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# STARLEADER™

## ASSAULT!™

A Futuristic Men-To-Man Combat Game



# MICROGAME® 21

## STARLEADER: ASSAULT!

The game of man-to-man combat in the thirtieth century S.E. (Space Era)

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**Playtesting:** Over one hundred gamers participated in the development of this game since 1979. Without their comments and aid STARLEADER would not have been possible.

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### 1.0 INTRODUCTION

STARLEADER: ASSAULT! is a game of man-to-man combat inside structures. STARLEADER is set in the far future, the 30th century of the Space Era (SE). Mankind has spread to the the stars. He has also evolved and changed, as genus homo always has. This is a game of the Humanic expansion to the stars.

STARLEADER: ASSAULT! is the first of Metagaming's future role-playing game series STARLEADER. By itself STARLEADER: ASSAULT! is an exciting raid game. It also teaches you character combat rules for STARLEADER. STARLEADER modules are fully compatible. You will never have to unlearn Character Combat when playing other modules. Any future combat rules will add to, but not change, these rules.

The Warship Trek Heaven is the target of a boarding assault group. The raiders board via Jumpers and go for their target, be it valuables, the ship, kidnapping, sabotage or vengeance.

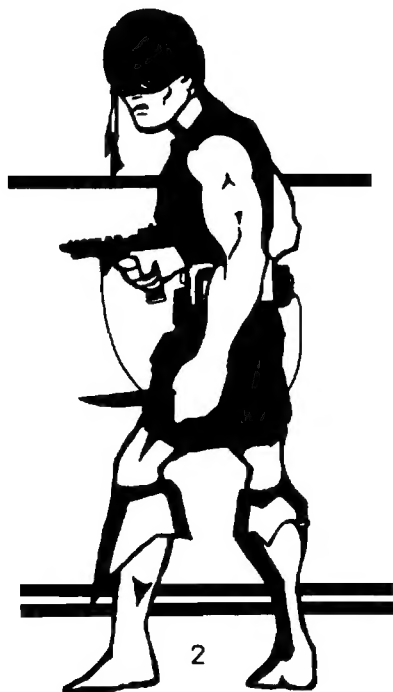
If you like swashbuckling space adventures this is your chance. With futuristic weapons, gadgets and body armor you're ready for some serious combat blasting. Fights are quick and deadly. But, as a future man you're up to the challenge.

**NOTE FOR NOVICES:** Start by reading the HOW TO PLAY section with the map and other components nearby for inspection. Then, skim the rules rapidly for an overview, exclude optional rules and all but the Basic Scenario.

Now try a game with the Basic Scenario. The best way to learn is to play. You may play wrong at the start. Don't let this bother you; you're learning.

Some references are for experienced gamers. This lets those familiar with adventure gaming expand these rules in a logical fashion that will mesh with material to be published.

**SYSTEM NOTE:** ASSAULT! is a module. Much will be added in later Star Mastered material to give a character a broader life. ASSAULT! is meant to be a combat module that leads to later role-playing, not a complete role-playing system in itself.



## 2.0 COMPONENTS

The game consists of this rules booklet, the play map, 42 play counters and a die. You will need scratch paper and a pencil to keep track of data for individual characters.

There is a CHARACTER RECORD SHEET provided in this booklet that you may copy for convenience. You will also find it convenient to utilize some extra dice from other sources to make die rolls easier.

**2.1 MAP:** The map shows areas marked off in hexagon shaped grids. The two areas of four hexes outside the ship represent the Jumpers used by attackers. The big area is the Warship Trek Heaven. The very dark lines represent walls. Mapping symbols are explained in 11.0 STRUCTURE MAPPING.

### 2.2 PLAY COUNTERS:

The play counters are what you place on the map and, in the case of characters, move around. The number in the upper right corner is that counter's Target Size. The letter in the lower left corner is an ID number to allow you to distinguish counters in play. Other lettering is self explanatory

**CHARACTER** counters show humanoid silhouettes and identifying letters. Some have weapons and/or body armor. Any counter may represent a character. All character data is recorded on the CHARACTER RECORD SHEET.

**FURNITURE** counters show obstacles such as chairs, tables, beds, etc. Each furniture counter has a number on it representing TARGET SIZE.

**DUMMY** counters are used to confuse the attacker about exact locations of defenders. A dummy counter is removed from play when it comes into an attacker's Line-of-Sight.

**LOCKED** counters are used to place on doors that have been locked. They are removed when a door is unlocked.





**SPECIAL** There are several other counters to show weapons, treasure and other special items that may be referenced in scenarios.

### 3.0 HOW TO PLAY

**3.1 DISCUSSION:** STARLEADER: ASSAULT! simulates raids on the Warpship Trek Heaven. These raids are described in the Scenario section, each scenario being a different raid.

The defenders occupy the Warpship at the start of a raid. The attackers use Jumper(s) to enter the Warpship and begin their attack. One player may direct the attackers and one the defenders. Or, a group may play one or more characters on each side, making their decisions for their own characters.

**3.2 SELECT SCENARIO:** First, select a scenario to play, the Basic is best for initial learning. Decide who will be defender and attacker. Note specific set-up, character creation and other instructions.

**3.3 CREATE CHARACTERS:** Next, create and equip your characters, as constrained by the scenario.

**3.4 SET-UP:** Initially, the defender sets up his characters, furniture and dummy counters face down in the Warpship, as described in the scenario.

**3.5 START OF PLAY:** The attacker JUMPS his characters into the Warpship by use of the Jumpers, see JUMPING, as may be constrained by the scenario.

**3.6 PLAYING:** A series of combat rounds ensues, see COMBAT TURN SEQUENCE. A raid is over as defined by the scenario or when all characters on one side are dead, unconscious or have surrendered.

**3.7 WINNING:** Each scenario defines attacker and defender victory conditions. Compute Experience Points for surviving characters if using that optional rule.



### 4.0 CHARACTER CREATION

Characters are created by players who record their data, and changes to it, on each character's CHARACTER RECORD SHEET. A character consists of his three numeric Attribute Levels, certain computed values, and his weapons, gadgets, possessions and accumulated Experience Points. Scenarios may state constraints on character creation.

**4.1 CREATION STEPS:** Enter data on the Character Record Sheet as it is determined.

**FIRST:** Name your character and select his Attribute Levels, as described below.

**SECOND:** Select his Body Armor, as constrained by the scenario.

**THIRD:** Select his weapons. Be sure to enter the data for each weapon as it appears on the appropriate weapon table. A character may have as many weapons as his body armor has weapon cords. If he doesn't have body armor he gets two weapons, one he has at ready and one slung or carried.

**FOURTH:** Select his Gadgets. He can have as many gadgets as his Body Armor has Gadget Sockets. Include Gadgets required by weapons.

**FIFTH:** compute his Combat Order and Adjusted Action Points.

**4.2 CHARACTER ATTRIBUTES:** Characters are defined by three attributes: INTELLIGENCE (IQ), PROWESS (PR) and EMOTIONS (EM). Capacity in each attribute is defined by a number. For starting characters there is a minimum level for each attribute, some Bonus Attribute Points and an Attribute Point Total. Attributes may be increased if using the Experience Points optional rule. These values vary according to the character's Race.

**MINIMUM ATTRIBUTE LEVEL:** There is a minimum attribute level for each sentient race. A human of the 30th century SE has the following minimum levels in each attribute: Intelligence (IQ) = 10, Prowess (PR) = 8 and Emotions (EM) = 8.

**BONUS ATTRIBUTE POINTS:** There are Bonus Attribute Points for each sentient race that a player may allocate among his character's three attributes. There are six Bonus Attribute Points for human characters.

**TOTAL ATTRIBUTE POINTS:** The Total Attribute Points for a starting human character would be the minimums (IQ=10,PR=8,EM=8) plus the bonus of 6 for a total of 32 points.

**4.3 INTELLIGENCE (IQ):** is a character's capacity to think and apply reasoning. IQ is of minimal use in STARLEADER: ASSAULT!. More uses of IQ will appear in future STARLEADER games. In STARLEADER: ASSAULT! a character can only operate weapons and gadgets at a Technological Level equal to or less than his IQ minus four (-4).

**4.4 PROWESS (PR):** is the main character attribute used in STARLEADER: ASSAULT!. Prowess is the physical capacity of a character, including agility, strength, dexterity and endurance.

Prowess represents the number of hits damage a character can take before dying.

Prowess is used in computing Combat Order.

**4.5 Emotion (EM):** is a character's capacity and disposition to act and react beyond the bounds of IQ and PR. Emotion is used only for Panic Checks in STARLEADER ASSAULT!. It has much broader usage in to-be-published Star Mastered materials.

**4.6 EXPERIENCE:** If you wish to keep a continuing character alive for multiple games they may grow more capable with experience. The simple Experience system described here will be supplanted in later STARLEADER rules.

**4.61 EXPERIENCE POINTS (EP):** Keep a running total of Experience Points (EP) for each character on that character's record sheet. Characters gain EPs for:

**FOR COMBAT:** Add one EP for each point of damage a character inflicts on a foe or receives himself.

**FOR SPECIAL TASKS:** Add 20 points every time a character performs one of the special tasks of a raid or scenario, like destroying the bomb, grabbing the treasure, saving the princess, etc.

**FOR SURVIVING:** Add 10EP every time a character survives a raid alive. The 10EP doesn't count if the character was not involved for at least three combat turns.

**FOR WINNING:** Add 15EP to characters for being on the winning side.

**4.62 CONVERTING EXPERIENCE:** A character may convert, ie "trade-in", his EP for increased Attribute Points. You may add each new Attribute Point to either IQ, PR or EM as you choose. This may be done when a character has accumulated the EP level shown for each additional Attribute Point. Only six additional Attribute Points may be gained in this fashion. When EP has been converted, delete that much EP from the record sheet.

#### CONVERTING EXPERIENCE POINTS

EP TO CONVERT	ATTRIBUTE POINTS RECEIVED
80	First extra Attribute point
100	Second extra Attribute Point
120	Third extra Attribute Point
140	Fourth extra Attribute Point
170	Fifth extra Attribute Point
200	Sixth extra Attribute Point

#### 5.0 CHARACTER COMBAT

Character Combat covers actions inside buildings or spaceships. The COMBAT TURN SEQUENCE describes the steps of combat which must be performed to complete a turn of combat. COMBAT ACTIONS define what a character may do during combat. COMBAT ORDER and ADJUSTED ACTION POINTS are used to resolve combat.

**5.1 COMBAT ORDER:** Characters perform their Actions during combat in order. The character with the highest Combat Order has the option of acting first and the character with the lowest Combat Order acts last.

Any time characters try to act simultaneously the one with the highest Combat Order goes first. In cases where characters on opposing sides have equal Combat Orders, the character(s) on the side with initiative acts first.

A character's Combat Order is computed as follows and entered on his Character Record Sheet.

$$\text{COMBAT ORDER} = \text{Character's Prowess} + \text{Adjusted Actions Points}$$

**5.11 ADJUSTED ACTION POINTS:** Each human character has eight ACTION POINTS to allocate to performing Combat Actions during each Combat Turn. The basic eight Action Points may be temporarily adjusted by equipment or Combat Damage.

The Armor and Gadget tables have a "AP COST" column that shows that item's effect on a character's Action Points. Add these adjustments to the basic eight Action Points, rounding down to the nearest whole number, and enter the value on the Character Record Sheet at Adjusted Action Points.

**5.12 EXAMPLE:** A character using a Powzen 12/13 rifle (requiring a MaxPak) and wearing a body suit of Suprablate-A armor would have his Action Points adjusted by  $-1 \frac{1}{2}$ . Enter  $6 \frac{1}{2}$  for Adjusted Action Points on the Character's Record Sheet. Round down to 6 for actual use in combat, you can't use fractional Action Points.



**5.2 COMBAT TURN SEQUENCE:** A Combat Turn proceeds in a series of activities by the players. When you have completed steps 1 thru 6, you have completed one Combat Turn. Start another if combat continues.

**1. INITIATIVE:** On the first turn the attackers have initiative. On subsequent combat turns each side rolls a die. The high roller has initiative for that combat turn; roll again for ties. Initiative determines which character acts first when characters of equal Combat Order of opposing players want to act at the same time.

**2. ANNOUNCE DODGING: (Optional Rule):** Characters who will Dodge for this combat turn must announce it now. Dodging is an optional rule.

**3. ANNOUNCE COUNTER-FIRE:** All players who wish to be able to perform Counter-fire so announce now. The four Action Points for Counter-fire are considered expended now even if the character never actually executes Counter fire during the turn.

**4. COMBAT ORDER:** Characters execute Combat Actions in order of their Combat Order, the character with the highest Combat Order going first and the lowest, last. When characters have equal Combat Orders, the one on the side with initiative for the combat turn goes first.

**5. EXECUTE ACTIONS:** When it is his turn to act, each character may execute as many Actions from the list of Combat Actions as he can and wishes. A character allocates his Adjusted Action Points (adjAP) to each Combat Action until he has used them all or wishes to quit executing actions. When a character completes his Combat Actions the character with the next highest Combat Order executes actions and so on until all characters have completed their actions.

A character may voluntarily delay his turn to execute actions until a lower place in the combat order. This allows simultaneous actions by more than one character or can force enemies to commit themselves first. Such a delay is for ALL his actions, not just some actions.



**6. APPLY ACTIONS:** The effect of a Combat Action is applied immediately. This may change the status of other Characters, Weapons, Gadgets, etc that have not yet executed this turn.

**7. PANIC CHECK (Optional Rule):** A Panic Check is made for each character who has suffered a hit or for a character who has seen, in his Line-of-Sight, one of his comrades get Knocked DOWN from hits. (See 5.64 Panic Check.)

**8. END OF COMBAT TURN:** Combat is now over if one side is unable to continue combat because all its characters are dead, unconscious, surrendered or withdrawn. If both sides have able characters left, start at #1 and perform another combat turn.

**5.3 COMBAT ACTIONS:** Each character may perform as many Actions as he can from the list below when it is his turn to act. He may perform an Action more than once in a turn WITH THE EXCEPTION OF COUNTER-FIRE. There is an Action Point cost for each Action. A character allocates his adjusted Action Points to Actions until all his Action Points have been used or until he decides to quit for that turn.

### 5.31 COMBAT ACTION LIST

ACTION POINT	COST	ACTION	EXPLANATION
-		Movement	- See Movement for details.
1		Handle Object	- Handle Object (Optional).
4		Counter Fire	- Fire at Target out of Order, -3 To Hit Roll penalty.
2		Dodging	- Evasive Movement, -2 on To Hit rolls (Optional Rule).
4		Weapon Fire	- Aim & fire at Target at no To Hit Roll penalty.
3+		Special Action	- Complex Actions (Optional)
2		Snap Fire	- Unaimed ready weapon fire at a target, -6 To Hit Roll penalty.

**5.32 COMBAT POSITIONS:** Characters are in either the UP or DOWN position during combat. A character may be precluded from performing certain Combat Actions depending on his position. Changing position costs one Action Point as a Movement action.

### COMBAT POSITIONS

- UP -** A standing or crouching Character on his feet is UP (Target Size = 2).
- DOWN -** A prone, kneeling or sitting character is DOWN (Target Size = 1).

**5.4 COUNTER FIRE:** A character may Weapon Fire at a target using the Counter-Fire Action. A character may only counter-fire once per turn. Counter-fire costs 4 Action Points and the To Hit Roll is adjusted by -3.

A player states that his character will counter-fire during step three of the Combat Turn Sequence. The counter-firing character loses the 4 AP even if he doesn't actually counter-fire at anyone during the turn. The counter-fire may occur at any time during the combat turn as announced at that time.

The counter-firing player announces that he is going to execute his counter-fire and who or what his target is to be just before he counter-fires. This statement is made prior to an other character performing an action.

Initiative is use to determine who fires first in case of ties.

**FOR EXAMPLE:** A player announces at step three of the combat turn sequence that his character, Zemyla, will counter fire this turn. When characters begin to execute their actions Zemyla waits until he feels he has a good target and announces, 'counter-fire on Bob's character', or some such announcement. This may be before or after Bob's character has had a turn or during his turn between actions.

If another character(s) announces counter-fire at the same time then the character with highest initiative counter-fires first followed by those with lower initiative.

**5.5 CHARACTER COMBAT MOVEMENT:** During Character Combat a character may select Movement as an Action. The number of Action Points required to perform certain types of Movement is shown below.



## MOVEMENT LIST

ACTION POINT COST	STARTING POSITION	TYPE OF MOVEMENT
1	UP	Enter Open, Flat or Clear hex.
2	UP	Enter Steps, Incline, Slope hex.
3	UP	Jump over or onto object in adjacent hex. Fall down in target hex on die roll of 1 or 2.
3	DOWN	Crawl one Hex.
3	UP	Carry 50 kgm load one hex.
6	UP	Carry 100 kgm load one hex.
1	BOTH	Change Positions.

**MOVEMENT CONSTRAINTS:** The Adjusted Action Points available to a character are allocated to movement as to other actions. Only one character may occupy a hex at a time. Some types of movement may not be allowed unless a character started the action in a given position.

**5.6 OPTIONAL COMBAT RULES:** When you are ready for more realism, add these Optional Combat Actions.

**5.61 SPECIAL ACTION (Optional):** The Special Action is used where specified and for all actions that don't clearly or conveniently fit into the other action categories. Action Point costs should be kept in line with others. Remember, a character can reach out to anything in an adjacent hex.

The Special Action may be used by mutual agreement among the players when the task to be performed is not specified in the rules. It expands the possible actions of Characters for players who have mastered standard rules.

**5.62 DODGING (Optional):** A character may announce that it will be dodging during step two of the Combat Turn Sequence BEFORE characters execute actions. Dodging costs the dodging character two action points. The effect of Dodging is to subtract two from the To Hit roll of any weapon fire made on or made by the dodging character.

**5.63 HANDLE OBJECT (Optional):** A character may ready or replace a weapon, pick-up or place an object, open or close or lock or unlock a door, or perform another brief, small, unspecified action with the Handle Object Action. A character must have a free hand to perform the Handle Object Action.

**5.64 PANIC CHECK (Optional):** A character that was hit by weapon fire or who saw, in his Line-of-sight, one of his comrades get knocked DOWN from hits must make a Panic Check die roll.

Roll three dice and subtract the Character's Emotions (EM) value to yield a difference. Reference this difference on the Panic Table below and apply the result to the character the next time the character has the option to act. A character may need to make further Panic Check die rolls before he can again act normally.

### PANIC TABLE

**DIFFERENCE      RESULT**

**UNDER 4      No Effect**

**4 or 5** Character moves to cover, if cover is three or less hexes away, and/or goes DOWN (if UP), and will not move toward an enemy next combat turn.

**6 or 7** Same EFFECT as 4 or 5 difference plus character will not fire a weapon next combat round. Make another Panic Check on this character at the end of next combat round.

**8 or 9** Character moves as far away from danger as he can the next combat turn. He won't fire a weapon but will open doors, jump obstacles etc in his retreat. Make another Panic Roll for him at the end of the next combat turn and add +3 to the difference.

**10** Character drops weapons and goes DOWN. He makes no actions for next 3 combat turns and will then react as if he had an 8 or 9 difference. Make another Panic check for him at the end of the third turn.

**5.65 PRIMITIVE WEAPONS NOTE (Optional):** ASSAULT! covers high technology combat. Experienced role-players who wish to use primitive weapons are advised to utilize THE FANTASY TRIP: MELEE. Convert Prowess to Strength and Dexterity by considering ST and DX equal to Prowess. Then, shift one or two points from ST to DX, or vice versa, as desired.

For armor consult the Armor Ratings and convert TFT: MELEE armor as seems logical. For To Hit and Damage rolls with primitive weapons use TFT: MELEE A more detailed description of how to convert will be presented in later material. For those experienced in TFT, these guidelines will suffice.



## 6.0 WEAPON FIRE

A character fires a ready weapon when he uses the Weapon Fire, Counter-fire or Snap Fire actions. To fire a weapon a character designates a target within his Line-Of-Sight(LOS), makes a TO HIT ROLL with four dice and makes a DAMAGE ROLL with two dice if the target is hit.

**6.1 TARGETING:** All weapon fire is fired at a target (object or enemy). For weapon fire inside structures all targets are considered in range. There must be a clear Line-Of-Sight(LOS) from the firer's hex to the target's hex.

**TARGET SIZE:** Every item larger than a small chair has a Target Size. Target Size is used in computing the To Hit die roll. Target Size is printed on counters for convenience. Players may estimate Target Size for other objects when making up scenarios that include objects not specified.

Sample Target Sizes: An UP character = 2; a DOWN character = 1; chair, bush etc. = 1; small desk, table, low wall = 2; bed, couch, large desk = 3.

**6.2 SEEING THE TARGET:** A weapon may only be fired at a target the character can see, referred to as being in Line-of-Sight (LOS).

**6.21 LINE-OF-SIGHT (LOS):** To fire at a target, the firer must be able to trace a straight line, unblocked by a wall or an obstacle of Target Size 6 or greater, from the center of his hex to the center of the target's hex. If he can't then he doesn't have that target in Line-of-Sight. Only targets in LOS may be fired at.

Also, any face down counter is turned face up when it comes into the Line-of-Sight (LOS) of an opposing player.

**6.22 OBSCURED TARGETS:** Characters may hide behind objects in a firer's LOS for protection. Subtract the Target Size of the obstacle from the target size of the target to get the Target Size for resolving Weapon Fire.

Use this value for target size even though this subtraction may yield a negative number.



## STARLEADER TABLES

STARLEADER Tables are explained in the rules. Given here are explanations of column headings and other notes useful in understanding the data.

DEN: Weapon's density of fire.  
 PNCH: Weapon's impact/penetration value.  
 TEK LEV: Weapon's technological level.  
 AP COST: Action Point adjustment cost to carry weapon at ready.  
 HND: Number of hands to operate weapon.  
 NEEDS: Gadgets necessary to operate weapon.  
 RANGE: Maximum range of fire in meters.  
 CD COST: Cost in Starleader Credits.  
 PISTOL: Name of Pistol  
 RIFLE: Name of Rifle  
 ARM. RATE: Rating of Armor Type.  
 GAD SOK: Maximum Number of gadget sockets.  
 WEAP CORD: Maximum number of weapon cords.  
 "N": Also available in Stunner versions.  
 "M": Weapon with mount.

### PISTOL WEAPONS

PISTOL	DEN/ PNCH	TEK LEV	AP COST	HND	NEEDS	RANGE METERS	CD COST
Hanza	6/-3	3	-0.0	1	--	50	7
Lugon	6/-2	3	-0.0	1	--	50	9
Jaffna	6/-1	4	-0.0	1	--	50	12
Hanza	8/-3	4	-0.0	1	--	100	10
Lugon	7/-2	4	-0.0	1	--	100	11
Lugon	8/-2	4	-0.0	1	--	100	12
Welker	7/-1	4	-0.0	1	--	100	13
Lugon	9/-1	5	-0.0	1	--	200	16
Welker	8/ 0	5	-0.0	1	--	200	17
Jaffna	7/ 1	5	-0.0	1	--	100	18
Deltek	9/ 0	5	-0.0	1	Magazine	200	23
Deltek	8/ 1	5	-0.0	1	Magazine	200	24
Ghazi	8/ 3	6N	-0.0	1	--	200	24
Jaffna	9/ 2	6N	-0.0	1	--	200	23
Deltek	10/ 2	6N	-0.0	1	Magazine	300	30
Deltek	9/ 3	6N	-0.0	1	Magazine	300	31
Stunor	10/ 4	6N	-0.0	1	Slugpak	300	32
Stunor	9/ 4	6N	-0.0	1	Slugpak	300	33
Stunor	9/ 6	7N	-0.0	1	--	200	32
Ghazi	10/ 5	7N	-0.0	1	--	300	33
Powzyd	10/ 7	7N	-0.0	1	Powerpak	400	42
Ghazi	10/ 7	8N	-0.0	1	--	300	34

RIFLE WEAPONS

RIFLE	DENV FNCH	TEK LEV	AP		RANGE METERS	CD COST	BODY ARMOR TABLE							
			COST	HND NEEDS			TEK LEV	ARM. RATE	AP COST	GAD SOK	WEAP CORD	CD COST		
Vanert	7/-2	3	-0.0	2 --	100	10								
Vanert	7/-1	3	-0.0	2 --	100	12								
Bush	8/-2	3	-0.0	2 --	200	11								
Scout	8/-1	3	-0.0	2 --	100	13								
Vanert	7/ 0	4	-0.0	2 --	300	15								
Onfeld	8/ 0	4	-0.0	2 --	200	16								
Bush	9/-1	4	-0.0	2 --	200	15								
Quizah	9/ 0	4	-0.5	2 --	300	17								
Ryglon	10/-2	4	-0.0	2 --	100	14								
Karbyn	10/-1	4	-0.5	2M --	200	17								
Ibarra	8/ 3	5	-0.0	2 --	300	23								
Vanert	9/ 3	5	-0.0	2 --	300	24								
Quizah	10/ 2	5	-0.0	2 --	500	23								
Kolty	10/ 3	5	-0.5	2M --	300	30								
Dvina	11/ 1	5	-0.0	2 --	300	22								
Imphal	11/ 2	5	-0.5	2M --	400	29								
Yaseka	11/ 3	5	-0.5	2M Magazine	600	31								
Ibarra	9/ 7	6N	-0.0	2 --	600	33								
Tenocha	9/ 8	6N	-0.5	2M --	800	37								
Karbyn	10/ 7	6N	-0.0	2 --	700	34								
Deltek	11/ 6	6N	-0.0	2 --	600	33								
Yaseka	11/ 7	6N	-0.5	2M --	700	37								
Renkii	11/ 8	6N	-1.0	2M Slugpak	700	43								
Vanert	12/ 5	6N	-0.0	2 --	400	32								
Kolty	12/ 6	6N	-0.5	2M --	600	36								
Imphal	12/ 7	6N	-1.0	2M Powerpak	800	42								
Tenocha	10/11	7N	-0.0	2 --	800	43								
Ibarra	11/10	7N	-0.0	2 --	800	42								
Kurfa	11/11	7N	-0.5	2M --	1km	46								
Vanert	12/ 9	7N	-0.0	2 --	800	41								
Imphal	12/10	7N	-0.5	2M --	1km	45								
Powzen	12/11	7N	-0.5	2M Powerpak	1.5km	52								
Powzen	12/12	7N	-1.0	2M Powerpak	1.5km	56								
Kurfa	13/11	7N	-1.0	2M Slugpak	1km	53								
Imphal	11/12	8N	-0.0	2 --	1km	47								
Ryglon	11/13	8N	-0.0	2 --	1km	49								
Kurfa	12/11	8N	-0.0	2 --	1km	46								
Ibarra	12/12	8N	-0.5	2M --	1.5km	50								
Tenocha	12/13	8N	-1.0	2M --	1.5km	52								
Vanert	13/12	8N	-1.0	2M --	1.5km	51								
Mazer	14/13	8N	-1.0	2M Maxpak	1.5km	60								

TYPE	TEK LEV	ARM. RATE	AP COST	GAD SOK	WEAP CORD	CD COST
Nat. Fiber	2	1	- .5	0	0	30
Mfg. Fiber	3	2	- .5	0	0	50
Mesh	3	3	- .5	0	0	60
Plate	4	4	-1.0	0	0	80
Web Alloy-A	5	5	- .5	2	2	120
Web Alloy-B	5	5	- .5	3	2	125
Web Alloy-C	5	5	- .5	4	3	135
Meshon-A	5	6	-1.0	2	2	130
Meshon-B	5	6	-1.0	3	2	135
Meshon-C	5	6	-1.0	4	3	145
Flectra-A	5	7	-1.0	2	2	140
Flectra-B	5	7	-1.0	3	2	145
Flectra-C	5	7	-1.0	4	3	155
Alloid-A	6	8	- .5	3	2	165
Alloid-B	6	8	- .5	4	3	175
Alloid-C	6	8	- .5	5	3	180
Ablate-A	6	9	-1.0	3	2	175
Ablate-B	6	9	-1.0	4	3	185
Ablate-C	6	9	-1.0	5	3	190
Reflectron-A	6	10	-1.0	3	2	185
Reflectron-B	6	10	-1.0	4	3	195
Reflectron-C	6	10	-1.0	5	3	200
Suprablate-A	7	11	- .5	4	3	215
Suprablate-B	7	11	- .5	5	3	220
Suprablate-C	7	11	- .5	6	4	230
Allox-A	7	12	-1.0	4	3	225
Allox-B	7	12	-1.0	5	3	230
Allox-C	7	12	-1.0	6	4	240
Ablataloy-A	7	13	-1.0	4	3	235
Ablataloy-B	7	13	-1.0	5	3	240
Ablataloy-C	7	13	-1.0	6	4	250

## GADGETS TABLE

### GADGET      TEK LEV/AP COST/CD COST/COMMENT

**VACPAK:**      5/-0.0/200 Vacuum proofing for Body Suit, 8 hour air, also proof against all inhabitable atmospheres.

**MAGAZINE:**    5/-0.5/150 Primitive slug feeder for projectile weapons.

**SEALALL:**    6/-0.0/400 All environment Body Suit sealer, heater & cooler with 16 hour duration.

**POWERPAK:**   6/-0.5/400 Energy weaponspower module.

**SLUGPAK:**    6/-0.5/250 Advanced Slugfeeder.  
**SYTER:**      6/-0.0/300 Helmet targeter. Add +1 on To Hit Roll.

**SCRAMBLER:** 6/-0.0/300 Target with Scrambler gets a -1 on To Hit Rolls if any type of targeting gadget is used on him.

**LOW BOOST:** 6/-0.0/800 Adds 1 Action Point to character's Adjusted Action Points, 2 hour duration with minimum 10 minute usage each time used.

**MEDIKIT:**    6/-0.0/500 Temporarily restores 2 PR of hits of damage. All hits felt after 10 more combat turns.

**MAXPAK:**      7/-0.5/600 Advanced power module for energy weapons.

**SYTER-X:**    7/-0.0/500 Helmet targeter. Add +2 on To Hit Roll.

**MEDIBOOST:** 7/-0.0/1200 Adds 2 Action Points to character's Adjusted Action Points, 4 hour duration with minimum 10 minute usage each time used.

**STASIZER:**   7/-0.0/5000 Preserves life of dead character for 1 hour if Prowess 0 to -10. Medical Module can revive on a die roll of 1,2 or 3.

**HEALER:**      7/-0.0/1000 Permanently restores 1 PR of damage per combat turn up to total of 3 PR.

**SCRAMBLER-X:** 7/-0.0/500 Target with Scrambler-X gets -2 on To Hit Roll if any type of targeting gadget is used on him.

**SUPERSYTER:** 8/-0.0/1000 Advanced helmet targeter Add +3 on To Hit Roll.

**MAXISCRAMB:** 8/-0.0/1000 Target with Maxiscramb gets -3 on To Hit Roll if any type of Targeting gadget is used on him.

**HIBOOST:**     8/-0.0/2500 Adds 3 Action Points to character's Adjusted Action Points, 6 hour duration with minimum 10 minute usage each time used.

**6.3 TO HIT DIE ROLL:** The To Hit roll is made by the firing player with four dice. For the weapon fire to have hit the target the die roll must be equal to or lower than the computed value:

### TO HIT DIE ROLL

**Weapon's Density + Target's Size - Obstacle's Target Size + other adjustments specified.**

**CLOSE RANGE:** If a target is two or less hexes away adjust the To Hit roll for a pistol by +3 and the To Hit Roll for a rifle by -3. This reflects the greater chances of hitting something near by and the awkwardness of using a rifle at close range.

**6.4 DAMAGE DIE ROLL:** If a target is hit the target player makes a roll with two dice to determine how many hits damage the target suffers. The formula below gives the number of hits damage suffered by the target. A Positive Value represents hits damage taken and a zero or negative value represent no damage.

### DAMAGE DIE ROLL

**Two Die Roll + Weapon's Punch - Target's armor rating + other adjustments specified.**

**6.5 RECORDING DAMAGE:** The hits damage resulting from weapon fire is recorded immediately on the CHARACTER RECORD SHEET for that character as a subtraction from Prowess. If the target was an object, players make note of the damage on scratch paper.

The effects of the damage take place immediately. A character is unconscious when his Prowess is reduced to zero and he dies when it goes below zero.

### 6.6 OPTIONAL WEAPON FIRE RULES:

After learning the basic rules above you will want to add these rules for more realism.

**6.61 FIVE OR MORE HITS (Optional):** A human character taking five or more hits of damage during one combat turn is knocked DOWN if he had been in the UP position when hit.

**HEAVY HIT TABLE (Optional):** Roll one die for each character suffering five or more hits as the result of ONE hit by Weapon Fire. The indicated effect is applied to the hit character immediately.

#### HEAVY HIT TABLE

DIE ROLL	EFFECT OF HIT
1,2	Knocked DOWN only.
3,4	Knocked DOWN, lose two Action Points next turn
5	Knocked DOWN, lose four Action Points next turn
6	Knocked DOWN, unconscious rest of this turn and next two turns of combat.

**NOTE:** A character knocked down drops his weapons. If they are on weapon cords then it takes the Handle Object action to ready them at a cost of 1 AP. If they weren't on cords it takes a Special Action to pick up the weapon at a cost of 2 AP.

**6.62 REDUCED PROWESS (Optional):** A character that has his Prowess reduced to 3 or less suffers loss of two Action Points per combat turn.

A character reduced to zero Prowess is unconscious. A character whose prowess is reduced to less than zero is dead.

**6.63 OUT OF SIGHT (Optional):** A character not in the LOS of ANY opponent at the end of a Character Combat Turn is Out Of Sight. Turn that character's counter face down. A dummy counter is shuffled with the character counter and the character's player may move both until that counter comes into sight of an opponent character.



**6.64 SPECIAL HIT ROLL RESULTS (Optional):** The list below gives the special results associated with given TO HIT DIE ROLL numbers.

#### SPECIAL HIT RESULTS TABLE

TO HIT ROLL	RESULT
23,24	Blown Weapon - Weapon blows up. No damage target. Make Damage Roll on Firer.
21,22	Jammed Weapon - Weapon won't fire. See Unjamming below.
19,20	Automatic Miss - Target is always missed.
10 or less	Automatic Hit - Always a hit on a visible target.

**UNJAMMING:** Unjamming is a Special Action with a 3 AP cost. It is used to Unjam a Weapon or other malfunctioning equipment or Gadget. Select Special Action and make a three die roll. If it is less than or equal to the character's IQ the Unjam is successful. Three consecutive unsuccessful Unjams ruins the weapon.

**BLOWN WEAPONS:** The weapon being fired blows up. The firing character makes the Damage Roll on himself and records any resultant damage on his record sheet.

**6.65 RANGE NOTE (Optional):** Experienced gamers who want to experiment with outdoor combat should note that the To Hit Roll is adjusted by minus 1 for each hundred Meters of range. Outdoor STARLEADER modules will use 20 meter hexes arranged in 5 hex across megahexes, ie making each megahex 100 meters across, or will be in 100 meters per hex scales.

#### 7.0 CHARACTER WEAPONS

Character weapons consist of Rifles and Pistols. Weapon data is listed in the WEAPON TABLES along with an explanation of column headings.

The weapons shown represent a variety of types of weapons from a variety of manufacturers. Some are obviously energy weapons, those needing powerpaks, and some are projectile weapons, those needing slug feeders. For the purposes of ASSAULT! technical details are ignored and only the effectiveness of the weapons in terms of punch and density are shown.

**7.1 MOUNTED WEAPONS (Optional):** Some weapons have an "M" after the Hands number. This indicates that the weapon must be mounted or braced on an object to be fired. It cannot be fired being held only by hands.

**TO HIT ADJUSTMENT:** No TO HIT or DAMAGE adjustments are made for a mount weapon if the mount is deployed when it is fired. If the weapon is only braced, i.e. resting on a surface, its To Hit roll is adjusted by minus 3 (-3) and its Damage Roll by minus one half of the weapon's Punch, rounded down.

**MOUNT DEPLOYMENT:** All weapon mounts come built-in. Deploying a weapon mount is a Special Action at a cost of 3 Action Points. Mounts retract when the weapon is moved at no AP cost.

**7.2 STUNNERS (Optional):** The "N" by a Tech Level of a weapon means it is available as a Stunner. Stunners only affect organic nervous systems or electronic systems such as electronic controls.

**7.21 STUNNER DAMAGE (Optional):** A character hit by Stunner Fire records such damage on his record sheet. Stunner damage can reduce a character to zero PR but no lower. Stunner damage can not kill a character. A character who has both normal and Stunner hit damage only dies when the normal damage causes his PR to go negative.

**7.22 STUNNER RECOVERY (Optional):** Stunner fire renders a character unconscious if his Prowess is reduced to zero through stun hits.

## 8.0 BODY ARMOR

Body armor provides characters with protection from weapon fire. The Armor Rating of the body armor is subtracted from the total hit damage of the Damage Roll. Body armor also can provide protection from hostile environments. It is also a weapons platform and Gadgets platform. See the BODY ARMOR table and the ARMOR TABLE for specific numeric data.

**8.1 STANDARD FEATURES:** Body armor has several standard features common to all body armor of technological level five or greater.

**STICKY SOLES** - Allows boots of armor to stick to whatever surface they touch. Doesn't allow walking on walls or ceiling in gravity.

**HELMET** - Provides head protection with sun and flash protection faceplate.

**RADIO** - Allows 50km planetary and 5,000 km space communication. Will not go through ship shields or heavy blocking material, i.e. underground etc.

**GADGET SOCKETS** - These sockets take any gadget attachment listed on the Gadget Table. Some gadgets in future STARLEADER modules will not be attachable to body armor.

**WEAPON CORDS** - These are automatically retractible cords to all weapons attached to body armor. Any time a weapon is not in hand it automatically retracts to a convenient position on the armor.

**8.2 BODY ARMOR COMBAT DAMAGE:** Only non-stunner weapon fire damages Body Armor. The raw two die Damage Roll, unadjusted, determines damage to a hit character's Body Armor.

### DAMAGE ROLL EFFECT ON BODY ARMOR

#### DIE

#### ROLL EFFECT

2 = All Gadgets, not weapon cords, cease to function. The Armor Rate is reduced by one half, rounded down.

7 = One Gadget is destroyed and the Armor Rating of the Body Armor is reduced by one (1). The Hit player and firing player each roll one die, high roller selects the destroyed Gadget.

**LIFE FUNCTION DAMAGE (Optional):** If you make up your own scenario in which Gadget functions are critical, Life Functions of Gadgets should be considered, such as VacPak being destroyed in a vacuum environment.

## 9.0 GADGETS

Gadgets are devices that may be attached to the sockets of Body Armor. When power source is unspecified Gadgets are assumed to operate with their own power sources or be mechanical in nature. See GADGET TABLE for gadgets and explanations.

## 10.0 JUMPING

Jumping is accomplished by using a Jumper, a small matter transporter. A Jumper is the common means of entering and exiting spaceships and space structures. A Jumper consists of four hexes in a diamond shape. Three of the hexes may be used for a Jump. The other hex is all machinery, it can't be entered, and has the Jumper controls on the two hexsides adjoining the three jump hexes.

In STARLEADER: ASSAULT! the assumed spaceship of the attackers is not represented. All that is shown are two Jumper modules used to jump into the Trek Heaven.

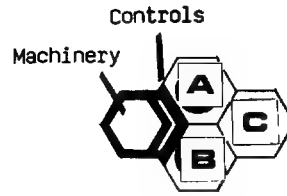
**10.1 JUMPER OPERATION:** A Jumper can ready for a jump every three Character Combat Turns. Everything in the three 'jumping' hexes will be transported instantaneously to the target area at the start of the current combat turn. One character must be adjacent to the controls for their operation.

**10.2 JUMPER TARGET HEXES:** The target hexes for jumping may be any contiguous three hex area, with no intervening walls or doors. The shape of the target three hexes must be the same as the shape of the Jumpers three hexes, though the orientation of the jump pattern may differ.

**10.3 JUMP OBSTACLES:** If a solid object, like a piece of furniture, is in the jump pattern, then the person(s) or thing(s) that would have jumped to that hex fail to do so and remain in the Jumper.

However, if a hex in the jump pattern is occupied by a living creature it is moved by its owner the minimum number of hexes necessary, in any direction, to get it out of the jump pattern.

**10.4 EXAMPLE:** The three attackers labeled A,B,C (in the three jump hexes of the jumper) are jumping into the area marked in outline dashes in the Warpship. Two of those hexes are occupied by face-down counters. When the Jump is made it is discovered that the hex A was jumping to is occupied by a chair, A remains in the Jumper and fails his Jump. B jumps onto a defender character. The defender character moves as shown by the arrow to an open hex. C jumps to an open hex.



Attacker's Jumper



Trek Heaven Area  
Jumped To

**10.5 JUMPER TECHNOLOGICAL NOTE:** Jumpers are small due to limits of Jumper technology. They only operate when a vacuum separates the Jumper and the target hexes. They are useless for transporting items through even a thin atmosphere. They will operate to airless moons and asteroids.

Jumpers have a 100,000 kilometer range limit. Their primary use is by spaceships. There are instances when airless bodies in close proximity have set up Jumper transportation networks.

## 11.0 STRUCTURE MAPPING

Spaceships and buildings are mapped by the same map symbols. They are mapped with convenient modules consisting of hexes. Each hex of a ship or structure represents an area  $1\frac{1}{3}$  meters across. Two sizes of modules are: a two by two four hex module - an area  $2\frac{2}{3}$  meters across, and a three by three nine hex module - an area 4 meters across.

Players may map ships of their own design any way they wish. Limiting yourself to modules is not necessary. You may have odd shaped rooms, one hex or two hex wide corridors or whatever suits your fancy.

**11.1 STRUCTURE MODULES:** There are a variety of modules, Equipment, Weapon, Science, Control, Jumper, etc. All module controls are built into walls with fold-up control and work areas that retract when not in use.

A character operates controls by being in the hex adjacent to the control designated hexside and using the Handle Object action.



Very few controls are meaningful in STARLEADER: ASSAULT!. Characters can operate doors and Jumpers. Players making up their own scenarios may assume logical control functions or await the game mastered materials to be published.

**LOCKING DOORS:** To lock or unlock a door a character must be in a hex with the door at a side of that hex. He selects the Handle Object action, at one Action Point, and the door is considered locked or unlocked. Place a locked marker adjacent to the door. Place the marker face down if using the Out Of Sight rules.

For the purposes of STARLEADER: ASSAULT! locked doors may be opened by anyone. The locking mechanism for the door is a 12 key calculator pad with the extra two keys being 'open' and 'close' keys. Those who wish to inject more reality may devise simple rules for having only ship members open doors with one Action Point. Non-ship members would be required to try to figure out the combination or to blast the door lock out, which would take 30 Prowess points of damage inflicted by weapon fire, automatic hits.

**OPENING DOORS:** To open an unlocked door a character must be in a hex with the door at a side of that hex. He selects the Handle Object action, at 1 Action Point, and the door is immediately considered open. Consider all doors closed unless someone is passing through them as described.

## 11.2 STRUCTURE MAPPING SYMBOLS

### MAPPING

### DESCRIPTION



**OPEN SPACE** - Used for rooms and corridors. Extra heavy lines designate walls.



**AIR LOCK** - May be entered from any side not blocked by a wall. The Handle Object Action opens or closes that side. Operation is instantaneous. Will not open if vacuum or non-matching atmosphere outside ship.



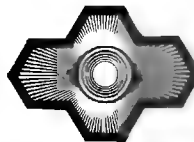
**JUMPER** - All three hexes of the Jumper module are operational. Anything that can fit the area will be jumped. Someone must be next to the control hexsides to operate them.



**CARGO BAY DOORS** - These are on the exterior hull of a structure. It takes three Combat Turns for Cargo doors to fully open. They open enough for characters immediately. They will not open unless cleared by pilot module.



**POWER/DRIVE MODULE** - These provide conventional power and non-warp movement for the ship. At least one module of a P/D grouping must be at the hull and presumed rear of a ship. A ship needs one Power/Drive module per 250 ship tons.



**WARP DRIVE** - Provides space warp movement ability to a ship. It may be anywhere on a ship. Cargo Pods connected to a ship core need not have their own Warp Drives.



**EQUIPMENT MODULE** - Special module usually support the operation of the structure.



**SCIENCE MODULE** - These modules provide scientific analysis and service depending on their technological level.



**WEAPON MODULE** - Three types of Weapon Module are Beamer, Missile and Projectile.



**CONTROL MODULE** - Control Modules provide local controls of various modules. Any module may be operated this way unless ship design specifies overriding control in a control module, such as Pilot, Drives, Science, etc.



**FORCE SCREEN GENERATOR** - Anywhere on a ship next to at least one Power/Drive module. Projects a protecting force field.



**SLIDING DOORS** - These appear along hexsides and may be operated anyone adjacent.

## 12.0 SCENARIOS

**12.1 THE RESCUE OF PRINCESS RULIAN:** The Zdanthan terrorists have captured the Imperial Yacht *Trek Heaven*. Aboard was the Agate Emperor's favorite daughter, Rulian. The Zdanthan's have threatened to blow up the *Trek Heaven* if any one approaches.

You've gotten within Jumper range in your Skimmer and have local police authority to attempt a rescue. You don't know how many terrorists are aboard but they probably have limited resources.

Decide who will play the rescuer and who will play the terrorist. Record their information on duplicate character record sheets and follow the set-up instructions.

**RESCUER:** The rescuer is IQ 11, PR 12 EM 9. He has Alloid-A body armor with Vapcak, sealall and Syter. Weapons are a Jaffna 9/4 stunner pistol and a Vanert 12/7 stunner rifle. Adjusted Action Points = 7.5(7.0) and Combat Order = 19.5.

The rescuer starts in the Jumper hexes outside the ship. Play commences when he moves first and jumps aboard.

**ZDANTHAN:** The Terrorist is IQ10, PR14, EM8. He has no armor and carries a Ghazi 10/7 pistol. He also has a bomb. His Adjusted Action Points =8 and Combat Order =22.

**SET-UP:** The terrorist player has a counter to represent the princess, 6 furniture counters, three Dummy counters and a bomb counter. All are placed face down about the Heaven.

The terrorist must start play at least 12 hexes from the princess, who is assumed to be drugged and will obey the Zdanthan's orders to walk or run in a specified direction.

The terrorist can activate the bomb and destroy the ship if he has been adjacent to its hex for three non-consecutive combat rounds. The bomb is destroyed if it receives any hits.

The terrorist can escape the *Trek Heaven* with or without the princess by standing on the ship's Jumper next to the controls and using the Handle Object action to activate them.

**VICTORY:** The Rescuer wins if the princess is alive and the terrorist is dead or has escaped.

The terrorist wins if the princess is killed and he escapes or if he escapes with the princess - counted as a complete victory for the terrorist.

All other outcomes are considered a draw.

**12.2 KROTIC'S TREASURE:** Great treasure is often carried aboard the yacht of Krotic Vlami. Krotic also keeps a few thugs about for defense, he didn't get rich by being careless. This wealth is a target for poorer but greedy pirates.

Krotic has a trove of jewels, worth 10,000CD, he's bringing in system, but pirates await. Just after the *Trek Heaven* comes out of warp the pirates jump aboard, treasure their goal.

**KROTIC'S THUGS:** The merchant's three guards are all IQ11, PR13, EM8. Each has Web Alloy-B Body Armor with Vapcak, Sealall and Scrambler. Each has a Welker 8/2 pistol and Ibarra 11/12 rifle. All are 7.5(7.0) adjAP and 20.5 Combat Order.

Krotic is IQ13, PR15, EM12 with Adjusted Action Points =8 and combat order =23. He has no body armor and avoids being in front of the battle. He has a Ghazi 10/8 pistol in a holster (it would have to be readied with Handle Object) and an Imphal 11/14 rifle in his stateroom.

**THE PIRATES:** There are four pirates. Two are IQ11, PR12, EM9. They each have Flectra-B body armor with Vapcak, Sealall and Syter and two Deltek 11/8 rifles. Their AdjAP =7 and Combat Order =19.

The other two pirates are IQ12, PR14 and EM12 with Alloid-B body armor with Vapcak, Sealall, Syter and Low Boost and two Vanert 11/12 rifles each. Their AdjAP =8.5(8.0) and their Combat Order =22.5.

**SET-UP:** Take a counter for Krotic and each thug, the treasure counter, 3 Dummy counters, Krotic's Imphal and 6 furniture counters. Place them face



down anywhere on the ship except that: the treasure and Imphal are in Krotic's stateroom, no two of Krotic's thugs may be within six hexes of each other and Krotic must be at least 8 hexes from the door of his stateroom.

**STARTING:** After Krotic's counters are placed the pirates may jump in as many of them as they wish at one time. They may enter in more than one jump in different locations as long as each Jumper is used only once per three turns.

**VICTORY:** The pirates win if they use the Jumper to take the treasure counter off the ship, no AP carry cost, or if all Krotic's side are killed.

Krotic's side wins if they kill all the pirates or force them to escape by gJumper. Once a pirate escapes by Jumper, he can't return to play.

**12.3 RANDOM PIRACY:** Most piracy is by guess and luck for both sides, given an estimate of a ship by size and exterior. This scenario lets you play out a variety of raids.

**THE CREW:** The captain has 38 attribute points, 26 basic plus 12 bonus. The engineer has 35 attribute points, 9 Bonus, and the mate has 32 attribute points, 6 Bonus. There are three Web Alloy body armor suits, one each A,B and C type, assigned among them as the player(s) choose. Each also has a Tech Level five pistol and rifle. Determine their attribute points and select their gadgets. One Powzen 12/12 mounted weapon with magazine attached is kept in the engineering section or pilot section, mount not deployed. It require two characters, at least one crewman, to fire.

Each passengers, one die roll worth, has a two die roll minus 2 worth of bonus attribute points beyond the basic 26. Half have no body armor and a Tech Level 5 pistol. The other half, and any odd numbers of passengers, will have 500CD to spend on weapons of Tech level 6 or lower and a body suit of Web Alloy-B with Vapcap, Sealall and one other Tech Level 6 or lower gadget.

**THE PIRATES:** The pirates get 36 bonus attribute points to spread over eight or fewer pirate characters with the basic 27 Attribute Points. They get 300CD for stunner weapons and 2000CD for body armor and gadgets, all of Tech Level 6 or lower.

**SET-UP:** Place the ship's company and 8 furniture counters face-down anywhere on the ship. Except, roll a die for each character, on die roll of 1,2 or 3 that character is resting in their room and NOT in

body armor. It will take these characters three turns to put on body armor. Or, they may take weapons from their armor for use. The non-resting characters are assumed to be in body armor for security purposes and alert for combat. The captain must be in the pilot's module.

**STARTING:** The pirates jump into the Trek Heaven in any order or way they wish, including multiple jumps, observe one jump per three turns rule.

**VICTORY:** The Ship's company wins if they kill or force all the pirates to withdraw. The pirates win if they capture all the ship's company or render them unconscious with their stunner weapons.

**12.4 RANDOM RAIDS:** Players may create their own scenarios and structure maps as they wish. No scenarios were provided for high tech weapons due to space constraints. This is your chance to experiment and test the limits of imagination. A good general basis for such scenarios is as follows.

**THE CHARACTERS:** Create beginning characters (See 4.0 CHARACTER CREATION) with a set amount of money to buy weapons and equipment. Place some limit(s) on the type and kinds of things each group of characters can buy. Players may have more than one character and run a group. In this case set an amount of credits and limits for the group as a whole with some maximum limits for each character.

**THE SETTING:** Use the Trek Heaven map or a map of your own devising. One side will be the defenders and the other side the attackers. Determine how the attackers will enter the area.

**THE MISSION:** Define specific attack and defense mission(s) such as capture, assassination, kidnap, theft, destruction etc. Keep each side's mission secret from the other so that a realistic confusion exists as to who is trying to do what to whom.

**THE PRIZES:** Put a credit value on treasure(s) within a structure or fees paid for a given raid. Keep the fees no more than half the total worth of equipment available to a group. These fees are awarded to survivors plus half the value of anything they may have picked up.

**THE VICTORY:** The victor is the one who didn't retreat or who has the only survivors. Add up Experience Points for each survivor. Then, given the limits you've decided, let characters have a chance to buy some new gadgets, weapons or such and plan for a new raid.



DUMMY

DUMMY

DUMMY

DUMMY

DUMMY

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LOCKED

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