SPACE SQUAD!

WHAT IS NEEDED

Each participant should have access to a pencil, paper and a set of polyhedral dice (one each of d4, d6, d8, d10 and d12). Characters can be recorded on a piece of paper or on one of the included Character Cards.

CHARACTER GENERATION

Characters have three Abilities, which are basic aspects of their adventuring lives. Each of these Abilities (Warrior, Engineer and Explorer) is represented by a die code. Players assign a d4, d8 and a d12 to each aspect.

- *Ex: Brennan wants to create a dashing pilot named Chan. He assigns his d12 to Engineer, his d8 to Explorer and his d4 to Warrior.*

In addition to Abilities, each character also begins with two pieces of "Stuff" which require a die code. The "Stuff" can be anything the player wants, as long has he has GM approval. Some common pieces of "Stuff" are weapons, armor, superior quality tools, etc.

Players assign a d6 to one piece of "Stuff" and a d10 to the other.

- *Ex: Brennan decides to have his pilot carry a Blaster Pistol with a die code of d6 and own a half-share (GMs decision) in a space freighter called Titan's Minnow. He assigns his d10 to this "Stuff" (for ships, see the pertinent section on page 3).*

Each character begins with 10 Hit Points plus half of his Warrior die code (d4 gives 2 hit points, d8 gives 4, d12 gives 6)

RESOLUTION MECHANIC

All characters can fight, crew starships and sneak around at varying levels of skill. A Target Number, typically a 2, 4 or 6, reflect the difficulty assigned by the GM. Higher numbers are certainly possible for daring feats.

In combat, a Warrior roll is required to hit an enemy. A 2, or better is needed to hit a weak foe, a 4, or better to strike an average foe, and a 6, or better to hit a tough foe. This pertains to melee combat only.

For missile combat, a Warrior roll is required but the Target Number depends on the range to the target, 2 for short range, 4 for medium range and a 6 for long range. Additionally, the Warrior roll has to be an even number for the attack to land. All odd numbers are automatic failures.

Warrior rolls can also be used for such things as breaking down doors, lifting industrial gears or surviving the effects of some drugs.

An Engineer roll is required to successfully repair machinery, computers or pilot a rocket ship. Simple repairs require a roll of 2, or higher, moderate, 4, or higher; difficult, 6, or greater.

Engineer rolls can also be used for things such as deciphering new computer programs, programming robots or pushing a ship at a higher speed than it should.

Explorer rolls are required for sneaking around, living off the land, jumping chasms, etc. Target Numbers for Explorer rolls are based on the difficulty of the task, Easy tasks require a roll of 2, or greater, Moderate tasks require a roll of 4, or greater and Difficult tasks require a roll of 6, or better.

EQUIPMENT THAT NEEDS TO BE ASSIGNED A "STUFF" DIE CODE

Any weapon does a d4 die roll for damage. If the player assigns a weapon to his "Stuff" then the weapon will do that die in damage. The player can assign his d10 die to a Sonic Sword or a Blaster rifle. If the attack is successful, the player will roll a d10 for damage.

Weapons with other die codes can be found lifted from fallen foes, or can be purchased.

Armor reduces damage taken by the amount of its die code.

- *Ex: Brennan's pilot, Chan, is struck in combat by a hired thug. The thug is using a Needler, which does d6 in damage. Chan is wearing a skein suit, which protects him from d6 damage. If the thug rolls a 4 for damage and Chan rolls a 5 on his skein suit die, he takes no damage!*

Some pieces of equipment also have a die code bonus assigned to them. Camouflaged clothing +1 would raise the character's Explorer die type by one when used to sneak around a d4 Explorer would then become a d6.

Characters can only carry four pieces of "Stuff". As each character starts with two pieces, he can only carry two additional pieces.

OTHER EQUIPMENT

Characters can carry as much equipment as is reasonable. Other equipment has no die code assigned to it. If a die code is required for other equipment for any reason, use a d4.

TREASURE AND ADVANCEMENT

Characters may find money and equipment as part of the adventure. Mundane items can be found, as well as extravagant! A high quality saber might have a greater than normal die code for damage (d6 instead of d4, for example) or it might give a +1 die code bonus to the Warrior roll.

Credit chips and works of art can also be found. Credits are used for training to improve a character's Abilities. It takes the future die code multiplied by 50 to improve an Ability.

- *Ex: Chan has been successful in his journey on the Planet of Darturnas. He has acquired some rare spices called Varpheer, worth 500 Credits! With the Credits he can become a better-trained warrior and raise his Warrior Attribute from d4 to d6, which will cost him 300 Credits. Hopefully, Chan found a good merchant house to give him close to 500 gold for the shipment of spice.*

Characters can also spend 50 Credits to improve their Hit Points by one point.

CREATURES

All enemies need a roll of 4, or greater, to hit an adventurer. Occasionally the GM might use a different number but that would be very rare.

Enemies can roughly be divided into four "classes" of difficulty. This class determines what number is required for an adventurer to hit with his Warrior roll, along with the Warrior roll of the monster.

WEAK
Weak creaturse attack with a d6 (Warrior Ability). Adventurers need a 2, or better, to hit these creatures in melee combat. These monsters generally have less than 8 hit points. Their damage dice are usually less

than d8. The following are examples of Weak Creatures

- *Mutant Rat (Bite d4, 4 HP)*
- *Wild Dog (Bite d6, 6 HP)*
- *Mook (Brass knuckles d8,, 8 HP)*

AVERAGE

Average enemies attack with a d8, require a 4, or better to be hit and generally do less than d8 damage in combat. They usually have more than 8 Hit Points. Some examples are:

- *Thug (Pistol d6, Leathers d4, 10 HP)*
- *Star Law (Stun stick d8; 12 HP)*
- *Digger Beatle (Drill nose d8, 4 HP)*
- *Carnivorous Plant (Thorns d4, Thorn venom +d4 per round for four rounds, 12 HP)*

TOUGH

Tough creatures attack with a d10, require a 6, or higher to be struck in combat, usually have more than 12 Hit Points and can do mass amounts of damage. Some examples of Tough Enemies are:

- *Space biker (Chain d10, 20 HP)*
- *Tree Creature (Claws d10, Bark skin d10, Regenerate d4 HP every other turn, 12 HP)*
- *Fire fish (Spear quills d6, Bite d8, Chlorine breath d12, Scales d6, 40 HP)*

OH HELL!

These are true monsters and are the stuff myths and legends. Adventures need an 8, or higher to hit these enemies. These creatures attack with a d12 and generally have more than 40 Hit Points. Some examples include:

- *Swamp Dragon (Claws d10, Bite d12, Scales d10, 60 HP)*
- *Voo'rtokian Dwurgman (Thrown boulder d12, Iron skin d12, 50 HP)*

SAMPLE EQUIPMENT LIST

Flashlight, all-weather blanket, water skin, whistle, canvas sack *1 Cr*
1 weeks of food disks, all-weather lighter, backpack, shovel, first aid kit (heals d4 once) *5 Cr*
Lantern, 50' rope, grappling hook (+1 Explorer roll), one-use communicator *10 Cr*
Fancy clothes, tent, Stimdose (heals d12 once), writs chronometer *20 Cr*
Bicycle, Grenade (d6 damage to all within 10 feet), electronic lock picks (+1 Engineer) *50 Cr*

SPACE CRAFT

Characters, at the GMs decision can acquire space ships. Like adventurers, they also have Attributes. Instead of Warrior, Engineer and Explorer, they have Speed/Agility, Weapons and Shields. Weapons and Shields are a ship's offensive and defensive capabilities and they are rated by die code. Speed/Agility is a special case. Most ships have one die code for S/A (d8, for instance) but modifications can cause the two aspects of the Ability to have different die codes. Speed d6 / Agility d8, is a good example. The two aspects can only be one die code apart, however.

For characters who choose a ship as part of their beginning "Stuff", the die code is any one of the ship's Abilities. The other two are always a d4 and a d6 (player's choice).

In space combat, the attacking ship rolls a Weapons die and the defender rolls a Shields die; if the attacker rolls higher than the defender then the defending ship is damaged. Roll a d6 and compare to the chart below to determine the extent of the damage.

1, 2, 3	D6 Hull hits
4	Speed -1
5	Weapons -1
6	Shields -1