. *Vehicle Piloting* DCs will be at -9 and 26 fuel points will be expended in the transit regardless of the fighter type:

- *Arrows*: Time of transit - 13 min, 14 sec.
- *Scimitars*: Time of transit - 28 min, 40 sec.
- *Raptors*: Time of transit - 17 min, 12 sec.
- *Wildcats*: Time of transit - 20 min, 29 sec.

## **Ambush (Hidden Nav Two)**

Here's one for the road - a penalty for failing Mission 2.

Disposition of Forces

- Pi Wing (VF-9/P)
- Little Apple Convoy (*consisting of whatever transports remain*)
- Kilrathi Ambush Group

Encounter at Ambush Point							
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs	Seven PCs	Eight PCs
<i>Arrows</i>	2 Salthi	1 Dralthi, 2 Salthi	1 Dralthi, 3 Salthi	2 Dralthi, 3 Salthi	2 Dralthi, 4 Salthi	3 Dralthi, 4 Salthi	3 Dralthi, 5 Salthi
<i>Scimitars</i>	6 Salthi	1 Dralthi, 8 Salthi	1 Dralthi, 5 Krant	3 Dralthi, 5 Krant	5 Dralthi, 5 Krant	6 Dralthi, 6 Krant	7 Dralthi, 7 Krant
<i>Raptors</i>	3 Gamora	3 Gamora, 5 Dralthi	4 Gamora, 5 Dralthi	5 Gamora, 6 Dralthi	6 Gamora, 7 Dralthi	7 Gamora, 8 Dralthi	6 Jalthi, 6 Dralthi
<i>Wildcats</i>	6 Salthi	6 Dralthi	5 Krant	3 Krant, 6 Dralthi	4 Krant, 6 Dralthi	4 Jalthi	2 Jalthi, 6 Krant

The GM should read the following text aloud: *You're a little bit past the halfway point to the Krieger jump point when your autopilot alarm sounds and red lights begin dotting your radar, indicating enemy forces **already on your tail!!!***

The GM will then require all craft in Pi Wing and the convoy to make a *Technology* Check. Any Confederation craft that fails the Check will be subject to a surprise round against them. The enemy forces will be 6,000 kilometers behind the lead fighter of Pi Wing.

This is a simple ambush - the Kilrathi are going to try to waste everybody in sight; they won't discriminate targets and they won't withdraw. At this point, the issue of whether or not the mission is successful has already been settled (i.e. the players can lose every last transport in this encounter and still be successful provided they established the minefield first).

Nav 2 is 195,064 kilometers ahead of the ambush point. *Vehicle Piloting* DCs will be at -9 and twenty fuel points will be expended in the transit regardless of the fighter type. The transit will take 32 minutes and 31 seconds if any of the transports survived; it otherwise will depend on the type of fighter flown:

- *Arrows*: Time of transit - 10 min, 0 sec.
- *Scimitars*: Time of transit - 21 min, 40 sec.
- *Raptors*: Time of transit - 13 min, 0 sec.
- *Wildcats*: Time of transit - 15 min, 29 sec.

## Jump Out (Nav 2)

Here's where we finally say good-bye to the Little Apple Convoy (if it's still around...).

Disposition of Forces

- Pi Wing (VF-9/P)
- Little Apple Convoy (*This group consists of whatever transports remain*)

The GM should read the following text aloud: *Your nav computer clicks off for Nav 2. The region near the jump sphere is clear; you've lucked out for once.*

There are no planned messages at this point. The GM may improvise a message from the convoy to Pi if they wish - something like "thanks for the escort" if most of the transports are still there or "thanks for nothing" if most aren't.

The GM does have the option of requiring the players to wait for the transports to fly to the jump point and actually jump out, but there's not much point in doing that other than for flavor and for prolonging the mission.

Nav 3 is 228,035 kilometers from Nav 2. *Vehicle Piloting* DCs will be at -9 and 23 fuel points will be expended in the transit regardless of the fighter type:

- *Arrows*: Time of transit - 11 min, 42 sec.
- *Scimitars*: Time of transit - 25 min, 20 sec.
- *Raptors*: Time of transit - 15 min, 12 sec.
- *Wildcats*: Time of transit - 18 min, 6 sec.

## Mission End (Nav 3)

Whether or not the minefield was established, it's time for the characters to head back to the boat.

Disposition of Forces

- Pi Wing (VF-9/P)
- Enyo Task Force (2639/TF-3)

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

*LT Fielding: Hey, we've just got word from the brass: zero hour is forty-five minutes from now. You need to get on the deck and get to the ready room for briefing right away. You have priority clearance for landing.*

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 has the option of requiring the players to fly to *Hōshō*, but there's not much point in doing that other than for flavor and for prolonging the mission. Once the characters are all on the deck, the GM may give whatever kind of improvised debriefing spiel they wish (as long as it's appropriate to the situation: positive for success, negative for failure).

The effects of success versus failure in this mission will be made manifest in Mission 4, where the players will go from here regardless of this mission's outcome.

## Mission 4: "Magnum Force"

NOTE: Should one of the players be playing as the character of Joseph Khumalo or should he be present in the engagement (and he should be present at least), it's important that he be teamed up with Captain Álvarez - this is intended to be the mission wherein he earns his permanent callsign, Knight (specifically, it's intended that he earns it sometime during the final encounter).

For reference, here's the story from *Claw Marks*, with Khumalo himself talking: "I got my nickname in the Enyo Engagement. The Kilrathi were swarming like flies. I was a second looie assigned as wingman to Captain Maria 'la Doña' Álvarez. We were hugging the deck of this transport and

strafing it, did a tight turn going from its back to its belly, and ran right through a swarm of fighters headed the other way. And defensive maneuvering in those quarters would've cut me off from la Doña, so I just fired as fast as I could, and got lucky: I was an ace coming out of that pack, and had picked off a couple of fighters going after my wingleader. La Doña put on her thickest accent and said, 'Ooh, eet's my White Knight,' and the name stuck."

## Rosewater's Interlude

*Rosewater: Hey, what in the hell are you doing here? Bar's closed. You're supposed to be in the ready room; I heard Fielding tell you that loud and clear over the radio, idiot. So what are you standing around for? Get going already!*

## Briefing

The GM will begin the mission by reading the following text aloud: *GM: Dateline 2639.038. Hōshō's General Quarters klaxon is already blaring...*

If the players failed either 3A or 3B, read the following text aloud: *Sieverts: Alright folks, it's time for the big show. Because we didn't get enough mines deployed to establish a proper field, the Cat gunships are still going to be fairly well defended. That can't be helped at this point: they know we're here and at this point it's either them or us. We can only hope we inflict enough damage on them before they start bombarding the surface.*

If the players were successful in either 3A or 3B, read the following text aloud: *Sieverts: Alright folks, it's time for the big show. Because we were able to establish our minefield, we've been able to separate the orbital gunships from the bulk of their escorts and we have a fighting chance of taking them out before they can inflict significant damage on the planet's surface.*

In both cases, continue here: *Sieverts: Our mission objectives for this hop are straight-forward: we are going to take out the gunships threatening the colony. Computer, display Iota. Iota Wing, a group of [Scimitars] will consist of...*

At this point the Colonel will list off the callsigns of the player characters; if Sieverts is amongst the players, he'll simply refer to "myself".

Read this briefing text first if the *Raptors* are chosen for the mission *Sieverts: Iota will be flying Raptors for this hop. The techies obviously haven't had time to reconfigure your craft for missiles yet, so Iota will be going out with mines once more.*

In all cases, continue here. *LCOL Blakely: Iota will launch from Hōshō and travel to these three pre-programmed Nav Points, where the enemy gunships are located. Eliminate the gunships and move on to the next target as quickly as possible. The Cats are going to throw as much as they can your way. Try not to get bogged down in a dogfight if at all possible: the longer it takes us to take out those gunships, the more innocent lives will be lost down on the surface. Fly sharp. Pilots, man your planes; Dismissed!!*

*GM: Sieverts leaves hurriedly as the pilots of Iota Wing make their way to their planes, launching right into an ongoing maelstrom of weapons fire...*

# Mission Start

## Disposition of Forces

- Iota Wing (VF-9/I)
- Enyo Task Force (2639/TF-3)
  - Carrier Task Group 9
  - Carrier Task Group 11
  - Battleship Task Group 18 (*This group is present only if the players were successful in Mission 1*)
- Kilrathi Battle Group
  - *Gamorgin*-class Battleship x1
  - *Fralthi*-class Cruiser x2†
  - *Targu*-class Frigate x3†
  - *Dorkir*-class Transport x1†

† These ships are only present if the players failed Mission 3A or 3B.

The GM should read the following text aloud: *Fielding comes on the comm almost as soon as you clear the tube.*

*LT Fielding: Iota Wing, we practically jumped on top of one of the gunships. Brass wants you to help us take it out before you head to your next set of objectives. We've managed to take this group by surprise so they don't have fighters out; I wouldn't count on being so lucky at the other Nav points. Good luck, Iota!*

As Fielding said, there are no Kilrathi fighters in this encounter, just the capship(s). The Task Force will lend assistance to Iota in destroying this group. The target is the *Gamorgin*; once it's destroyed, the characters may move on to Nav 1.

A key element of this mission will be the "body count". Here's how it works: After the players launch or arrive at the next Nav Point, they have fifteen rounds to take out the primary target(s) at the encounter point. For every round over the fifteen round limit until the target is destroyed, the GM will roll 1d% for each remaining target in the mission (5d% for this encounter) and multiply the result by ten. The result is added to the body count - the number of innocent civilians who lost their lives that round due to orbital bombardment. Once the target is destroyed, the GM will stop rolling for body count. The body count accumulates with each subsequent encounter.

Nav 1 is 100,000 kilometers from the mission start point. *Vehicle Piloting* DCs will be at -9 and ten fuel points will be expended in the transit regardless of the fighter type:

- *Arrows*: Time of transit - 5 min, 8 sec.
- *Scimitars*: Time of transit - 11 min, 7 sec.
- *Raptors*: Time of transit - 6 min, 40 sec.
- *Wildcats*: Time of transit - 7 min, 56 sec.

## Gunship One (Nav I)

The characters take the next step towards liberating Enyo on their own.

### Disposition of Forces

- Iota Wing (VF-9/I)
- Kilrathi Battle Group
  - *Gamorgin*-class Battleship x1
  - *Ralari*-class Destroyer x2†
  - *Targu*-class Frigate x2

† These ships are only present if the players failed Mission 3A or 3B.

- Kilrathi BarCAP

Encounter at Nav 1							
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs	Seven PCs	Eight PCs
<i>Arrows</i>	1 <i>Dralthi</i> , 1 <i>Salthi</i>	2 <i>Dralthi</i> , 1 <i>Salthi</i>	3 <i>Dralthi</i> , 1 <i>Salthi</i>	4 <i>Dralthi</i> , 1 <i>Salthi</i>	5 <i>Dralthi</i> , 1 <i>Salthi</i>	2 <i>Dralthi</i> , 6 <i>Salthi</i>	3 <i>Dralthi</i> , 6 <i>Salthi</i>
<i>Scimitars</i>	2 <i>Krant</i> , 2 <i>Dralthi</i>	3 <i>Krant</i> , 3 <i>Dralthi</i>	4 <i>Krant</i> , 4 <i>Dralthi</i>	5 <i>Krant</i> , 5 <i>Dralthi</i>	6 <i>Krant</i> , 6 <i>Dralthi</i>	7 <i>Krant</i> , 7 <i>Dralthi</i>	8 <i>Krant</i> , 8 <i>Dralthi</i>
<i>Raptors</i>	2 <i>Gamora</i> , 2 <i>Krant</i>	1 <i>Gamora</i> , 6 <i>Krant</i>	2 <i>Gamora</i> , 7 <i>Krant</i>	1 <i>Jalthi</i> , 7 <i>Gamora</i>	4 <i>Jalthi</i> , 4 <i>Gamora</i>	7 <i>Jalthi</i> , 1 <i>Gamora</i>	5 <i>Jalthi</i> , 6 <i>Gamora</i>
<i>Wildcats</i>	3 <i>Krant</i>	2 <i>Jalthi</i>	6 <i>Krant</i>	4 <i>Krant</i> , 6 <i>Dralthi</i>	4 <i>Jalthi</i>	7 <i>Krant</i> , 6 <i>Dralthi</i>	8 <i>Krant</i> , 7 <i>Dralthi</i>

The GM should read the following text aloud: *Your nav computer clicks off for Nav 1 and you can see your target directly ahead, 15,000 kilometers and closing.*

The target is once again the *Gamorgin*. Any body count rolls for this encounter use 4d%. The characters may move to the next nav point once the *Gamorgin* is destroyed. Since they're the only targets present, all Kilrathi fighters will focus on eliminating the players.

Nav 2 is 100,000 kilometers from Nav 1. *Vehicle Piloting* DCs will be at -9 and ten fuel points will be expended in the transit regardless of the fighter type:

- *Arrows*: Time of transit - 5 min, 8 sec.
- *Scimitars*: Time of transit - 11 min, 7 sec.
- *Raptors*: Time of transit - 6 min, 40 sec.
- *Wildcats*: Time of transit - 7 min, 56 sec.

## Gunship Two (Nav 2)

A tougher fight, but the characters at least have a little bit of help with this one.

### Disposition of Forces

- Iota Wing (VF-9/I)
- Carrier Task Group 11 (*Consisting of whatever ships survived the encounter at the Mission Start point*).
- Kilrathi Task Group
  - *Gamorgin*-class Battleship x1
  - *Fralthi*-class Cruiser x2†
  - *Targu*-class Frigate x3†
  - *Dorkir*-class Transport

† These ships are only present if the players failed Mission 3A or 3B.

- Kilrathi BarCAP

Encounter at Nav 2							
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs	Seven PCs	Eight PCs
<i>Arrows</i>	1 <i>Gamora</i> , 1 <i>Salthi</i>	1 <i>Gamora</i> , 2 <i>Salthi</i>	2 <i>Gamora</i>	1 <i>Gamora</i> , 4 <i>Salthi</i>	2 <i>Gamora</i> , 2 <i>Salthi</i>	3 <i>Gamora</i>	3 <i>Gamora</i> , 4 <i>Salthi</i>
<i>Scimitars</i>	2 <i>Gamora</i> , 2 <i>Salthi</i>	3 <i>Gamora</i> , 2 <i>Salthi</i>	4 <i>Gamora</i> , 2 <i>Salthi</i>	4 <i>Gamora</i> , 3 <i>Dralthi</i>	5 <i>Gamora</i> , 3 <i>Dralthi</i>	5 <i>Gamora</i> , 6 <i>Dralthi</i>	5 <i>Gamora</i> , 8 <i>Dralthi</i>
<i>Raptors</i>	3 <i>Gamora</i> , 1 <i>Krant</i>	5 <i>Gamora</i>	2 <i>Jalthi</i> , 2 <i>Gamora</i>	5 <i>Jalthi</i>	6 <i>Jalthi</i>	7 <i>Jalthi</i>	7 <i>Jalthi</i> , 5 <i>Salthi</i>
<i>Wildcats</i>	2 <i>Gamora</i> , 2 <i>Salthi</i>	3 <i>Gamora</i> , 1 <i>Salthi</i>	4 <i>Gamora</i> , 1 <i>Salthi</i>	4 <i>Gamora</i> , 4 <i>Salthi</i>	6 <i>Gamora</i>	7 <i>Gamora</i>	8 <i>Gamora</i>

The GM should read the following text aloud: As your nav computer clicks off for Nav 2, your radar lights up with multiple red dots. You can see the next target 15,000 kilometers directly ahead!!

The target is once again the *Gamorgin*. Any body count rolls for this encounter use 3d%. The characters may move on to the next nav point once the *Gamorgin* is destroyed. Half (round up) of the Kilrathi fighters will target the Confederation Task Group while the other engages the players; lighter fighters will generally accompany the group attacking the characters. The Confederation Task Group, meanwhile, will close with the *Gamorgin* and try to destroy it, engaging any escorts as the group advances.

Should TCS Furious be destroyed, the GM may either say that Captain Tolwyn was off the ship for some reason or mention his demise (and worry about the subsequent paradox that will engulf the entire Wing Commander universe later.....)

Nav 3 is 100,000 kilometers from Nav 2. *Vehicle Piloting* DCs will be at -9 and ten fuel points will be expended in the transit regardless of the fighter type:

- *Arrows*: Time of transit - 5 min, 8 sec.
- *Scimitars*: Time of transit - 11 min, 7 sec.
- *Raptors*: Time of transit - 6 min, 40 sec.
- *Wildcats*: Time of transit - 7 min, 56 sec.

## Gunships Three and Four (Nav 3)

Where the players have a chance to seriously set back the enemy's efforts and end the Kilrathi occupation of the system. This one's the campaign's big tamale, and there's an opportunity for the players to see a minor piece of Wing Commander history here.

### Disposition of Forces

- Iota Wing (VF-9/I)
- Battleship Task Group 18 (*present only if the players were successful in Mission 1 and consisting of whatever ships survived the initial encounter*)
- Kilrathi Battle Group
  - *Gamorgin*-class Battleship x1
  - *Fralthi*-class Cruiser x2†
  - *Ralari*-class Destroyer x1
  - *Ralari*-class Destroyer x2†
  - *Dorkir*-class Transport x1

† These ships are only present if the players failed Mission 3A or 3B.

- Kilrathi Battle Group
  - *Sivar*-class Dreadnought x1
  - *Fralthi*-class Cruiser x1
  - *Fralthi*-class Cruiser x1†
  - *Targu*-class Frigate x3
  - *Targu*-class Frigate x3†
  - *Dorkir*-class Transport

† These ships are only present if the players failed Mission 3A or 3B.

- Kilrathi Battle Group (present only if the players failed Mission 3A or 3B)
  - *Snakeir*-class Carrier x1
  - *Fralthi*-class Cruiser x2
  - *Ralari*-class Cruiser x3
  - *Dorkir*-class Transport x1
- Kilrathi BarCAP Fighters

Encounter at Nav 3							
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs	Seven PCs	Eight PCs
<b>Arrows</b>	2 <i>Dralthi</i> , 3 <i>Salthi</i>	5 <i>Dralthi</i> , 2 <i>Salthi</i>	4 <i>Dralthi</i> , 6 <i>Salthi</i>	7 <i>Dralthi</i> , 5 <i>Salthi</i>	2 Waves of 5 <i>Dralthi</i> , 2 <i>Salthi</i> †	2 Waves of 3 <i>Dralthi</i> , 6 <i>Salthi</i> †	2 Waves of 4 <i>Dralthi</i> , 6 <i>Salthi</i> †
<b>Scimitars</b>	3 <i>Gamora</i> , 3 <i>Krant</i>	2 <i>Gamora</i> , 8 <i>Krant</i>	8 <i>Gamora</i> , 3 <i>Krant</i>	7 <i>Gamora</i> , 8 <i>Krant</i>	2 Waves of 2 <i>Gamora</i> , 8 <i>Krant</i> †	2 Waves of 6 <i>Gamora</i> , 4 <i>Krant</i> †	2 Waves of 8 <i>Gamora</i> , 3 <i>Krant</i> †
<b>Raptors</b>	3 <i>Jalthi</i> , 3 <i>Gamora</i>	5 <i>Jalthi</i> , 4 <i>Gamora</i>	5 <i>Jalthi</i> , 8 <i>Gamora</i>	8 <i>Jalthi</i> , 7 <i>Gamora</i>	2 Waves of 5 <i>Jalthi</i> , 4 <i>Gamora</i> †	2 Waves of 5 <i>Jalthi</i> , 6 <i>Gamora</i> †	2 Waves of 5 <i>Jalthi</i> , 8 <i>Gamora</i> †
<b>Wildcats</b>	5 <i>Krant</i> , 3 <i>Dralthi</i>	8 <i>Krant</i> , 4 <i>Dralthi</i>	2 Waves of 4 <i>Krant</i> , 5 <i>Dralthi</i> †	2 Waves of 8 <i>Krant</i> , 1 <i>Dralthi</i> †	2 Waves of 8 <i>Krant</i> , 4 <i>Dralthi</i> †	2 Waves of 8 <i>Krant</i> , 7 <i>Dralthi</i> †	3 Waves of 8 <i>Krant</i> , 2 <i>Dralthi</i> †

†For the indicated multi-wave encounters, GMs have the option to allow the waves to enter combat at any time of their choosing. This does include all at once, if the GM wishes to keep track of that many craft at the same time.

The GM should read the following text aloud: *You spot a massive Kilrathi task force well before your radar lights up. Your final targets are directly ahead, with Kilrathi fighters heading in to intercept you!!*

The targets in this encounter are the *Sivar* and the *Gamorgin*; both ships must be destroyed to stop the body count. All body count rolls for this encounter use 2d%; this will be used even when one of the two targets has been destroyed. The players may head on to the mission end point once the two targets are gone. Provided it's present, half (round up) of the Kilrathi fighters will target the Confederation Battleship Group while the other half engages the characters; lighter fighters will generally accompany the group attacking the characters. The battleship group, meanwhile, will close with the *Gamorgin* first and try to destroy it, followed by an attempt to destroy the *Sivar*, engaging any escorts as the group advances. Should the battleship group not be present, all Kilrathi fighters will engage the characters, with the targets and their escorts doing likewise...

*Hōshō* is 100,000 kilometers from Nav 3. *Vehicle Piloting* DCs will be at -9 and ten fuel points will be expended in the transit regardless of the fighter type:

- *Arrows*: Time of transit - 5 min, 8 sec.
- *Scimitars*: Time of transit - 11 min, 7 sec.
- *Raptors*: Time of transit - 6 min, 40 sec.
- *Wildcats*: Time of transit - 7 min, 56 sec.

## **Mission End (Nav 4)**

Where we learn the final body count and whether or not the characters have saved enough hostages to matter or not...

Disposition of Forces:

- Iota Wing (VF-9/I)
- Enyo Task Force (2639/TF-3) (consisting of all ships that survived the various encounters).

The GM should read the following text aloud: *As the ships of Hōshō's Task Group come back into sight, you receive a hail from Lieutenant Fielding.*

*LT Fielding: Good to see you again, Psi Wing. Sounds like you had one hell of a fight out there. We got the gunships...*

If the body count is greater than 125,000, continue here: *...but it looks like the Cats managed to wipe out more than half the planet's populace before they croaked; a lot of good folks died today. The brass isn't going to be happy.*

If the body count is between 50,000 and 125,000, continue here: *...but it looks like the Cats have taken out more than twenty percent of the planet's populace. Fleet planners would call those "unacceptable losses".*

If the body count is between 25,000 and 50,000, continue here: *...and while the Cats manage to tear up a fair amount of real estate the damage doesn't appear to be that severe; best we could've hoped for given the circumstances, I suppose.*

If the body count is less than 25,000, continue here: ...and it looks like the Cats only affected minimal damage to the planet; I'd call that a miracle, personally.

In all cases, finish up here: In any case, we've got a lot of mop-up work to do and it looks like we're in for a pounding match. Come on in; I'm sure you will all have more flying to do before the day is out.

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 characters to fly to *Hōshō*, but there's not much point in doing that other than for flavor and for prolonging the mission. Once the characters are all on the deck, the GM may give whatever kind of improvised debriefing spiel they wish (as long as it's appropriate to the situation: positive for success, negative for failure).

The final mission of the campaign to which the players will go depends on the final body count. If less than 50,000 people died on Enyo, the players will get to chase the Kilrathi from the system in Mission 5A; otherwise they will be the ones being chased out of the system in Mission 5B.

## **Mission 5A: "Space Cowboys"**

### **Rosewater's Interlude**

*Rosewater: Hey there; it's been a couple of days since I saw you last. Sorry about my temper; things were getting pretty thick. I hear we've kicked the Cats off of Enyo. That's good, but I still can't help but think about my friends back there; I still haven't heard from any of them. Scuttlebutt is that the Cats jacked up all the comm lines, so I'm holding out hope they're still okay. Listen to me, being all down about everything. How's a pilot supposed to enjoy a good drink with a sullen bartender around? Here, have one on the house. You've definitely earned it...*

### **Briefing**

The GM will begin the mission by reading the following text aloud: GM: Dateline 2639.040. The fighting over the last few days has been intense, and the fatigue in Blue Meanie Squadron's ready room is palpable as Lt. Colonel Blakely takes the podium.

*Sieverts: Well people, I have some good news. Despite our losses over the last few days, Intel reports that the Kilrathi are getting ready to abandon the system. We've completed our operational goals and we've been instructed to ensure the door hits the Cats on their collective asses on their way out. Computer, display Omega. Omega Wing will consist of...*

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

*Sieverts: Omega will be flying [Scimitars] for this hop. The Cats will have to pass through the McAuliffe system before they reach their home territory. Our forces have been harassing the Cats in McAuliffe these past few days and if the Cats were to arrive there without sufficient fuel or supplies, it may be possible for our forces there to wipe out the remaining ships, dealing the Kilrathi a major blow. So, your job will be to go after the retreating enemy supply train. Omega will launch from*

Hōshō, currently near planet Enyo at Enyo Nav 7, and will head towards the enemy convoy currently making its way to the McAuliffe jump point at Enyo Nav 4. Once you spot the convoy, take out as many of the transports as you can. Bear in mind that there is an asteroid field at Nav 4; while the rocks may damage the ships of the convoy as easily as your weapons, you'll probably want to try and engage the convoy before reaching the field. Once the convoy is destroyed or has left the system, you'll return to Hōshō at Nav 7 and take out any stragglers you may encounter along the way. Good luck, good hunting and let's everyone come home. Squadron dismissed.

## Mission Start

Disposition of Forces

- Omega Wing (VF-9/X)
- Carrier Task Group 9
  - CV-4 TCS *Hōshō* (Ranger-class Aerospace Plane Tender)
  - CS-140 TCS *Meir* (Exeter-class Destroyer)
  - DD-276 TCS *Delphi* (Durango-class Destroyer)
  - DD-99 TCS *Lviv* (Durango-class Destroyer)
  - AO-880 TCS *Covenant* (Drayman-class Transport)

The GM should read the following text aloud: *Fielding comes on the comm lines as soon as you launch.*

*LT Fielding: Omega, there's some Cat chatter on the comms. There might be a target of opportunity at the jump point, so there's been a quick change of plans - you're to proceed to the McAuliffe jump point even if you should happen to run into the convoy en route. Good hunting out there.*

The players will find a few stragglers 70,401 kilometers outbound from *Hōshō*. *Vehicle Piloting* DCs will be at -9 and seven fuel points will be expended in the transit regardless of the fighter type:

- *Arrows*: Time of transit - 3 min, 37 sec.
- *Scimitars*: Time of transit - 7 min, 49 sec.
- *Raptors*: Time of transit - 4 min, 42 sec.
- *Wildcats*: Time of transit - 5 min, 35 sec.

## Stragglers (Hidden Nav I)

Because it's about damn time the players were the ones doing the ambushing...

Disposition of Forces:

- Omega Wing (VF-9/X)
- Kilrathi Transport Group
  - *Dorkir*-class Transport x2
  - Escorting Kilrathi Fighters

Encounter at Ambush Point							
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs	Seven PCs	Eight PCs
<i>Arrows</i>	1 <i>Krant</i>	2 <i>Krant</i>	2 <i>Krant</i>	3 <i>Krant</i>	3 <i>Krant</i>	4 <i>Krant</i>	4 <i>Krant</i>
<i>Scimitars</i>	1 <i>Krant</i>	2 <i>Krant</i>	2 <i>Krant</i>	3 <i>Krant</i>	3 <i>Krant</i>	4 <i>Krant</i>	4 <i>Krant</i>
<i>Raptors</i>	1 <i>Krant</i>	2 <i>Krant</i>	2 <i>Krant</i>	3 <i>Krant</i>	3 <i>Krant</i>	4 <i>Krant</i>	4 <i>Krant</i>
<i>Wildcats</i>	1 <i>Krant</i>	2 <i>Krant</i>	2 <i>Krant</i>	3 <i>Krant</i>	3 <i>Krant</i>	4 <i>Krant</i>	4 <i>Krant</i>

The GM should read the following text aloud: *You're about halfway to the target zone when red lights begin dotting your radar. You're picking up enemy forces ahead but it seems that **you've caught a few of them unaware!!***

The GM will then roll *Technology* Checks for all Kilrathi craft in the group. Any craft that fails the Check will be subject to a surprise round against them. The players will be 6,000 kilometers behind the lead ship in the Kilrathi group.

This is a straightforward engagement. The transports will make best speed towards the nav point and attempt to disengage while their escorts will hang back to deal with the characters. The characters may move on when all Kilrathi forces have been destroyed.

The target convoy is another 70,401 kilometers from the intercept point. *Vehicle Piloting* DCs will be at -9 and seven fuel points will be expended in the transit regardless of the fighter type:

- *Arrows*: Time of transit - 3 min, 37 sec.
- *Scimitars*: Time of transit - 7 min, 49 sec.
- *Raptors*: Time of transit - 4 min, 42 sec.
- *Wildcats*: Time of transit - 5 min, 35 sec.

## Objective One (Nav 1)

Also known as the Great Enyo Turkey Shoot.

Disposition of Forces:

- Omega Wing (VF-9/X)
- Kilrathi Convoy Group
  - *Targu*-class Frigate x2
  - *Dorkir*-class Transport x4
  - Escorting Kilrathi Fighters

Encounter at Nav 1							
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs	Seven PCs	Eight PCs
<i>Arrows</i>	1 <i>Salthi</i>	1 <i>Salthi</i>	1 <i>Dralthi</i>	1 <i>Dralthi</i>	1 <i>Dralthi</i> , 1 <i>Salthi</i>	1 <i>Dralthi</i> , 1 <i>Salthi</i>	3 <i>Salthi</i>
<i>Scimitars</i>	2 <i>Salthi</i>	3 <i>Salthi</i>	4 <i>Salthi</i>	5 <i>Salthi</i>	6 <i>Salthi</i>	7 <i>Salthi</i>	8 <i>Salthi</i>
<i>Raptors</i>	1 <i>Gamora</i>	1 <i>Krant</i> , 1 <i>Dralthi</i>	2 <i>Gamora</i>	3 <i>Krant</i> , 1 <i>Dralthi</i>	3 <i>Gamora</i>	7 <i>Dralthi</i> , 2 <i>Salthi</i>	4 <i>Gamora</i>
<i>Wildcats</i>	2 <i>Salthi</i>	3 <i>Salthi</i>	3 <i>Dralthi</i>	5 <i>Salthi</i>	2 <i>Krant</i> , 1 <i>Dralthi</i>	5 <i>Dralthi</i>	2 <i>Dralthi</i> , 5 <i>Salthi</i>

The GM should read the following text aloud: *About halfway to Nav 1, your radar begins registering enemy contacts. You can see your quarry 10,000 kilometers directly ahead.*

The Kilrathi are mainly interested in getting the transports away, so the two Frigates will hang back along with the escorting fighters to engage the characters, while the transports attempt to disengage from the combat zone. Any transport that does disengage will be encountered at the next Nav Point; this will alert the Kilrathi carrier awaiting their arrival that the characters are coming, which will make that encounter a lot harder. For the mission to succeed, the characters need only to destroy the four transports.

Nav 2 is 140,802 kilometers from the convoy's location. *Vehicle Piloting DCs* will be at -9 and fifteen fuel points will be expended in the transit regardless of the fighter type:

- *Arrows*: Time of transit - 7 min, 13 sec.
- *Scimitars*: Time of transit - 15 min, 39 sec.
- *Raptors*: Time of transit - 9 min, 23 sec.
- *Wildcats*: Time of transit - 11 min, 10 sec.

## Objective Two (Nav 2)

Those Kilrathi fighters were going to have to land somewhere...

Disposition of Forces:

- Omega Wing (VF-9/X)
- Kilrathi Battle Group
  - *Snakeir*-class Carrier x1
  - *Ralari*-class Destroyer x1
  - *Targu*-class Frigate x1
- Kilrathi Convoy Group (consisting of any transports that survived the previous encounter)
- Escorting Kilrathi Fighters†

Encounter at Nav 1							
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs	Seven PCs	Eight PCs
<i>Arrows</i>	1 <i>Dralthi</i>	2 <i>Salthi</i>	3 <i>Salthi</i>	2 <i>Salthi</i> , 1 <i>Dralthi</i>	4 <i>Salthi</i>	5 <i>Salthi</i>	6 <i>Salthi</i>
<i>Scimitars</i>	3 <i>Dralthi</i>	6 <i>Salthi</i>	6 <i>Dralthi</i>	8 <i>Dralthi</i>	5 <i>Krant</i> , 1 <i>Salthi</i>	6 <i>Krant</i> , 1 <i>Salthi</i>	7 <i>Krant</i> , 1 <i>Salthi</i>
<i>Raptors</i>	2 <i>Krant</i> , 2 <i>Salthi</i>	3 <i>Krant</i> , 3 <i>Salthi</i>	4 <i>Krant</i> , 4 <i>Salthi</i>	5 <i>Krant</i> , 5 <i>Salthi</i>	6 <i>Krant</i> , 6 <i>Salthi</i>	7 <i>Krant</i> , 7 <i>Salthi</i>	8 <i>Krant</i> , 8 <i>Salthi</i>
<i>Wildcats</i>	3 <i>Dralthi</i>	3 <i>Dralthi</i> , 2 <i>Salthi</i>	6 <i>Dralthi</i>	6 <i>Dralthi</i> , 2 <i>Salthi</i>	5 <i>Krant</i>	6 <i>Krant</i>	7 <i>Krant</i>

† The fighters will only be present if any ship from the Kilrathi Convoy Group survived the previous encounter.

The GM should read the following text aloud: As your nav computer clicks off for Nav 1 and the first errant pieces of space junk start flying by, your radar registers enemy contacts, capships by the look of them!!

The Kilrathi Battle Group is awaiting the arrival of the Kilrathi Convoy Group and their plan is to leave the system as soon as the Convoy Group jumps; the carrier is there to pick up their escorts. The only way they'll know about the approach of the characters is if they are warned by any of the retreating transports. Once the characters have arrived, the battle group will begin moving to the jump point, with any surviving transports jumping out first (which will cause a mission fail), followed by the frigate, then the *Ralari* and finally the carrier. The characters do not have to destroy the ships of the battle group to complete the mission but it may earn them some brownie points if they do. Bear in mind that this entire encounter is taking place inside an asteroid field.

*Hōshō* is 281,603 kilometers from Nav 1. *Vehicle Piloting* DCs will be at -9 and 29 fuel points will be expended in the transit regardless of the fighter type:

- *Arrows*: Time of transit - 14 min, 26 sec.
- *Scimitars*: Time of transit - 31 min, 17 sec.
- *Raptors*: Time of transit - 18 min, 46 sec.
- *Wildcats*: Time of transit - 22 min, 21 sec.

## Mission End (Nav 3)

Win or lose, it's time to call it a campaign.

Disposition of Forces:

- Omega Wing (VF-9/X)
- Carrier Task Group 9

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

If the players didn't destroy all four transports, read the following text aloud. *LT Fielding: Welcome back, Omega. I guess the escorts were a bit thicker than the Brass thought when they planned this shindig, huh?*

If the players destroyed all the transports, read the following text aloud. *LT Fielding: Welcome back, Omega. Nice shooting out there; the Cats are gonna be hating life without the supplies those transports were carrying.*

If the players destroyed any of the other enemy capships, read the following text aloud. *LT Fielding: Taking out those warships probably won't make their brass particularly happy, either. Way to put a knot in their tails.*

In all cases, read the following text aloud. *LT Fielding: We've got word from McAuliffe that our forces there have started mopping up what's left of the party we've been having here. We'll likely be headed that way next to assist. In any case, you've done good today. Board's green: bring 'em on in, Omega.*

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 *Hōshō*, but there's not much point in doing that other than for flavor and for prolonging the mission. Once the characters are all on the deck, the GM may give whatever kind of improvised debriefing spiel they wish (which should be generally positive in this case, win or lose; the players have won the campaign and have helped liberate Enyo, after all).

The GM should read the following text aloud after their debriefing: *Meanwhile...in the McAuliffe system, Confederation forces find the remnants of the Kilrathi invasion fleet out of fuel and stranded. Rather than face capture, the Kilrathi commander orders his kil to commit zuk'hara, their ships set to auto-destruct...*

# Mission 5B: "The Gauntlet"

## Rosewater's Interlude

*Rosewater: Hey there. It's been a couple of days since I saw you last; sorry about my temper. Things were getting pretty thick. I just wish we could've done more good these last couple of days. Lot of good folks are dead and if the rumors I hear are true, we're gonna have to leave the rest of them to their fate. Some fate, being left in the hands of the Cats...*

## Briefing

The GM will begin the mission by reading the following text: *GM: Dateline 2639.040. The fighting over the last few days has been intense and the fatigue in Blue Meanie Squadron's ready room is palpable as Lt. Colonel Blakely takes the podium.*

*Sieverts: Well people, I have bad news: we've received word from a picket in the McAuliffe system that the Kilrathi are bringing in a massive resupply and reinforcement fleet; it's headed straight for this system. There's not enough time for our forces to pull enough reinforcements from the front lines to face this new group and given the losses we've sustained, we've been ordered to fall back to the Proxima system. The Cats win this round; if any of you had friends or love ones living on Enyo, I can only offer you my condolences for now. Right now, we have to focus on getting what's left of the battle group out of the combat zone. Computer, display Phi. Phi Wing will consist of...*

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

*Sieverts: Phi will be flying [Arrows] for this hop. The mission's straight-forward: watch the battle group's back as it makes its way directly to the Proxima jump point at Enyo Nav 2. If any hostiles get in our way, you engage them, no matter the cost. There are dozens of enemy fighters in the area; keep them busy while the group prepares for jump. I want to point out that there are no guarantees on this one. If we get to the jump point and there's an enemy presence there, Hōshō may not be able to wait for you once she's ready to jump and the flight deck on Penzance is too heavily damaged to guarantee a safe landing. Phi stands a good chance of being left behind if enemy forces are too thick and a furball ensues. It is imperative you see to it that this ship jumps safely from the system. Good luck out there, gentlemen. Squadron dismissed.*

## Mission Start

### Disposition of Forces

- Phi Wing (VF-9/U)
- Carrier Task Group 9
  - CV-4 TCS *Hōshō* (Ranger-class Aerospace Plane Tender)
  - CS-106 TCS *Penzance* (Exeter-class Destroyer)
  - DD-405 TCS *Villahermosa* (Durango-class Destroyer)
- Kilrathi Patrol

Encounter at Nav 2							
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs	Seven PCs	Eight PCs
<i>Arrows</i>	2 <i>Salthi</i>	2 <i>Dralthi</i>	1 <i>Dralthi</i> , 2 <i>Salthi</i>	2 <i>Dralthi</i> , 2 <i>Salthi</i>	4 <i>Dralthi</i>	3 <i>Dralthi</i> , 2 <i>Salthi</i>	3 <i>Dralthi</i> , 3 <i>Salthi</i>
<i>Scimitars</i>	1 <i>Jalthi</i>	1 <i>Jalthi</i> , 1 <i>Krant</i>	2 <i>Jalthi</i>	2 <i>Jalthi</i> , 1 <i>Krant</i>	3 <i>Jalthi</i>	3 <i>Jalthi</i> , 1 <i>Krant</i>	4 <i>Jalthi</i>
<i>Raptors</i>	6 <i>Dralthi</i>	5 <i>Krant</i>	7 <i>Krant</i>	4 <i>Jalthi</i>	7 <i>Gamora</i> , 2 <i>Krant</i>	7 <i>Gamora</i> , 4 <i>Dralthi</i>	7 <i>Gamora</i> , 7 <i>Dralthi</i>
<i>Wildcats</i>	1 <i>Krant</i> , 2 <i>Dralthi</i>	2 <i>Krant</i> , 2 <i>Dralthi</i>	3 <i>Krant</i> , 2 <i>Dralthi</i>	4 <i>Krant</i> , 2 <i>Dralthi</i>	5 <i>Krant</i> , 3 <i>Dralthi</i>	5 <i>Krant</i> , 4 <i>Dralthi</i>	5 <i>Krant</i> , 6 <i>Dralthi</i>

The GM should read the following text aloud: *As you clear the flight deck, the voice of Lieutenant Fielding comes on the comm. Simultaneously, your radar lights up with red blips!!*

*LT Fielding: Looks like the Cats have found us, Phi Wing! Protect the capships at all costs!!*

The Kilrathi will split their attention between the players and the closest ship in the Task Group. Heavier ships in the encounter will focus on capships, while lighter craft will focus on the players; should there be only one fighter type in the encounter, half of the craft (rounded up) will focus on the capships. The Cats are fighting to the death and must be eliminated before the group can move on. The players may lose the mission at this point (indeed at any point in the mission) by allowing the Kilrathi to destroy *Hōshō*; should this happen, the GM should utter those immortal words: **With your carrier destroyed, you drift endlessly through the void.**

The group will be ambushed 217,083 kilometers from Nav 1. *Vehicle Piloting* DCs will be at -9, 22 fuel points will be expended and the group will travel at the top speed of *Hōshō* - 90 kps - so the transit will take 40 minutes and 12 seconds regardless of the fighter type:

## Ambush (Hidden Nav)

Because what would a good retreat mission be without a canned ham ambush?

Disposition of Forces

- Phi Wing (VF-9/U)
- Carrier Task Group 9 (*consisting of Hōshō and whatever other ships survived the initial encounter*)
- Kilrathi Ambush Group

Encounter at Ambush Point							
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs	Seven PCs	Eight PCs
<i>Arrows</i>	2 <i>Salthi</i>	1 <i>Dralthi</i> , 2 <i>Salthi</i>	1 <i>Dralthi</i> , 3 <i>Salthi</i>	2 <i>Dralthi</i> , 3 <i>Salthi</i>	2 <i>Dralthi</i> , 4 <i>Salthi</i>	3 <i>Dralthi</i> , 4 <i>Salthi</i>	3 <i>Dralthi</i> , 5 <i>Salthi</i>
<i>Scimitars</i>	6 <i>Salthi</i>	1 <i>Dralthi</i> , 8 <i>Salthi</i>	1 <i>Dralthi</i> , 5 <i>Krant</i>	3 <i>Dralthi</i> , 5 <i>Krant</i>	5 <i>Dralthi</i> , 5 <i>Krant</i>	6 <i>Dralthi</i> , 6 <i>Krant</i>	7 <i>Dralthi</i> , 7 <i>Krant</i>
<i>Raptors</i>	3 <i>Gamora</i>	3 <i>Gamora</i> , 5 <i>Dralthi</i>	4 <i>Gamora</i> , 5 <i>Dralthi</i>	5 <i>Gamora</i> , 6 <i>Dralthi</i>	6 <i>Gamora</i> , 7 <i>Dralthi</i>	7 <i>Gamora</i> , 8 <i>Dralthi</i>	6 <i>Jalthi</i> , 6 <i>Dralthi</i>
<i>Wildcats</i>	6 <i>Salthi</i>	6 <i>Dralthi</i>	5 <i>Krant</i>	3 <i>Krant</i> , 6 <i>Dralthi</i>	4 <i>Krant</i> , 6 <i>Dralthi</i>	4 <i>Jalthi</i>	2 <i>Jalthi</i> , 6 <i>Krant</i>

The GM should read the following text aloud: *You've just passed the halfway mark to the jump point when your autopilot alarm rings and red lights begin dotting your radar, indicating enemy forces already on your tail!!*

The GM will then require all Confederation craft present to make a *Technology* Check (the ships in the Task Force will use the generic crew stats in the "Ugly" section at the end of this guidebook). Any craft that fails the Check will be subject to a surprise round against them. The enemy forces will be 6,000 kilometers aft of *Hōshō*.

This is a somewhat complex ambush: the heavier fighters in the ambush will go for the capships, while the lighter fighters will go after the players. Should the encounter consist of only one type of fighter, half of the fighters (rounded up) will go after the capships. The Kilrathi are going to try to waste everybody present but will take particular interest in *Hōshō*. The Kilrathi will not withdraw and must be eliminated before the group may continue onward. The mission will continue if and only if *Hōshō* and at least one of the characters survive.

Nav 1 is 217,083 kilometers from the ambush point. *Vehicle Piloting* DCs will be at -9, 22 fuel points will be expended and the group will travel at the speed of *Hōshō*; the transit will take 40 minutes and 12 seconds regardless of the fighter type:

## Retreat (Nav I)

It's time to leave the Enyo system for good. Of course, it'd be a lot easier if the Cats would simply *let* the players leave...

### Disposition of Forces

- Phi Wing (VF-9/U)
- Carrier Task Group 9 (*consisting of Hōshō and whatever other ships survived the initial encounters*)
- Kilrathi Battle Unit
  - *Fralthi*-class Cruiser x2
  - *Ralari*-class Destroyer x2
- Escorting Kilrathi Fighters

Encounter at Nav 1							
Player Fighters	Two PCs	Three PCs	Four PCs	Five PCs	Six PCs	Seven PCs	Eight PCs
<b>Arrows</b>	3 <i>Dralthi</i> , 3 <i>Salthi</i>	2 <i>Dralthi</i> , 8 <i>Salthi</i>	7 <i>Dralthi</i> , 5 <i>Salthi</i>	2 Waves of 6 <i>Dralthi</i> , 1 <i>Salthi</i> †	2 Waves of 5 <i>Dralthi</i> , 4 <i>Salthi</i> †	3 Waves of 1 <i>Dralthi</i> , 7 <i>Salthi</i> †	3 Waves of 3 <i>Dralthi</i> , 3 <i>Salthi</i> †
<b>Scimitars</b>	5 <i>Gamora</i> , 2 <i>Krant</i>	6 <i>Gamora</i> , 5 <i>Krant</i>	7 <i>Gamora</i> , 8 <i>Krant</i>	2 Waves of 3 <i>Gamora</i> , 7 <i>Krant</i> †	2 Waves of 5 <i>Gamora</i> , 6 <i>Krant</i> †	3 Waves of 6 <i>Gamora</i> , 2 <i>Krant</i> †	3 Waves of 7 <i>Gamora</i> , 2 <i>Krant</i> †
<b>Raptors</b>	5 <i>Jalthi</i> , 2 <i>Gamora</i>	5 <i>Jalthi</i> , 7 <i>Gamora</i>	8 <i>Jalthi</i> , 7 <i>Gamora</i>	2 Waves of 6 <i>Jalthi</i> , 7 <i>Gamora</i> †	2 Waves of 5 <i>Jalthi</i> , 7 <i>Gamora</i> †	3 Waves of 6 <i>Jalthi</i> , 2 <i>Gamora</i> †	3 Waves of 7 <i>Jalthi</i> , 2 <i>Gamora</i> †
<b>Wildcats</b>	8 <i>Krant</i> , 1 <i>Dralthi</i>	2 Waves of 3 <i>Krant</i> , 6 <i>Dralthi</i> †	2 Waves of 8 <i>Krant</i> , 1 <i>Dralthi</i> †	2 Waves of 6 <i>Krant</i> , 8 <i>Dralthi</i> †	3 Waves of 8 <i>Krant</i> , 1 <i>Dralthi</i> †	3 Waves of 6 <i>Krant</i> , 7 <i>Dralthi</i> †	3 Waves of 8 <i>Krant</i> , 6 <i>Dralthi</i> †

† For the indicated multi-wave encounters, GMs have the option to allow the waves to enter combat at any time of their choosing. This does include all at once, if the GM wishes to keep track of that many craft at the same time.

The GM should read the following text aloud: *GM: Your radar lights up with a sea of red dots just before you nav computer clicks off for the jump point!!*

*LT Fielding: Phi Wing, we're picking up four Kilrathi capships at the jump point. Looks like we're going to have to fight our way out! Engage, but be ready to head back to the boat when we issue the recall order!!*

Unlike the previous encounters, half of the Kilrathi fighters (round up) will go after the Confederation capital ships while the rest engage the characters. The GM may use their discretion in selecting what fighters will attack which targets. The Kilrathi battle unit will engage anything that gets close enough and should be placed one range unit away from the jump point (a spot from which they will not move for the entire encounter). Naturally, the Cats will not withdraw.

Assuming all three ships in the Confederation group have survived up to this point, *Hōshō* should begin the encounter fifteen range units from the jump point, with *Penzance* fourteen units away and *Villahermosa* thirteen units away. Each ship will move one range unit per round towards the jump point. Once the remaining lead ship moves to within two range units of the jump point, *Hōshō* will issue the recall order. Each ship will jump out the round after it reaches the jump point. The players must land on *Hōshō* before she jumps or they will be left behind. 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 characters will fail both the mission and the campaign if *Hōshō* is destroyed before she jumps.

## **Mission End (Proxima System)**

If the characters successfully land on *Hōshō* and she jumps out safely, they're out of the woods and the campaign is at an end. The GM may give whatever kind of improvised debriefing spiel they wish. The more ships in the group that survived, the more positive it should be; in general, however, the tone should be negative, considering all those poor souls left behind...

The GM should end the campaign by reading the following text aloud: *Meanwhile...on Enyo, the Kilrathi begin rounding up the populace, gleeful at the prospect of harvesting a large number of new Terran slaves and anxious to continue their drive towards Earth...*

## **What's Next?**

Once the campaign is complete, a GM has several options with which to follow it up. Here are some suggestions:

- *Hōshō* and its battle group could join in mop-up operations in McAuliffe if the campaign was successful.
- Some versions of the history of the Enyo Engagement state that the Kilrathi also landed troops on McAuliffe; the players could be assigned to help liberate that world as well.
- 2639 was the year the Confederation began settling the Gemini Sector. *Hōshō* could become part of the effort to bring the area under Confederation control.
- Some of Enyo's citizens may have been captured by the Kilrathi during their brief occupation. *Hōshō* may be assigned to track down and rescue them.
- If the campaign was lost, *Hōshō* might be sent back to Enyo to try again, though not after a proper defense of Proxima.

Of course, the GM is welcome to make some alterations to the campaign and try again:

- An obvious thing to do is switch up the fighters used with each mission or to have the players pick/create a different pilot.
- Perhaps the mission could be played with a different set of craft, such as the standard set from WC1 or perhaps even from a later era.
- Or perhaps the campaign could be played from the Kilrathi perspective.....

The possibilities of further play are limited only by the GM's imagination. More materials may be found in WCRPG's full rule set, which is available at <http://wcrpg.wikia.com>.

## The Good Guys: The Pilots of VF-9

*The following section contains a list of pre-built characters that may either be used to give players additional, GM-controlled wingmen during the course of the campaign or as a means of bypassing the character creation process for a "quick start" of the campaign.*

### Bad Enough

It doesn't take much imagination to see that Lieutenant Ibadinov's callsign is a play on her surname; an unfortunate incident during her first solo training hop reinforced it. Considered somewhat spoiled and fickle, Bad Enough is nonetheless one of *Hōshō's* top pilots. She hides the fact that she is two generations removed from a Pilgrim ancestor as best she can and keeps a wary eye out for those who might be bigoted enough to cause her any trouble due to her heritage.

Mahmuda Ibadinov, Callsign: Bad Enough		
Species: Terran	Rank: Second Lieutenant, TCSF	Gender: Female
Height: 1.5 m	Mass: 45 kg	Handedness: Right
Birth Date: 2614.090 (Age 25; Adult)	Place of Birth: Gazli, Bukhara Province, Uzbekistan, Earth	Initiative: +7
Attack Bonuses - Melee: +9; Ranged: +11		Saves - Fortitude: 34, Reflex: 37, Willpower: 32
HP/NHP: 64	HD/THD/FHD: 43/43/50	SI: 64
<b>Power:</b> 50, <i>Three-Dimensional Maneuvers:</i> 25, <i>Brawling:</i> 15, <i>Lifting:</i> 10. <b>Finesse:</b> 70, <i>Dexterous Maneuvers:</i> 20 (Lockpicking 10), <i>Dodge:</i> 25, <i>Hiding and Seeking:</i> 15. <b>Physique:</b> 45, <i>Stamina:</i> 20, <i>Concentration:</i> 15, <i>Recuperation:</i> 10. <b>Intellect:</b> 90, <i>Knowledge:</i> 25 (Pilgrim Lore 10), <i>Resourcefulness:</i> 20, <i>Cunning:</i> 15 (Hiding Genealogy 20). <b>Acumen:</b> 70, <i>Perception:</i> 20, <i>Performance:</i> 25, <i>Survival:</i> 25. <b>Charm:</b> 75, <i>Personality:</i> 30, <i>Leadership:</i> 25, <i>Diplomacy:</i> 20.		
<b>Command:</b> 35, <i>Security:</i> 20, <i>Strategy:</i> 10, <i>Guidance:</i> 5. <b>Science:</b> 50, <i>Technology:</i> 20, <i>Planetology:</i> 15, <i>Geology:</i> 10, <i>Archaeology:</i> 5. <b>Navigation:</b> 120, <i>Vehicle Piloting:</i> 20 (Raptor 35), <i>Orientation:</i> 25, <i>Astrogation:</i> 20, <i>Starship Piloting:</i> 15, <i>Stealth:</i> 5. <b>Tactical:</b> 70, <i>Evasive Maneuvers:</i> 25, <i>Combat Maneuvers:</i> 20, <i>Targeting:</i> 15, <i>Marksmanship:</i> 10. <b>Engineering:</b> 30, <i>Damage Control:</i> 15, <i>Mechanics:</i> 10, <i>Defenses:</i> 5. <b>Communications:</b> 20, <i>Rapport:</i> 15, <i>Translate:</i> 5. <b>Medicine:</b> 25, <i>Intensive Care:</i> 15, <i>Psychology:</i> 10.		
<b>Traits:</b> <i>Navigational Sense</i> +25, <i>Overconfident</i> -5, <i>Discipline</i> -5, <i>Hunted</i> -5.		

### Little Witch

Major Galdursdottir is CO of Blue Meanie Squadron, a distinguished unit assigned to TCS *Hōshō*. A fair commander who cares deeply about the people under her command, her callsign was given by an educated but somewhat uncultured drill sergeant who knew that "galdri" were a type of spell sung by Old Norse pagans. Helena had taken up an interest in magic tricks in her teenage years and had

actually gotten quite good at them; she is one of the few aviators in the service today who actually feels her callsign suits her (though she's scrupulous enough to keep this fact a secret).

Helena Galdursdottir, Callsign: Little Witch		
Species: Terran	Rank: Major, TCSF	Gender: Female
Height: 1.9 m	Mass: 65 kg	Handedness: Left
Birth Date: 2603.188 (Age 36; Adult)	Place of Birth: Akranes, Vesturland, Iceland, Earth	Initiative: +9
Attack Bonuses - Melee: +11; Ranged: +13		Saves - Fortitude: 36, Reflex: 59, Willpower: 37
HP/NHP: 66	HD/THD/FHD: 41/41/50	SI: 66
<b>Power:</b> 75, <i>Three-Dimensional Maneuvers:</i> 15 (Climbing 15), <i>Brawling:</i> 25, <i>Lifting:</i> 20. <b>Finesse:</b> 90, <i>Dexterous Maneuvers:</i> 10 (Sleight-of-Hand 35), <i>Dodge:</i> 20, <i>Hiding and Seeking:</i> 25. <b>Physique:</b> 65, <i>Stamina:</i> 30, <i>Concentration:</i> 20, <i>Recuperation:</i> 15. <b>Intellect:</b> 110, <i>Knowledge:</i> 20 (Confederation Command Structure 25), <i>Resourcefulness:</i> 15, <i>Cunning:</i> 15 (Deception 35). <b>Acumen:</b> 75, <i>Perception:</i> 20, <i>Performance:</i> 15, <i>Survival:</i> 20 (Cold Weather 20). <b>Charm:</b> 85, <i>Personality:</i> 20, <i>Leadership:</i> 20 (Fighter Squadron 25), <i>Diplomacy:</i> 20.		
<b>Command:</b> 85, <i>Security:</i> 20 (Slugthrowers 10), <i>Strategy:</i> 25, <i>Guidance:</i> 15, <i>Coordination:</i> 10, <i>Inspire:</i> 5. <b>Science:</b> 105, <i>Technology:</i> 20, <i>Planetology:</i> 25, <i>Geology:</i> 20, <i>Archaeology:</i> 15, <i>Typhonology:</i> 25. <b>Navigation:</b> 145, <i>Vehicle Piloting:</i> 20 (Raptor 40), <i>Orientation:</i> 20, <i>Astrogation:</i> 25, <i>Starship Piloting:</i> 25, <i>Stealth:</i> 15. <b>Tactical:</b> 125, <i>Evasive Maneuvers:</i> 20 (Shelton Slide 20), <i>Combat Maneuvers:</i> 25, <i>Targeting:</i> 25, <i>Marksmanship:</i> 20, <i>Ballistics:</i> 15. <b>Engineering:</b> 70, <i>Damage Control:</i> 20, <i>Mechanics:</i> 25, <i>Defenses:</i> 15, <i>Internal Systems:</i> 10. <b>Communications:</b> 40, <i>Rapport:</i> 20, <i>Translate:</i> 15, <i>Distress:</i> 5. <b>Medicine:</b> 55, <i>Intensive Care:</i> 25, <i>Psychology:</i> 15, <i>Treatment:</i> 10, <i>Specialized Medicine:</i> 5.		
<b>Traits:</b> <u>Reflexes</u> +20, <u>Allergic (Tree Pollen)</u> -15, <u>Education</u> -5.		

## Junk

Mi'tsu Grey-eyes is one of a handful of people in the 27<sup>th</sup> Century that can correctly claim to have greater than one-eighth Native American blood ancestry; in his case, he is a half-blood member of the Osage tribe. Grey-eyes is proud to be Osage and is deeply religious. He despises his callsign; it was inevitable given his surname that he would be called "Pinkeye" right off the bat. When he pointed out that the proper name of the disease is "conjunctivitis", his flight instructors corrected that particular mistake by assigning him that as his callsign instead, rapidly shortening it to "Junk".

Mi'tsu Grey-eyes, Callsign: Junk		
Species: Terran	Rank: First Lieutenant, TCSF	Gender: Male
Height: 1.6 m	Mass: 90 kg	Handedness: Right
Birth Date: 2609.165 (Age 30; Adult)	Place of Birth: Wynona, Oklahoma, United States, Earth	Initiative: +8
Attack Bonuses - Melee: +11; Ranged: +13		Saves - Fortitude: 35, Reflex: 38, Willpower: 37
HP/NHP: 65	HD/THD/FHD: 42/42/50	SI: 65
<b>Power:</b> 65, <i>Three-Dimensional Maneuvers:</i> 20 (Swimming 10), <i>Brawling:</i> 20, <i>Lifting:</i> 15. <b>Finesse:</b> 80, <i>Dexterous Maneuvers:</i> 20 (Horseback Riding 15), <i>Dodge:</i> 25, <i>Hiding and Seeking:</i> 20. <b>Physique:</b> 55, <i>Stamina:</i> 25, <i>Concentration:</i> 20, <i>Recuperation:</i> 10. <b>Intellect:</b> 100, <i>Knowledge:</i> 20 (Osage Lore 20, Kilrathi Tactics 15), <i>Resourcefulness:</i> 20, <i>Cunning:</i> 25. <b>Acumen:</b> 70, <i>Perception:</i> 15 (Spotting Objects 10), <i>Performance:</i> 15, <i>Survival:</i> 15 (Severe Weather 15). <b>Charm:</b> 80, <i>Personality:</i> 20 (Debating 15), <i>Leadership:</i> 25, <i>Diplomacy:</i> 20.		
<b>Command:</b> 65, <i>Security:</i> 25, <i>Strategy:</i> 20, <i>Guidance:</i> 15, <i>Coordination:</i> 5. <b>Science:</b> 80, <i>Technology:</i> 5, <i>Planetology:</i> 10, <i>Geology:</i> 10, <i>Archaeology:</i> 10, <i>Typhonology:</i> 10 (American Southern Plains Weather 35). <b>Navigation:</b> 130, <i>Vehicle Piloting:</i> 20 (Arrow 30), <i>Orientation:</i> 20, <i>Astrogation:</i> 25, <i>Starship Piloting:</i> 20, <i>Stealth:</i> 15. <b>Tactical:</b> 100, <i>Evasive Maneuvers:</i> 20 (Hard Brake 10), <i>Combat Maneuvers:</i> 25, <i>Targeting:</i> 20, <i>Marksmanship:</i> 15, <i>Ballistics:</i> 10. <b>Engineering:</b> 50, <i>Damage Control:</i> 20, <i>Mechanics:</i> 15, <i>Defenses:</i> 10, <i>Internal Systems:</i> 5. <b>Communications:</b> 20, <i>Rapport:</i> 15, <i>Translate:</i> 5. <b>Medicine:</b> 35, <i>Intensive Care:</i> 20, <i>Psychology:</i> 10, <i>Treatment:</i> 5.		
<b>Traits:</b> <u>Navigational Sense</u> +5, <u>Senses (Sight)</u> +5, <u>Senses (Sound)</u> +5, <u>Overconfident</u> -15.		

## Battleaxe

Candalini Apte is a gentle, kind-hearted and honest soul who joined the military out of a sense of patriotism and duty to the Terran race. Her callsign was assigned to her in an ironic sense; on the first day of combat training, a "battle yell" demanded of her was so pathetic that the drill instructor involved quipped "Well, ain't you just a regular battleaxe?", and the name stuck. She's a competent pilot though her innate curiosity gets the better of her on occasion.

Candalini Apte, Callsign: Battleaxe		
Species: Terran	Rank: Second Lieutenant, TCSF	Gender: Female
Height: 1.6 m	Mass: 50 kg	Handedness: Right
Birth Date: 2614.287 (Age 25; Adult)	Place of Birth: Tezpur, Assam, India, Earth	Initiative: +7
Attack Bonuses - Melee: +9; Ranged: +11		Saves - Fortitude: 34, Reflex: 37, Willpower: 37
HP/NHP: 64	HD/THD/FHD: 43/43/50	SI: 64
<b>Power:</b> 50, <i>Three-Dimensional Maneuvers:</i> 25, <i>Brawling:</i> 15, <i>Lifting:</i> 10. <b>Finesse:</b> 70, <i>Dexterous Maneuvers:</i> 20, <i>Dodge:</i> 25, <i>Hiding and Seeking:</i> 25. <b>Physique:</b> 45, <i>Stamina:</i> 20, <i>Concentration:</i> 15, <i>Recuperation:</i> 10. <b>Intellect:</b> 90, <i>Knowledge:</i> 20 (Hindi Customs 25), <i>Resourcefulness:</i> 20, <i>Cunning:</i> 25. <b>Acumen:</b> 70, <i>Perception:</i> 25, <i>Performance:</i> 25, <i>Survival:</i> 20. <b>Charm:</b> 75, <i>Personality:</i> 10 (Taunts 20), <i>Leadership:</i> 25, <i>Diplomacy:</i> 20.		
<b>Command:</b> 35, <i>Security:</i> 20, <i>Strategy:</i> 10, <i>Guidance:</i> 5. <b>Science:</b> 50, <i>Technology:</i> 20, <i>Planetology:</i> 15, <i>Geology:</i> 10, <i>Archaeology:</i> 5. <b>Navigation:</b> 95, <i>Vehicle Piloting:</i> 20 (Raptor 15), <i>Orientation:</i> 20, <i>Astrogation:</i> 20, <i>Starship Piloting:</i> 15, <i>Stealth:</i> 5. <b>Tactical:</b> 70, <i>Evasive Maneuvers:</i> 25, <i>Combat Maneuvers:</i> 20, <i>Targeting:</i> 15, <i>Marksmanship:</i> 10. <b>Engineering:</b> 30, <i>Damage Control:</i> 15, <i>Mechanics:</i> 10, <i>Defenses:</i> 5. <b>Communications:</b> 20, <i>Rapport:</i> 15, <i>Translate:</i> 5. <b>Medicine:</b> 25, <i>Intensive Care:</i> 15, <i>Psychology:</i> 10.		
<b>Traits:</b> <u>Navigational Sense</u> +5, <u>Senses (Sight)</u> +5, <u>Senses (Sound)</u> +5, <u>Curious</u> -5, <u>Honest</u> -10.		

## Genghis Khan

When Naiman Chimidorj was given his callsign, it was because his flight instructor didn't know "any other damn thing about Mongolia"; he couldn't have known how appropriate that callsign would turn out. Naiman is considered to be imperious and condescending by the other members of the squadron and pulling his name as a flight wingleader usually elicits groans from his subordinates. Chimidorj holds the squadron XO position by virtue of his seniority; he's the third oldest member of *Hōshō's* crew (older even than her CO). His lack of people skills have cost him military advancement opportunities and it's likely that, war or no, he'll eventually be drummed out of the service for excessive time in grade if things don't change soon.

Naiman Chimidorj, Callsign: Genghis Khan		
Species: Terran	Rank: Captain, TCSF	Gender: Male
Height: 1.8 m	Mass: 90 kg	Handedness: Left
Birth Date: 2598.325 (Age 41; Middle Age)	Place of Birth: Sainshand, Dornogovi, Mongolia, Earth	Initiative: +8
Attack Bonuses - Melee: +11; Ranged: +13		Saves - Fortitude: 35, Reflex: 38, Willpower: 37
HP/NHP: 65	HD/THD/FHD: 42/42/50	SI: 65
<b>Power:</b> 65, <i>Three-Dimensional Maneuvers:</i> 20 (Swimming 10), <i>Brawling:</i> 25, <i>Lifting:</i> 10. <b>Finesse:</b> 80, <i>Dexterous Maneuvers:</i> 20 (Balance 25), <i>Dodge:</i> 20, <i>Hiding and Seeking:</i> 15. <b>Physique:</b> 55, <i>Stamina:</i> 25, <i>Concentration:</i> 20, <i>Recuperation:</i> 10. <b>Intellect:</b> 110, <i>Knowledge:</i> 25 (Confederation Command Structure 15, Kilrathi Tactics 30), <i>Resourcefulness:</i> 20, <i>Cunning:</i> 20. <b>Acumen:</b> 75, <i>Perception:</i> 25, <i>Performance:</i> 25, <i>Survival:</i> 25. <b>Charm:</b> 90, <i>Personality:</i> 20 (Debating 35), <i>Leadership:</i> 15, <i>Diplomacy:</i> 20.		

<p><b>Command:</b> 75, <b>Security:</b> 25, <b>Strategy:</b> 20, <b>Guidance:</b> 15, <b>Coordination:</b> 10, <b>Inspire:</b> 5.  <b>Science:</b> 90, <b>Technology:</b> 20, <b>Planetology:</b> 25, <b>Geology:</b> 20, <b>Archaeology:</b> 10, <b>Typhonology:</b> 15.  <b>Navigation:</b> 140, <b>Vehicle Piloting:</b> 50 (Wildcat 40), <b>Orientation:</b> 20, <b>Astrogation:</b> 25, <b>Starship Piloting:</b> 20, <b>Stealth:</b> 15.  <b>Tactical:</b> 115, <b>Evasive Maneuvers:</b> 20 (Fish-Hook 25), <b>Combat Maneuvers:</b> 20, <b>Targeting:</b> 25, <b>Marksmanship:</b> 15, <b>Ballistics:</b> 10.  <b>Engineering:</b> 60, <b>Damage Control:</b> 25, <b>Mechanics:</b> 20, <b>Defenses:</b> 10, <b>Internal Systems:</b> 5.  <b>Communications:</b> 30, <b>Rapport:</b> 15, <b>Translate:</b> 10, <b>Distress:</b> 5.  <b>Medicine:</b> 45, <b>Intensive Care:</b> 20, <b>Psychology:</b> 15, <b>Treatment:</b> 10.</p>
<p><b>Traits:</b> <u>Navigational Sense</u> +5, <u>Senses (Sight)</u> +5, <u>Senses (Sound)</u> +5, <u>Intolerant (Little "Foo-Foo Problems" Brought to Him By His Subordinates)</u> -15.</p>

## Hazmat

Wasim Azmat Rana is *Hōshō's* resident know-it-all hotshot, the guy who thinks he's a lot better than he actually is. His foul mouth and ability to pass gas on command have earned him more than one dressing down by his superiors. Military life has actually improved his overall behavior, though; his callsign was given to him early on in his military career and originally was more a reference to his abysmal personal hygiene than his first surname. He's taken a good command of Kilrathi curse phrases and listening to the reaction of his opponents to his creative, vulgar taunts is always entertaining.

Wasim Azmat Rana, Callsign: Hazmat		
Species: Terran	Rank: First Lieutenant, TCSF	Gender: Male
Height: 2.0 m	Mass: 140 kg	Handedness: Right
Birth Date: 2609.043 (Age 30; Adult)	Place of Birth: Kalat, Balochistan, Pakistan, Earth	Initiative: +8
Attack Bonuses - Melee: +11; Ranged: +13		Saves - Fortitude: 35, Reflex: 38, Willpower: 37
HP/NHP: 65	HD/THD/FHD: 42/42/50	SI: 65
<p><b>Power:</b> 65, <i>Three-Dimensional Maneuvers:</i> 25, <i>Brawling:</i> 25, <i>Lifting:</i> 15.  <b>Finesse:</b> 80, <i>Dexterous Maneuvers:</i> 20 (Sleight-of-Hand 15), <i>Dodge:</i> 25, <i>Hiding and Seeking:</i> 20.  <b>Physique:</b> 55, <i>Stamina:</i> 25, <i>Concentration:</i> 20, <i>Recuperation:</i> 10.  <b>Intellect:</b> 100, <i>Knowledge:</i> 25 (Kilrathi Curse Words 30), <i>Resourcefulness:</i> 20, <i>Cunning:</i> 25.  <b>Acumen:</b> 70, <i>Perception:</i> 25, <i>Performance:</i> 25, <i>Survival:</i> 20.  <b>Charm:</b> 80, <i>Personality:</i> 25 (Taunt 25), <i>Leadership:</i> 10, <i>Diplomacy:</i> 20.</p>		
<p><b>Command:</b> 65, <b>Security:</b> 25, <b>Strategy:</b> 20, <b>Guidance:</b> 15, <b>Coordination:</b> 5.  <b>Science:</b> 80, <b>Technology:</b> 25, <b>Planetology:</b> 20, <b>Geology:</b> 15, <b>Archaeology:</b> 10, <b>Typhonology:</b> 10.  <b>Navigation:</b> 125, <b>Vehicle Piloting:</b> 20 (Wildcat 25), <b>Orientation:</b> 20, <b>Astrogation:</b> 25, <b>Starship Piloting:</b> 20, <b>Stealth:</b> 15.  <b>Tactical:</b> 100, <b>Evasive Maneuvers:</b> 20 (Hard Brake 10), <b>Combat Maneuvers:</b> 25, <b>Targeting:</b> 20, <b>Marksmanship:</b> 15, <b>Ballistics:</b> 10.  <b>Engineering:</b> 50, <b>Damage Control:</b> 20, <b>Mechanics:</b> 15, <b>Defenses:</b> 10, <b>Internal Systems:</b> 5.  <b>Communications:</b> 20, <b>Rapport:</b> 15, <b>Translate:</b> 5.  <b>Medicine:</b> 35, <b>Intensive Care:</b> 20, <b>Psychology:</b> 10, <b>Treatment:</b> 5.</p>		
<p><b>Traits:</b> <u>Navigational Sense</u> +10, <u>Crude</u> -10.</p>		

## Casino

Ghassan ben Yusuf is one of the younger pilots on *Hōshō's* flight roster and graduated in the same class as Shmo. He is a practicing Sunni Muslim of the Shafi'i school and makes time for his religious duties as his shipboard duties allow. He values honesty and is willing to take the statements of others at face value. His callsign was given to him by his flight instructor who thought that "Luxor" was the name of a casino in old Vegas and didn't know about the historical source of the name.

Ghassan ben Yusuf el 'Uqsur, Callsign: Casino		
Species: Terran	Rank: Second Lieutenant, TCSF	Gender: Male
Height: 1.8 m	Mass: 110 kg	Handedness: Right
Birth Date: 2618.291 (Age 21; Adult)	Place of Birth: Luxor, Luxor, Egypt, 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

<b>Power:</b> 50, <i>Three-Dimensional Maneuvers:</i> 25, <i>Brawling:</i> 15, <i>Lifting:</i> 10. <b>Finesse:</b> 55, <i>Dexterous Maneuvers:</i> 25, <i>Dodge:</i> 20, <i>Hiding and Seeking:</i> 10. <b>Physique:</b> 45, <i>Stamina:</i> 20, <i>Concentration:</i> 15, <i>Recuperation:</i> 10. <b>Intellect:</b> 80, <i>Knowledge:</i> 35, <i>Resourcefulness:</i> 25, <i>Cunning:</i> 20. <b>Acumen:</b> 70, <i>Perception:</i> 15, <i>Performance:</i> 25, <i>Survival:</i> 15 (Desert 15). <b>Charm:</b> 75, <i>Personality:</i> 20 (Taunt 10), <i>Leadership:</i> 25, <i>Diplomacy:</i> 20.
<b>Command:</b> 35, <i>Security:</i> 20, <i>Strategy:</i> 10, <i>Guidance:</i> 5. <b>Science:</b> 40, <i>Technology:</i> 20, <i>Planetology:</i> 15, <i>Geology:</i> 5. <b>Navigation:</b> 60, <i>Vehicle Piloting:</i> 20 (Scimitar 10), <i>Orientation:</i> 15, <i>Astragation:</i> 10, <i>Starship Piloting:</i> 5. <b>Tactical:</b> 45, <i>Evasive Maneuvers:</i> 20, <i>Combat Maneuvers:</i> 15, <i>Targeting:</i> 10. <b>Engineering:</b> 30, <i>Damage Control:</i> 15, <i>Mechanics:</i> 10, <i>Defenses:</i> 5. <b>Communications:</b> 20, <i>Rapport:</i> 15, <i>Translate:</i> 5. <b>Medicine:</b> 25, <i>Intensive Care:</i> 15, <i>Psychology:</i> 10.
<b>Traits:</b> <i>Navigational Sense</i> +5, <i>Senses (Sight)</i> +5, <i>Senses (Sound)</i> +5, <i>Creed (Islam)</i> -15.

## Cootie

Klemen Kutsera is a colonial and proud of it. A gentle, kind-hearted individual with a thirst for knowledge, Kutsera is an amateur entomologist (a hobby that, coupled with his surname, earned him his callsign). Though somewhat impulsive, he is still a favorite wingman among his fellow pilots.

Klemen Kutsera, Callsign: Cootie		
Species: Terran	Rank: Second Lieutenant, TCSF	Gender: Male
Height: 1.8 m	Mass: 80 kg	Handedness: Right
Birth Date: 2615.266 (Age 24; Adult)	Place of Birth: Uj Eger, Planet Skywalker, Lucas System	Initiative: +7
Attack Bonuses - Melee: +9; Ranged: +11		Saves - Fortitude: 34, Reflex: 37, Willpower: 37
HP/NHP: 64	HD/THD/FHD: 43/43/50	SI: 64
<b>Power:</b> 50, <i>Three-Dimensional Maneuvers:</i> 25, <i>Brawling:</i> 15, <i>Lifting:</i> 10. <b>Finesse:</b> 70, <i>Dexterous Maneuvers:</i> 15 (Balance 15), <i>Dodge:</i> 25, <i>Hiding and Seeking:</i> 15. <b>Physique:</b> 45, <i>Stamina:</i> 20, <i>Concentration:</i> 15, <i>Recuperation:</i> 10. <b>Intellect:</b> 90, <i>Knowledge:</i> 20 (Insects 20), <i>Resourcefulness:</i> 25, <i>Cunning:</i> 25. <b>Acumen:</b> 70, <i>Perception:</i> 15, <i>Performance:</i> 25, <i>Survival:</i> 15 (Edible Plants 15). <b>Charm:</b> 75, <i>Personality:</i> 20 (Taunt 10), <i>Leadership:</i> 25, <i>Diplomacy:</i> 20.		
<b>Command:</b> 35, <i>Security:</i> 20, <i>Strategy:</i> 10, <i>Guidance:</i> 5. <b>Science:</b> 50, <i>Technology:</i> 20, <i>Planetology:</i> 15, <i>Geology:</i> 10, <i>Archaeology:</i> 5. <b>Navigation:</b> 100, <i>Vehicle Piloting:</i> 20 (Raptor 15), <i>Orientation:</i> 25, <i>Astragation:</i> 20, <i>Starship Piloting:</i> 15, <i>Stealth:</i> 5. <b>Tactical:</b> 70, <i>Evasive Maneuvers:</i> 25, <i>Combat Maneuvers:</i> 20, <i>Targeting:</i> 15, <i>Marksmanship:</i> 10. <b>Engineering:</b> 30, <i>Damage Control:</i> 15, <i>Mechanics:</i> 10, <i>Defenses:</i> 5. <b>Communications:</b> 20, <i>Rapport:</i> 15, <i>Translate:</i> 5. <b>Medicine:</b> 25, <i>Intensive Care:</i> 15, <i>Psychology:</i> 10.		
<b>Traits:</b> <i>Navigational Sense</i> +5, <i>Senses (Sight)</i> +5, <i>Allergic (Pollen)</i> -5, <i>Impulsive</i> -5.		

## La Doña

Maria Álvarez is an offshoot descendant of Pedro Álvarez de Toledo, 1st Marquis of Mancera, a sixteenth-century Peruvian viceroy. This little factoid combined with her noted good looks earned her the callsign "La Doña" (literally "The Lady") early on in her career, a handle that she embraced. She is one of *Hōshō's* top pilots, a fact somewhat masked by her laid-back demeanor. Those who underestimate her, however, tend to learn about her fiery temper rather quickly.

Maria Álvarez, Callsign: La Doña		
Species: Terran	Rank: Captain, TCSF	Gender: Female
Height: 1.7 m	Mass: 60 kg	Handedness: Left
Birth Date: 2605.295 (Age 34; Adult)	Place of Birth: Trinidad, Beni, Bolivia, Earth	Initiative: +8
Attack Bonuses - Melee: +9; Ranged: +11		Saves - Fortitude: 35, Reflex: 48, Willpower: 32
HP/NHP: 65	HD/THD/FHD: 42/42/50	SI: 65

<b>Power:</b> 65, <i>Three-Dimensional Maneuvers:</i> 10 (Climbing 20), <i>Brawling:</i> 20, <i>Lifting:</i> 15. <b>Finesse:</b> 80, <i>Dexterous Maneuvers:</i> 15 (Balance 20), <i>Dodge:</i> 25, <i>Hiding and Seeking:</i> 20. <b>Physique:</b> 55, <i>Stamina:</i> 25, <i>Concentration:</i> 20, <i>Recuperation:</i> 10. <b>Intellect:</b> 100, <i>Knowledge:</i> 20 (Kilrathi Tactics 35), <i>Resourcefulness:</i> 20, <i>Cunning:</i> 25. <b>Acumen:</b> 70, <i>Perception:</i> 25, <i>Performance:</i> 25, <i>Survival:</i> 20. <b>Charm:</b> 80, <i>Personality:</i> 20 (Use of Sarcasm 15), <i>Leadership:</i> 25, <i>Diplomacy:</i> 20.
<b>Command:</b> 65, <i>Security:</i> 15 (Hand Lasers 10), <i>Strategy:</i> 20, <i>Guidance:</i> 15, <i>Coordination:</i> 5. <b>Science:</b> 80, <i>Technology:</i> 20, <i>Planetology:</i> 20, <i>Geology:</i> 15, <i>Archaeology:</i> 10, <i>Typhonology:</i> 15. <b>Navigation:</b> 125, <i>Vehicle Piloting:</i> 25 (Scimitar 15), <i>Orientation:</i> 25, <i>Astrogation:</i> 25, <i>Starship Piloting:</i> 20, <i>Stealth:</i> 15. <b>Tactical:</b> 100, <i>Evasive Maneuvers:</i> 20 (Immelmann 10), <i>Combat Maneuvers:</i> 25, <i>Targeting:</i> 20, <i>Marksmanship:</i> 15, <i>Ballistics:</i> 10. <b>Engineering:</b> 50, <i>Damage Control:</i> 20, <i>Mechanics:</i> 15, <i>Defenses:</i> 10, <i>Internal Systems:</i> 5. <b>Communications:</b> 20, <i>Rapport:</i> 15, <i>Translate:</i> 5. <b>Medicine:</b> 35, <i>Intensive Care:</i> 20, <i>Psychology:</i> 10, <i>Treatment:</i> 5.
<b>Traits:</b> <u>Reflexes</u> +10, <u>Comeliness</u> +10, <u>Temper</u> -10, <u>Discipline</u> -5, <u>Lecherous</u> -5.

## Shmo (Knight)

Shmo (who will one day join a squadron of elite fighter pilots aboard TCS *Tiger's Claw*) is a recent addition to *Hōshō's* flight roster, still fresh from the academy. Generally quiet and unassuming, Shmo is a jack of all trades - not an expert in flying or in marksmanship but a pilot known for keeping a steady stick. He is becoming a favorite wingman among his fellow pilots. Shmo's callsign was selected because he "flew like an average Joe Shmo", according to one of his flight instructors; the name no doubt stuck because A) it rhymed with his surname and B) Joseph thoroughly hates being called "Joe". (*The callsign for which Joseph Khumalo is more famously known will not be given to him until sometime during the middle of the Enyo Engagement...*).

Joseph Khumalo, Callsign: Shmo		
Species: Terran	Rank: Second Lieutenant, TCSF	Gender: Male
Height: 1.9 m	Mass: 120 kg	Handedness: Right
Birth Date: 2612.173 (Age 21; Adult)	Place of Birth: Kroonstad, Free State, South Africa, Earth	Initiative: +7
Attack Bonuses - Melee: +9; Ranged: +11		Saves - Fortitude: 34, Reflex: 37, Willpower: 37
HP/NHP: 64	HD/THD/FHD: 43/43/50	SI: 64
<b>Power:</b> 50, <i>Three-Dimensional Maneuvers:</i> 25, <i>Brawling:</i> 15, <i>Lifting:</i> 10. <b>Finesse:</b> 70, <i>Dexterous Maneuvers:</i> 20 (Sleight-of-Hand 10), <i>Dodge:</i> 25, <i>Hiding and Seeking:</i> 15. <b>Physique:</b> 45, <i>Stamina:</i> 20, <i>Concentration:</i> 15, <i>Recuperation:</i> 10. <b>Intellect:</b> 90, <i>Knowledge:</i> 25 (Kilrathi Tactics 25), <i>Resourcefulness:</i> 20, <i>Cunning:</i> 20. <b>Acumen:</b> 70, <i>Perception:</i> 20 (Spot Enemy Craft 10), <i>Performance:</i> 25, <i>Survival:</i> 15. <b>Charm:</b> 75, <i>Personality:</i> 20 (Debating 15), <i>Leadership:</i> 20, <i>Diplomacy:</i> 20.		
<b>Command:</b> 35, <i>Security:</i> 20, <i>Strategy:</i> 10, <i>Guidance:</i> 5. <b>Science:</b> 50, <i>Technology:</i> 20, <i>Planetology:</i> 15, <i>Geology:</i> 10, <i>Archaeology:</i> 5. <b>Navigation:</b> 100, <i>Vehicle Piloting:</i> 20 (Scimitar 20), <i>Orientation:</i> 20, <i>Astrogation:</i> 20, <i>Starship Piloting:</i> 15, <i>Stealth:</i> 5. <b>Tactical:</b> 70, <i>Evasive Maneuvers:</i> 20, <i>Combat Maneuvers:</i> 20, <i>Targeting:</i> 15, <i>Marksmanship:</i> 15. <b>Engineering:</b> 30, <i>Damage Control:</i> 15, <i>Mechanics:</i> 10, <i>Defenses:</i> 5. <b>Communications:</b> 20, <i>Rapport:</i> 15, <i>Translate:</i> 5. <b>Medicine:</b> 25, <i>Intensive Care:</i> 15, <i>Psychology:</i> 10.		
<b>Traits:</b> <u>Navigational Sense</u> +5, <u>Nerves</u> +10, <u>Temper</u> -5, <u>Honest</u> -10.		

## Sieverts

Lieutenant Colonel Blakely has been flying fighters for over twenty years and is considering taking his leave from active duty to pursue a teaching career. His callsign is fairly recent; for the bulk of his career, he flew under the name "Gasbag" after an embarrassing incident involving his drill instructor and some barely passable Mexican food on his first day of basic. He was in Greasy Sae's basement - for reasons that are unclear - when the Kilrathi attacked McAuliffe and though he survived the nuking of the airbase, he received a nearly lethal dose of radiation in the process, from which he has scars that will never recover. Nevertheless, his skill in a fighter, along with his excellent leadership skills,

has led him to command of *Hōshō*'s entire fighter wing. His generally amiable personality has earned him many friends in the upper echelons of the Confederation Armed Forces command structure.

Raymond Blakely, Callsign: Sieverts		
Species: Terran	Rank: Lieutenant Colonel, TCSF	Gender: Male
Height: 1.8 m	Mass: 120 kg	Handedness: Right
Birth Date: 2595.276 (Age 44; Middle Age)	Place of Birth: Gautier, Mississippi, United States, Earth	Initiative: +9
Attack Bonuses - Melee: +12; Ranged: +14		Saves - Fortitude: 29, Reflex: 49, Willpower: 38
HP/NHP: 64	HD/THD/FHD: 41/41/50	SI: 64
<b>Power:</b> 75, <i>Three-Dimensional Maneuvers:</i> 25 (Jumping 10), <i>Brawling:</i> 25, <i>Lifting:</i> 15. <b>Finesse:</b> 90, <i>Dexterous Maneuvers:</i> 15 (Lockpicking 25), <i>Dodge:</i> 30, <i>Hiding and Seeking:</i> 20. <b>Physique:</b> 41, <i>Stamina:</i> 20, <i>Concentration:</i> 15, <i>Recuperation:</i> 6. <b>Intellect:</b> 120, <i>Knowledge:</i> 20 (Confederation Command Structure 15, Kilrathi Tactics 15), <i>Resourcefulness:</i> 25 (Crude Weaponry 15), <i>Cunning:</i> 15 (Seduction 15). <b>Acumen:</b> 85, <i>Perception:</i> 20 (Spotting Objects 20), <i>Performance:</i> 25, <i>Survival:</i> 20. <b>Charm:</b> 95, <i>Personality:</i> 25 (Debating 15), <i>Leadership:</i> 20 (Fighter Wing 10), <i>Diplomacy:</i> 25.		
<b>Command:</b> 95, <i>Security:</i> 25 (Hand Lasers 5), <i>Strategy:</i> 25, <i>Guidance:</i> 20, <i>Coordination:</i> 15, <i>Inspire:</i> 5. <b>Science:</b> 120, <i>Technology:</i> 20 (Land Vehicles 15), <i>Planetology:</i> 20, <i>Geology:</i> 25, <i>Archaeology:</i> 20, <i>Typhonology:</i> 20. <b>Navigation:</b> 155, <i>Vehicle Piloting:</i> 25 (Wildcat 45), <i>Orientation:</i> 20, <i>Astrogation:</i> 20, <i>Starship Piloting:</i> 25, <i>Stealth:</i> 20. <b>Tactical:</b> 135, <i>Evasive Maneuvers:</i> 25 (Shelton Slide 25), <i>Combat Maneuvers:</i> 25, <i>Targeting:</i> 25, <i>Marksmanship:</i> 20, <i>Ballistics:</i> 15. <b>Engineering:</b> 80, <i>Damage Control:</i> 25, <i>Mechanics:</i> 20, <i>Defenses:</i> 15, <i>Internal Systems:</i> 10, <i>Faster-Than-Light Mechanics:</i> 10. <b>Communications:</b> 50, <i>Rapport:</i> 20, <i>Translate:</i> 15, <i>Distress:</i> 10, <i>Intimidate:</i> 5. <b>Medicine:</b> 65, <i>Intensive Care:</i> 20, <i>Psychology:</i> 20, <i>Treatment:</i> 15, <i>Specialized Medicine:</i> 10.		
<b>Traits:</b> <i>Senses (Sound)</i> +10, <i>Reflexes</i> +10, <i>Lecherous</i> -5, <i>Comeliness</i> -5, <i>Health</i> -5, <i>Bleeder</i> -5.		

## The Bad Guys: Kilrathi Pilots

The following section contains a list of generic Kilrathi pilots that may be used during the course of the campaign. Pilots of varying skill levels are presented. The GM may use any of these pilots to generate the default enemy fighter pilot statistics as another means of affecting the campaign's difficulty. They should also feel free to combine Kilrathi pilots of varying skill levels in a single encounter (if they would like add an "ace" to an encounter, for example).

### Blackeye

The following table is for a generic, 0-hero point Kilrathi Pilot.

Cakg nar Raktha, Callsign: Blackeye		
Species: Kilrathi	Rank: Fourth Fang	Gender: Male
Height: 2.69 m	Mass: 110 kg	Handedness: Right
Birth Date: 2631.235 (Age 23; Adult)	Place of Birth: Village of Thrak'hr'an, Raktha	Initiative: +6
Attack Bonuses - Melee: +10; Ranged: +10		Saves - Fortitude: 35, Reflex: 36, Willpower: 36
HP/NHP: 75	HD/THD/FHD: 47/44/53	SI: 75
<b>Power:</b> 60, <i>Three-Dimensional Maneuvers:</i> 15 (Climbing 10), <i>Brawling:</i> 20, <i>Lifting:</i> 15. <b>Finesse:</b> 65, <i>Dexterous Maneuvers:</i> 20, <i>Dodge:</i> 20, <i>Hiding and Seeking:</i> 15 (Hunting 10). <b>Physique:</b> 50, <i>Stamina:</i> 15, <i>Concentration:</i> 15, <i>Recuperation:</i> 20. <b>Intellect:</b> 75, <i>Knowledge:</i> 20 (Clan Lore 10), <i>Resourcefulness:</i> 15, <i>Cunning:</i> 20 (Stalking 10). <b>Acumen:</b> 60, <i>Perception:</i> 25, <i>Performance:</i> 20, <i>Survival:</i> 15. <b>Charm:</b> 65, <i>Personality:</i> 20 (Taunting 10), <i>Leadership:</i> 20, <i>Diplomacy:</i> 15.		

**Command:** 40, *Security:* 20, *Strategy:* 15, *Guidance:* 5.  
**Science:** 45, *Technology:* 20, *Planetology:* 15, *Geology:* 10.  
**Navigation:** 60, *Vehicle Piloting:* 5 (Salthi 25), *Orientation:* 15, *Astrogation:* 10, *Starship Piloting:* 5.  
**Tactical:** 50, *Evasive Maneuvers:* 5 (Immelmann 15), *Combat Maneuvers:* 15, *Targeting:* 10, *Marksmanship:* 5.  
**Engineering:** 35, *Damage Control:* 20, *Mechanics:* 10, *Defenses:* 5.  
**Communications:** 20, *Rapport:* 15, *Translate:* 5.  
**Medicine:** 25, *Intensive Care:* 15, *Psychology:* 10.

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

## Star Shredder

The following table is for a generic, 100-hero point Kilrathi Pilot.

Joor'ath nar Dhollas, Callsign: Star Shredder		
Species: Kilrathi	Rank: Fourth Fang	Gender: Male
Height: 2.69 m	Mass: 110 kg	Handedness: Right
Birth Date: 2631.235 (Age 23; Adult)	Place of Birth: Ak'kilra'h'n Community, Dhollas	Initiative: +8
Attack Bonuses - Melee: +10; Ranged: +12		Saves - Fortitude: 35, Reflex: 38, Willpower: 36
HP/NHP: 75	HD/THD/FHD: 45/42/53	SI: 75
<b>Power:</b> 60, <i>Three-Dimensional Maneuvers:</i> 15 (Climbing 10), <i>Brawling:</i> 20, <i>Lifting:</i> 15. <b>Finesse:</b> 80, <i>Dexterous Maneuvers:</i> 20, <i>Dodge:</i> 25, <i>Hiding and Seeking:</i> 20 (Hunting 15). <b>Physique:</b> 50, <i>Stamina:</i> 25, <i>Concentration:</i> 15, <i>Recuperation:</i> 10. <b>Intellect:</b> 85, <i>Knowledge:</i> 20 (Clan Lore 15), <i>Resourcefulness:</i> 20, <i>Cunning:</i> 20 (Stalking 10). <b>Acumen:</b> 60, <i>Perception:</i> 25, <i>Performance:</i> 20, <i>Survival:</i> 15. <b>Charm:</b> 65, <i>Personality:</i> 20 (Taunting 10), <i>Leadership:</i> 20, <i>Diplomacy:</i> 15.		
<b>Command:</b> 40, <i>Security:</i> 20, <i>Strategy:</i> 15, <i>Guidance:</i> 5. <b>Science:</b> 55, <i>Technology:</i> 25, <i>Planetology:</i> 15, <i>Geology:</i> 10, <i>Archaeology:</i> 5. <b>Navigation:</b> 100, <i>Vehicle Piloting:</i> 10 (Dralthi 25), <i>Orientation:</i> 25, <i>Astrogation:</i> 20, <i>Starship Piloting:</i> 15, <i>Stealth:</i> 5. <b>Tactical:</b> 75, <i>Evasive Maneuvers:</i> 10 (Hard Brake 15), <i>Combat Maneuvers:</i> 20, <i>Targeting:</i> 15, <i>Marksmanship:</i> 10, <i>Ballistics:</i> 5. <b>Engineering:</b> 35, <i>Damage Control:</i> 20, <i>Mechanics:</i> 10, <i>Defenses:</i> 5. <b>Communications:</b> 20, <i>Rapport:</i> 15, <i>Translate:</i> 5. <b>Medicine:</b> 25, <i>Intensive Care:</i> 15, <i>Psychology:</i> 10.		
<b>Traits:</b> <u>Navigational Sense</u> +5, <u>Senses (Sight)</u> +5, <u>Overconfident</u> -5, <u>Impulsive</u> -5, <u>Enhanced Visual Sense</u> , <u>Senses (Sight)</u> +5, <u>Senses (Smell)</u> +5, <u>Senses (Hearing)</u> +5, <u>Creed</u> -25, <u>Intolerant (Non-Kilrathi)</u> -10.		

## Nightstalker

The following table is for a generic, 200-hero point Kilrathi Pilot.

Jorkad lan 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: 75	HD/THD/FHD: 45/42/53	SI: 75
<b>Power:</b> 65, <i>Three-Dimensional Maneuvers:</i> 20 (Climbing 10), <i>Brawling:</i> 20, <i>Lifting:</i> 15. <b>Finesse:</b> 80, <i>Dexterous Maneuvers:</i> 20, <i>Dodge:</i> 25, <i>Hiding and Seeking:</i> 25 (Hunting 10). <b>Physique:</b> 50, <i>Stamina:</i> 25, <i>Concentration:</i> 15, <i>Recuperation:</i> 10. <b>Intellect:</b> 85, <i>Knowledge:</i> 20 (Clan Lore 15), <i>Resourcefulness:</i> 20, <i>Cunning:</i> 15 (Stalking 15). <b>Acumen:</b> 60, <i>Perception:</i> 25, <i>Performance:</i> 20, <i>Survival:</i> 15. <b>Charm:</b> 65, <i>Personality:</i> 20 (Intimidating Gestures 10), <i>Leadership:</i> 20, <i>Diplomacy:</i> 15.		

<p><b>Command:</b> 60, <i>Security:</i> 25, <i>Strategy:</i> 20, <i>Guidance:</i> 10, <i>Coordination:</i> 5.  <b>Science:</b> 75, <i>Technology:</i> 25, <i>Planetology:</i> 20, <i>Geology:</i> 15, <i>Archaeology:</i> 10, <i>Typhonology:</i> 5.  <b>Navigation:</b> 115, <i>Vehicle Piloting:</i> 10 (Jalthi 35), <i>Orientation:</i> 25, <i>Astrogation:</i> 20, <i>Starship Piloting:</i> 15, <i>Stealth:</i> 10.  <b>Tactical:</b> 90, <i>Evasive Maneuvers:</i> 20 (Hard Brake 10), <i>Combat Maneuvers:</i> 25, <i>Targeting:</i> 20, <i>Marksmanship:</i> 10, <i>Ballistics:</i> 5.  <b>Engineering:</b> 45, <i>Damage Control:</i> 20, <i>Mechanics:</i> 15, <i>Defenses:</i> 10.  <b>Communications:</b> 20, <i>Rapport:</i> 15, <i>Translate:</i> 5.  <b>Medicine:</b> 25, <i>Intensive Care:</i> 15, <i>Psychology:</i> 10.</p>
<p><b>Traits:</b> <u>Navigational Sense</u> +10, <u>Overconfident</u> -5, <u>Discipline</u> -5, <u>Enhanced Visual Sense</u>, <u>Senses (Sight)</u> +5, <u>Senses (Smell)</u> +5, <u>Senses (Hearing)</u> +5, <u>Creed</u> -25, <u>Intolerant (Non-Kilrathi)</u> -10.</p>

## Deathclaw

The following table is for a generic, 300-hero point Kilrathi Pilot.

Buktag'ka <i>Ian Vharr</i> , Callsign: Deathclaw		
Species: Kilrathi	Rank: Second Fang	Gender: Male
Height: 2.69 m	Mass: 110 kg	Handedness: Right
Birth Date: 2631.235 (Age 23; Adult)	Place of Birth: Imperial City, Kilrah	Initiative: +9
Attack Bonuses - Melee: +11; Ranged: +13		Saves - Fortitude: 36, Reflex: 39, Willpower: 36
HP/NHP: 76	HD/THD/FHD: 44/41/53	SI: 76
<p><b>Power:</b> 75, <i>Three-Dimensional Maneuvers:</i> 20 (Climbing 10), <i>Brawling:</i> 25, <i>Lifting:</i> 20.  <b>Finesse:</b> 90, <i>Dexterous Maneuvers:</i> 20 (Balancing 20), <i>Dodge:</i> 20, <i>Hiding and Seeking:</i> 15 (Hunting 15).  <b>Physique:</b> 60, <i>Stamina:</i> 25, <i>Concentration:</i> 20, <i>Recuperation:</i> 15.  <b>Intellect:</b> 95, <i>Knowledge:</i> 20 (Clan Lore 20), <i>Resourcefulness:</i> 20, <i>Cunning:</i> 10 (Stalking 25).  <b>Acumen:</b> 60, <i>Perception:</i> 25, <i>Performance:</i> 20, <i>Survival:</i> 15.  <b>Charm:</b> 70, <i>Personality:</i> 15 (Intimidating Gestures 15), <i>Leadership:</i> 25, <i>Diplomacy:</i> 15.</p>		
<p><b>Command:</b> 70, <i>Security:</i> 20 (Hand Lasers 5), <i>Strategy:</i> 20, <i>Guidance:</i> 15, <i>Coordination:</i> 10.  <b>Science:</b> 85, <i>Technology:</i> 20, <i>Planetology:</i> 25, <i>Geology:</i> 15, <i>Archaeology:</i> 10, <i>Typhonology:</i> 15.  <b>Navigation:</b> 130, <i>Vehicle Piloting:</i> 20 (Krant 30), <i>Orientation:</i> 20, <i>Astrogation:</i> 25, <i>Starship Piloting:</i> 20, <i>Stealth:</i> 15.  <b>Tactical:</b> 105, <i>Evasive Maneuvers:</i> 20 (Fish-Hook 15), <i>Combat Maneuvers:</i> 25, <i>Targeting:</i> 20, <i>Marksmanship:</i> 15, <i>Ballistics:</i> 10.  <b>Engineering:</b> 55, <i>Damage Control:</i> 15, <i>Mechanics:</i> 25, <i>Defenses:</i> 10, <i>Internal Systems:</i> 5.  <b>Communications:</b> 20, <i>Rapport:</i> 15, <i>Translate:</i> 5.  <b>Medicine:</b> 35, <i>Intensive Care:</i> 20, <i>Psychology:</i> 10, <i>Treatment:</i> 5.</p>		
<p><b>Traits:</b> <u>Navigational Sense</u> +5, <u>Senses (Sight)</u> +5, <u>Senses (Sound)</u> +5, <u>Overconfident</u> -15, <u>Enhanced Visual Sense</u>, <u>Senses (Sight)</u> +5, <u>Senses (Smell)</u> +5, <u>Senses (Hearing)</u> +5, <u>Creed</u> -25, <u>Intolerant (Non-Kilrathi)</u> -10.</p>		

## Ape Ripper

The following table is for a generic, 400-hero point Kilrathi Pilot.

Vak nar Tsahl, Callsign: Ape Ripper		
Species: Kilrathi	Rank: First Fang	Gender: Male
Height: 2.69 m	Mass: 110 kg	Handedness: Right
Birth Date: 2631.235 (Age 23; Adult)	Place of Birth: Tsahl City, Kilrah	Initiative: +9
Attack Bonuses - Melee: +12; Ranged: +13		Saves - Fortitude: 36, Reflex: 59, Willpower: 31
HP/NHP: 76	HD/THD/FHD: 44/41/53	SI: 76
<b>Power:</b> 80, <i>Three-Dimensional Maneuvers:</i> 20 (Climbing 15), <i>Brawling:</i> 25, <i>Lifting:</i> 20. <b>Finesse:</b> 95, <i>Dexterous Maneuvers:</i> 20 (Balance 25), <i>Dodge:</i> 20, <i>Hiding and Seeking:</i> 10 (Hunting 20). <b>Physique:</b> 65, <i>Stamina:</i> 25, <i>Concentration:</i> 20, <i>Recuperation:</i> 20. <b>Intellect:</b> 100, <i>Knowledge:</i> 20 (Clan Lore 20), <i>Resourcefulness:</i> 15, <i>Cunning:</i> 10 (Stalking 35). <b>Acumen:</b> 60, <i>Perception:</i> 25, <i>Performance:</i> 20, <i>Survival:</i> 15. <b>Charm:</b> 75, <i>Personality:</i> 20 (Taunting 10), <i>Leadership:</i> 25, <i>Diplomacy:</i> 20.		
<b>Command:</b> 80, <i>Security:</i> 20 (Slugthrower 10), <i>Strategy:</i> 20, <i>Guidance:</i> 15, <i>Coordination:</i> 10, <i>Inspire:</i> 5. <b>Science:</b> 95, <i>Technology:</i> 20, <i>Planetology:</i> 25, <i>Geology:</i> 20, <i>Archaeology:</i> 15, <i>Typhonology:</i> 15. <b>Navigation:</b> 135, <i>Vehicle Piloting:</i> 20 (Gamora 35), <i>Orientation:</i> 20, <i>Astrogation:</i> 25, <i>Starship Piloting:</i> 20, <i>Stealth:</i> 15. <b>Tactical:</b> 120, <i>Evasive Maneuvers:</i> 20 (Hard Brake 25), <i>Combat Maneuvers:</i> 20, <i>Targeting:</i> 25, <i>Marksmanship:</i> 20, <i>Ballistics:</i> 10. <b>Engineering:</b> 65, <i>Damage Control:</i> 25, <i>Mechanics:</i> 20, <i>Defenses:</i> 15, <i>Internal Systems:</i> 5. <b>Communications:</b> 30, <i>Rapport:</i> 15, <i>Translate:</i> 10, <i>Distress:</i> 5. <b>Medicine:</b> 45, <i>Intensive Care:</i> 20, <i>Psychology:</i> 15, <i>Treatment:</i> 10.		
<b>Traits:</b> <u>Reflexes</u> +20, <u>Impulsive</u> -10, <u>Discipline</u> -5, <u>Lecherous</u> -5, <u>Enhanced Visual Sense</u> , <u>Senses (Sight)</u> +5, <u>Senses (Smell)</u> +5, <u>Senses (Hearing)</u> +5, <u>Creed</u> -25, <u>Intolerant (Non-Kilrathi)</u> -10.		

## Black Killer

The following table is for a generic, 500-hero point Kilrathi Pilot.

Kurthag nar Ta'hal, Callsign: Black Killer		
Species: Kilrathi	Rank: Shintahr	Gender: Male
Height: 2.69 m	Mass: 110 kg	Handedness: Right
Birth Date: 2631.235 (Age 23; Adult)	Place of Birth: Ta'hal Community, Kilrah	Initiative: +10
Attack Bonuses - Melee: +12; Ranged: +14		Saves - Fortitude: 37, Reflex: 40, Willpower: 31
HP/NHP: 77	HD/THD/FHD: 43/40/53	SI: 77
<b>Power:</b> 85, <i>Three-Dimensional Maneuvers:</i> 20 (Climbing 15), <i>Brawling:</i> 20 (Hran'gar 10), <i>Lifting:</i> 20. <b>Finesse:</b> 100, <i>Dexterous Maneuvers:</i> 20 (Balance 25), <i>Dodge:</i> 20, <i>Hiding and Seeking:</i> 20 (Hunting 15). <b>Physique:</b> 70, <i>Stamina:</i> 25, <i>Concentration:</i> 25, <i>Recuperation:</i> 20. <b>Intellect:</b> 105, <i>Knowledge:</i> 20 (Clan Lore 20, Kilrathi Command Structure 15), <i>Resourcefulness:</i> 15, <i>Cunning:</i> 15 (Stalking 20). <b>Acumen:</b> 65, <i>Perception:</i> 25, <i>Performance:</i> 20, <i>Survival:</i> 20. <b>Charm:</b> 75, <i>Personality:</i> 10 (Taunting 20), <i>Leadership:</i> 25, <i>Diplomacy:</i> 20.		
<b>Command:</b> 90, <i>Security:</i> 20 (Blades 10), <i>Strategy:</i> 25, <i>Guidance:</i> 20, <i>Coordination:</i> 10, <i>Inspire:</i> 5. <b>Science:</b> 110, <i>Technology:</i> 25, <i>Planetology:</i> 25, <i>Geology:</i> 20, <i>Archaeology:</i> 20, <i>Typhonology:</i> 20. <b>Navigation:</b> 155, <i>Vehicle Piloting:</i> 25 (Heavy Fighters 50), <i>Orientation:</i> 25, <i>Astrogation:</i> 20, <i>Starship Piloting:</i> 20, <i>Stealth:</i> 15. <b>Tactical:</b> 130, <i>Evasive Maneuvers:</i> 20 (Shake, Rattle and Roll 30), <i>Combat Maneuvers:</i> 20, <i>Targeting:</i> 25, <i>Marksmanship:</i> 20, <i>Ballistics:</i> 15. <b>Engineering:</b> 75, <i>Damage Control:</i> 25, <i>Mechanics:</i> 20, <i>Defenses:</i> 15, <i>Internal Systems:</i> 10, <i>Faster-Than-Light Mechanics:</i> 5. <b>Communications:</b> 40, <i>Rapport:</i> 20, <i>Translate:</i> 15, <i>Distress:</i> 5. <b>Medicine:</b> 55, <i>Intensive Care:</i> 20, <i>Psychology:</i> 15, <i>Treatment:</i> 10, <i>Specialized Medicine:</i> 10.		
<b>Traits:</b> <u>Navigational Sense</u> +10, <u>Overconfident</u> -5, <u>Discipline</u> -5, <u>Enhanced Visual Sense</u> , <u>Senses (Sight)</u> +5, <u>Senses (Smell)</u> +5, <u>Senses (Hearing)</u> +5, <u>Creed</u> -25, <u>Intolerant (Non-Kilrathi)</u> -10.		

## The Ugly Guys (And Other Folks)

*This section contains stats on various NPCs that are present throughout various points in the campaign.*

### Lieutenant Fielding

Lieutenant Lindsay Fielding (usually known around pilot country as just "Fielding") is *Hōshō's* chief of communications. Born into a lower-middle class civilian family, Fielding entered ROTC as a means of paying her way through college; she intended to perform a quick stint and ultimately begin a career in broadcasting. She was less than a year out of college and beginning her tour of duty aboard *Hōshō* when the war with the Pilgrim Alliance began (and in which *Hōshō* was heavily involved). She remained on board when the war with the Kilrathi got underway. She's known for her ability to stay focused under fire, though she'd just as soon stay out of action.

Lindsay Fielding		
Species: Terran	Rank: Second Lieutenant (TCN)	Gender: Female
Height: 1.9 m	Mass: 65 kg	Handedness: Right
Birth Date: 2611.063 (Age 28; Adult)	Place of Birth: Sawston, Cambridgeshire, England, Earth	Initiative: +4
Attack Bonuses - Melee: +5; Ranged: +4		Saves - Fortitude: 35, Reflex: 34, Willpower: 38
HP/NHP: 65	HD/THD/FHD: 46/46/50	SI: 65
<b>Power:</b> 55, <i>Three-Dimensional Maneuvers:</i> 15 (Swimming 10), <i>Brawling:</i> 10, <i>Lifting:</i> 20. <b>Finesse:</b> 45, <i>Dexterous Maneuvers:</i> 20, <i>Dodge:</i> 10, <i>Hiding and Seeking:</i> 15. <b>Physique:</b> 50, <i>Stamina:</i> 10, <i>Concentration:</i> 10 (Concentration Under Fire 15), <i>Recuperation:</i> 15. <b>Intellect:</b> 75, <i>Knowledge:</i> 10 (Kilrathi Codes 20), <i>Resourcefulness:</i> 20, <i>Cunning:</i> 15 (Poker Face 10). <b>Acumen:</b> 80, <i>Perception:</i> 10 (Hearing 15), <i>Performance:</i> 5 (Communications Officer 30), <i>Survival:</i> 20. <b>Charm:</b> 70, <i>Personality:</i> 25, <i>Leadership:</i> 15, <i>Diplomacy:</i> 10 (Arranging For Supplies 20).		
<b>Command:</b> 25, <i>Coordination:</i> 15, <i>Guidance:</i> 10. <b>Science:</b> 50, <i>Archaeology:</i> 15 (Kilrathi Relics 15), <i>Technology:</i> 15, <i>Geology:</i> 5. <b>Navigation:</b> 45, <i>Vehicle Piloting:</i> 20, <i>Stealth:</i> 15, <i>Orientation:</i> 10. <b>Tactical:</b> 30, <i>Evasive Maneuvers:</i> 15, <i>Targeting:</i> 10, <i>Marksmanship:</i> 5. <b>Engineering:</b> 35, <i>Damage Control:</i> 20, <i>Internal Systems:</i> 10, <i>Defenses:</i> 5. <b>Communications:</b> 65, <i>Translate:</i> 25 (Kilrathi Language: 10), <i>Rapport:</i> 15, <i>Distress:</i> 10, <i>Intimidate:</i> 5. <b>Medicine:</b> 20, <i>Psychology:</i> 15, <i>Specialized Medicine:</i> 5.		
<b>Traits:</b> <u>Linguistic Sense</u> +5, <u>Scientific Sense</u> +5, <u>Bleeder</u> -5, <u>Nerves</u> -5.		

### Rosewater

Quian Rui-hong has been a bartender for most of her adult life. In her early twenties, she relocated to the Highcroft resort facility on the planet McAuliffe and opened up a bar, which was relatively successful and often frequented by Confederation Naval personnel and with whom she developed a strong rapport. It was one of her patrons who gave her the nickname "Rosewater" given her profession and the fact that and her given name in Chinese means "red flower". She was at the Highcroft facility when the Kilrathi ambushed the planet and fared better than most civilians on the planet but rapidly saw her customer base dwindle immediately after the attack. Facing financial ruin, Rui-hong enlisted in the Navy, despite being *well* above the normal maximum age to do so. Fortunately, she had some friends in the Navy who pulled some strings and she rapidly found herself assigned to TCS *Hōshō* as a Culinary Specialist. She runs the bar on ship and is a friendly (though sometimes cutting and opinionated) presence in pilot country.

Quian "Rosewater" Rui-hong		
Species: Terran	Rank: Petty Officer	Gender: Female
Height: 1.5 m	Mass: 60 kg	Handedness: Right
Birth Date: 2583.113 (Age 56; Middle Age)	Place of Birth: Chikeng, Guangdong Province, China, Earth	Initiative: +5
Attack Bonuses - Melee: +7; Ranged: +8		Saves - Fortitude: 34, Reflex: 45, Willpower: 38
HP/NHP: 64	HD/THD/FHD: 45/45/50	SI: 64
<b>Power:</b> 40, <i>Brawling:</i> 20, <i>Three-Dimensional Maneuvers:</i> 15, <i>Lifting:</i> 5. <b>Finesse:</b> 50, <i>Dexterous Maneuvers:</i> 10 (Bartending Tricks 15), <i>Dodge:</i> 20, <i>Hiding and Seeking:</i> 5. <b>Physique:</b> 45, <i>Concentration:</i> 10 (Concentrating While Mixing Drinks 15), <i>Stamina:</i> 15, <i>Recuperation:</i> 5. <b>Intellect:</b> 75, <i>Knowledge:</i> 10 (Mixed Drinks 25), <i>Resourcefulness:</i> 25, <i>Cunning:</i> 15. <b>Acumen:</b> 85, <i>Performance:</i> 10 (Bartender 30), <i>Perception:</i> 10 (Sight 15), <i>Survival:</i> 20. <b>Charm:</b> 80, <i>Personality:</i> 10 (Arguing with Drunken Pilots 25), <i>Diplomacy:</i> 25, <i>Leadership:</i> 20.		
<b>Command:</b> 20, <i>Security:</i> 15, <i>Coordination:</i> 5. <b>Science:</b> 45, <i>Planetology:</i> 20, <i>Archaeology:</i> 15, <i>Geology:</i> 10. <b>Navigation:</b> 35, <i>Vehicle Piloting:</i> 5 (Groundcars 15), <i>Orientation:</i> 10, <i>Stealth:</i> 5. <b>Tactical:</b> 30, <i>Marksmanship:</i> 15, <i>Targeting:</i> 10, <i>Evasive Maneuvers:</i> 5. <b>Engineering:</b> 25, <i>Internal Systems:</i> 15, <i>Damage Control:</i> 10. <b>Communications:</b> 55, <i>Negotiate:</i> 25, <i>Rapport:</i> 15, <i>Intimidate:</i> 10, <i>Translate:</i> 5. <b>Medicine:</b> 40, <i>Psychology:</i> 20, <i>Intensive Care:</i> 15, <i>Specialized Medicine:</i> 5.		
<b>Traits:</b> <u>Nerves</u> +10, <u>Reflexes</u> +10, <u>Intolerant (Unnecessary Violence)</u> -20.		

## Shoeshine

Shoeshine is one of TCS *Sara Maru's* top pilots. He has achieved an impressive kill score in the early war despite his somewhat lackadaisical attitude towards Confederation command structure and his tendency to pay too much attention to the ship's company of women. Like most aviators, his callsign is somewhat based on his surname, though in his case it was also due to a slip of his drill sergeant's tongue - who said "shoeshine" instead of "sunshine" at the end of the phrase "Wake your <string of expletives> butt up, you miserable <another string of expletives> piece of <more expletives>!! This ain't <yet more expletives> nursery school!!!" on his first day of boot camp. This was followed by another string of expletives, as likely as not.

Joshuya Mitsuhide, Callsign: Shoeshine		
Species: Terran	Rank: Captain	Gender: Male
Height: 2.0 m	Mass: 110 kg	Handedness: Left
Birth Date: 2608.199 (Age 31; Adult)	Place of Birth: Itoigawa, Niigata Prefecture, Japan, Earth	Initiative: +8
Attack Bonuses - Melee: +11; Ranged: +13		Saves - Fortitude: 36, Reflex: 58, Willpower: 32
HP/NHP: 65	HD/THD/FHD: 42/42/50	SI: 65
<b>Power:</b> 65, <i>Three-Dimensional Maneuvers:</i> 20, <i>Brawling:</i> 20 (Aikido 10), <i>Lifting:</i> 15. <b>Finesse:</b> 80, <i>Dexterous Maneuvers:</i> 20 (Balance 10, Lockpicking 5), <i>Dodge:</i> 25, <i>Hiding and Seeking:</i> 20. <b>Physique:</b> 55, <i>Stamina:</i> 25, <i>Concentration:</i> 20, <i>Recuperation:</i> 10. <b>Intellect:</b> 100, <i>Knowledge:</i> 20 (Japanese History 20), <i>Resourcefulness:</i> 20, <i>Cunning:</i> 25 (Seduction 15). <b>Acumen:</b> 70, <i>Perception:</i> 20 (Spotting Objects in Space 15), <i>Performance:</i> 25, <i>Survival:</i> 15. <b>Charm:</b> 80, <i>Personality:</i> 20 (Picking Up Women 15), <i>Leadership:</i> 25, <i>Diplomacy:</i> 20.		
<b>Command:</b> 65, <i>Security:</i> 25, <i>Strategy:</i> 20, <i>Guidance:</i> 15, <i>Coordination:</i> 5. <b>Science:</b> 80, <i>Technology:</i> 15 (Kilrathi Craft 15), <i>Planetology:</i> 20, <i>Geology:</i> 15, <i>Archaeology:</i> 10, <i>Typhonology:</i> 5. <b>Navigation:</b> 125, <i>Vehicle Piloting:</i> 15 (Arrow 30), <i>Orientation:</i> 20, <i>Astrogation:</i> 25, <i>Starship Piloting:</i> 20, <i>Stealth:</i> 15. <b>Tactical:</b> 100, <i>Evasive Maneuvers:</i> 20 (Immelmann 15), <i>Combat Maneuvers:</i> 20, <i>Targeting:</i> 20, <i>Marksmanship:</i> 15, <i>Ballistics:</i> 10. <b>Engineering:</b> 50, <i>Damage Control:</i> 20, <i>Mechanics:</i> 15, <i>Defenses:</i> 10, <i>Internal Systems:</i> 5. <b>Communications:</b> 20, <i>Rapport:</i> 15, <i>Translate:</i> 5. <b>Medicine:</b> 35, <i>Intensive Care:</i> 20, <i>Psychology:</i> 10, <i>Treatment:</i> 5.		
<b>Traits:</b> <u>Reflexes</u> +20, <u>Impulsive</u> -10, <u>Discipline</u> -5, <u>Lecherous</u> -5.		

## Fin Soup

Heðin Finsen is one of the few representatives of his homeland in the Confederation Space Force and was the first person from the Faeroes to become a Confederation aerospace fighter pilot. Despite his somewhat impulsive behavior, he is a respected pilot aboard TCS *Sara Maru*, particularly given the fact that he'll occasionally whip up something for his squadron-mates that tastes a little better than what the ship's mess serves - a trait that helped him to earn his callsign.

Heðin Finsen, Callsign: Fin Soup		
Species: Terran	Rank: First Lieutenant	Gender: Male
Height: 1.8 m	Mass: 100 kg	Handedness: Right
Birth Date: 2609.145 (Age 30; Adult)	Place of Birth: Skopun, Sandoy Region, Faeroe Islands, Earth	Initiative: +7
Attack Bonuses - Melee: +8; Ranged: +9		Saves - Fortitude: 35, Reflex: 37, Willpower: 37
HP/NHP: 65	HD/THD/FHD: 43/43/50	SI: 65
<b>Power:</b> 60, <i>Three-Dimensional Maneuvers:</i> 25, <i>Brawling:</i> 20, <i>Lifting:</i> 15. <b>Finesse:</b> 75, <i>Dexterous Maneuvers:</i> 25, <i>Dodge:</i> 25, <i>Hiding and Seeking:</i> 25. <b>Physique:</b> 50, <i>Stamina:</i> 25, <i>Concentration:</i> 15, <i>Recuperation:</i> 10. <b>Intellect:</b> 95, <i>Knowledge:</i> 20 (Recipes 20), <i>Resourcefulness:</i> 30, <i>Cunning:</i> 25. <b>Acumen:</b> 70, <i>Perception:</i> 15, <i>Performance:</i> 25, <i>Survival:</i> 10 (Cooking 20). <b>Charm:</b> 75, <i>Personality:</i> 30, <i>Leadership:</i> 25, <i>Diplomacy:</i> 20.		
<b>Command:</b> 55, <i>Security:</i> 10 (Rifles 15), <i>Strategy:</i> 15, <i>Guidance:</i> 10, <i>Coordination:</i> 5. <b>Science:</b> 70, <i>Technology:</i> 20, <i>Planetology:</i> 10 (Astronomy 15), <i>Geology:</i> 15, <i>Archaeology:</i> 10. <b>Navigation:</b> 110, <i>Vehicle Piloting:</i> 20 (Arrow 20), <i>Orientation:</i> 25, <i>Astrogation:</i> 20, <i>Starship Piloting:</i> 15, <i>Stealth:</i> 10. <b>Tactical:</b> 85, <i>Evasive Maneuvers:</i> 20, <i>Combat Maneuvers:</i> 25, <i>Targeting:</i> 15, <i>Marksmanship:</i> 10, <i>Ballistics:</i> 15. <b>Engineering:</b> 40, <i>Damage Control:</i> 20, <i>Mechanics:</i> 15, <i>Defenses:</i> 5. <b>Communications:</b> 20, <i>Rapport:</i> 15, <i>Translate:</i> 5. <b>Medicine:</b> 25, <i>Intensive Care:</i> 15, <i>Psychology:</i> 10.		
<b>Traits:</b> <u>Navigational Sense</u> +5, <u>Senses (Sight)</u> +5, <u>Overconfident</u> -5, <u>Impulsive</u> -5.		

## Generic Confederation Capship Crew

The following set of Disciplines may be used for a generic, 200-point Confederation capital ship crew.

- **Command:** 105, *Inspire:* 25, *Coordination:* 25, *Strategy:* 20, *Security:* 15, *Guidance:* 20.
- **Science:** 105, *Planetology:* 25 (Habitable Worlds 10), *Technology:* 25, *Archaeology:* 20, *Geology:* 15, *Typhonology:* 10.
- **Navigation:** 105, *Starship Piloting:* 25 (Destroyers 10), *Astrogation:* 25, *Orientation:* 20, *Vehicle Piloting:* 15, *Stealth:* 10.
- **Tactical:** 105, *Ballistics:* 25 (Torpedoes 10), *Marksmanship:* 25, *Targeting:* 20, *Combat Maneuvers:* 15, *Evasive Maneuvers:* 10.
- **Engineering:** 105, *Internal Systems:* 20 (Hull 15), *Damage Control:* 25, *Faster-Than-Light Mechanics:* 20, *Mechanics:* 15, *Defenses:* 10.
- **Communications:** 105, *Translate:* 20 (English 15), *Rapport:* 25, *Distress:* 20, *Intimidate:* 15, *Negotiate:* 10.
- **Medicine:** 105, *Intensive Care:* 20 (Slashing Wounds 15), *Specialized Medicine:* 25, *Xenobiology:* 20, *Treatment:* 15, *Psychology:* 10.

## Generic Kilrathi Capship Crew

*The following set of Disciplines may be used for a generic, 200-point Kilrathi capital ship crew.*

- **Command:** 105, *Inspire:* 25, *Coordination:* 25, *Strategy:* 25, *Security:* 20, *Guidance:* 10.
- **Science:** 105, *Planetology:* 25, *Technology:* 25 (Alien Craft 10), *Archaeology:* 20, *Geology:* 15, *Typhonology:* 10.
- **Navigation:** 105, *Starship Piloting:* 25 (Destroyers 10), *Astrogation:* 25, *Orientation:* 20, *Vehicle Piloting:* 15, *Stealth:* 10.
- **Tactical:** 105, *Ballistics:* 25 (Torpedoes 10), *Marksmanship:* 25, *Targeting:* 20, *Combat Maneuvers:* 15, *Evasive Maneuvers:* 10.
- **Engineering:** 105, *Internal Systems:* 20 (Engines 15), *Damage Control:* 25, *Faster-Than-Light Mechanics:* 20, *Mechanics:* 15, *Defenses:* 10.
- **Communications:** 105, *Translate:* 20 (Kilrathi 15), *Rapport:* 25, *Distress:* 20, *Intimidate:* 15, *Negotiate:* 10.
- **Medicine:** 105, *Intensive Care:* 20 (Laser Wounds 15), *Specialized Medicine:* 25, *Xenobiology:* 20, *Treatment:* 15, *Psychology:* 10.



