

Time and Space Character Catalog

APPENDIX A: WEAPONS/ARMOR

Each entry shows damage rating / heft.

MELEE WEAPONS

Dagger d6 (d6+2 grappling)

Club d6/8 (can be thrown)

Hatchet d6+1/9

Sabre d6+2/10

Fire Ax 2d6/11 (2 hands)

FIRE ARMS

Hand Gun 2d6-1/8

Sub MG 2d6-1/8 (2 hands)

Hits 2 adjacent hexes, or 1 hex twice.

Assault Rifle 2d6+1/9 (2 hands)

Hits 2 adjacent hexes, or 1 hex twice.

Shotgun 3d6/10

Hand Phaser 3d6 (stun or kill)

Blaster 3d6/9

GRENADES

Grenades have a 3-hex diameter area of effect. If user misses, randomly move the blast center one space.

Frag Grenade 3d6/6

Flash Bang

You get surprise, followed by initiative.

ARMOR & SHIELDS

On rolling a critical failure, a space suit's power assist fails, and the suit is R=2.

Flak Vest 3/1

1/1 against bullets.

Space Suit 1/1

Landing Suit 3/1

1/1 against bullets.

Powered Battle Armor 8/1

APPENDIX B: SKILLS

Required Skills

Some skills require prior competence. This is indicated by the word "against."

Example

On failing 3/ST **against** SWIMMING, Ajax drowns. (If he lacks SWIMMING, he drowns.)

Assisting Skills

Some skills improve chances of success, but are not required. Indicated by a plus sign.

Example

On passing 3/ST+CLIMBING, you ascend. You can attempt the climb without the skill.

ATHLETIC

Acrobat 3/DX

+1DX to dodge. Fall damage -1d6.

Climbing 3/ST

Riding 3/DX

Swimming 3/ST

COMBAT

Each level gives +1DX and +1 damage.

Unarmed: +1ST/DX Striking & Grappling.

Ax: +1 with Ax, Mace, or Club.

Knife: +1 with Dagger.

Pistol: +1 with pistol.

Rifle: +1 with rifle.

MILITARY

Investigator/Interrogator IQ/x

Elicit accurate information from NPC.

Gunner 3/DX

Operate shipboard weapons.

Pilot 3/DX

Weightlessness DX+1

SOCIAL

Charisma IQ/x

Control non-hostile NPC. No suicidal actions.

Leadership 3/IQ

Add leadership rating to all friendly characters' attributes during battle.

Language 3/IQ

Terran, Alien, etc.

SURVIVAL

Naturalist 3/IQ

Find one unit healing herbs per day.

Navigation 3/IQ

Move extra instruction per day.

Stalker/Stealth 3/DX

Character gets free unopposed turn.

Survival 3/IQ

Character requires no daily ration.

Tracker 3/IQ

Identify, follow, erase tracks.

THIEF

Locks 3/DX

Pick locks.

Pickpocket DX/IQ

Win DX against IQ to steal belonging.

Street Wise 3/IQ

Nullify mugging, pickpocket, swindling.

Traps 3/DX

Detect/disarm traps.

TRADES

Alchemist 3/IQ

1XP to make potion. Heals (level) damage.

Animal Handler/Zoologist 3/IQ

Prevent wild animal attack. Tame beast.

Bard/Storyteller 3/IQ

Gives one karma point (per bard level) to the party per day, to be used in this day.

Crafts 3/IQ

Earn skilled labor rate for: Carpenter, Farmer, Fisherman, Jeweler, Mason, Prospector, Shipwright, Smith, Weaver.

Medic 3/IQ

Heal one damage point per level for damage in current combat. Used after combat is over.

Merchant 3/IQ

Purchase or sell goods at 10% discount or profit per merchant level.

Sailor 3/DX

Handle boats and ships.

Scholar 3/IQ

Resolve uncertainty.

Electrician/Mechanic 3/IQ

Equipment operator 3/DX

Systems Tech 3/IQ

APPENDIX C: STAR CRAFT

Star craft are composed of sections. A craft requires engineering and operations sections. Other sections and capabilities are optional.

Building Costs

Each section costs one build point. Additional build points improve the section's durability. When a section accumulates damage equal to its build points, it, and all aboard, is destroyed.

Example

The engineering section is a two-point section (E2). It takes one point of damage. Though damaged, it is functional. If it accumulates an additional point of damage, it, and all aboard, is destroyed.

Listing Sections

As a craft takes damage, sections are destroyed in the order they are listed. When the craft is built, the builder can list the sections in any order desired, but once listed, the sequence cannot change.

Example

The *Kit-Kat*, a gunboat, is listed as: Cargo1, Engineering1, Operations1, Living1, d6/1. The first damage point inflicted on the craft eliminates the cargo section. The next damage point destroys the engineering section. Then the operations section, and finally, the living section, in that order.

Cargo Section

Each point spent on the cargo section allows the craft to carry one cargo unit. A cargo unit is roughly a truck, or a squad of space infantry.

Engineering Section

All craft require an engineering section. If the engineering section is destroyed, the craft loses propulsion and is DIW. However, emergency power in the craft's other sections allow basic functionality and life support.

Living Section

A living section enables the craft to make extended space runs. The section includes a galley machine, human waste recycling, cramped berthing space with virtual reality capabilities, and in a pinch, suspended animation. Without a living section, after combat, the craft must return to a base or mother ship.

Operations Section

All craft require an operations section. The operations section controls the ship's propulsion, navigation, internal functions, sensors, weapons, and communications. If the operations section is destroyed, the ship is DIW, and it cannot communicate with the outside world.

Other Sections

Other sections, such as science bays, botany bays, machine shops, etc., may be added as prescribed by the scenario.

Weapons

Every six build points spent on weapons enable the craft to deal one die of damage.

Abbreviate weapons as: *Xd6*, where X is the number of dice of damage the craft deals.

Example

A builder builds a corvette with weapons that do 2d6 damage. This costs 12 build points.

Shields

Two build points buy one shield factor. Each shield factor negates one damage point whenever the craft is hit.

Example

A craft is built with two shield points, which cost four build points. During combat, the craft suffers three damage points. The shields stop two damage, so the craft only takes one damage point. The following turn, the craft takes an additional two damage points. However, the shields stop two damage, and the craft suffers no additional damage.

Maneuver

A +1 maneuver bonus costs two build points. Every time the craft maneuvers against an enemy craft, the pilot adds +1 to his piloting skill.

Example 1

A craft has a +1 maneuver bonus. The pilot (DX11), maneuvers against an opposing craft with a pilot DX10. Because of the maneuver bonus, the craft's pilot has an effective DX12 when trying to win checks against his enemy pilot's DX10.

Example 2

The *Kit-Kat*, a class one gunboat, has a one-point cargo bay, one-point engineering, one-point operations, and a one-point living compartment. Its armament does d6 damage, and its shields stop one hit. It has a +1 maneuver bonus. It is abbreviated:

- Cargo1, Engineering1, Operations1, Living1, d6/1, M+1. Build cost=14 build points.

Each time the ship is hit, the ship's shields stop one damage point. Additional damage destroys the cargo section first, the engineering section, operations, and living sections, in that order. When maneuvering against an enemy vessel, the craft's pilot uses his DX+1.

DOG FIGHTS

Initiative

Decide initiative with a die roll. The side with initiative takes the first turn. Players alternate turns until one side wins.

Player's Turn

The player moves each of his craft, in any sequence, one at a time. He must complete one craft's turn before proceeding to the next. When he is done, the next player begins.

Craft's Turn

A craft can either maneuver against a foe, or fire on a target. Not both. Craft begin disengaged.

Engagement

Craft maneuvering against foes are "engaged" in combat, and can only maneuver against those foes. Engaged craft may hold different positions relative to different foes. For

example, a craft might be pursuing one foe and fleeing another.

Relative Positions

Positions are: pursuit, fleeing and turning.

- Pursuit: A pursuing craft follows its foe.
- Fleeing: A fleeing craft leads its foe.
- Turning: Turning craft are side-by-side, facing opposite directions.
- Disengaged craft are neither pursuing, fleeing, nor turning. Place disengaged craft away from other craft.

MANEUVER

Resolving Maneuver

Regardless of the player taking the turn, the winner of a pilot check (+craft's M bonus) has the respective options:

- A "fleeing" craft can either disengage, or take the "turning" position against its pursuing foe.
- A "turning" craft can disengage, or take the "pursuit" position against its turning foe.
- A "disengaged" craft takes the "pursuit" position against its foe.
- A "pursuit" craft remains in the "pursuit" position.
- On a tie, positions remain unchanged. If disengaged foes tie, they are now turning.

Example 1

Ajax (DX11, pilot+1) and Hector (DX12, pilot+1) each pilot gunboats. Each gunboat is: C1, E1, O1, L1, d6/1, M+0. Both craft are disengaged.

Ajax wins initiative, so he moves first. Ajax maneuvers on Hector, rolling 12. Hector rolls 15. Ajax wins, and takes the pursuit position on Hector. Ajax's craft piece is placed directly behind Hector's.

Example 1a

Now it is Hector's turn. Hector flees Ajax. He maneuvers on Ajax, rolling 13. Ajax rolls 6. Hector wins. Hector turns on Ajax. Place craft pieces side-by-side, facing opposite directions. Both craft are turning on each other.

Example 1b

Ajax maneuvers on Hector, trying to regain pursuit. Ajax rolls 13, Hector rolls 3. Hector wins, takes the pursuit position on Ajax. Hector's craft is placed behind Ajax's craft.

Exiting

Except on the first round of a dogfight, any disengaged craft can exit the dogfight during its turn. Once a craft exits, it cannot return.

Pursuit

Only one craft can pursue a fleeing foe. A craft pursuing a target and fleeing a tailing foe must decide whether to fire on his target or maneuver against his tail. If he maneuvers against his tail, his target is automatically disengaged.

Unopposed Maneuver

A spacecraft maneuvering against an already engaged opponent automatically takes pursuit.

FIRING

A craft can only fire on a target he is pursuing, or on a target on which he is making a firing run.

Pursuit

A pursuing attacker hits his target and rolls for damage by passing 3/DX+GUNNER.

Example 1c

It is now Hector's turn. Hector is pursuing Ajax. Rather than maneuver on Ajax, since his is in the pursuit position, Hector fires on Ajax. Hector rolls 9, and hits Ajax's craft.

Firing Run

An attacker, firing on target he is disengaged from, hits and rolls for damage by passing 4/DX+GUNNER. Afterwards, craft are disengaged from one other.

Facing Firing Run

On the first turn of a dogfight, if an attacker makes a FACING firing run against a foe, both craft simultaneously hit and roll for damage by passing 3/DX+GUNNER. Afterwards, craft are disengaged from each other.

Damage

The hitting craft rolls the number of dice indicated by its weapons. This total is the number of damage points applied to the target.

Example 1d

Hector hits Ajax's craft. Hector's gunboat does d6 damage. He rolls 3, delivering three damage points.

Shields

The defender deducts one damage point for each one of his craft's shield factors.

Example 1e

Ajax's shields stop one damage point each time his gunboat is hit. Ajax is hit with 3 damage points, and his shields stop one hit. His gunboat suffers two damage points.

Damage Effect

Each remaining damage point destroys one point of section. Sections are destroyed *in sequence as listed* in the defender's ship record. The attacker may inflict fewer damage points than he rolled, preserving craft sections.

Example 1f

Ajax's gunboat suffers 2 damage points. Since his craft is written: C1, E1, O1, L1..., the first damage point destroys Ajax's cargo bay, and everyone inside of it. The second damage point destroys Ajax's engineering section and everyone inside.

Dead In The Water (DIW)

If the engineering or ops sections are destroyed, the craft can no longer move or fire on enemies. The craft is "dead in the water" (DIW). Emergency power sustains life in surviving sections. A character is killed if he occupies a section when it is destroyed.

Example 1g

With his engineering section destroyed, Ajax is DIW. His operations section is still intact, so he can send out a distress signal. Also, his living section is still intact, so any crew in the engineering or living sections can remain alive as long as the living section is functional.

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