PAX TERRA

RULE OF EARTH

A galaxy where humanity is empire building.

Perhaps we should know better

Perhaps we don't care….

Introduction

It's dark, somewhere out there is a 6ft tall insectiod armed with a sub-machine gun. It wants to kill you cause you represent everything that has disrupted and destroyed its life. You want to kill it cause it's endangering human life, disrupting national policy and ... well cause it's a disgustingly weird alien that deserves it.

These creatures are dangerous, more so than most aliens, it doesn't help however when your Terran rivals arrange an alien war of liberation. You wonder what the deal was, perhaps mining rights in exchange for military aid or even settlement rights for technological assistance. It annoys you that the alien is toting a machine pistol that was made in a human owned factory - of course your busy defending a munitions factory that supplies at least five different alien races that your side has encouraged to fight. You don't know what's more dangerous, the aliens or the other humans, sharpening their knives as you turn your back.

This game was designed partly in response to certain other science-fiction settings which portray human expansion in the stars as a considerate and well thought out affair. This is all well and good but hardly likely.
Humanity has constantly shown itself to be anything but considerate when it comes to most things. Imperialism has started anew but this time the galaxy is our land grab and the aliens residing on these planets become the new victims of our empire building.
Sound depressing ? Cheer up at least your side's winning.

Pax Terra is a game set roughly 50 to 100 years after mankind gains the secret of interstellar travel from a group of mysterious aliens. The Gravitational Quantum Tunneling Drive (GQT Drive) has allowed us to explore the heavens by leaping to the gravity wells of neighboring stars. Otherwise human technology has not advanced unduly, though we travel to the stars, inhabit planets, build our cities and set up our telecommunications networks this infrastructure is usually enforced by the rule of the Kalashnikov.

It is the rule of Earth as humanity expands its territory over the galaxy (at this stage it is only about a 10th of the galaxy - but that's still an awful lot of space).Life is the rule in the galaxy - Each system will have at least one planet bearing life of some form, while one in ten will hold complex life forms such as animals and other intelligent creatures. The younger races of the galaxy didn't stand a chance against the numerical and technical superiority of the human hordes. There are rich pickings to be had for those willing to take them.

In this game you play a member of one of these organizations, your goal is to carry out their policy, perhaps while defending what you believe is right, and above all survive. Look in the mirror to remember what the most dangerous creature in the galaxy is - and pray that you don't infringe on another's policy.

How Did All This Insanity Start ?

"It all happened about 50 years ago when some total moron of an alien told humanity how to travel to the stars. What the hell were they thinking ? Since that time humanity has flooded off the Earth polluting, destroying and generally doing the stuff we did to ourselves - but this time to other species."

"I remember working as a part of a diplomatic group for the U.N. We were having problems with the indigenous life on Octavius Alpha 5 (Ghali), the U.N. unlike a lot of people, do not actively pacify native xenoforms. In an effort to bring them reason they were shown a film, which included snippets of the Somme, Hiroshima, and Funniest Home videos. The alien leaders were simply told at the end of this display 'This is what we do to ourselves - *imagine what we'll do to you*'. They got the message".

BASIC RULES

Tasks are determined by the following:

1	Assigning difficulty - Easy, Average or Hard
2	Giving modifiers (if any) to target score
3	Rolling D20 vs. target score

1.Requires the GM to assign a difficulty to a certain task:

Easy	2 x target score
Standard	No adjustment
Hard	½ target score

2.In some cases a GM may need to give target score modifiers to make a task easier or harder than the difficulty score. Some objects within a game world will give modifiers to certain tasks.

3. Compare the final target score number to a D20 roll. If the score is equal to or less than the target score the task is a success

.A roll of 1 is always a success
.A roll of 20 is always a failure

Combat

The combat system in this game has been designed to run smoothly and quickly creating as little interruption to the adventure as possible so the action can keep on running.

Combat is broken down into these phases:

- **Initiative**
- **Nerve**
- **Combat**

Initiative

Agility + skills - Weapon Init + D20

The person with the highest score gets to act first and so forth. Initiative lasts entire combat, players may spend a turn of inaction to 'recover initiative' (roll again). If you have a high initiative score you can elect to wait for a lower initiative players to move first.

Nerve

Nerve is tested at the beginning of combat or the first time a character is threatened.

Target score is Average:

Nerve + Cool

or other applicable skill

Characters who pass the nerve test may act as normal - those who fail are considered to be panicking to some degree and act in the following manner.

- All tasks are shifted up one level of difficulty

The character may only:

- Follow the actions of someone who has passed their Nerve (i.e. – they may follow where they go and fire at the targets they do).
- Run Away.
- Attack what ever is threatening them (in the most obvious way)
- Attempt to recover nerve by hiding (becoming inactive for a turn after hiding) and re-rolling nerve.
- Carry out simple orders given by someone who has past their nerve test.

Melee combat

Skill roll to hit. May carry out one maneuver a turn. Any other actions count as a hard task. (e.g. The character may block an incoming attack normally, but if they wish to retaliate in the same round, both actions will count as hard tasks)

Blocking / Dodging

Agility based task : Not only do you have to pass your test to block / dodge but you have to score lower than your opponents hit score. Any actions carried out during and just after dodging are counted as hard

Ranged Combat

Ranged combat is carried out like a skill. Weapons are rated for Range and Maximum Range.

To Hit at:

Range	Average
Max	Hard

Modifiers

-1 If firing Automatic
-1 If target taking cover
-2 Smoke bad weather, etc.
+1 Each turn firing at static target (Max of 5 turns)

Dodging Fire - Agility based task:
A hard task:

Agility + Awareness

Other skills are of no benefit. This is not so much dodging the bullet but anticipating your opponents actions and avoiding being where the bullet is. Any actions carried out during and just after dodging are counted as hard

Other Combat Rules

Bypassing Armour - By taking head shots, aiming for gaps in the armor. This makes the task harder. If the task is already hard then armor is unable to be bypassed

Taking Damage - When a character has damage caused to them roll the appropriate amount of damage dice and compare it to their damage chart. The highest level the damage equals or goes over is the damage caused to the character.

Armour – Armour acts as an additional damage level – subtract armor level points from damage caused to determine how much damage effectively reaches the target.

Stunned characters - Characters that are stunned are unable to react the next turn. If the attacker desires, and is in a position to do so, double damage may be caused to a stunned opponent.

Critical Damage - Some attacks cause what is termed critical damage, any score of 1 also causes critical damage. The exact nature of any critical attack is left up to the GM. In the case where a critical plus damage occurs you have 3 options:
1) Double the amount of damage caused.
2) In a situations where a critical is caused without damage then the character may be classed as stunned
3) Impair the characters functioning in some fashion

Compounding Damage: If a damage roll scores the maximum amount of damage allowable for that weapon – an additional damage roll can be made.

CHARACTER TYPES

Humans

Normal These characters are created as normal, they characters receive no bonuses.

Skilled: A skilled character is an average individual who has above average ability in skill areas. Either exceptionally talented or exceptionally intelligent these characters are often sought after for their skills.

Character is created as normal with the exception that skills can extend to 6 points instead of the normal 5

Resonator: This character type is lucky. They are the type of person who picks the right lotto numbers or just intuitively know how to operate a piece of equipment. Resonators get their name from Morphic Resonance (a term coined by Rupert Sheldrake) a theory that (basically) states that there is a universal pool of knowledge that can be tapped into by individuals. Maybe these people are most able to tap into this pool - then again maybe it's just dumb luck.

Player rolls D20 and notes this down as their MORPHIC POOL. During an adventure these modifiers can be spent to increase chances in situations. Once used points cannot be recovered till the next adventure.

A-List: With today's high paced modern lifestyle many families don't have the time to spare in giving birth to, and raising, children that may not reach certain demanding expectations. Most Biocorp enterprises market a line of embryos that consist of the genetic material from high achievers - A-List celebrities, business leaders, models and athletes. Thoroughly tested so the purchaser is aware of their possible performance and appearance over time these units are guaranteed to have a smooth and trouble-free upbringing.

A-Lists are either one of the following:-

Prodigy:- Character shows exceptional skills in certain areas. One education area or up to two talents may be exceptional allowing the character to increase their abilities to 8 points

Well Rounded - Character has 6 points to add to their attributes. No single attribute score may exceed 8 points.

For the busy parent(s) a unit may be brought up by the corporation or specialist agency. In a sense this makes an individuals 'parents' little more than patrons, but these juvenile rearing agencies are professionals - some people do find it better to leave such an investment heavy scheme as child raising to the experts.

The official name for these individuals is a Fixed Faculty Genetic Cross or GeniusGraft™ (a Divine Path trademark).

Enhanced Human: An enhanced Human occurs when a embryo has its genetic material altered to remove any undesirable features and, by introduction of superior DNA coding, enhance the individuals basic structure. An enhanced human is generally the basic genetic material of their parents with a few modifications.

An enhanced human has + 1 to all attributes

Human Hybrids

These characters are the thin line between person and product. Within certain Biocorp and Technocratic corporations or states these people are considered citizens. In the outside world they are often seen as just operational units, genetically modified slaves created to perform a task.

BioCorp Characters

Adept - This character has increased mental functions. An Adept's brain is able to 'rewire' itself for whatever function they desire.

Before each game the character must decide how they have configured their brain for the period of the game. These configurations are:-

.Increased Intellect:- Brain tuned to information processing. Double Characters IQ.

This function is achieved by a doubling of neuron connections within the brain (primarily the frontal lobe).

.Total Recall:- Character is able to remember absolutely everything since they woke.

During this time the Adept's iconic and echoic memory is being rerouted directly into a specially configured area of long term memory. The next time the character sleeps this total memory is 'dumped' into normal 'compressed memory'

Point - Points are created with boosted senses through increased connections in the somasensory cortex, the primary visual and auditory cortex coupled with biological changes to sense organs (an increased number of rods and cones in the eye, with rapidly regenerating photochemicals, for example).

Points get the following innate skills:-

Awareness:- 4
Tracking:- 2

And the following abilities-

LowLight Vision - to 100 meters
Scrambled IR - Points IR signature is indistinct
Diffused Scent - Unable to be tracked or identified via scent. Points lose their tracking bonus when attempting to track other points.

Points are also known as Pointmen and Rangers

Grunt - Grunts are specifically designed for combat use. Surprisingly enhanced strength was not a factor in their genetic make up. They are designed to fight modern wars – they are clear thinking and fearless.

Grunts have the following advantages:-

.**Boost**:- 5 (acts as Military Training)

Increased connections within the limbic system and cerebellum.

.**Fear Suppression**:- 5 (Added to nerve in combat)

Neurochemical suppressants added to reduced functioning in the amygdala

Also known as Bushi, Samurai, Jaegers, Knights, or Commandos depending on which nations service they are in.

GELF - Genetically Engineered Life Form. These characters may choose 4 Genetic abilities from the GELF OPTIONS table. Some GELF options may effect charisma.

GELF OPTIONS.

.**Regenerative** - Regenerates D10 damage per hour (allowing wounded GELFs to recover to full health quickly).
.**Toughened Skin** - Leathery skin, A.R. - 4
.**Advanced senses** - Awareness - +3
.**Nightvision** - See to a range of 100 meters at night
.**Sonar** - Detection of objects in total darkness within 50 mtrs. Noticable lump on forehead or large ears (echo location)
.**Electric sensing** - Sense electricity within 30 meters
.**Navigation** - Navigation - 2 .Able to determine magnetic north (though this is relative to the environment)
.**Reflex** - As military training level - 3
.**Pheromones** - +2 to charisma
.**Plating** - Hard body plating - A.R. - 8
.**Electric Shock** - 4D6 damage per activation maximum of one charge per minute.
.**Suction Cups** - Will not drop things from hands. +3 to any climbing tasks
.**IR vision** - Range 50mtrs can sense IR in total darkness

Technocrat Corporate Characters

Cyborg - A human that has given up flesh for metal and polymer. A cyborgs first body will be nothing special, and is created as a normal character is. It is only later when the character acquires some serious money may they upgrade themselves.
Cyborgs retain the ability to be classed as citizens in any state that allows the process. In those that don't they will either have to be licensed or considered as operational units.

Note: In Pax Terra there is a distinction between Cybernetics and Borgtech. Cybernetics refers to devices used by normal humans, cybernetics does not cover replacement robotic limbs and so forth. If you want them you become a cyborg – it's pretty much an all or nothing process.

Interfacers: Interfacers are the one of the few Hybrid human characters who won't be treated like a piece of equipment. They don't need to roll for being out of place as, although entire planets are populated exclusively by interfacers, Interface technology is often used as an aid to work by other conventional states and corporations.

Interfacers have direct access to specialized nodes, often called hubs, that broadcast information via radio and IR to an interfacer. Each hub can cover a 50km radius around it. Within that zone the interfacers get the following bonuses.

Interfacers abilities

Enlightenment - 2 : The ability to know information from the network. Enlightenment is that burst of inspiration when a hub informs you how to perform a certain task. This ability is used when using the network to perform certain skills. It is a innate version of Dataflow that relates to active interaction of the world around you.

Ability to go Zen - +2: with any device slaved into a hub (assuming of course you have authorization to do so).

NetLore - 1: The ability to manipulate and use Interface networks. Interfacer version of the Hacking skill - if your good at this you mightn't need authorization to use hub resources - you could just make your own.

NetSearch - 2 :ability to use network to find specific information. Similar to the skill, but as above solely limited
to Interfacer networks

The Link - able to communicate with other Interfacers and post messages on hub noticeboards. Skill is automatic as long as character and receiver are linked into the network.

What data can be obtained by skills such as Dataflow and Enlightenment is dependent on the size of the network - a single node would consist of the node itself and all those in contact with it. A global network may consist of the combined information of thousands of hubs and the billion or so people that use them.

Disadvantages

Lack of faith in own abilities - Interfacers are used to relying on hubs for skills and information, after all that's what they're there for. Because of this an interfacer cut off from the network can mistrust their own innate abilities, wanting conformation from the hub, and those it is linked to, that everything is alright.

Fear of isolation - Being an interfacer means there is always someone there for you, always a voice in your head. Not being connected to a node means losing that link. To many interfacers, mostly those who have been so since childhood, this is an unimaginable torture - to be set apart from society.

Out of place characters

Some players may wish to choose characters that their background denies them to choose normally. This should not stop this selection however a further roll is necessary to determine the nature of a character being out of place.

1- Free citizen born or re-engineered as type in a open society. This may of course generate feelings of isolation or social exclusion.

2-5 - Character is an operational unit working for their current employer. They are attached to the PC's unit. The character may have limited rights and their status after their peak efficiency period varies from an integration into civil life through scrapping of the unit.

6 - AWOL unit has fled from original employer and is posing as a free citizen of a open state. There is the possibility that during the course of the characters adventures a materials re-acquisition / denial exercise maybe attempted by their original employer.

Character Creation

When creating characters read about your specific character in the Character Types section this will spell out the characters bonuses and limitations.

Creating an Character requires prioritizing the following choices :-

.Self (Attributes)
.Education (Skills)
.Resources
.Cash
.Social

Category	1	2	3	4	5
SELF	12	16	20	24	28
EDUCATION	20	40	60	80	100
RESOURCE	1	2	3	4	5
CASH	20	40	60	80	100
SOCIAL	1	2	3	4	5

The points for SELF and EDUCATION are spent on Attributes and skills respectively.

- *Except if modified by character type the highest any skill or attribute can go is 5 points.*
- *All Attributes must have at least 1pt in them, scores of 0 are not allowed.*

Damage Capacity

This determines how bad you character can be hit before they are pushing up the daisies.

There are 3 levels of Damage:-
- **Stunned**
- **Incapacitated**
- **Dead**

Except if modified by character type each player rolls:

- 2D6 for the initial Stun Level
- plus D20 for each extra category - this is then added to the last categories score.

Example - 'A score of 7 is rolled for the Stunned section, the player rolls again and scores a 17. The score for the
Incapacitated section is now 29 (7 + 17 = 24)'

Characters Language
Characters automatically know one language. Any terrestrial language may be chosen the languages in most widespread use are :

- **English**
- **French**
- **Spanish**
- **Mandarin**
- **Russian**
- **Hindi**
- **Japanese**

Obviously since you are reading this in English it is likely your characters will speak English. English is the international language, CNN Middle American English in particular. Being multilingual is still of great benefit, as electronic translators aren't known for accuracy.

Cash
Multiply the CASH score by 10 (e.g. 20 becomes 200)

Social
Spend points in the following way :-

1pt
- Contact in any field, this contact is not particularly important.
- Family or friends - can gain support of family in certain situations. As above, family is not particularly influential or important.

2pts
- Influential Contact - Within their particular area of expertise this contact has some influence
- Past member of organization - Character had once worked or been a part of a respected organization. Mentioning this may gain them some favor

3pts
- Extended Family bond - as for family or friends but may exist on up to four different planets or locations.

- Past member of Elite institution - The character has been a member of a well recognized institution. Perhaps they attended Eton, completed military training at West Point or studied music at Berkley. These characters can namedrop to gain favor with other past members.
- Very Influential Contact - As for an influential contact, but contact has considerable power / experience.

Contacts

The exact nature of a contact need not be specified during this stage. During gameplay, if the GM allows, a player may decide that an NPC that they encounter is one of their contacts - Once a contact has been set, it remains so.

Resource

Points may be spent on items in the equipment lists with one point equaling $1000. Players may pool resources and discussion with the GM is permitted for items that do not appear on the list.

Another way resource can be spent is in the creation of background attributes for the character.

1pt
- Reliable place to stay (old friends)
- On good terms with current employers. Maybe they like you, maybe you have embarrassing documents your supervisor would like hidden. This means routine blunders, mishaps or ineptitudes tend to get ignored - or blamed on other characters. These oversights, blackmailing or otherwise, have a certain limit -It's not a good idea to push it too far.

2pts
- House - the character owns a house on a particular planet
- Strong Family - The family is in a business, Family resources are reasonable.

3pts
- Highly respected by organization - perhaps it's genuine respect or perhaps you're lucky to have that camera with you when your supervisor .... well, that's another story. Your organization will put up with a fair level of your

crap - nothing too serious - such as obvious anarchic behavior, willful destruction of expensive organization equipment etc. They may be endeared or scared of you, but they fear the company more.

5pts
- Strong family - Cartel - Family enterprise has reached cartel proportions. Although the character is on the fringes of this organization they may at any time ask for and receive employment. Family resources are considerable.
- Scout ship - Character owns old scout ship equipped with a Gravitational Quantum Tunneling device. May be in a state of disrepair.

Skills

Skills are divided into two areas Education and Talents. Education covers skills that are taught and Talents that are abilities that may have been taught but are most likely natural abilities.

Education

When a character chooses a form of education they must spend a minimum of 20pts on it. The field of education they have to choose from are :-

- **Military**
- **Computers**
- **Mechanical**
- **Science**
- **Piloting**
- **Medical**
- **Investigative**
- **General University Education**
- **Basic Education**
- **Martial Arts**

Unless a character type specifies otherwise only 5pts maximum may be spent on any skill.

Military
- Armored Fighting Vehicles
- Assault Weapons
- Energy Weapons
- Explosives
- Firearms
- Heavy Weapons
- Melee
- Military Training
- Weapons Drill

Mechanical
- Aircraft
- Aquatic
- Astronautic
- Construction
- Electrical
- Electronics
- QuickFix
- Vehicle

Computers
- Computers
- Hacking
- Programming
- Netsearch
- CommTech

Science
- Biology
- Biotech
- Botany
- Chemistry
- Genetics
- Geology
- Maths
- Physics

Medical
- First Aid
- Illness
- Injury
- Pathology
- Pharmaceutical
- Psychology

Investigative .
- Computer
- Question
- Forensic
- Investigate
- Law
- NetSearch

Martial Arts
- Pick 1 Martial Arts Style
- Atemi
- Body Hardening
- Focus Pool
- Intimidate
- Recover
- Sneak

Piloting
- Driving
- Gravomagnetic
- Helicopter
- Aircraft
- Orbital Shuttle
- Interplanetary Craft
- Interstellar Craft
- Motorboats
- Navigation

General University Education
- Anthropology
- Linguistics
- Zoology
- Computers
- NetSearch
- History
- Media
- Psychology

Basic Education
- Business Procedure
- Computers
- Domestic Electronics
- Drive Car
- First Aid
- History
- Language
- Maths
- Radio Systems

Talents
- Acting
- Aim
- Awareness
- Bodydance
- Brawling
- Charm
- Climbing
- Converse
- Cooking
- Cool
- Dance
- Disguise
- Domestic Electronics
- Drive Car
- Explosives
- Firearms
- Forgery
- Injury
- Intimidate
- Leadership
- Melee
- Physical Hardening
- Picklock
- Pilfer
- Question
- Recover
- Ride Horse
- Singing
- Sneak
- Sports
- Stout Constitution
- Swim
- Tracking
- Wilderness Survival
- Willpower

Skill Descriptions

Military

Armoured Fighting Vehicles: Is the ability to drive and operate Armored Fighting Vehicles.

Assault Weapons: Ability to use and repair Flamers, Recoilless weapons, Grenade launchers and anti tank weapons.

Energy Weapons: Ability to use and repair Lasers, Pulse Guns, Microwavers and optical stunners .

Firearms: Allows the character to use firearms and to attempt repairs on the devices at IQ + Firearms. For example the user can clear a jammed weapon as an easy task (without any pressure). Types of firearms include revolvers, autos and electrics

Heavy Weapons: Include all forms of weaponry that may be mounted on military vehicles.

Melee: Adds to the characters hit rolls when using weapons like swords, spears and baseball bats

Military Training: Adds to the characters initiative allowing them to act quicker in combat

Weapons Drill: Added to Co-ord when firing. Weapons Drill can be added to any natural aim the player has.

Computers

Computers: Allows the use to be able to operate all types of computers. Add this score to IQ when using computers. Don't use this score if you are using any of the following skills. This is a skill that *MUST* be chosen for this skill block.

Programming: This score determines how well you can program a computer. Use this score plus IQ to determine you success

Hacking: Is the Characters ability to break into computer systems

CommTech: Is the characters ability to use computer networks. A character with Commtech may be able to trace calls, cut calls and make it harder for them to be traced.

NetSearch: Is the ability to use computers to find certain bits of information. This halves the time of any info search as well.

Mechanical

Electrical: The ability to repair or create Electrical systems.

Electronics: The ability to repair or create Electronic systems

Vehicle: The ability to repair or create ground vehicles
Aircraft :The ability to repair Aircraft

Astronautical: The ability to repair Space Craft

Aquatic: The ability to repair Water craft

QuickFix: The ability to repair devices quickly, this repair may not be particularly good but it will usually work

Construction: The ability to design and construct buildings

Science

Biotech: Covers cybertechnology & biotechnology..

Geology: The study of rocks. The big interstellar mining firms just can't get enough of geologists.

Botany: Study of plant life. Botanists are often found in some far off jungle trying to figure out if their employer can make a buck from plant life.

Chemistry: Allows analysis or synthesis of chemical compounds

Biology: The study of living systems needed to study Biotech or Genetics.

Genetics: Study of genetics and Genetic technology.

Physics: Give player understanding of the way things move, handy to have out in space

Maths: Allows the user to do quite complex maths

Medical

First Aid: Adds to a players attempts to revive a mortally wounded character.

Illness: Allows the user to define and treat illnesses

Injury: Allows the user to define and treat injury

Pharmaceutical: Allows the user to syntheses and analyze drugs

Psychology: Gives the character an understanding of human psychology

Pathology: Analysis of the human body

Investigative

Forensic The ability to analyze evidence for clues

NetSearch: As computer skill

Question The ability to question someone, often without them knowing they are being questioned

Investigate Makes user aware of what to look for at a crime scene

Law Indicates the users knowledge of the law

Computers As Computing

Piloting

Driving: Driving motor vehicles

Aircraft: Ability to operate aircraft.

Helicopter: Ability to fly helicopters.

Orbital Shuttle: Ability to operate Surface to Orbit vessels such as Shuttles and Clipper ships.

Interplanetary: Ability to operate vehicle of that type

Gravomagnetic : Ability to pilot Gravomagnetic craft such as Saucer, spindizzy or whirligig.

Interstellar: Ability to operate an interstellar vessel. This skill is directed to operation of the GQT drive and the Interplanetary skill would be required for realspace maneuvers of an interstellar ship.

Motorboats: Use of Motorboats

Navigation: Ability to find out roughly where ones position is without the aid of GPS (and sometimes even without a compass).

Martial Arts

Pick 1 style: Pick one style from the following

Aikido
Choy-Li-Fut
Karate
Muay Thai
Jujutsu
Tae Kwon Do
Capoeria
Military

Sneak: Allows the character to sneak around, the difficulty of this is modified by the characters surroundings

Body Hardening: Adds points invested to characters damage track in the unhurt section.

Atemi: The knowledge of the bodies pressure points, allows the character to make critical strikes or paralyzing attacks. Roll Nerve + Atemi vs D20 to cause critical damage

Intimidate: Adds to charisma when attempting to intimidate

Recover: As the first aid skill but character may only apply it to self. (Strength + Recover) May roll to instantly to avoid the effects of stun hits, as well as avoiding death if mortally wounded.

Focus Pool: Modifiers to use in hand to hand combat. Recovered at one per hour of rest. Works like a morphic pool but solely for combat.

General University Education

Linguistics - The ability to learn other languages. Time factor is by days. Within one day simple language concepts can be grasped, one week general concepts. It sometimes takes over a year to get across subtle concepts.

Anthropology - The ability to decipher an alien social system. The time factor is the same for linguistics but allows the character to define who has power and how things are organized within a society.

Psychology - As medical skill

History - Knowledge of human history

NetSearch - As Computers skill

Computers: As Computers skill

Zoology - "Isn't it cute, I wonder if it's dangerous?" - Maybe if you'd studied zoology you could take a guess.

Media - Ability to use sound and video recording equipment.

Basic Education

Computers: As Computers skill

Business Procedure: Knowledge of how an office works

Language: (choose one)

Radio Systems: Ability to use radios and other similar radio devices

First Aid: As medical skill

Domestic Electronics: Ability to use a wide variety of domestic appliances

Maths: As science skill

Drive Car: Ability to drive a car

Talents

Acting: Adds to charisma

Aim: Adds to the characters ability when using a ranged weapon or throwing an object, can be added to Weapons Drill.

Animal handling: Ability to get on well with animals

Awareness: Ability to detect danger, etc.

Bodydance: Adds to charisma in nonverbal situations only

Brawling: The art of streetfighting, this may not be added to a martial arts or melee weapon skill

Charm: Added to Charisma when attempting to charm

Climb: Strength based if climbing, IQ based if using equipment

Converse: Adds to charisma when conversing

Cooking

Cool: Adds to Nerve when rolling for nerve

Dance: Adds to charisma

Disguise: Adds to IQ modified by materials available

Domestic Electronics: As basic skill

Forgery: Ability to make genuine looking replicas of documents

Intimidate: Adds to charisma when attempting to intimidate

Leadership: Charisma based skill used to boost the nerve of others. Points may be split in one turn to motivate many or concentrated on one person

Melee: As Military skill

Physical Hardening: As martial arts skill

Picklock: Ability to open locks

Pilfer: Ability to steal small items

Question: The ability to question someone, often without them knowing they are being questioned

Recover: As the first aid skill but character may only apply it to self. (Strength + Recover) May roll to instantly to avoid the effects of stun hits, as well as avoiding death if mortally wounded.

Singing: Adds to charisma

Sneak: As martial arts skill

Sports: Choose a sport, adds to ones ability to play it

Stout Constitution: Adds resistance to drugs and alcohol

Swim: Strength based skill

Tracking: Ability to follow someone's trail. This is normally a hard task (IQ + Tracking)

Wilderness Survival Ability to survive in the wilds, one roll per meal/event is necessary

Willpower: Adds to IQ when resisting traits

Personality Traits

Each person has their own distinct personality, some people can be pacifists while others are predisposed to violence. To sum up the personality of the PCs personality traits are used. These are as follows :-

.**Violence**
.**Lust**
.**Mercy**
.**Rage**
.**Honesty**
.**Greed**

Roll a D6 and compare with the following lists, or choose if you wish, each Trait. Note down your personality traits then if you wish choose a descriptive term from the lists provided to define your characters personality.

1-2 - Player becomes the positive side of those traits

Violence
Pacifist, Tranquil, Gentle, Amiable.
Lust
Chaste, Modest, Virtuous, Reserved, Shy, Reclusive.
Mercy
Merciful, Benevolent, Altruistic, Compassionate, Tolerant, Philanthropic.
Rage
Calm, Cool, Unruffled, Quiet, Self-composed, Nonchalant, Untroubled.
Honesty
Honest, Ethical, Trustworthy, Genuine, Honorable.
Greed
Unselfish, Generous, Selfless, Benevolent, Chivalrous.

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3 - 4 – This trait is fairly well balanced, you are able to show both positive and negative sides of this trait.

5-6 - Player becomes the negative side of those traits

Violence
Violent, Fierce, Vicious, Ferocious.

Lust
Lusting, Passionate, Libidinous, Fiery, Dreaming, Longing.

Mercy
Unmerciful, Ruthless, Cruel, Pitiless, Relentless, Savage.

Rage
Short tempered, Furious, Seething, Intense, Vehement, Touchy.

Honesty
Compulsive Liar, Protective liar, Storyteller, Roguish, Deceitful, Dishonorable.

Greed
Selfish, Greedy, Stingy, Miserly, Ungenerous, Egocentric, Self-centered.

Lust can also be considered as a desire for close relationships. This is for the benefit of the Borg characters who
no longer have the hormones to compel them towards the other form of lust. (When a 6ft tall metallic armored emotionally dependant cyborg wants to talk – you talk).

Acting out of Character
What happens when a character goes against their character traits ? Read the following example to discover more:

Say a character who is a pacifist wants to shoot an unarmed individual in the back of the head. They must roll IQ + modifiers vs. D20 to be able to do so. If the character makes a successful roll then – bang !

If they fail the roll, then they just cannot pull the trigger. The player will be forced to roleplay their way out of the situation in a less violent manner.

Getting characters to play within their personality can be a simple but effective way to screw them over. Great times to spring it include:
- Honest players telling lies (they can still lie, they just do it so bad they get caught out)

- Selfish characters sharing equipment with other players - "Joe, have you got any spare ammo ?" Joe checks bag full of clips "Uh, no sorry !"
- Taunting short tempered characters, or Calm characters
- Creating conflict between merciful and unmerciful characters ("Shoot him !", "Don't shoot him !")

Giving in to Your Urges

Sometimes our personality gets the better of us, driving an individual to go to lengths they normally wouldn't go to. Some people may have trouble with this section - in essence if you fail to control you urges the GM can tell you to act in a certain fashion.

GM: "You've fallen for the Relief Aid Mission Worker, if you don't win her heart you know your life will become an empty meaningless pit of despair",
Player: "But I've got to stop a planetary uprising"
GM: "Well, now you have two things to do"

Let's say you have a greedy character walking past a baby with some candy. The player must roll IQ + modifiers vs. D20 to resist the urge to steal the candy. If they pass, they've done the decent thing and not taken the candy (assuming the player didn't want to take it regardless), if they fail then they give in to their urges and render a small child candyless.

Great ways to screw the characters over with this include:

- Making a Passionate character fall head over heels in love with an NPC (or for more fun, other player character)
- Giving angry or frustrated violent characters simple tasks, such as breaking important inanimate objects
- Making Benevolent characters help people they otherwise wouldn't
- Giving Touchy Characters a grudge they have to bring to a conclusion (this is also good if they are violent – and the object of their grudge powerful).

Experience

During the course of adventuring characters will gain skill and become better used to using their skills and abilities ... that is of course assuming that they survive.

Experience points (gee, what a novel concept in roleplay design) are used to simulate this gaining of experience. After each adventure the GM assigns a certain amount of experience points to the characters, based on how well they've done and how well they played. When a player has a certain amount of these points they may trade them in for character bonuses.

Assigning points

-Surviving - 1pt
-Participating in combat during game - 1pt
-Characters plan that worked - 5pts
-Characters brilliant, wonderful plan that failed but was still pretty good - 1pt
-Acting as the character should, or convincingly succumbing to a trait - 1-5pts
Maximum points are for someone who follows a trait at possible danger to themselves

Trade offs

Increase Attribute	50pts
Increase skill	10pts
Start new skill	20pts
Increase natural talent	30pts
$1000	10pts

Additional Rules

Driving-

Vehicles are rated for two speeds, the first speed is indicative of a cruising speed, while the second is a top speed. If travelling at cruising speed, unless any radical maneuvers are taken, a character will only have to roll their driving score once, if at all. Anything above cruising speed requires a driving roll for any maneuvers that are carried out.

A failed roll could lead to an accident or to momentary loss of control of the vehicle. This determination of crashing is left to the GM, though rolls of 20 should indicate something very bad has happened.

Crash Damage -

Speed of impact divided by 10 x D6 damage.

Computers and Computer Networks

Hacking into a Computer System

Test Using: IQ+ Hacking
Task: Hard
Time: 5 minutes per roll

Interfacers and Netcombat

Node Combat

On-line resources of an interfacer - Documents, administrative data, even extended knowledge, reference banks are known as Posted Assets. Usually on a node server (sometimes on a personal computer) in an environment like Tir Tangire these assets remain the property of the posting individual. If you are a corporate interfacer then these resources are owned by your employer.

Levels of access include Total, Read Only and Restricted (these levels depend on who the user is - You may set up an information server, having total access to write, delete and create content - You may then grant certain users Read Only access while giving others Restricted (Read: No) Access.

The social restraint that prevents you from freely accessing Restricted information is called a Thought Violation. Thought Violations are a serious social (and legal) offense in Interfacer societies.

Most tasks in Interfacer Node use can be covered by: **IQ + Netlore**

Hacking a Posted Asset

Read only	Average
Restricted	Hard

Hacking a Restricted or Read Only Node Asset
Gaining access to systems controlled by a node, such as cameras or telepresence units.

Hard

Identify Locate Individual: The ability to identify and locate an individual, within both the network and real world is a valuable skill.

Average

Exclude Assets / Individual Exclusion makes you, and your assets invisible and restricted to the individual you have excluded. It is also possible to Exclude yourself from the awareness of others making it a hard task for them to locate you using the network.

Hard (or automatic if exclusion status legally granted)

Possible legal response for Node attack:
Arrest, Bandwidth Crippling (making it harder to gain access to information). Possible corresponding attack on your posted assets: Deletion of files Excommunication: Disconnection from the network

Terms

Going Zen : Similar to going Astral, but the character assumes control over electronic or mechanical devices connected to the network. A user may operate this equipment as if it were an extension of their bodies. For instance while going zen with a robotic arm one would use their Co-ord and any applicable skill to carry out a task.

PAN - Personal Area Networks

A PAN carries an owners vital statistics, financial information and basic medical information. Information in the PAN system is two tiered - split into **offered** and **interrogated** information.

Offered Information includes basic statistics (and may or may not include) - Name, Sex, Age, current occupation, a CV and contact details.

It is possible to set up a system where your PC will record the offered information of anyone you come into contact with.

Interrogated Information includes financial and medical information. This can only be accessed by organizations or individuals who offer the right codes to access this information.

Medical scanners carry the right information to access the basic medical info

Hack into PAN Interrogated Information
requires:
- A PC with PAN port
- PAN cracking software

IQ + Hacking are tested. The task is considered Hard. And the Hack takes at least 1hour per roll made this speed may be reduced with parallel processing (- 10 minutes for each extra processor). Once a PAN is hacked it is possible to download and duplicate and PAN information.

Hack into S/PAN Smartlock requires:
- A PC with PAN port
- PAN cracking software

IQ + Hacking are tested. The task is considered Hard. The Hack takes at least 5 minutes per roll made. It takes at least 10 minutes per roll to crack a SPAN smartlock.

Combat

Hand to Hand Fighting

To Hit

Co-ord + Brawl or Martial Arts score if using special move.

Damage

Fists / Feet - D10
Brawling/Martial Arts - D20 damage for one specific type of attack.

Special moves
These moves gain a bonus to hit:

Brawling
Choose one type of attack that gains the Brawling bonus & causes D20 damage

Aikido -
Dodge/ Throw/ Block/ Offensive Throw

Choy-Li-Fut -
Strike/ Kick/ Block/ Throw

Karate -
Strike /Kick /Block/ Dodge

Mauy Thai -
Strike/ Kick/ Block/ Trip

Jujutsu -
Strike/ Lock/ Throw/ Trip

Tae Kwon Do -
Strike/ Kick/ Block/ Flying Kick

Capoeria -
Sweep/ Kick/ Block/ Dodge

Military -
Strike/ Kick/ Block/ Dodge

Boxing/Wrestling -
Strike/ Block/ Hold/ Escape

Advanced Melee

This covers specialization within the melee skill. The melee skill as it stands allows a character to use any melee weapon with an equal level of proficiency. By specializing in certain forms of melee combat a character can gain certain advantages and special moves in combat.

Standard moves available to all - even unskilled

- Slashing attack
- Thrusting attack
- Bludgeoning attack
- Parry

Advanced forms of Melee combat include the following:

Fencing
Moves:
- Double hit score when using thrusting attacks
- Riposte - May attack in same move after a successful parry with no extra difficulty.

Limitations
- May only use the following weapons - Foil, Epee, Sabre or Rapier.

Kendo
Moves:
- Double hit score on Slashing attacks
- Double damage on successful attack
Limitations:
- May only use Katana, Wakizashi or Bokken

Medieval Fencing
Moves:
- Attacks bypassing armor are carried out as a standard task.(Only effective against hard armours)
- Shield Charging - May charge with shield causing 2D6 stun damage, a score of 12 indicating an opponent is knocked off their feet.

Limitations:
- May only use Broadsword, Bastard Sword and/or Shield.

If a character has both a specialization and the general melee skill assume that, as long as they

are within their form specialization limitations that they are using the specialized form of melee.

- For Example: I have both melee skill and Fencing. If I am using a Rapier then I use fencing skill.
- If I am using a crowbar I use melee skill

Gunplay

Multiple Rounds

If you are using an automatic or revolver just assume you can fire up to 3 shots per round at the same target. This is at the same to hit score as determined from the first round.

The amount of rounds fired is stated first then all are shots are tested. You cannot fire once – check for effect and fire again – as the time it represents would take would bring you into the next round.

Automatic Fire
Some weapons can fire multiple bursts. This gives the firer a -1 to hit. The effects on the target when hit are as follows:

Short Burst:
D10 rounds fired
D6 rounds hit target

Long Burst (-2 to hit)
D20 rounds fired
D10 rounds hit target

Ultra Rapid fire is only available to special weapons.

Ultra Rapid-Fire (-2 to hit)
2D20 rounds fired
D20 rounds hit

Damage of Multiple Rounds/ Bursts

Damage from multiple rounds or bursts are tested at once.

A character shot by a 9mm pistol (3D6 damage) 2 times would not test 3D6 vs damage by 2 times. They would test 6D6 vs damage.

Automatic Area Fire.

A character may fire a wild burst at an area in an attempt to hit an enemy. The largest area that can be effected is @10mtrs and the chance of hitting anyone is

2 or less rolled on a D20
per 10 rounds or fraction of fired.

Add 2 points to this score if the targets are standing in an open area and another 2 points if they are crowded in. Other players may fire into the same zone to increase the chance of hitting the enemy.

Everyone in the zone must re-roll nerve. Anyone leaving the zone rolls to see if they get hit against the latest to hit score:

Example 1
An insurgent opens up with a long burst from his Kalash on 5 Rising Light Conflict Resolution officers who are walking down a laneway.

After determining on the Auto fire table that 18 rounds were fired the base chance to Hit becomes 4 (as nearly 20 rounds were fired) plus 2 points as the targets are standing in the open to give a final hit score of 6. Rolling for everyone in the area resolves that one of the officers was hit. All the officers must now roll for nerve.

Example 2
A player group comes across a group of alien terrorists. Initiating combat the players roll high initiative, their enemy has not. Two of the group with highest initiative open fire with their automatic weapons. After a few die rolls the base chance to hit becomes 6.

The next character to get initiative is an alien. It decides to high tail it out of there. Before he exits he must test to hit @ the score of 6. He manages to escape the carnage.

Now another player has their turn – they too fire into the group. The base chance to hit becomes 10. As this is the last person to fire all aliens still in the zone test D20 vs 10

Heavy Weapons

All heavy weapons that employ explosives are considered to have a blast area of some variety. Anyone caught in this zone test as if hit by a grenade.

Damage

Immediate effects

One of the immediate effect of damage is that it can hurt like hell. Upon being hit a character may be asked to roll vs strength plus willpower. A successful roll indicates a character retains control. An unsuccessful roll indicated that the character is effected by the pain and shock in some way. Roll D6 and compare with chart

1-2	Character screams in pain until pain relief is administered or, in the case of stuns, till the character recovers.
3-4	Character is knocked to or falls to ground. Recovery is as normal.
5-6	Character passes out. Recovery is as normal. For a stun this means the character collapses for a turn.

Effects of Damage

Stun

Character suffers minor damage that momentarily stuns them or knocks them to the ground. Stun damage lasts for only one turn, after which time the character recovers fully. Damage is usually grazes, blunt trauma, bruising and inconsequential flesh wounds.

Incapacitated

Character is either unconscious or seriously wounded, winded or concussed. It may be possible for an incapacitated character to perform some functions, but at an increased difficulty. Still functioning incapacitated characters have usually had some form of serious injury to a limb that, while preventing full functioning, still allows the character to attempt some tasks.

Dead

Character has suffered serious, and without the application of medical aid fatal, damage. Without successful application of first aid within @ 5 minutes the character will die

Recovery From Damage

Roll on the following charts to determine time required for recovery. Double the time required if no medical help available. The GM may impose any permanent damage they may wish to upon the character - scarring, reduced attributes etc.

Incapacitation

1- One hour
2- One day
3- One day
4- One week
5- A fortnight
6- One Month

Mortal (recovered from potentially fatal wound)

1-One day
2-One week
3-A Fortnight
4-One month
5-One month
6-One year

Critical Damage

Critical damage is left up to the GM. It may cause its victim double damage, stun or a combination of the both.
To add to the description you may wish to define the area hit. Roll D10 on the following chart:

0.**Head**
Deafened, Concussion, Head Trauma, Skull fracture, Coma, Shock due to brain trauma
1.**Face**
Blinding, Scaring, Lost teeth, Torn Ear Lobe, Unconsciousness
2.**Throat**
Winded, Crushed Windpipe, Punctured Artery
3.**Chest**
Defibrillation, Punctured Artery, Punctured Lung, Sucking Chest Wound, Broken Rib, Spinal Damage, Shock due to organ trauma
4.**Stomach**
Punctured Artery, Shock due to organ trauma, Spinal Damage
5.**Abdomen**
Punctured Artery, Shock due to organ trauma, Spinal Damage
6.**Right Arm**
7.**Left Arm**
Broken arm, Wrist/ Elbow fracture/sprain, Punctured Artery

8.**Right Leg**
9.**Left Leg**
Broken Leg, Ankle/Knee fracture/sprain,
Punctured Artery

Approximate Values

Armour Rating List.

@ 5...Internal walls
@ 10..Walls/Sandbags
@ 20..Thick walls, reinforced positions
@ 4...Small tree / Scrub
@ 6...Tree
@ 30..Earth bank
@ 10..Unarmoured vehicles
@ 100..Light vehicle armor
@ 500.Medium vehicle armor
@ 1000.Heavy vehicle armor
@ 15..Person/Animal (+any armor)

Damage Capacities

Vehicles: If more than half damage points lost
vehicle is seriously damaged

Motorbike	100
Car	200
Truck	300
Light AFV	400
Heavy AFV	500
Light Aircraft	200
Heavy Aircraft	300
Wall	70
Thick Wall	150
Door	20
Heavy Door	40

Weak Human:
Stun :5 +
Incap:15+
Dead :25+

Average Human:
Stun :10 +
Incap:20 +
Dead :30+

Tough Human:
Stun :15 +
Incap:25 +
Dead:35+

Other things to hurt people with

Fire - D20 damage per round of contact
Fuel Explosion - 2D20 initially followed by fire
damage.
Mild Poison - D20 when absorbed into system
Serious Poison - 2D20 when absorbed into
system
Falling - D6 damage per 5 meters fallen
Mild Electrocution - D20
Serious Electrocution - 2D20
Lightning Strike - 2D6 x 10

Equipment

Notes

> **AR** = Armour Rating.
> **Int** = Initiative modifier. Score subtracted from base initiative score.
> **Faerieweave** = A form of soft armor created from cloned spidersilk.
> **Mod** = Modifier to hit for melee weapons
> **Dam** = Damage caused
> **Rng** = Standard Range
> **Max** = Maximum range

Armour:

Tactical Armour

Type	AR	Int	Cost
Light Kevlar	4	0	$100
Standard Kevlar	6	0	$200
Heavy Kevlar	8	1	$300
Light Faerieweave	5	0	$150
Standard Faerieweave	7	0	$250
Heavy Faerieweave	9	1	$350

> Soft armor is ½ A.R. when attacked by bladed weapons.

Heavy Armour

Riot Armour

Type	AR	Int	Cost
Light Plate	10	2	$400
Standard Plate	12	3	$500
Heavy Plate	14	4	$600

> Armour consists of a vest, or T-shirt in the case of light soft armours, and a pair of pants.
>
> Hard armor consists of the equivelent strap on plates with perhaps the addition of arm protection.

Ballistic Helmet
 A.R.16 **Int**:- 0 (Protects head) **Cost** $100

Melee Weapons

Type	Mod	Dam	Int	Cost
Dagger/Knive	0	D20	0	:$20
Machete	0	3D10	0	$20
Chainsaw	-1	2D20	2	$150
Mace	+2	2D20	1	$60
Epee	+4	D20	0	$200
Sabre	+2	2D20	0	$400
Katana	+3	2D20	1	$500
Broadsword	+2	2D20	1	$300
Battle Axe	+1	2D20	1	$200

> Type indicates weapon in the style of, also it is assumed all weapons are constructed with modern, rather than traditional techniques.

Firearms

> **Note:** Cost of firearms is based on corporate military purchase price. Legal civilian price is at least double. Quadruple the price for illegal civilian price.

Pistols

9mm Revolver

Rng	Max	Dam	Clip	Int	Cost
15	30	3D6	6	0	$100

Glock 17.- 9mm

Rng	Max	Dam	Clip	Int	Cost
20	40	3D6	17	0	$200

HK USP - 0.45cal

Rng	Max	Dam	Clip	Int	Cost
20	40	D20	12	:-1	$250

Berreta M92. - 9mm

Rng	Max	Dam	Clip	Int	Cost
25	40	3D6	15	0	:$200

Sub-Machine Guns
All Sub Machine Guns may fire Auto

MAC. 0.45cal

Rng	Max	Dam	Clip	Int	Cost
35	200	D20	30	1	:$400

Sterling / Sten - 9mm

Rng	Max	Dam	Clip	Int	Cost
35	200	3D6	30	2	:$300

MP5 - 9mm

Rng	Max	Dam	Clip	Int	Cost
50	300	3D6	30	2	$500

AKR - 5.45mm

Rng	Max	Dam	Clip	Int	Cost
50	300	2D20	30	2	$400

Rifles.
All may fire auto (unless stated)

Hunting Rifle – Single shot only. Bolt Action
7.62mmN

Rng	Max	Dam	Clip	Int	Cost
100	1000	3D20	10	4	:$400

M16A2 – 5.56mm

Rng	Max	Dam	Clip	Int	Cost
75	400	2D20	30	3	$500

Steyr – 5.56mm Integral sight - +1 to hit over
25mtrs

Rng	Max	Dam	Clip	Int	Cost
75	400	2D20	30	3	$600

AK-74 – 5.45mm

Rng	Max	Dam	Clip	Int	Cost
75	400	2D20	30	3	$500

Kalash (AK-47) – 7.62mmS

Rng	Max	Dam	Clip	Int	Cost
75	400	2D20	30	4	$300

SLR (FN-FAL) – 7.62mmN

Rng	Max	Dam	Clip	Int	Cost
100	600	3D20	20	4	$700

Shotguns

Pump Action Shotgun -12ga cartridge

Rng	Max	Dam	Clip	Int	Cost
25	100	4D6	7	3	$300

Double Barreled Shotgun. -12ga cartridge

Rng	Max	Dam	Clip	Int	Cost
25	100	4D6	2	3	$100

Advanced Shotgun -12ga Shotgun. Semi auto.
May fire Short bursts.

Rng	Max	Dam	Clip	Int	Cost
25	100	4D6	10	3	$800

(VGC) Variable Geometry Choke. May fire
normally or fire like the following:

- Wide Choke.....+1 to hit Dam:3D6
- Tight Choke.... -1 to hit Dam:3D10

Sawn Off Shotguns. - Pump action and double
barrelled Shotguns may have their stocks sawn
off. This reduces their initiative score by one.
Double barreled shotguns may have their barrels
sawn off reducing their initiative by one more and
making them fire with the following statistics:-
Range:10 Max:20

Machine Guns
Unless noted Machine Guns can't fire single shots

Minimi - 5.56mm Belt Feed or 250rnd box

Rng	Max	Dam	Clip	Int	Cost
75	400	2D20	250	4	$900

RPK-74 -5.45mm

Rng	Max	Dam	Clip	Int	Cost
75	400	2D20	40	4	$600

GPMG -7.62mmN.

Rng	Max	Dam	Clip	Int	Cost
100	600	3D20	Belt	5	:$1000

M-60. - 7.62mmN

Rng	Max	Dam	Clip	Int	Cost
100	600	3D20	Belt	5	$1000

Heavy Weapons

RPG. - RPG/Panzerfaust style launcher.

Rng	Max	Dam	Clip	Int	Cost
20 - 100	300	D10x20	1	5	:$300

Casualty Radius: 10mtrs

HE Round
Damage: 4D20 Casualty Radius: 20 mtrs

RPO-A. - Thermobaric warhead

Rng	Max	Dam	Clip	Int	Cost
20 - 100	300	6D20	1	5	:$600

Casualty Radius: 30mtrs
Test against the weakest aspect of armor.

Grenade Launcher – 40mm

Rng	Max	Dam	Clip	Int	Cost
15 - 100	400	D6xD20	1	4	$400

Casualty Radius: 5 mtrs
Based on the M79 or M203

8-T-4 . – 84mm

Rng	Max	Dam	Clip	Int	Cost
30-200	600	4D20 x 10	1	6	$1000

Casualty Radius: 10mtrs

HE Round
Damage: 6D20 Casualty Radius: 20 mtrs

.
Representative of 84mmm weapons such as the AT-4 and Carl Gustav 84mm(Charlie Gutsache)

LAW 66: 66mm

Rng	Max	Dam	Clip	Int	Cost
20-75	250	2D20 x 10	1	4	$200

Disposable - weapon is discarded once fired Int:-
Casualty Radius: 10 mtrs

Representative of disposable light anti-armor weapons – based on the M72 LAW

Exotic Weapons

Smartshell Rifle - 15.3mm Smartshells

Rng	Max	Dam	Clip	Int	Cost
200	600	5D10	5	4	$300

May not use extra sights
(+2 to hit). Bolt Action Rifle. Single Shot only

- **Smartshells**. Cost:$5 each
- **Smartshell Upgrade Package**. Mixture of gun cam, Smartgoggle & iris tracking technology. (extra +2 to hit) Cost:$700
- **Designator Shells**: $10 each - Round is guided in by laser designator (+2 to hit - not compatible with upgrade package)

Lasers

D- Models

Dazzler.

Rng	Max	Dam	Clip	Int	Cost
20	40	Stun	N/A	0	$100

Designator

Rng	Max	Dam	Clip	Int	Cost
200	1000	Stun	N/A	1	$300

Combat Models

Assault.

Rng	Max	Dam	Clip	Int	Cost
100	200	D20	60	2	$800

Modular. Short bursts only

Tac-Laser.

Rng	Max	Dam	Clip	Int	Cost
200	400	2D20	30	4	$1500

Auto fire

Laser Equipment
For D-models & Assault lasers

LookShoot Sight: Cost:$800

Includes

- Helmet (A.R.16)
- Fibre optic link from laser to helmet
- Hand held trigger mechanism

+2 to hit: Laser is always pointing where character is looking.

LookShoot Tracking Upgrade: Cost:$400

Includes

- Iris tracking processor + software
- Advanced firing aperture. 90 degree movement
- Immerse targeting. (As in smartgoggles)

Extra +2 to hit: Not only is the laser where your head is pointed but it's where your eyes are looking.

LookShoot Reactive Upgrade: Cost:$400

- May automatically react to any laser, dazzle or designator strike on the user.
- Or may be set to show direction and estimated range of strike
- To Hit is 4 if firing automatically.

Unit is software upgrade, in the form of an additional card, linked to laser sensors. Must have Lookshoot + tracking upgrade to use.

Fibre Optic Link. Cost: $50 per 10cms
Allows the firing aperture to be remotely placed.

Removable Trigger. Cost: $80 (1mtr cable)

Ammunition

Cost per 100 rounds

Type	Cost
9mm	$40
5.56mm	$30
5.45mm	$30
7.62mmN	$50
7.62mmS	$30
12ga/.45cal	$50
Charge Capacitor (laser)	$50

Extra clips at $20 each

Ordinance

Type	Cost
RPG HEAT	$100
RPG HE	$75
RPO-A Thermobaric	$150
8-T-4 HEAT	$110
8-T-4 HE	$130
Projected Grenade	$30
Hand Grenade	$20

+ 250 to make a round laser guided.

Sighting Devices
Only one sighting device per weapon.

Type	Effect	Cost
Laser sight	+ 2 under 50mtrs	$150
Red Dot Sight	+1 under 100mtrs	$100
Scope	+1 over 100mtrs	$200
Sniping Scope	+2 over 200mtrs	$400
Head Up Display	+2 over 100mtrs	$500

Military/Security Electronics

SPAN (Secure Personal Area Network) Cost: (Civilian Retail) $200

A military version of PAN. SPAN systems are often found in civilian use as the advanced features they offer are of benefit to corporations or the security conscious.

- **Communication Security:** If communicating over a system with a PAN port SPAN will encode a security verification code within the signal. This code can only be understood by other SPAN signals. This means you can verify who you are communicating with.

- **(EIE)Evolving Interrogative Encryption:** Every half day to a day the access codes for interrogative information are changed.

This means access to a hacked system is for a limited time, after which the system shuts the unauthorized user out.

- **Destructive Security:** Information on SPAN can be 'hard deleted' (overwritten by random data) to deny others access in case of capture.

SPAN is also used as an identifier - Most Military weapons and vehicles are smartlocked for SPAN use - thus ensuring an inability for civilian elements with PAN systems to reconfigure the weapons for their use.

PTI (Pulsed Thermal Identification)
St Christopher's Medal - $150
A device the size of a badge that gives out seemingly randomly pulsed thermal signal. This is in fact a complex random pattern that identifies you as friendly to receiving units while appearing to be just another thermal signal to an enemy.

Ballistic Processing Unit: $1500 - An add on package for standard weapons to give them advanced targeting features (laser ranging, Electro-optical target tracking) and PTI interrogation systems (allowing you to distinguish friend or foe). Without a link to smartgoggle system a BPU acts as a Comp-sight. Civilian models of this system are marketed as Smartguns

Smartgoggles: Goggle or monocular system - requires BPU to use. +2 to hit at any range Cost:$1000

Smartlock - $50 - A weapon fitted with this device will not fire unless the correct S/PAN signal is present. Smartlocks are also available to be fitted to other devices, computers, doors and so forth.

Guncamera: Camera on barrel feeds image to detachable LCD sight or may be fed into

Smartgoggles display. Allows user to aim gun without exposing self   Cost:$800

Consumer Items

Prices for the following are generally set at the consumer retail level

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Digital Electronics

PAN - Personal Area Network.

Cost: $50 (or free in most states as it forms the basis of national identification systems).

Cost: Black Market fake PAN: $500 to $50 000 depending on who it's for, how good it is, and what nationality it represents.

A PAN carries an owners vital statistics, financial information and basic medical information.

PAN security - Equipment with a PAN port may be configured to only operate if the right PAN signal is present
It is possible to set up a system where your PC will record the offered information of anyone you come into contact with

PAN Port: $100
Used to link systems to a PAN/SPAN system. Most PC are already PAN port enabled.

Mobile Phone: Cost:$200
Conforms to TDS (Terran Digital Standard) or the Iridium standard - generally. Able to be used anywhere there is a compatible network. Caller ID, Call Blocking. TDS also offers limited net access and email.

Personal Computer: Cost:$2000
HandHeld computer. 5 input sockets for digital devices.. Keyboard/ Data-pen Input. Smartcard drive. Has in-built modem and PAN port.

Includes the following software
OfficeWorks - Contains Word Processor, Database, spreadsheet applications

ArtWorks - Contains paint, video and musical applications

Translate - Can translate text/voice into the 5 main languages. May not be entirely accurate.

CommWorks - Web Browser, Real time text, speech & video, E-Mail Includes bozo filter etc.

Network ready and PAN compatible.

- $300 no modem/PAN
- $500 static desktop system

Sat-Link: Cost:$200
Able to be connected to a computer. Gives navigational information. +2 to navigation. Works on either the GPS or SLOT (Site Location Orbital Technology) protocols

Printer + Software: Cost:$200
Full colour. 8 pages per minute High definition

3D Printer + Software: Cost: $800
Can print 3 dimensional objects. Prints 1inch cube within 5 minutes. The ceramic polymer it prints with is not structurally strong

RockWare 3D Print Upgrade: Cost $200
 Allows a 3D printer to print using a material that can later be baked in an oven for half an hour. The resulting material, if it doesn't warp (40% of the time it will), is much stronger than the standard 3D print material.

Warez
Software designed for less than legal tasks.

Cracking Tools - $1000

Electronics

Video Camera: Cost:$1200
Stores video in firmware memory. Able to record 4hrs of footage. Video can be dumped into computer memory. Zoom. Stabilization. Limited night vision (10mtrs).

Digital Camera: Cost:$300
Takes 100 stills.

Audio Recorder: Cost:$200
Records 5hrs of audio

Eavesdropping Bug: Cost:$80
Able to broadcast 200mtrs

Commercial Radio Receiver: Cost:$10
[$100 if wide band]

Retail Nightvision goggles: Cost:$500

Range-100mtrs
 + $1000 for fashion version. Looks like sunglasses.
Ex-Military Night Vision Goggles: Cost:- $1000
Range:- 500mtrs

Accessories

- Canteen: $5
- 2 man tent: $20
- Holster (Shoulder or belt): $20
- Backpack: $20
- Combat Webbing: $10
- Camo make-up: $5
- Compass: $15 (+1 to navigation)
- Handcuffs: $25
- Stripwire Binders: $5 per pack of 10 (one use only)
- Hatchet. Mod:-1 Dam:D10 Int:0 Cost: $15
- Sleeping bag: $20
- Extra Ammunition Clips (any type): $20
- Torch: $10 - 6hr use/ Solar recharging

Clothing/Fashion
Double costs for high quality items

- Shirt: $10
- Trousers: $15
- Shorts: $10
- Skirt: $15
- Jacket: $30
- Longcoat: $50
- Trenchcoat: $50
- Overalls/Jumpsuit: $20
- Cap: $5
- Hat: $10
- Shoes: $20
- Dress shoes: $60
- Sunglasses: $20
- Watch: $5
- Formal Suit: Shirt, tie, trousers/skirt, jacket, dress shoes: $150
- Formal Outfit:Formal Dress/Kimino and shoes: $160
- Special printing/monogramming on clothing: $5 per item

Cybernetics / Biotech

Muscle Grafting: Cost: $2000
-+1 Strength

Reflex Boost :Cost: $3000
+1 Agl

Neuromantic Enhancers: Cost: $3000
+1 IQ

Hormonal Suppressants : Cost: $3000
+1 Nrv

.**Pressure Patching** : Cost: $2000
A series of subdermal kevlar patches protecting various pressure points. Ignore Atemi / Critical Hand to Hand Attack damage.

CyberSpurs :Cost: $4000 each
Retractable forearm mounted blades
Mod:+2 Dam:D20 Int:0

WetDrive: Cost: $10 000
Allows user to download electronic information via PAN

Coollining: Cost: $5000
Breaks up users IR signature, making it more difficult to be sense by thermal imaging.

Cyber Structure: Cost: $9000
Add D6 to H-t-H combat. Able to hold, cling to objects indefinitely. Obvious External Exoskeleton

SubDermal Armour: Cost: $8000
A.R. 6. Almost indetectable, skin takes on waxy look and feel. Polymer blend.

EpiDermal Armour: Cost: $12000
A.R. 12   Obvious poly blend armor weaved into the upper layers of a characters skin. Skin takes on shiny weave pattern. The pigmentation of this Armour may be altered.

Implanted Laser: Cost:$15 000 each
Acts as Assault laser. Located in torso, beam is directed via optical cable through finger or head. Fired upon combination of thought and physical or vocal action. 10 shots. Has small firing aperture at relevant location and small recharging port on torso.

Cyberoptics: Cost: $14 000 a set
+1 to Visual Awareness. Night vision to 200mtrs

Cyberaudio: Cost: $12 000 a set
+1 to Auditory Awareness. Able to tune in and out of various noise sources up to 100 meters away

Smartlink Package: Cost: $1000
Processor and software package. User must already have BPU, Cyberoptics and SPAN. Acts in the same fashion as a Smartgoggles link but is in-built.

Enhanced Liver: Cost: $6000
Character unaffected by most drugs and poisons (as Stout Constitution + 5)

FightSpikes: Cost: $500 each /$2000 if retractable
Add D6 to damage in H-t-H combat.

Jabber: Cost: $2000 each
Retractable Injector mounted in the end of a finger tip. May be loaded with poisons etc

Borgtech

Each Borg starts off with a Humanoid frame.

Frames

Humanoid
Statistics are same as human character.
Attributes able to be upgraded to 5pts.
Max A.R.10.
Damage Track
S -(20) I -(40) D -(60)

Other frames that may be purchased are.

HERC Cost:-$20 000
(Heavy Endoskeleton Robo/Cybernetic)
Large Humanoid Frame. Statistics are as follows:

- Str-4 (upgradable to 6)
- Agl-2 (upgradable to 4)
- Crd-2 (upgradable to 6)
- Max A.R.15

Damage Track
S -20+ (30) I - 40+ (50) D - 50+ (60)

Frame is 6.5 tall and available in standard black, white and chromed finishes.

Arachnid Cost:$30 000
8 limbed frame based around a central sphere. Arachnid frames are designed for zero-gee operation. Sensor mount is based on the central sphere and there are small thrusters on each limb allowing the Arachnid to operate in zero-gee with no modifiers.

Statistics are:

- Str-1 (upgradable to 3)
- Agl-4 (upgradable to 6)
- Crd-4 (upgradable to 6)
- Max A.R.10

Damage Track
S -10+ (20) I - 20+ (30) D - 30+ (40)

Combat Frame Cost:$30 000
Bipedal frame with box like body, two arms and two weapon mounts - Can accept Int:-6 weapon + clip. Also known as Raptors.

Statistics:

Str-4 (upgradable to 6)
Agl-1 (upgradable to 3)
Crd-3 (upgradable to 6)
A.R. - 15 Max A.R.25

Damage Track
S -15+ (30) I - 30+ (50) D - 45+ (60)

Upgrades

Strength Upgrade	$5000 per point
Agility Upgrade	$7000 per point
Co-ord Upgrade	$8000 per point
Independent life support (1Hr)	$8000
Weapon Mount Int:0	$1000
+$1000 per -1 Int	
Laser (As Cyberweapon)	$5000
Realskin	$10 000
For humanoid only. Max:A.R.4	
Smart Goggle Integration	$100
Boosted Sensors	$2000 per level
(Awareness +1 : Max-4)	
Nightvision (1000mtrs)	$500
Armour	$200 per A.R.
Increased Damage capacity	$1000 per level

Vehicles

Car
Speed: 100/ 160 km/hr
A.R.: 10
Structure: 200
Passengers: 4 + 1 driver

Truck
Speed: 80 /120 km/hr
A.R.: 10
Structure: 300
Passengers:12 + driver and passenger

Rover
Speed: 80 / 120 km/hr
A.R.: 10
Structure:250
Passengers: 6 + driver and passenger
Arm: Ability to mount weapon in back at expense of crew
carrying capability.

Armored Vehicles

Armored Vehicles can seem invulnerable - this is because often they are. GM's should be careful about employing AFV's in introductory and beginning level campaigns. Even the lightest are invulnerable to most small arms fire, and the biggest can absorb frontal strikes from light anti tank weapons with no ill effect.

The list here is limited to two light vehicles, as to fully cover armoured warfare requires more space than is available.

LAV-25
Speed: 80 / 100km/hr
A.R.: F-150 S-75 R-50
Structure: 400
Troops: 6 + 3 crew
Arm: 1 x GPMG - 2000rnds
        1 x 25mm Cannon
Both in turret

25mm Cannon -Range:1000 Max:3000 Dam:D20 x 10 Clip:300 Int:-7

M113A1 APC - Australian model
Speed: 50 / 70km/hr
A.R.: F-100 S-50 R-25
Structure: 400
Troops: 9 + 2 crew
Arm: 1 x GPMG - 2000 rnds
        1 x .50cal
Both in turret

.50cal MG - Range:500 Max:2000 Dam:6D20
Clip:1000 Int: -5

Most M113's mount a .50cal on a pintle mount, possibly sheilded. There are literally countless modifications of this vehicle.

BTR-80
Speed: 70 / 90km/hr
A.R.: F-100 S-50 R-25
Structure: 400
Troops: 9 + 2 crew
Arm: 1 x 14.5mmm HMG, MG

14.5mm HMG - Use .50cal statistics.

BMP-2
Speed: 50 / 70km/hr
A.R.: F-200 S- 75 R- 50
Structure: 400
Troops: 7 + 3 crew
Arm: 1 x MG
        1 x 30mmm cannon

30mm Cannon - Range:1000 Max:3000 Dam:D20 x 10 Clip:300 Int:-7

Other Worlds

In their journeys characters will most likely travel to many planets and encounter many aliens. What follows is a simple
system for the generation of planets and the aliens that inhabit them. You may wish to use other generations systems, and feel free to, as this by no means is comprehensive.

Assume one planet in each system bears life this may not be scientific, but it is more enjoyable than spending hours gaming going from lifeless planet to lifeless planet (Hey Eddy ! Look at these really cool rock formations !)

Planet Generation

Atmosphere

1-3 - Earth Standard, or close enough to not to make any real difference. Planet has blue sky

4-5 - Different hues - Atmosphere is the same but conditions in the upper atmosphere give a different colouring to the sky.

6- Anomalous Atmosphere - Roll on separate chart.
Anomalous Atmosphere

1- Low Oxygen levels - Characters will lack endurance and generally lag behind in physical activity. May need to supplement oxygen intake.

2 - High Oxygen levels - Characters have boosted physical activity. They may however feel a little 'drunk' from the excess oxygen reaching their brain.

3 - High Nitrogen levels - Characters will tend to feel drunk, not be in control of their faculties and may even hallucinate.

4 - Water Vapour - Planet is constantly cloudy visibility at most is 1km

5 - High winds - Planet is constantly blowing gale force winds, or worse.

6 - High electrostatic build-up. Planet is in constant thunderstorm. Most conductive materials stand a 1 in 20 chance per day of being struck by lightning.

 Gravity -

1 - Low - Gravity is low compared to Earth. Characters feel lighter, may move faster and carry more. Halve all damage caused by falling (D6 damage per 10 meters). On the down side the physics of low gravity can be confusing to the beginner so you may wish to add difficulty to tasks of an acrobatic nature.

2-5 Normal - Close to, or close enough to, Earth's gravity. Characters upon landing on this planet may feel lighter or
heavier for a day or two but in no way does it effect their performance.

6 -High - Gravity is high compared to Earth. Characters feel heavy, slow and restricted. They may not move as fast or carry as much. Double all damage caused by falling (2D6 per 5 meters)

Pressure -

1 - Low - Effects aircraft performance - double difficulty for all aircraft tasks.

2-5 - Normal - Essentially the same as Earth.

6 - High - Increases aircraft's operational ceiling. If your real mean add an extra D6 for all damage that results in blood being spilt due to the increased pressure's effect on blood flow.

Temperature

Each planet has it's own temperature variations. This chart seeks to find the average temperature conditions.

1-2 Cold - Planetary conditions are cooler than on Earth. Human habitation may be limited to specific areas (tropical zones for instance) due to the extreme temperature.

3-4 Standard - Planetary conditions are roughly the same as Earth. Of course this does range from frozen tundra to parched desert, but you know what I mean.

5-6 Hot - Planetary conditions are warmer than they are on Earth. Human habitation may be limited to specific areas (Polar regions for example) due to the extreme temperature.

Percentage of land

Roll 2 x D10 to determine the percentage of land on the planet.

Predominant terrain type

1- Forest
2- Savanna
3- Desert
4- Woodland
5- Mountains
6- Desolate

Alien Generation

Alien Form

1-3 Humanoid
4-5 Humanoid variation of Terrestrial creature
6 - Other - Amoeba like, plant like etc.

Xenophobia: D20

Xenophobia is an indication of how horrific a species finds your appearance, habits and nature. When coming into contact with an alien roll a D20 vs Xenophobia, any score equal to or below the aliens Xenophobia score indicates that the alien does not have overwhelming feelings of xenophobia and may relate to the character in a normal fashion. A failed xenophobia roll indicates that the alien either fears or is disgusted by the character. Reactions may vary but are usually decided by traits (eg violent aliens react violently etc.).

Average Income: D20 per hour

This is an indication of how much money you must spend per hour to gain an aliens employment (if indeed that is possible at all).

Social Focus

Social Focus determines the major organising factor in the alien's society.

1 - Self
2 - Family
3 - Religion
4 - Nation (or monarchies)
5 - Industry (or work)
6 - Combination of above (eg. A religion based on industry).

Conformity : D20

Conformity is a measure of how often an alien fits into the mould made by it's society. It is a roll that determines if an
individual alien would go against their defining traits or social focus. A high conformity score can be seen as defining a
conformist culture whereas a low score would indicate great social variation. A conformity test is most often used when the GM either:
1) Is sick to death of cookie cutter conformist aliens who have no variation.
2) Doesn't know what the hell to roll for.

Traits

The traits for aliens are the following and are rolled for in the same way character traits are.

Loyalty
Greed
Lust
Rage
Violence
Sensitivity
Honour

Technology

1-Primitive - Simple tools, No construction
2-Developing - First cities - Egypt, Babylon
3-Developed - Middle ages
4-Pre-industrial - Gunpowder, basic science.
5-Early industrial - Steam engines.
6-Industrial - Mass production.

Primary Communication vector : D20 roll

1-10 - Vocal
11-12 - Visual
13-14- Scent
15-16 - Touch/Viral
17-18- Higher Spectrum vocal
19-20 - Telepathy - Telepathy covers sending messages via the mind. It is not mind reading.

Telepathy Compatability Chart
1-10 - Telepathy does not work on creatures not within the aliens species - Aliens may appear mute.
11 - 15 - Telepathy causes headaches, slight hallucination and other disorientating effects in humans.

16 - 20 - Telepathy causes D6 damage per 'talking' alien. Range is only 10 meters if you want to use it for a weapon.

Sexuality

1- 4 - Male / Female
5 - Male / Female but with an individual changing sex during the course of their life.
6 - Asexual - Single sex that reproduces by cloning.

Attributes

Attributes are the same as for normal characters - Roll D6 for each attribute and note down the score

Damage Track

Stun damage = Strength x 2
Incapacitation Damage = Stun + D20
Death level = Stun + D20

Of course there is nothing wrong with tampering the figures at this stage to make a real kick arse alien that'll kill all the players.

Finishing touches

The GM may wish to finish this off by giving the aliens a few skills or innate talents (exceptional aim comes to mind). The extra trouble required may not be necessary if the GM feels her lovely new aliens will be blown away long before it occurs to a player to ever talk to one.

The World of Pax Terra

"50 years ago when those strange ships appeared in the sky I thought the rule of humanity was over. It never occurred to us that it had only just begun".

Pax Terra is Latin for rule of Earth. This essentially is what the game is about an imperial Earth ruling a chunk of the galaxy. Unlike in other settings this empire is disjointed, made up of hundreds of smaller empires all fighting amongst themselves and their enemies.

The setting for this game is in the near future, most cities in most established nations look pretty well much the way they do today. Most people do things as they do today. Technology has advanced, sure, but we're not all ultra-cool cyborgs. Most people are essentially normal human beings (if you class embryonic enhancement and gene-splicing as a relatively normal thing to do). Those who have been born with the assistance of genetic technology are virtually indistinguishable from the rest of humanity.

Although some newer nations have embraced this new technology most established states are slow to adopt it, the expansion of their resource bases doesn't warrant the trouble.

It is in this flux of conflicting ideologies, policies and ideas that the characters must exist. Modified humans may be created to save human lives, but at the same time be prejudiced against by those they protect for being different. The strong may be subdued and the weak become powerful and the change of expansion and technology marches on making sure nothing ever stays still.

Terms of Disassociation

The official terminology of Pax Terra, no matter which language, is a vocabulary that says bad things in the nicest possible terms.

Not only is there empires to build, but there is guilt to ease. Most people, in general, don't feel nice about theft, oppression and murder, particularly if they are being blamed for it.

It's much nicer to think that all those aliens died because they were bad, couldn't adapt or were just plain losers than that they were wiped out in a

planned genocide because they resisted attempts at human habitation of their planet. This form of dressing up the truth has been used profusely throughout the 20th century to make many horrific things seem not so bad after all.

Examples of this jargon are:

Death
Instant permanent incapacitation
Negative patient outcome
Casualty

Destruction
Off-line
Asset denial

Overkill (I know - there is no such thing)
Kinetic Solution
Enthusiastic permanent target negation

Civilian Kills
Collateral Damage
Accidental undesirable civil mishap

Warfare
Policy Assertion
Advanced Defensive Maneuvers
Pacification
Action

Violent purge or Imprisonment of Political Prisoners
Removal of undesirable elements
Ensuring homogeneous social thought
Preemptive anti-terrorist measures

Genocide
Inadvertent pacification eventuality
Demographically defined de-population
Induced negative population growth spiral

Cultural Genocide
Assimilation
Re-Education
Formation of compatible belief systems

Forced Labor / Sweatshops
Mandatory Industrial Skills Programs

Theft
Acquisition

Kidnap
Personnel Extraction
An Intervention

Whenever using 'the official line' use these terms. In fact make your player use these terms in any official debriefing they may participate in.

Official Response

///////// MESSAGE DECRYPTED //////////

From: Cmdr LaRoche via CRCHQ Celis
To: Intermedia - NewYork, New York. Earth
Re: Extreme policy dispute with the Kingdom of Poland
Acc:

In response to your ridiculous story on the so called 'massacre' of civilians on Celis I am writing this letter to clear up a few issues you misread. The so called incident occurred while in the process of attempting to re-acquire the town of Fortz when a firepower effectiveness miscalculation resulted in an unintentional civil mishap. While the action was successful in accounting for several of our competitors operational units our calculations were confounded by the close proximity of dispossessed persons which our surveillance units were unaware of. Unfortunately like yourself due to safety considerations our intelligence officers have been unable to ascertain the true extent of this collateral damage. Perhaps then it would be wiser to ask the Polish why they use civilians to shield their military assaults ?

Cmdr LaRoche
Celisian Military Command

//

Zero Option.
The ability to justify all the bad things a character has done is important as players should often be forced into situations where all options, if they are aware of it or not, are bad options. Often the choices for characters working in profit based organisations are like this:

 .Do something bad, or not good, and survive
 .Do the good thing and get in trouble
 .Run away - and possibly still get in trouble

Of course if the characters work for a welfare agency or other benevolent organization their tasks will generally be positive in nature. Of course this tasks are usually carried out against

members of other, not so civic minded, organisations.

Make players feel uncomfortable about some of the choices they make, Pax Terra is not a black and white world. There are no bad guys, just differing points of view reinforced by extreme violence.

So they saved the human colony from destruction. They may have destroyed an entire alien race, culture and technology doing so. Play on characters who are pacifists or merciful, give them guilt and regret over what has happened.

Try to make allies and enemies come from the most unlikely of places. At the very least it will stop players shooting everything they see (Well no it won't, but it's worth a try)

Sowing the seeds of distrust.

Give the characters a reason to betray their comrades, be it love, money or honour. Enjoyment in game playing can be achieved by not only making the players wonder what you're planning, but making them wonder what the other players have planned. Besides it gives you, as the GM, a laugh.

Play on the characters personality trait weaknesses - If a person is greedy let someone from another organization offer them something, at a price. Let that lusting character become infatuated with another.

A character may be:

- A Covert Policy element for a rival, or perhaps even unrelated, organization.
- Harbouring grudge against particular organization for honourable characters who must be avenged
- Sympathetic to another organisations philosophy, particularly welfare agencies.
- In contact with 'friend' who occasionally asks for favours in return for money - favours are generally small things, copies of reports, files, at the most acts of minor sabotage or negligence would be requested.
- In a relationship with a member of another organization that may, or may not, be using them.

You don't actually need to take players aside and give them extra motives. If the players read this then they'll think you
have, even if you haven't - but have they ? .... maybe you're the only scapegoat in the group and the others have been let in on a secret .... but then that's just paranoid talk.

The idea behind sowing the seeds of distrust is not to create a situation where the group breaks up, but to create a situation where the group is on edge and uncertain. Tempt your characters with small bonuses for leaked documents and planned ineptitude rather than offering them highly paid jobs with their 'part-time' employer in exchange for the undertaking of some wild scheme.

Past Troubles.

Make backgrounds more trouble than they seem. Sure the family may be part of a planetary ruling class, but make them meddling trouble makers or hopelessly inept fools. Never make it as easy as asking your great uncle - the king - for a platoon of T-80's.

It is fortunate that most families don't have to worry about the exchange of surplus armoured vehicles between siblings - never having it happen to myself I can only assume that such an exchange would raise a question or two.

> *"War ?, No Uncle I just like tanks."*
> *"My adviser warned me that my family would betray me, and you think I'm stupid enough to give you the tools of my own demise ?"*
> *"It was worth a try."*

Contacts, family and friends, although they should be more of a help than a hindrance, shouldn't be a free-ride or trouble-free. Perhaps they don't like what you do for a living or perhaps, though their intentions are good, they try too hard to help. Maybe an old friend or contact will take some convincing to help a character out, even more convincing if what is being asked has an element of danger.

Compatibility

Remember all that stuff about compatibility ? What type of computer or mobile phone you own and all that stuff. If a GM wants to be particularly petty and cruel they should take system compatibility into account. Think of it this way:

A group is stuck out in the middle of the wilderness on Cielo. Their mode of transport has broken down. One of them has a mobile phone which they use to call for help. No signal, nada, zip, nothing. - Incompatible signal - The phone uses the Iridium protocol while Cielo, a Spanish planet, uses TDS protocol (like most European nations).

There is a certain joy in screwing up a well developed plan due to a minor oversight. It's not that technology fails, but that the characters become casualties in a war of technical dominance. It is however only fitting to give with the one hand what you take away with another. Never let a technical oversight cause real trouble for the characters. Except of course if they do something really stupid, in which case - go for it.

Organisations

Political Organisations

United Nations - 12 planets

The U.N. has settled more planets than any other Terran organization. U.N. planets are set up for the benefit of all
humanity, that is to say any nation, or group, can ask for and receive land on one of these planets. This of course has made owning U.N. land seem like your a poor cousin to the other powers so very few nations actually take up the offer.

U.N. planets have therefore become the place where refugees, new groups or other organisations go to give their nation a start. Of course these small nation are meant to be protected from exploitation by the stronger member states - but then again there was a lot of stuff in the U.N. charter that keeps getting ignored. Still in the age of interstellar travel the U.N. security council can find itself being used to achieve the political aims of it's member states, it's good to see old things never change.

European Union - 4 planets (plus @ 32 controlled by its member states)

Initially when Interstellar travel was new the European Union attempted to settle planets as a group. As time went on
individual nations wanted to possess planets of their own. This break from the original form of colonisation occurred when the United Kingdom annexed the planet Windsor, other nations, France, Germany and Spain in particular soon followed suit. This current situation has made the Union a redundant political entity and while interest groups within the common market wish to maintain the status quo there are rumblings of discontent from the various member states.

Nations

United States - 6 planets

The United States has harnesses a once floundering military-industrial complex and used it to forward its expansionist policies. Just as in the late 20th century the U.S. has used its considerable military strength to become a type of international policeman (an inconsistent policeman, but a policeman none the less). For all its power the U.S. still is in a state of low social cohesion and there are various radical or minority groups within the nation.

China - 8 planets

China in terms of population and industrialisation was in the right place at the right time when interstellar travel started. This has come at a price, the central government is having problems controlling some provinces and planets and one or two times in as many years there have been serious clashes between Beijing and Southern Chinese military units. This process has seen Tibet, and even Taiwan, siding with southern government policy. This does not make China easy pickings for foreign powers, even if China was to split or fall into civil war, both sides of the dispute are very powerful by any standard.

United Kingdom - 5 planets

The United Kingdom has gone back to Empire building once more. This has gained the support, and the criticism of members of the Commonwealth. Again they have become a powerful nation as they flex their muscles across the galaxy. A proposal was suggested of reforming the British Commonwealth as a series of independent nations. Some interest has been shown in the idea by nations such as Australia and Canada while other nations like India and Malaysia have rejected it outright.

Japan - 3 planets

Another island bound nation, like Great Britain, Japan has used its financial and technical might to build itself a strong foothold in the stars. The Japanese by creating an empire for themselves have opened up the vast natural resources of 3 planetary systems, over coming their dependence on resource rich nations. Some nations, notably South-East Asian and Pacific island nations, remembering WWII have protested at Japan's expansionist policy. This has been met by the Japanese official line - that "this is not an aggressive expansionist policy" or in the case of a few of the smaller Pacific Islands aid in the form of infrastructure upgrading on their colonies based on U.N. planets. In any case the new Japanese empire is more thought out and considerately planned than most other nations interstellar ventures

India – 6 planets

Like China, India was in the right place at the right time at the commencement of interstellar travel. Along with China the United States and the European Union, India has become one of the superpowers amongst human expansion.

Australia - 1 planet

Australia, like most nations, has been fairly modest in its expansionist policy possessing only one planet (though claiming the rights to a nearby lifeless, resource rich, system).

Corporations

Rising Light - An insular technocratic multistellar corporation that controls many, more conventional and open, subsidiaries. They currently own 1 planet and would be very unlikely to hire outsiders.

Industrial Commonwealth - A large multistellar corporation with thousands of subsidiaries. Industrial Commonwealth has its hands in just about everything. Industrial Commonwealth is not so much insular but security conscious as they generally try to forge links with the nations they do business with (in some way or form virtually every established Terran government). For certain assignments Industrial Commonwealth may hire outsiders

Imperial Logistics - Exploration and exploitation company - Imperial logistics are essentially the biggest real estate
agents in the world. They find planets, create infrastructure if required, and sell them to various organisations. Imperial
Logistics often hire outsiders to do work of low security risk (to them not to the players).

Divine Path - Insular conservative corporation concerned with many aspects of production but mostly known for its expertise in Eugenics and biotechnology. Divine path creates enhanced humans and consumer clones as well as creating other modifications, Grunts and Adepts for example, though purely for sale as operational units. Divine Path believes in the superiority of humanity and their eventual triumph over all other forms of life - this includes the engineered human life as sold by the corporation. This attitude often leads them into direct conflict with states like Triesk. Divine Path currently own one planet.

Welfare Agencies

Greenpeace - Not only is Greenpeace concerned that we will destroy our planet. They are now pretty sure that we will destroy the galaxy as well. Greenpeace mission mainly consist of guerilla media tactics. That is being there with a video camera when an organization is doing something bad. This makes Greenpeace not very popular in some circles and often they need armed protection. It is no great shock that Greenpeace also manage to get assistance from some media corporations, who profit from the stories they bring them.

Amnesty International - While doing its old job of informing the world of political oppression, Amnesty has also branched out to assist alien races who are being oppressed by Terran governments.

Relief Aid Mission - RAM is and organization devoted to supplying emergency aid (food, clothing), medical assistance and infrastructure upgrading to developing nations or states in crisis. RAM has no political basis and will assist willing alien nations as soon as they would assist humans in need. RAM hires all types of workers, from technical experts, medical workers and security teams.

Terrorist groups - Name a cause and no doubt there will be someone, who in some way, will be fighting for it. Terrorists run the range from media terrorist pranksters through to deadly serious killers.

Freelance Mercenaries - There are literally thousands of small groups hiring themselves out to various nations and organisations. While a proportion of these are military specialists, many more are technically gifted groups of individuals who hire themselves out to organisations lacking in technical expertise.

Church

Galactic Order of Divinity - A missionary order which seeks to spread the word of god throughout the cosmos. The Galactic order is a polyglot of all the major Terran religions and is based on the premise that until they were brought together as a whole they were fundamentally flawed. This means that they are not well liked by established Earth religions. In an unusual show of unity representatives of all the major Judeo- Christian, Islamic, Hindu and Buddhist faiths requested that the Galactic order stop misrepresenting them to alien species. There has been no response to this request.

New States

Tir Tangire - Technocratic state consisting of 3 planets and one continent on the U.N. planet of Waldhiem. Tir Tangire uses Interfacer technology and all it's citizens (about 1 billion) are linked into the network. It is the largest and most open of the interfacer using states.

Triesk - A biotech state consisting of 4 planets. Treiskian foreign policy is strained with conventional nations due to their outlook on engineered humans. This policy can become downright hostile when it comes to biotech corporations who sell modified humans as stock. It is a Trieskian government policy to open it's doors to all humans who wish to escape persecution for the way they were born. (this policy could apply to normal humans but is aimed towards biologically enhanced individuals).

Aliens Outside Terran Space

The Travellers - The mysterious aliens who traded the secret of interstellar travel for assorted Terran DNA specimens (of what species no-one knows, or has told) No one has seen a travellers planet and it is assumed that they are an extragalactic life form as there no evidence has been found of them ever existing in Terran space. The Travellers were some form of robotic life form, or a race that could create elaborate robots to substitute for them. In either case it is assumed that their knowledge must be monumental. Many scoutship captains dread at the thought of discovering a planet where the Travellers have traded with the local aliens. Humanity is the only known example in Terran space
of it happening. Occasionally Traveller scout ships will be sighted surveying worlds though no world seems to have been settled by them.

Missions

Here are a few examples of the types of missions a character may be asked to perform.

Bonuses may be given for successful missions or outstanding success.

Military Scouting / Intelligence
Consumer Scouting / Intelligence
Resource Scouting / Intelligence

> These missions involve the observation, recording and collation of data about their particular focus. A military mission concerns itself with the collection of information about a competitors military capabilities. Consumer intelligence determines what are the lucrative markets for an organization to pursue. Resource scouting takes the form of biological or geological survey teams determining a planets resource potential.

Basically you've gotta sit around and find out what they've got, or ask them what they like to buy in the case of consumer intelligence. Usually a routine mission 'cept if someone doesn't want you to find stuff out.

Asset / Technology Acquisition

> Acquisition missions involve the capture or annexing of an asset or example of technology that is currently in the possession of another Terran or alien organization.

It's stealing stuff, or in the case of larger assets such as factories, proclaiming ownership of the site and shooting anyone who disagrees with you.

Personnel Extraction / Denial
Asset Extraction / Denial

> These missions require the capture of an individual or asset as to facilitate its change of organization. In certain situations where the annexing of an individual or asset is unworkable, management may deem it profitable to deny access to all parties involved.

Just cause someone else has something you've got doesn't mean you can't have it.

Personnel extraction is a nice word for kidnapping, Asset extraction just means theft. Of course if things don't go to plan management might get nasty - Asset denial is achieved by a block of C4, personnel denial is a friendly way of saying assassination.

Xenomorph Pacification

> To facilitate the settling of Terran colonies it is sometimes necessary to remove or control any hostile elements in the indigenous population.

Pacification can mean the measures used to calm down an alien population. Usually it means something nastier. Control of hostile elements can range from the identification and discrediting of troublemakers to selective assassinations. Removal of hostile elements means gunships, tanks and other such policy reinforcing devices.

Internal Security Detail

> This duty consists of identifying and pacifying the radical elements that may interfere with the running of a nation.

Much like Xenomorph pacification but you do stuff to humans. Internal security detail lets you be a cop, often without all those limiting laws to get in your way.

Diplomacy / Cultural Intelligence

> This assignment can involve the initial contact and cultural intelligence gathering of a Xenoform culture. Further negotiation and contractual agreements may be carried out by a diplomatic team.

In these assignments you often get to be the first to meet and interact with a new alien life form. Diplomatic missions, be they to Terran or alien nations, are important for the smooth expansion of any empire. A slip of the tongue and you've made a new enemy - part of the fun of the job I guess.

Terran Cultural Assimilation

> Terran Cultural Assimilation seeks to greet Xenomorph immigrants to a new state and to make any cultural accommodations as smoothly as possible. Cultural Assimilation informs a new immigrant what will be expected of them and what

they will receive in return from their exciting new life.

This is getting aliens used to the idea of working in factories, eating hamburgers and watching TV. Cultural assimilation is most often done in a covert fashion. All the aliens know is that one year they were a pre-industrial culture and the next year their kids were wearing baseball caps and drinking a bubbly caffinated beverage.

Conceptual Resource Acquisition

Through use of Covert Policy Elements Conceptual Resource Acquisition serves to inform and update upon a competitors progress.

It's spying - plain and simple. James Bond stuff but without all the glamour, and recognition.

Extreme policy Actualization - Policy Assertion Duties.

In certain circumstances it is necessary to assert policy by the employment of conflict resolution officers to negate a competitors attempts to infringe on your preferred policy options.

This is it - WAR - when nothing else works they send in the troops, sorry - conflict resolution officers. Often this results in many people becoming permanently incapacitated or as us CRO's like to call it - dead, and in often cases policy objectives are not realised. Or to use another term the whole mission goes bad, very bad.