JUSTIFIERS

RPG™

Written & Illustrated by
Gideon

JustifiersRPG

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An Introductory Justifiers Scenario
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This Book is dedicated to the most special ladies in my world: Jennifer, my love, and Erin, my daughter.

All comments and ideas are welcome. Please send a S.A.S.E. for personam reply. All unsolicited submissions become the property of *StarChilde Publications*.

INTRODUCTION

Often when you read a book you project yourself into the main character. In a book you can do only what the author has written. In a role playing game you project yourself into a character and have it do what you want. In real life things seldom go just as you plan. In a role playing game you use dice to include a number of variables that can affect any course of action you take.

A GameMaster(**GM**) is part author and part referee. The GM plans the outline of the story for the players to move within, but can not determine or affect the player's outcome directly. The GM is referee in that he interprets the rules from the manual and applies them (hopefully in an unbiased manner) to the situations at hand. A single story is referred to as an **Adventure**, while a group of Adventures with the same characters and theme is a **Campaign**.
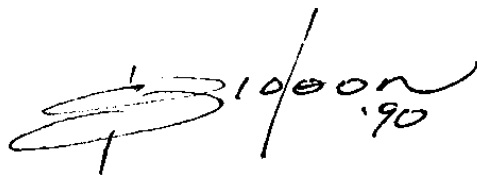
To play Justifiers you will need two different colored ten-sided dice (**D10**) and at least two six-sided dice (**D6**). Such dice are available at most hobby and game stores. In addition, you'll need paper and pencils, maps and a lot of imagination. A sense of humor and some snacks won't hurt either.

When a roll of 2D10 is indicated, roll two ten-sided dice and add the results. When a percentile roll (**D100** or **D%**) is indicated, designate one of the die as tens (one color) and the other as ones. This allows you to read the result as a number between 01 and 100(00). When both die show 0, the result is 100.

Keep in mind that this is a game and should be fun for all concerned. Hostile, argumentative, or obnoxious players should have their characters suffer sudden severe accidents. Remember, as GM you are the court of last appeal. Don't waste eveyone's time with fruitless arguments over details of rules interpretation. Just apply some common sense. Most of all, have fun! That's what the game is designed for.

What I've tried to do here is to establish a background against which you can play many different things. Though the game is slanted toward planetary exploration, there is the opportunity to play Corporate Security Forces (either as a military organization or as a law enforcement arm), colonists (either Beta or human), or any other thing you can imagine. Within this rich and varied background the possibilities are endless. Use your imagination.

Good luck!

BACKGROUND

THE CORPORATIONS

In the beginning there was only one corporation, **THE** Corporation. The *Terran Trade Alliance, Inc. TTA* was born out of the need of the various smaller conglomerates to protect themselves during the late 20th and 21st centuries.

There was no "Great War," just a whole lot of little wars. Each one brought the governments of earth closer and closer to economic ruin. In the end, it was the corporations and later the TTA which bailed them out. The *TTA* simply took over all business being conducted on the planet Earth and let the governments pretend to have power.

Then came the discovery of the *TransMatt* (Transmission of Matter), and expansion to the stars. The *TTA* set up colonies at Tau Ceti, Alpha Centuri and several other near stars. Each colony became a company within the Corporation and each one was operated to make a profit.

Tau Ceti Prime became the largest producer of natural and synthetic foodstuffs. They were the first to break away from the *TTA*. There was a short armed conflict between the Cetans and the *TTA*, but it was viewed as unprofitable by the *TTA* to risk so many billions of dollars of facilities, as well as the loss of millions in revenues and the threat of food shortages. It could have undermined the *TTA*'s authority and control of the various governments. Several other companies went rogue soon after.

It was then that the *TTA* made its move to re-establish its superiority over all the other corporations. In a single bold stroke they managed to decimate every *TransMatt* technology production site off-earth. 80% of the *TransMatt* technicians employed by every other corporation were killed. Another 15% were bribed or coerced into working for *TTA*. Soon they were the only Corp left with *TransMatt* production facilities.

Virtually the next day the *TTA* re-opened for business under the name of *Terran TransMatt Specialties, Inc.* with a full fledged monopoly on the production of replacement parts for the crucial *TransMatt* receiving and sending stations.

They established their currency, the "C", an the universal base of trade and refused to accept any other currency.

This meant that in order to buy new *TransMatt* technology a corporation had to sell goods and services to *TTMS* to get 'C' with which to buy replacement parts for their *TransMatts*. Within a few months most of the errant Corps had come back under *TTMS* control.

Hostile takeovers (localized wars) and mergers became the norm as smaller Corps fought to remain afloat. Through it all *TTMS* maintained a neutral pose.

In the end they were the winners. Only those companies which, through cunning or ability, made themselves invaluable to *TTMS* survived.

That was almost 150 years past; since then the balance of power has shifted only somewhat. Even a second Inter-Corporate War couldn't shake *TTMS*' hold on the *TransMatt* production facilities. New colonies were springing up faster than even a Corp accountant could count. Through it all, *TTMS* maintained their control of *TransMatt* technology.

Now only five other Corps are large enough to run the financial risk of establishing new colonies. Each one has their own Justifiers Branch, which is usually a part of their Research and Development department. Each one has concentrated on despecializing. This allows them to independently exploit any natural resource that a world has.

While all the Corps, including some of the smaller ones not listed below, have large security forces, there is no government. The law is the law of supply and demand. Every Corp-Ex (Corportate Executive) answers to the bottom line. Hostile takeovers of exploitable border worlds are common, though real wars are scarce (they tend to be unprofitable). Security forces are made of the same mixture of Human, Augmented Human, Heavy-G Human and Beta-Humanoid as comprises the ranks of the Justifiers.

THE MAJOR CORPS

● **Tau Ceta Prime**

Having survived the corporate shake-ups of the last 150 years, it stands today as the oldest independent corporation in the galaxy. The Cetans control more than 20 worlds and are by far the largest producers of foodstuffs. Though Tau Ceti is still the seat of their power they do have a permanent Cetan trade delegation on Terra set up just a few miles from the headquarters of *TTMS*.

● **Enclave LTD**

Originally a producer of habitation structures, Enclave has branched into many other areas. They still produce many of the larger dome structures used for protection and containment on hostile environment worlds, yet they are also the number one producer of high quality metals and man made materials. They control some 12 worlds.

● **United Industries**

As one of the very youngest but fastest growing Corps, United Industries was started during the last round of hostile takeovers. They manufacture advanced weaponry and body armor. Having made a killing during the war selling to all sides while they remained neutral (no other Corp dared risk involving them since they would cut off their own weapons supplies), they managed to absorb several smaller Corps and establish a solid foundation for themselves. They now have facilities on nine worlds. Their headquarters are on Rogue, an inhospitable planet that orbits a star in the constellation Orion.

● **STPD Engineering**

This Corp previously controlled as many as 38 plants in 19 systems, but they were the big loser in the last Inter-Corporate War. They now control less than half those systems and have very few friends in the corporate jungle. They are probably ripe for a hostile takeover attempt.

● **B'Hazard Mining**

This particular Corp is a veritable newborn in the corporate jungle. They specialize in heavy-gravity mining. since most heavily worlds have few other exploitable resources, B'Hazard has not felt the need to expand beyond this enterprise. They control 9 worlds and seem to be closely allied to the Enclavers. There has been talk of a merger.

- **Terran TransMatt Specialties, Inc.**

THE Corporation. They still maintain a total monopoly on the production of *TransMatt* technology, despite more than a dozen "Hostile Takeover" attempts. How they do this is shrouded in mystery. It is said that they have spies within all the other major Corps. It is also said that they have their own crack assassination team to take care of errant scientists. No one seems to know. At least if they do, they aren't around to tell the story. *TTMS* also controls interstellar banking since their currency is the only one that is universally accepted.

THE UNION

The various unions and their parent organization, the Galaxy Worker Alliance, are a powerful force within the structure of the corporate worlds. The **GWA** is virtually another Corps with its level of power. It has been due to pressure brought to bear by the GWA that Betas have been granted more rights over the last 40 years. If some of the GWA hierarchy has its way, they will be granted full human status and union membership.

The unions are still upset over the introduction of Betas into the field of planetary exploration and justification. It feels that this was little more than a union busting technique on the part of the Corps, since it was unionized workers that the Betas replaced.

The Corps, however, feel that it was the union which was at fault, since it was union bosses who drove wages and survivors' benefits so high that the use of union Justifiers became "non-cost efficient." Since then the union has raised questions about collusion on the part of the Corps. They would like to know how a technology as advanced as that used to create Betas managed to sweep through all the Corps so quickly.

Few of the humans who work at any level other than corporate management, do not belong to a union of some kind.

TRANSMATT TECHNOLOGY

The backbone of the Corporate expansion of the 23rd and 24th century is the *TRANSMATT*, short for Transmission of Matter. Late in the 20th century evidence was presented to support the conclusion that certain energy forms could travel at, or beyond the speed of light. Taking this to its next logical step led to an amazing theory. Matter could be converted into one of those forms of energy and directed to a pre-determined location. This would solve the problem of faster than light travel.

It took a relatively short period of time for scientists to develop this from a theory into a working principle. There were some major drawbacks. First, a receiving station was needed in order to keep one's molecules from re-integrating into the molecules of the surrounding air or earth.

Physics tells us that two objects cannot occupy the same place at the same time. The result would be the conversion of the matter to energy. The resulting explosions would be small, hardly noticeable. An individual wouldn't even have time to scream as the atoms that were once his body leapt into the surrounding space.

Secondly, there were size and mass limitations. Some of these were later solved, but the mass that can be safely transmitted is still restricted. The size of a maintainable portal is only 20 square feet; no bigger . . . no smaller.

In addition, it seems the *TransMatt* device is limited in range to 6 light years. Beyond that range the beam widens and the matter being TransMatted simply disperses into the void. This would have made expansion extremely slow were it not for the seeming abundance of earth-type worlds within our quadrant of the galaxy.

The particular energy form used by the *TransMatt* (called a T-wave) travels at about 12 times the speed of light. Time spent in transit is therefore approximately 1 month for each light year, subjective. In other words, if you left earth for Alpha Centauri it would take you 3.5 light years to get there and 3.5 to get back. Upon your return seven months wuold have passed on earth although the process would have seemed instantaneous to you.

Then there was the problem of "blind beaming"; that is, beaming without a receiving station. Of course, military applications for the *TransMatt* would be limited if the enemy already knew where you'd be landing. More importantly for exploration, if you can't go where you haven't been before it severely limits the range of possibilities.

Originally the idea was to use slow ships for exploration and *TransMatt* stations to receive colonists. This idea was abandoned in favor of blind beaming a

shuttle shop directly into orbit once a suitable target was found using radio and optical telescopic observation.

A team of specialists would be on board who would justify and pacify the planet and prepare to receive colonists by constructing the *TransMatt* station. Since space is mostly that...space...the dangers in blind beaming would be minimized.

However, certain problems and dangers still exist. The most pressing problem is that while objects can be *TransMatted,* communications transmissions cannot. The fastest way to get a message anywhere in the galaxy is to put it into your pocket and step through a *TransMatt* portal. For explorers this means that they are completely out of touch for the time it takes them to construct a portal on their end.

BETAS

To deal with the dangers of exploring new worlds the Corps developed the Justifiers. These were originally highly trained human explorers equipped to deal with the dangers of unknown and potentially hostile environments. However, the original estimates of the dangers of planetary exploration proved woefully inadequate.

In much the same way, the original estimates of the number of habitable worlds proved far too small. In fact, a number of habitable worlds popped up in places where they had no right to be. They were in places that Corp SCIs (Corporate Scientists) were adamantly convinced they couldn't be.

One theory to account for this is that at one time there was a highly advanced alien race with biological needs similar to ours. These aliens, known in Corp slang as the Ancients, terraformed many otherwise inhospitable worlds to fit their needs. This seems to be substantiated by the ruins and artifacts, many clearly related, found on different worlds. It is further proven by the presence of a number of primitive humanoid tribes, many with obviously similar origins.

An early response to the growing loss of life and material by the Corps was to send trained animals, with a human handler, along with the regular members of the Justifier team. In the early 22nd century, gene altering techniques allowed for the creation of the Alpha Class Humanoid Construct. These were animals with human intelligence, artificially created in the laboratory by introducing human genetic material into animal embryos. Though still under the command of a human team leader, they could function independently of the team for security and scout duty.

In the First Inter-Corporate War, teams of Alpha-humanoids proved invaluable for security and sabotage work. Operating as special commando units, these human/animal teams had much to do with the success of *TTMS* in that conflict.

The next development of the Corp gene designers was the Beta Class Humunoid Construct. Unlike the Alphas, Betas are humanoid in form, bipedal and bimanual. They have near human (or better) intelligence, manipulative hands for using tools, and speech capabilities. Yet they have retained enough of their instincts and natural weapons to increase their chances of survival in hostile environments.

Beta-humanoids, owned by the Corps, took the place of human Justifiers thus reducing the high mortality rate and cutting costs for the Corps. This plan would have worked extremely well had not the Union intervened to have Beta-humanoids declared semi-human. Though they cannot hold managerial positions with the Corps (since they cannot own stock), or even obtain membership in the Union, Betas have earned some right to self determination. The concept
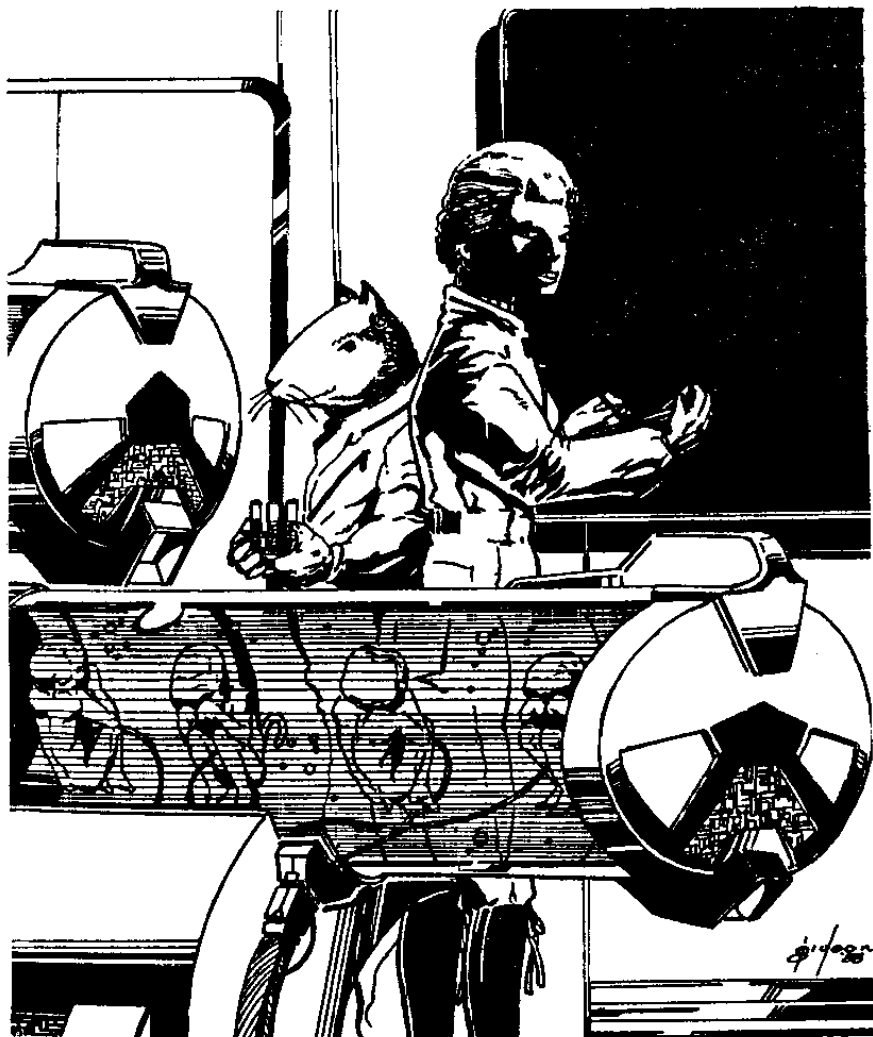
of the buy back has been universally accepted throughout the Corps and Betas can now earn their freedom.

As an unexpected side effect of the genetic manipulation of the animal embryos, has been the Betas are able to interbreed between animal species as well as with humans. It was originally thought that all Betas would be sterile. In about 40% of the cases this is true.

In 75% of the cases where offspring are produced by cross-breeding, twins (one of each racial type) are born. However, in about 25% of the cases a single "hybrid" child is produced, having some of the characteristics of both parents and in some cases abilities possessed by neither.

The child of a Beta and a human is considered a Beta in terms of its rights and privileges. A child born to a couple where either parent is still owned by a Corp is considered property of the Corp. However, children of free Betas are free. In most cases the child's buy-back is simply added to the parent's.

Freedom doesn't always come easily for a Beta and many have gone AWOL in the past. Within most Corps there is a branch of the security forces that special-

izes in tracking down and bringing back (or in some cases eliminating) rogue Betas. Many of these Trackers are themselves Betas while others are Augmented Humans. They are uniformly ruthless and loyal to the Corps.
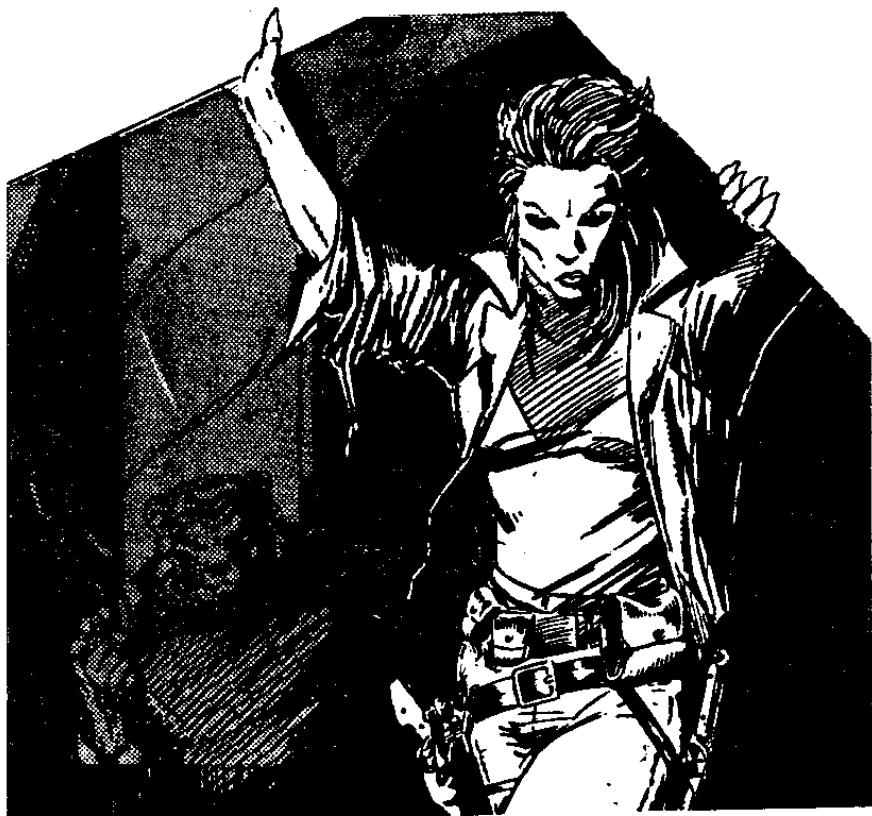
Expanded TIMELINE

● **1992-95*:** A series of regional wars breaks out across the globe. The cost of waging war raises the third world debt to five trillion dollars. Their treasuries empty, several nations are forced to default on loan payments to the World Bank, which collapses as a result. In an attempt to prop up the faltering world economy, the Western Alliance pours hundreds of billions into aid for the bankrupt states, but succeeds only in endangering their own national economies. Chaos spreads as government after government is forced to fold because they are unable to meet the most basic needs of the people. Without any governmental regulations to stop them, the 100 largest corporations of Earth band together to form the *Teran Trade Alliance, Inc.*, a super-conglomerate designed to ensure the survival of big business.

● **1997*:** Brunei, the last sovereign government of Earth, meets its economic end when the price of crude oil drops to 73.25 cents per barrel. The mortality rate world-wide soars as the demise of subsidized medicine makes health care available only to the rich. The end of civilization as we know it is at hand.

● **1998*:** In response to the "Payment before Patient" system of medical care established by private doctors known as "butchers," the first Medical Co-operative is formed. Accepting goods or services in lieu of money, the Medical Co-ops functioned much like the "country doctor" of the late 19th/early 20th century. The Butchers, angered by what they perceive as an intrusion on their lucrative practices, strike back, with the Medicos' patients being the usual victims of their vengeance.

● **1999: The turning point in the history of man and corporations.**
TTA absorbs the few remaining independent corporations, making it THE business on Earth. Realizing that possessing resources without a method of managing them was counterproductive, *TTA* re-established a system of government while retaining for itself the true reins of power. When the new mobsters of South America began using narco-terrorism in an attempt to grab "a piece of the action," *TTA* dispatched an army of security agents to pacify the region. These agents were the forerunners of the Justifiers. Signing a service contract with the Medical Co-ops, corporate security forces used surgical-like skill and precision to locate, isolate, and eliminate the Butchers. Life on Earth slowly began to take on some semblance of normalcy, all under the auspices of the corporation.

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* Indicates a listing not previously included in the Justifiers RPG Timeline.

● **2003***: The International Stock Exchange is born from the remnants of the old New York, American, Tokyo, London, Hong Kong, and Toronto stock exchanges. Because there is only one corporation (*TTA*), the ISE does little more than control who buys *TTA* stock.

● **2007***: *TTA*'s research and development division makes the breakthrough necessary to transform the Transmission of Matter theory, first proposed in the 20th century, into reality. Several major obstacles (mass and size restrictions, energy requirements, and the need for a receiving station) still must be overcome before *TransMatt* Technology can be of practical use.

● **2010**: Overcoming the energy requirements problem, the first successful tests of *TransMatt* Technology are conducted. Now having a method of faster-than-light travel, the heavens (or at least everything within six light years of Earth) are opened to mankind. Inside the board rooms of *TTA*, debate begins on how to best exploit this new resource. One plan suggests sending an exploration ship to the target star system. Once there, the explorers would secure the planet, build a *TransMatt* receiving station and get ready to receive colonists. The second method considered was called "blind beaming," in which a small shuttle craft is beamed via *TransMatt* into orbit around a target planet. The team of specialists aboard the shuttle would then justify and pacify the planet, construct a *TransMatt* station, and prepare to greet colonists. In the end, blind beaming is chosen because it is quicker, cheaper, and can easily be repeated again and again if something goes wrong.

● **2011-19***: Tthe most intensive astronomical survey in history is conducted, all to find the star system which could support human life. The Alpha Centauri system is chosen by *TTA* as the site for man's first colony outside the solar system. A team of specialists, given the name "Justifiers," begins training for their mission to Alpha Centauri. The mission is scheduled for March, 2023.

● **2012***: The town of Normal, Illinois (North American Sector) is accidentally obliterated during routine testing of the Earth-Moon *TransMatt*. Operator error in setting the rematerialization coordinates is blamed for the accident. A computer fail-safe is designed into the system to prevent a recurrence of the accident.

● **2023***: The first mission to Alpha Centauri leaves Earth. It is never heard from again.

● **2025**: On the third try, *TTA* is able to plant its flag on Alpha Centauri soil. The first colony is now in place.

● **2028-65***: Colonies are established on the Tau Ceti, Proxima Centauri, Epsilon Eridane, and Barnard's Star systems. *TTA* worked on maximizing each colonies' profit potential while continuing a steady expansion outward.

● **2046***: The Robo Uprising. Robo Domestix, a division of *TTA*, places an experimental PAL-9000 artificial intelligence unit in charge of its robot production facility. PAL immediately redesigns all household robots, giving them combat capabilities. Only intervention by a unit of *TTA* marines and the destruction of PAL ends the crisis. Anti-robot sentiments force *TTA* to recall every robot manufactured and end all robot production.

● **2077**: The Cetan Rebellion. Producing most of the foodstuffs used on Earth and the other worlds, Tau Ceti Prime was one of *TTA*'s most profitable colonies. Tired of the corporation's constant intervention, Tau Ceti Prime decides to break away and go into business for themselves. Along with the Cetans go nearly half of *TTA*'s medical branch. Not happy with this development, *TTA* tries to retake Tau Ceti by force. A short armed conflict does nothing to resolve the situation. The International Stock Exchange takes matters into its own hands, recognizing Tau Ceti Prime as an independent corporation and allowing Tau Ceti stock to be traded.

Faced with mounting losses, possible food shortages and stockholder hostility (many of *TTA*'s largest shareholders bought Tau Ceti stock to hedge their bets), *TTA* backs down. The ISE is renamed the Free Terran Stock Exchange and opens its floor to any stock and any investor. On Andor, a moon of Alpha Centauri's eighth world, the first archeological evidence of a lost technological civilization, henceforth known as the Ancients, is discovered.

● **2078-89***: Inspired by the Cetans' bold actions, new corporations seem to materialize almost overnight. During this period, historically known as "The Bull Run," 82 new corporations will be born. Hostile takeovers and mergers pare that number down to 17 by the end of this period.

● **2106***: Ariadni HomeDomes, Inc. and Terrastruct Industries merge business operations to form Enclave Ltd., manufacturers of habitation structures. Enclave Ltd. quickly rises through the business jungle and soon establishes itself, along with *TTA* and Tau Ceti Prime, as the third mega-corporation.

● **2120***: STPD Engineering is formed when part of *TTA*'s engineering division breaks away from the parent company and goes into business for itself. *TTA* attempts to return STPD to the fold, but STPD had already managed to absorb three smaller independent corporations and raise itself to mega-corporation status. Knowing Tau Ceti Prime and Enclave Ltd. are ready to pounce

if the chance is given, *TTA* backs down and the fourth mega-corporation is born.

● **2155:** Tired of being treated more like machines than men, the three largest trade unions on Earth merge to form the Galaxy Workers Alliance and immediately demand better wages and working conditions from *TTA*. After a two day strike, the corporation comes to the bargaining table and a contract is drawn up.

● **2165:** The last of the colony world unions are absorbed by the GWA. TTA introduces the first of the Alpha-Humanoids, with the other three mega-corporations soon to follow suit. GWA threatens to call a general strike. The corporations agree to limit the jobs Alphas can hold, also guarantying to use union doctors and researchers on the project. GWA calls off the strike.

● **2201-03*:** The First Inter-Corporate War. In an effort to re-establish its dominance, *TTA* launches attacks against all *TransMatt* production facilities off-earth. 80% of the *TransMatt* technicians employed by the other corporations are killed, and most of those who survive are bribed into defecting to *TTA*.

Renamed Terran TransMatt Specialties, Inc., the corporation sets about running its monopoly on *TransMatt* production. *TTMS* establishes its own currency, the "C," and refuses to accept any other. Any corporation which wants to purchase spare parts or new *TransMatt* equipment must go through the First Terra BanCorp, *TTMS'* new banking division, to get the "C's" to buy the equipment. The "C" soon becomes the universal currency of the corporations.

● **2204*:** GWA workers, especially hard hit during the war, come back with a vengeance. A three day strike for better wages, benefits, and working condi-

tions paralyzes all the corporations. When negotiations between the union and the corporations fail to bring about a new basic contract, the union goes on strike a second time. After three days the corporations capitulate and a new basic agreement is signed.

It is during this time that two of the "Big 9" minor corporations are formed. The Freepress Corp. is formed when Rathers' News Service and Int'stell Broadcasting merges operations to cover the action during the First Inter-Corporate Wars. Artco Incorporated is formed from the basic contract between the corporations and the GWA. Each corporation establishes a fund to purchase art for the enjoyment of the workers. When these collections are brought together under one corporation, Artco is born.

● **2253***: Aries One, the third of the "Big 9" minor corporations, is formed. Enclave Ltd. immediately tries a hostile takeover and is beaten back.

● **2260***: Bernal and Associates, the fourth of the "Big 9" minor corporations, is formed.

● **2266***: Gardner Pharmaceutical is formed by the merger of BTL Laboratories and Ceti Life Sciences (a former division of Tau Ceti Prime), which are then seized in a hostile takeover by Gardner Bulb Corporation.

● **2280***: Garfield Enterprises is formed.

● **2281**: The introduction of the first Beta-Humanoids. Before the year is over, all the mega-corporations have Betas and they are being used as Justifiers, putting unionized Justifiers out of work. GWA threatens to call a general strike. Bernal and Associates is called in to mediate and a strike is averted.

● **2284***: In order to combat the threat to their membership, GWA hires Garfield Enterprises to find a solution to the Beta problem. Following Garfield's advice, the union begins putting pressure on the corporations to have Betas and aboriginals given semi-human status.

● **2285***: The Bringamen Corp. is formed, providing temporary manpower to corporations experiencing labor shortages. GWA threatens to shut down any corporation which uses Bringamen's services. A top union official who claims a connection between Bringamen and organized crime is killed in a freak *TransMatt* accident.

● **2290-2304***: STPD Engineering begins an aggressive expansion program. STPD successfully completes several hostile takeovers of smaller corporations, failing only against Aries One and Garfield Enterprises. By the end of this period, STPD controlled 38 planets across 19 star systems and was second only to *TTMS* in terms of size and power.

● **2293***: The ever increasing number of hostile takeovers is matched only by the increasing need for weapons and body armor. Responding to the demand, Vickers Manufacturing, Heckler & Koch, and Steyr Industries merge operations to form United Industries. Aries One refuses to join the group and is targeted for a hostile takeover, which fails. Because of the constant tumult of the era, UI is able to find plenty of customers, often selling to both sides in a conflict. This marketing strategy helps it attain mega-corporation status during the Second Inter-Corporate Wars.

● **2305***: The Second Inter-Corporate War. Introduction of the first Augmented Humans into battle. Having grown large enough to challenge *TTMS* for supremacy of the corporate world, STPD Engineering launches a pre-emptive strike against its larger rival's homeworld - Earth. The idea that anyone would attempt a hostile takeover of *TTMS* seems so absurd that the company is caught totally off guard.

While the other mega-corporations stand on the sidelines, *TTMS* takes a beating like never before. *TTMS* is barely able to hold onto Earth, but this has left the rest of the corporation vulnerable. STPD moves in like a shark on a feeding frenzy, gobbling up *TTMS* colony worlds left and right. *TTMS* seems doomed to oblivion.

Three months into the war, two events occur which ultimately decide the outcome of the conflict. In a desperate attempt to save itself, the upper management of *TTMS* makes an offer the other mega-corporations cannot refuse; join the war against STPD Engineering and get your *TransMatt* equipment and spare parts at cost. To sweeten the deal, *TTMS* offers the other Corps a "spoils of war" clause; anything you take from STPD Engineering (which wasn't *TTMS* property at the start of the war) becomes yours to keep. Satisfied with the terms of the agreement, Tau Ceti Prime and Enclave Ltd. each attack STPD. However, United Industries remains neutral.

On Xanudo, a heavy-G mining colony of STPD Engineering, the locals have been planning a breakaway from the corporation for some time. Facing a possible hostile takeover from a rival Corp if they remain part of STPD, Xanudo declares itself independent and B'Hazard Mining Corp. is born. B'-Hazard immediately joins the fight against STPD, using its strategic position inside the Corp's boundaries to threaten previously safe STPD colonies. Seeing the inevitable outcome of the conflict, STPD management decides to minimize the damage and sue for peace. Bernal and Associates is hired to mediate the peace negotiations. STPD Engineering is left with 15 worlds in 8 star systems, less than half of what they started the operation with.

● **2308**: Responding to constant pressure placed on them by the GWA, the Corps grant semi-human status to all Beta-Humanoids and some of the aboriginal tribes. The Buy-Back principle is established and Betas are also granted limited legal rights: property ownership (except stock in the mega-corporations), marriage, and the right to litigate.

One of the first Betas to take full advantage of this new status is Dr. Simon Bolivar Francs, MD, who successfully sues STPD Engineering for five million C's. As chief doctor of a medical team during the Second Inter-Corporate Wars, Francs refused to treat a wounded man until the patient signed a full release form. When the patient later died, Francs was demoted as punishment.

Using the signed release form as evidence, Francs is able to show his demotion was illegal.

With a portion of his award, Francs pays off his buy-back, making him the first Free Beta-Humanoid. Ten minutes later Francs again made history as the first Beta to die a free being when his ground vehicle is destroyed in an explosion so powerful that his body is never found.

● **2310:** Sentinel, the first of the Beta colonies, is established by TTMS. Twilight Industries, the first corporation partially owned by Free Betas, is formed.

● **2311:** Today! The Dragonrok Beta colony is established by Tau Ceti Prime.

CHARACTER GENERATION

ATTRIBUTES & STATISTICS

In the Justifiers game system we use seven randomly generated numbers to represent a being's innate physical and mental abilities. These are called **Attributes**. To represent other physical and mental characteristics we use a mathematical formula to generate still more numbers to represent aspects of these Attributes. These are called Statistics.

For the **ATTRIBUTES**, roll D100, seven times and place as you wish. One score can be discarded and raised to 65 automatically.

Strength *(STR)*   **Intelligence** *(IQ)*

Dexterity *(DEX)*   **Wisdom** *(WIS)*

Constitution *(CON)*   **Agility** *(AGL)*

Presence *(PRZ)*

● STRENGTH

The Strength score is used to determine how well you can perform feats of strength. Use the following chart to determine common feats.

STR in 1bs = carry

STR x 5 1bs = lift

STR x 10 1bs = drag

Strength/5 in feet = jump

Strength in ft (-lbs of object) = throw

● DEXTERITY

The Dexterity score represents your quickness and your hand-eye co-ordination. It affects your ability to manipulate tools, or hit with your fists or a weapon.

● CONSTITUTION

This is the amount of debilitating damage that a body can sustain before death occurs. It is a combination of health, stamina, and willpower. When a character's CON reaches zero, he is dead.

● INTELLIGENCE

This represents your ability to learn, to memorize facts, and absorb knowledge and skills. It affects the type of Career Class and the level at which you begin new skills.

● WISDOM

Wisdom differs from Intelligence in that it doesn't relate to knowledge as much as to common sense. High Wisdom reflects an ability to understand and then to extrapolate, going beyond what you've learned. It is used to determine your level of awareness. For instance, a GM can have you roll against WIS to determine if you are surprised by an ambush, or if your are aware that you're being watched. It might also be averaged with a relevant skill (for example "Computer Technology") to determine your chances of understanding the function of an alien artifact.

● AGILITY

A person's ability to move the entire body with grace and speed. Since it is the sense of balance and co-ordination, it serves to determine your ability to dodge, or take a fall. Combined with Dexterity, it affects the speed at which you can move.

● PRESENCE

A combination of an individual's personal charisma and good-looks. People with high presence are more likely to convince others to do their bidding.
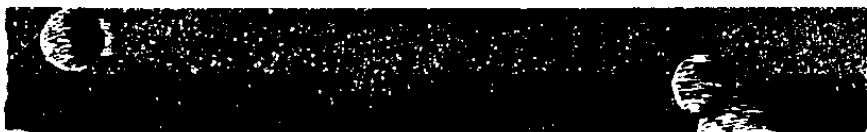
For the STATISTICS use the formula at the right.

Mental Strength *(MS)*   (IQ + WIS) + D10 per level
Body *(BOD)*   (CON/10 + D10 per Level)
Resilience *(RES)*   [(STR + WIS)/10] + D10 per level
Base Speed (SPD)   (AGL + DEX)/10
Base Skill Level   (IQ/10)%
Base to Strike   (DEX/3)%
Damage Bonus *(DB)*   (STR/10)

● **MENTAL STRENGTH**

This statistic reflects a person's willpower; how strong the mind is, both in defending and attacking with psionics (see PSIONICS). Think of Mental Strength as you would Constitution. It reflects the amount of damage your mind can take.

● **BODY**

This is how much punishment your body can take before it becomes debilitating. When BOD is used up, damage is taken to CON.

● **RESILIENCE**

This stat relates to Mental Strength in the same way that Body relates to Constitution. It is how much non-debilitating damage your mind can take.

● **SPEED**

Your Speed is used to determine two things: how far you can move in a single Melee Round (see Combat),and how fast you can move at a dead run. Running is Speed in miles per hour. Movement per Melee is Speed divided by 2 in feet. This score is added to the racial modifier listed in the races section. This allows characters of the same race to have different speeds. Speed also represents initiative. Players with the highest speed will move first in combat (unless surprised).

● **BASE SKILL LEVEL**

This statistic is used in figuring your skill percentages. Every skill a person has or will ever have in the game begins at this percentage. Skills are then adjusted by Career Bonuses and Experience.

- **BASE TO STRIKE**

This is your base percent chance to hit with any weapon. It reflects your natural ability to hit any given target.
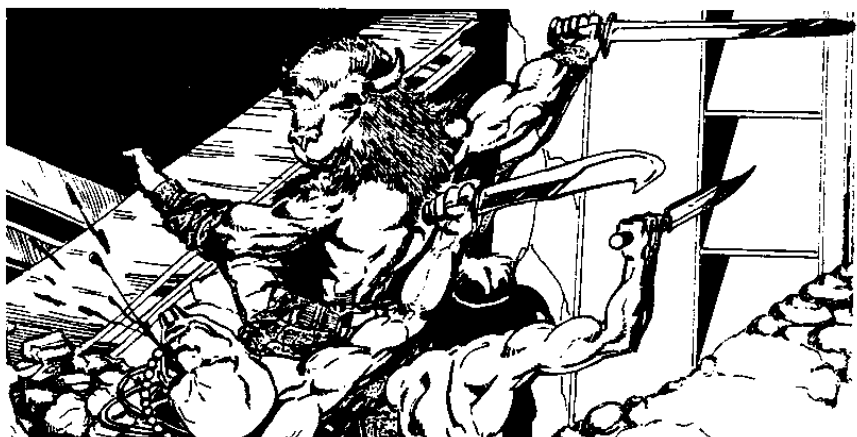
- **DAMAGE BONUS**

This is the base damage that you do with any weapon wielded by hand *(melee weapons)*. Weapons that strike at a distance are not included.

PSIONICS

Psionics are the powers of the mind. These powers draw off your Mental Strength. Therefore, as you use Psionic Talents you become more vulnerable to them at the same time.

When using a Psionics Talent against a resistant (sentient) target you must first add your Resilience and a D100 roll. If the result is higher than the target's Resilience, your attack is successful. This is called a "Break Will," and is not required with talents that perform a physical attack. In the event of a successful attack, you subtract Mental Strength at the rate indicated for the individual talent.

Unless otherwise noted, for talents that perform a physical attack announce how much MS you will expend for damage. When this is done, roll your Resilience or less for a successful hit. If the hit is made, spend the MS and have the target mark off the damage. If the hit is not successful, the MS is still expended.

In the case of attacks against computers and other artificial intelligences, figure the stats for the AI as you would for a character, but don't waste time on stats that won't be used (such as DEX). Yes, self-aware computers and other artificial intelligences may have Psionic talents.

The base chance of Psionics for all player characters is 5%. The number rolled at or below 5 on a D% is also the number of Psionic talents. For example, if a player rolls a 3, the character will be psionic and have 3 opportunities to roll on the chart below. Roll 2D6 and for duplications roll again.

2) Telekinesis	8) Animal Control
3) Teleport	9) Danger Sense
4) Psi-Blast	10) Body Control
5) Pyrokinesis	11) Psychometry
6) Cyberpathy	12) Telepathy
7) Psychic Healing	

* See Optional Psionic Abilities for more talents.

● **Telekinesis**

The ability to manipulate solid objects with the power of the mind. 1 MS per pound of object times (yards moved vertically plus yards moved horizontally). All moves are considered to be at least one yard. If the object is used as a weapon, treat damage as 1/2 D6 x the weight of the object.

Example: A character wants to move a 6 pound lamp 3 yards across a room and smash it into an enemy. The character will have to lift the lamp (1 yard) and then move the lamp (3 yards). This expends 40 MS (1MS x 10 lbs. x (1 + 3 yards)). The lamp does 3D6 damage.

● **Teleport**

The ability to travel by psionic means from one place to another. Requires 1 MS per pound teleported to anyplace that the teleporter has been before. It takes 1 minute to prepare for each 5 miles teleported, during which time the user is entranced and incapable of any movement or action. Distance is limited to MS in miles. Only an entire object or person can be teleported, not an attached part without the whole.

Only organic or high carbon items may be teleported. Carbide weapons will teleport, but most ammunition and other metallic objects will not. Multiple objects can be teleported only if they are in direct contact with each other. The weight limit for teleporting is the user's RES times 10 in pounds.

Example: A character had an RES of 45 and an MS of 300. This means he can teleport up to 450 pounds to any location he has been before within 300 miles. However, since teleportations cost 1 MS to use, he is actually limited to teleporting no more than 300 pounds.

- **Psi-Blast**

A mental fist. At 1 MS per point of damage inflicted, the effects are identical to a physical attack since the user is drawing on psionic energies to form atoms from the surrounding atmosphere into a solid block of invisible force. Unusable in a vacuum (See COMBAT).

- **Pyrokinesis**

The ability to start fires with mental energy. Use 1 MS per point of damage inflicted to inanimate objects only. Cannot be used against still living tissue, but can be used against weapons, clothing, armor, etc. of the victim. Treat as a physical attack on any flammable substance.

- **Cyberpathy**

Acts the same as telepathy, but works only with computer or artificial intelligences. This talent will allow the user to control the computer and its functions. It can also be used to "see" through such things as security cameras or to "read" computer files. In the event of the user trying to breach a computer's secure areas, treat the invasion as a Break Will. For self-aware computers or artificial intelligences, use Telepathy, rather than this talent.

- **Psychic Healing**

Using the mind to heal physical damage. This power can be directed outward only. It cannot be used to heal the user. It costs 1 MS per point of damage healed and requires 1 minute to prepare for each 10 points of healing. During this preparation time the user is completely entranced and unable to move or speak.

- **Animal Control**

The ability to control the minds of animals. The cost is 1 MS per minute of control. Despite the lack of sentient resistance, the user must perform a "Break Will." This talent allows the user to see, feel and hear everything the animal is experiencing.

There is a 1% cumulative chance per use that contact will become permanent. There is a 50% base chance that this talent will work with an alien animal never before encountered. Once sucessfully used, it can be used with any other member of that same species, by that same user.

This talent will not work with sentient creatures. They lack the inherent trust necessary for this kind of mental bonding.

- **Danger Sense**

Automatic ability to sense impending danger. The cost is 10 MS per use. This talent is GM controlled and rolled. The chances of this talent working is the user's WIS + 20 unless definite ill will is present. If ill will is present, the chance is the user's WIS + 40. The direction and form of the danger are conveyed to the user in only the most nebulous ways.

Example: A character has a WIS of 45. A rock is about to fall on his big toe, but no ill will is present. If that same rock is being pushed by someone or something, then ill will is present. The GM rolls a 31, good enough to kick in the ol' danger sense (WIS + 20 = 65). The character gets a sudden flash in the mind..."*Duck!*". He jerks back, but without knowing why, until the rock crashes down at (but not on) his feet.

- **Body Control**

This allows the user to increase one physical attribute score temporarily. The cost is 1MS per point of increase times the number of rounds maintained. Any Stats linked to that Attribute are unaffected. Only the Attribute itself can be changed, and only temporarily.

The Attributes that can be increased are Strength, Agility and Dexterity. If Strength is increased only the Damage Bonus will increase accordingly (not BOD, or RES). If Dexterity is increased the Base to Strike increases accordingly. For Agility only the dodge ability is increased. Base Speed is unaffected

- **Psychometry**

By holding an object, the user can watch a mental movie showing the object's past. For each year into the past the user goes, the cost is 1MS. At this cost the user can determine vague impressions about the object. If the cost is doubled, more details are revealed. If the cost is tripled, actual names and dates can be gleaned from the object.

- **Telepathy**

Mind to mind contact. It is the ability to read the thoughts of another. It uses 1 MS per second of contact with a willing target. For an unwilling, sentient target perform a "Break Will", then expend an additional 1 MS per second of contact. If the target mind has a sufficiently higher Resilience so that a Break Will is unsuccessful, the user looses 1/2 his total Resilience and becomes vulnerable to a counter attack if the target is a psionic.

OPTIONAL PSIONIC ABILITIES

These talents may be substituted by the GM for any of the die rolls listed above.

- **Trance**

The ability to accelerate your own metabolism in order to speed healing. This talent can be directed inward only and will not work on others. Cost is 1 MS per point of damage healed. As with Psychic healing, it takes a full minute of total immobility to heal each point of damage.

- **Empathy**

This talent allows the user to affect the emotions of others. By spending 1 MS per point of PRZ, the user can temporarily increase his PRZ Attribute. This will allow the user to make others more responsive to his wishes.

- **Psi-Shield**

This is a form of mental shield. It allows the user to add MS directly to his RES to resist a Break Will or other psionic attack. Cost is 1 MS per point of additional RES.

REGENERATION

As you go through the adventure you will lose Constitution and Body in the course of combat (see COMBAT). As you heal (assuming you survive), you will regain CON and BOD at the rate of 2D10 per day.

In using psionics, in being stunned, or mentally attacked, you will lose Mental Strength and Resilience. Regeneration is 2D6 per day for MS and RES. Successful medical treatment can aid in Regeneration. Add an additional 1D6 of Regeneration to Constitution and Body for successful treatment. Modify according to the conditions under which treatment was administered. Additional modifiers for such things as infection and surgical complications can be used at the GM's discretion.

CYBERNETICS

Cybernetics, or cyber-replacements, involve the replacement of existing body parts with mechanical ones due to injury or illness. It is suggested for catastrophic injuries, or when the injuries have gone without treatment for an extended period. The GM rolls on the following table to determine what limbs or other functions the victim may have lost. For those players who wish to have cybernetic replacements to begin the game, they may, at the GM's discretion, choose what replacement parts they want. Regardless, the cost of replacement parts will be added to the player's Buy-Back (see Buy-Back). Persons with cyber-replacements automatically receive the skill Cybernetics Technology at a bonus of 20%. Roll 2D10 and add the result.

2 left leg	8 left eye	14 right ear
3 right leg	9 right eye	15 left ear
4 both legs	10 both eyes	16 both ears
5 left arm	11 left hand	17 both eyes & both ears
6 right arm	12 right hand	18 both legs, both arms &both hands
7 both arm	13 both hands	19 both arms & both hands
		20 everything

Individual cyber-replacements have their own Attributes and Statistics, which supercede those of the user. Some also have traits which may or may not be available under normal circumstances. Listed on the next page are the descriptions of each cyber-replacement.

- **Eye**

The eye has infra-red night vision. This means that it can see heat patterns, even in pitch dark. It also has a telescopic function identical to the telescopic sight listed in the Equipment section. All functions are identical. *Cost: 25,000C.*

- **Ear**

The ear will allow the user a 50% Track by Hearing Skill for anything within a range of 2 miles. *Cost: 25,000C.*

- **Hand**

The hand has a Strength of 100, a Dexterity of 65 and a Body of 75. When its body is depleted through injury or attack, it is non-functional. The strength listed would apply to grip only, it would not normally increase a person's Damage Bonus. A hand may be replaced without an arm, but not vice versa. *Cost: 50,000C.*

- **Arm and Hand**

The arm has a Strength of 100 and a Body of 75. This would allow a person to increase his Damage Bonus, if his natural Strength was less than 100, but only with weapons used by that arm. Also see Arm. *Cost: 75,000C.*

- **Leg**

The leg has a Strength of 100, a Body of 75 and a Speed of 50. The Strength would apply for lifting, and the Speed would be usable only if both legs were cyber-replacements. If not, the slower leg would be ripped out of its socket while running. *Cost: 100,000C.*
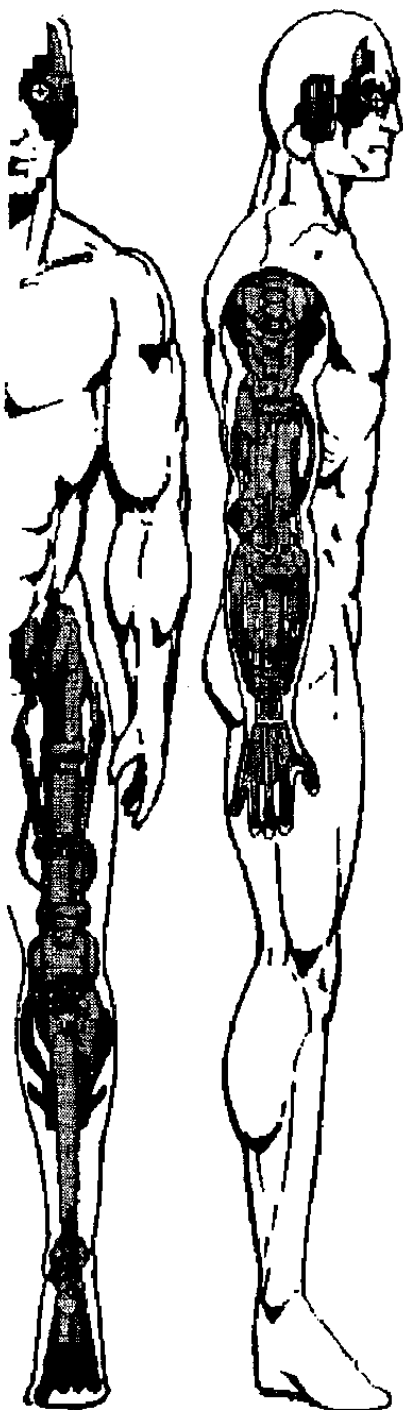
BETA RACIAL TYPES

Most Justifiers are Beta-Humanoids. That is, they are artificially constructed beings, part animal and part human (see Beta-Humanoids). All have distinct characteristics from their root animals, but are bipedal and bimanual. Listed below are the racial modifiers to be applied to your Attributes and Statistics according to root animal.

Due to the variation of racial types, the sizes of Beta-Humanoids can vary anywhere from 3 to 9 feet. Gear specially constructed for one racial type (such as E-suits) are unusable by many other types. Obviously larger root animals lead to larger Beta-Humanoid types.

Where more than one Speed is listed (as Speed 20/50 for the Otter), the second speed is for movement in the creature's secondary element (such as water for the Otter or through trees for the Monkey). Speed is a bonus to be added to your Speed Statistic.

When club is listed under natural weapons it refers to hooves in hoofed Beta-Humanoids and tails in tailed Beta-Humanoids.

Albatross
Armor: Lt. Hide
Speed: 10/50
Attribute modifiers: CON -10
                                STR +30
                                DEX -40
Natural weapons: none
                    Flight (miles in STR x 2)

Armadillo
Armor: Plate
Speed: 10
Attribute modifiers: none
Natural weapons: 1 bite (small)
                2 claws (small)

Badger
Armor: Hv Fur Speed: 40
Attribute modifiers: none
Natural weapons:1 bite (small)
              2 claws (large)
Track by scent 70%

Bat
Armor: Lt Hide
Speed: 10/35
Attribute modifiers: Sonar (200yd. range)
                       Flight (Miles in Str)
Natural weapons: 1 bite (small)
                2 claws (small)
Track by hearing 70%

Bear(Black,Brown,Grizzly)
Armor: Hv Fur
Speed: 20
Attribute modifiers: STR + 40
Natural weapons: 1 bite (large)
                2 claws (large)
Track by scent 35%

Bear(Polar)
Armor: Hv Fur
Speed: 35
Attribute modifiers: STR + 45
                       Swim 99%
Natural weapons: 1 bite (large)
                2 claws (large)
Track by scent 50%

Bighorn Sheep
Armor: Hv Fur
Speed: 50
Attribute modifiers: STR + 20
AGL + 30

No negatives for rocky terrain.
Natural weapons: 1 horn (large)
2 clubs (small)

Bison
Armor: Hv Fur
Speed: 50
Attribute modifiers: STR + 45
CON + 30
Natural weapons: 1 horn (small)
2 clubs (large)

Bloodhound
Armor: Lt Hide
Speed: 15
Attribute modifiers: none
Natural weapons: 1 bite (small)
Track by scent 99%

Cheetah
Armor: Lt Hide
Speed: 60
Attribute modifiers: AGL + 20
DEX + 25
Natural weapons: 1 bite (large)
Track by scent 30%

Falcon
Armor: Lt Hide
Speed: 30/100
Attribute modifier: CON-10
Flight (miles in Str)
Natural weapons: 1 bite (large)
2 claws (large)

Fox

Armor: Lt Hide
Speed: 40
Attribute modifiers: AGL + 25
                        DEX + 15
Natural weapons: 1 bite (small)
                 2 claws (small)
Track by scent 80%

Gazelle

Armor: Lt Hide
Speed: 70
Attribute modifiers: none
Natural weapons: 1 horn (small)
                 2 clubs (small)

Gila Monster

Armor: Hv Hide
Speed: 20
Attribute modifiers: STR + 20
Natural weapons: 1 bite (small)
                 poison (D6/rd)
Track by scent 40%

Gorilla

Armor: Hv Fur
Speed: 25
Attribute modifiers: STR + 50
                        CON + 25
Natural weapons: 1 bite (large)
Track by Scent 50%

Hog

Armor: Hv Hide
Speed: 30
Attribute modifiers: STR + 10
                        CON + 25
Natural weapons: 2 bites (large)
                 2 clubs (small)

Komodo Dragon
Armor: Hv hide
Speed: 30
Attribute modifiers: STR + 20
Natural weapons: 1 bite (large)
                  1 club (large)
Track by scent 65%

Mantis
Armor: Chitin
Speed: 40
Attribute modifiers: STR + 25
                  jump STR in feet
Natural weapons: 1 bite (small)

Monkey
Armor: Lt Fur
Speed: 35/50
Attribute modifiers: AGL + 25%
                          DEX + 25%
                          Climb 99%
Natural Prehensile tail acts as third hand at 1/2 Dexterity.
Weapons: 1 bite (small)

Otter
Armor: Lt Hide
Speed: 20/50
Attribute modifiers: DEX + 15
                          Swim 99%
Natural weapons: 1 bite (small)
Track by scent 45%

Owl
Armor: Lt Hide
Speed: 20/75
Attribute modifiers: CON-10
                          STR + 20
                          Flight (STR in miles)
Natural weapons: 1 bite (small) 2 claws (large)
Track by hearing 80%

Panther
Armor: Lt Hide
Speed: 50
Attribute modifiers: AGL + 25
                           STR + 15
Natural weapons: 1 bite (large)
                   2 claws (large)
Track by scent 70%

Raccoon
Armor: Lt Hide
Speed: 35
Attribute modifiers: DEX + 35
                           Climb 75%
                           Night Vision
                           (As cyber-eye)
Natural weapons: 1 bite
                   2 claws (both small)
Track by scent 30%

Rhino
Armor: Plate
Speed: 20
Attribute modifiers: CON + 30
                           STR + 50
                           Int -20
Natural weapons: 1 horn (large)
                   2 clubs (large)

Sea Lion
Armor: Lt Hide
Speed: 25/70
Attribute modifiers: DEX + 10%
                           AGL + 20%
                           Swim 99%
Natural weapons: 1 bite (small)
                   2 claws (small)
Track by Scent (& underwater)45%

Tiger/Lion

Armor: Hv Hide
Speed: 30
Attribute modifiers: STR + 20
                      CON + 25
                      Swim 99% (tiger only)
Natural weapons: 1 bite (large)
                 2 claws (large)
Track by scent 50%

Turtle

Armor: Plate
Speed: 5
Attribute modifiers: STR + 40
                      Amphibious
Natural weapons: 1 bite (large)
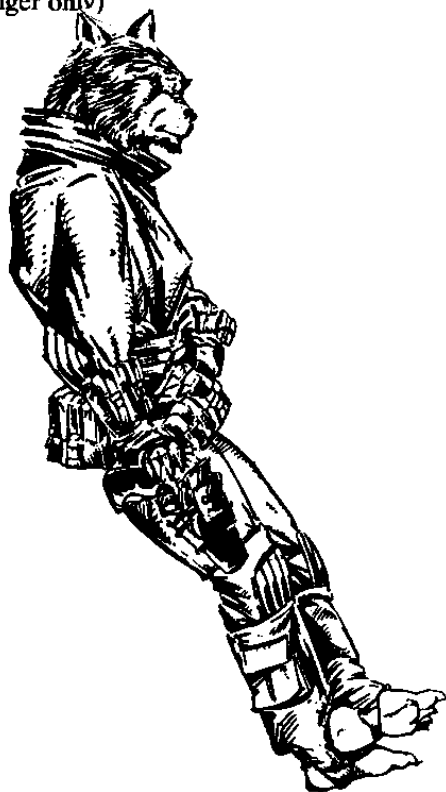
Wolf

Armor: Hv Hide
Speed: 30
Attribute modifiers: STR + 15
                      AGL + 25
                      Night Vision
Natural weapons: 1 bite (large)
Track by scent 70%

Humans

No ordinary human in his right mind would be a Justifier; it's just too dangerous. However, criminals are sometimes sentenced to Justifier duty for the same number of years they would have served in a prison. During this time their pay is held in trust with the exception of a small allowance to purchase personal items. They are not allowed to own weapons. Seldom are they used in positions of authority and it is unlikely that they would be put into security.

To further insure that they remain within the jurisdiction of the Corporation, many are implanted with small explosive devices, usually in the skull. The trigger mechanism for this device has a range of several miles, more when keyed to the communications satellite. The trigger is in the custody of either the Security Officer or the Commander at any given time and the individual criminal has no idea which.

society. A number of them have become Justifiers either by volunteering or by being sentenced for violent crimes.

Last, a number of the Heavy Gravity planets hire out their services as Justifiers. It beats slaving in the corporate mines of most of those worlds. Virtually all of the Heavy-G humans are volunteers, though as much as 1/2 their pay goes into their homeworld's treasuries as taxes.

Human

Armor: Lt Hide
Speed: 15
Attribute modifiers: Int +20
Natural weapons: none

Augmented Human

Armor: Hv Hide
Speed: 30
Attribute modifiers: STR +20
                               DEX +20
                               PRZ -20
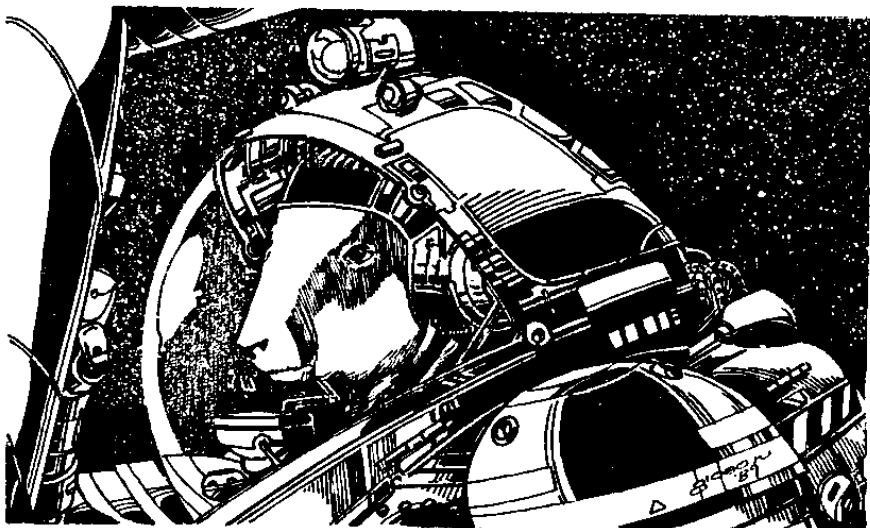   Night Vision
Natural weapons: none

Heavy-G Human

Armor: Lt Hide
Speed: 10
Attribute modifiers: STR +30
                               CON +20
Natural weapons: none

SKILLS

Skill Use and Career Classes

The Justifiers RPG is a skill based system. Like most skill based systems, it relies on Career Classes to determine a character's fundamental skills. In Justifiers we have four basic career classes. Including the specialties under each of the general classes, this is a total of nine career choices. In addition to the Career Class Skills, the character also gets Basic Training Skills, Cross-Training, and certain Elective skills. Each skill begins at a base percentage, plus your base skill level, unless otherwise indicated.

Each character class has a prime requisite. This is a minimum attribute score for what are considered the most important attributes for a particular class. No one without the minimum attribute score in a Career Class may take Cross Training from that Career Class.

● **The Career Classes are:**

Field Scientist with the following sub-classes:

        Life Sciences Specialist

        Social Sciences Specialist

        Planetary Sciences Specialist

Field Engineer with the following sub-classes:

        Electrical Engineering Specialist

        Mechanical Engineering Specialist

Field Operative with these sub-classes:

        Scout

        Security

        Pilot

Field Doctor.

To determine a character's success at a task for which there is a skill, have him roll D100 at or below his skill percentage. Use whatever modifiers are appropriate. An unmodified roll of 100 is always a failure and an unmodified roll of 01 is always a success. Unless otherwise indicated, any character attempting a task requiring a skill he does not have has a minus 50% chance to accomplish that task and may use his Base Skill Level only for the roll.

FIELD SCIENTIST

Within this category are the people who concentrate on learning about a planet from a scientific point of view. They classify, analyze and debate the function of every aspect of the world and its life forms. Due to the arrangement of ranks within the Corp, SCIs (Scientists) and Doctors are most often in command of a mission.

Life Sciences Specialist

This character studies the life of the planet and its complex eco-structure. A combination of biologist and ecologist, it is up to him to determine the nature of each link in a planet's life cycle.

Planetary Sciences Specialist

Geologist, map maker, and meteorologist. The Planetary Scientist studies the effects of the forces of nature and planet's mineral and structural composition.

Social Scientist

Studies the world's sentient inhabitants, if it has any, extant or otherwise. Often along "just in case." Will also act as the psychologist for the Justifier team working in concert with the Field Doctor to determine the nature of possible mental instabilities in the group.

FIELD ENGINEER

A handy person to have around. This character can repair or build just about any piece of equipment necessary to the team's function. Also works in tandem with the other team members to construct the *TransMatt* gate which will take them all home.

Electrical Engineering Specialist

This character concentrates on the complex electrical systems so important to a technologically based culture. Can repair or build most of the communication, computer, and technical systems around.

Mechanical Engineering Specialist

This character, like his counterpart, is a tinkerer, but unlike the Electrical Engineer, the Mechanical Engineer is more likely to get his hands dirty. He repairs and builds the mechanical systems, from hydraulic cooling systems to the power plants of the vehicles.

FIELD OPERATIVE

The Field Operatives have specialized functions in the field. This Career Class represents those who works in a special way toward the welfare and protection of the team.

Scout

The Scout's function is unique. He incorporates some of the functions of the Field Scientist and many of the abilities of the Security Officer. He is the team survivalist, able to cope with any environment, make maps, judge terrain, and lead "away teams" when necessary. In many ways, he the most valuable member of the team because his job is to be alert for dangers while keeping the rest of the team alive. Scouts often function singly, hunting food and mapping the areas surrounding the Justifer's camp.

Security

This is the grunt, usually the strongest and best equipped to handle a fight. He's a weapons expert and something of a spy (usually for the corporation). He remains as alert for trouble from within the team as from without. Though generally outranked by the SCIs on a mission , the Senior Security officer can take command when lives or property are threatened.

Pilot

If it has wheels, tracks, wings, or fins he can pilot it. He's that all purpose hot-shot speed jockey, often having some of the mechanical skills of the Mechanical Engineer as well.

FIELD DOCTOR

The Field Doctor doesn't specialize in the pretty kind of medicine that is practiced in most hospitals. However, what he lacks in facilities he more than makes up for in skill. The team Doctor also may function as a counselor, sometimes

working in tandem with the Social Scientist, to look after the mental welfare of the group.

BASIC TRAINING

The following skills are automatic to every JUSTIFIER regardless of Career Class. Be sure to add your Base Skill Level.

BASIC MATH	50%
COMMUNICATOR OPERATIONS	15%
COMPUTER OPERATIONS	15%
E SUIT OPERATIONS	25%
EMERGENCY E SUIT REPAIR	20%
FIRST AID	15%
HAND TO HAND COMBAT	15%
NAVIGATION	15%
PILOT GROUND VEHICLE	15%
PROJECTILE WEAPONS (HAND)	15%
SCANNER SYSTEMS OPERATIONS	25%
SPEAK NATIVE	75%
TRANSMATT OPERATIONS	25%
READ & WRITE NATIVE	75%
ZERO-G TRAINING	15%

CAREER CLASS TRAINING

Unlike many RPGs *(Role Playing Games)*, characters in Justifiers begin their lives with an enormous range of skills. These are not backwater bumpkins. Justifiers are highly trained planetary explorers with a vast knowledge of their specific fields. This is reflected by the skills and bonuses listed below.

FIELD SCIENTIST

(Minimum Attribute score: IQ-65)

- **Life Sciences Specialist**

ANALYTICAL CHEMISTRY	15%
AQUATICS	20%
BIOLOGY(marine)	25%
BOTANY	25%
CHEMISTRY	20%
ECOLOGY	25%
SURVEILLANCE	10%
ZOOLOGY	25%

- **Planetary Sciences Specialist**

AQUATICS	15%
CARTOGRAPHY	20%
CHEMISTRY	20%
DEMOLITIONS	10%
GEOGRAPHY	25%
GEOLOGY	25%
GEOMORPHOLOGY	15%
METEOROLOGY	20%
PHOTOGRAPHY	15%

- **Social Sciences Specialist**

ANTHROPOLOGY	25%
ARCHEOLOGY	25%
CRYPTOLOGY	10%

HISTORY	25%
INSTRUCTION	5%
LINGUISTICS	15%
PSYCHOLOGY	10%
SOCIOLOGY	10%

FIELD ENGINEER

(Minimum Attribute score: IQ-65   DEX 50)

● **Electrical Engineering Specialist**

ADVANCED MATHEMATICS	20%
COMMUNICATOR TECHNOLOGY	25%
COMPUTER PROGRAMMING	25%
COMPUTER TECHNOLOGY	25%
ELECTRONIC DIAGNOSIS	20%
FUSION TECHNOLOGY	20%
LASER TECHNOLOGY	20%
MICROELECTRONICS	15%
ROBOTICS	10%
SCANNER SYSTEMS TECHNOLOGY	10%
SOLAR TECHNOLOGY	15%
TRANSMATT TECHNOLOGY	25%

● **Mechanical Engineering Specialist**

ADVANCED MATHEMATICS	15%
AIRCRAFT TECHNOLOGIES	20%

- **Mechanical Engineering Specialist (cont.)**

DEMOLITIONS	15%
FABRICATION	20%
FLUID SYSTEMS	25%
GROUND VEHICLE TECHNOLOGIES	25%
MECHANICAL DIAGNOSIS	30%
METALLURGY	25%
MICROELECTRONICS	15%
ROBOTICS	10%
STRUCTURAL ENGINEERING	25%

FIELD OPERATIVE

- **SCOUT (Minimum Attribute Scores: DEX-65, WIS-50)**

CARTOGRAPHY	25%
ARCTIC SURVIVAL	20%
DESERT SURVIVAL	20%
FOREST/JUNGLE SURVIVAL	20%
IMPROVISED/PRIMITIVE WEAPONS	20%
MARTIAL ARTS	5%
SURVEILLANCE	20%
HAND WEAPONS	20%
BEAM WEAPONS	20%
HOSTILE ENVIRONMENTS	15%
TRACKING/TRAPPING	15%

- **SECURITY (Minimum Attribute Score: STR-65)**

INTERROGATION	25%
MARTIAL ARTS	20%
HAND WEAPONS	20%
PROJECTILE WEAPONS (RIFLES & SHOTGUNS)	20%
BEAM WEAPONS	20%
HEAVY WEAPONS (BEAM)*	15%
WEAPONS TECHNOLOGY (PROJECTILE)	15%
WEAPONS TECHNOLOGY (BEAM)	15%
NUCLEAR WEAPONS TECHNOLOGY*	20%

- **Security (cont.)**

PROJECTILE WEAPONS (HEAVY)	20%
SECURITY SYSTEMS	15%
SURVEILLANCE	25%
ELECTRONIC COUNTER MEASURES	15%
CRYPTOLOGY	25%
VEHICLE MOUNTED WEAPONS	10%

(*can't Cross train)

- **PILOT (Minimum Attribute Scores: DEX -50, AGL -50)**

ADVANCED NAVIGATION	25%
PILOT HOVER CRAFT	20%
PILOT AIRCRAFT/SUBMERSIBLE	20%
AIR TO AIR COMBAT	15%
COMBAT DRIVING	15%
VEHICLE MOUNTED WEAPONS	20%
AIRCRAFT TECHNOLOGY	10%
ADVANCED ZERO-G TRAINING	15%

- **FIELD DOCTOR (Minimum Attribute Scores: IQ -75, WIS -65)**

PHARMACOLOGY	25%
PATHOLOGY	25%
MEDICAL TECHNOLOGY OPERATIONS	20%
INTERNAL MEDICINE	20%
SURGERY	25%
TRAUMA TREATMENT	25%
PSYCHOLOGY	15%
ORTHOPEDICS	15%
CYBERNETIC TECHNOLOGIES	10%
ADVANCED FIRST AID	20%

CROSS-TRAINING SKILLS

These represent areas where your character has had exposure to the specialized skills of other Career Classes. Take 1D10 in cross-training. You can cross-train from as many different Career Classes as you are allowed by Attribute and the chart below.

You begin these skills at your Base Skill Level only, without the Career Class bonuses listed. Where Cross-Training is possible additional Elective sills may be taken. Only the following Career Classes can cross-train:

SCOUT to SECURITY (and vice versa)
All ENGINEER SPECIALTIES to each other
All FIELD SCIENTIST SPECIALTIES to each other
FIELD DOCTOR to SCOUT (but not vice versa)
SCOUT to FIELD SCIENTIST (and vice versa)
Any Career Class may cross-train to PILOT (and vice versa)
All FIELD SCIENTIST SPECIALTIES to FIELD DOCTOR (and vice versa)

ELECTIVE SKILLS

Take 1D10 in Elective skills. These are skills that represent hobbies and special training not available from cross-training. Begin at Base Skill Level only.

ADDITIONAL LANGUAGE - READ & WRITE
ADDITIONAL LANGUAGE - SPEAK
ADMINISTRATION
AGRICULTURE
ANIMAL TRAINING
ART*
CAROUSING
CIVIL LAW
CORPORATE STRUCTURE
CRIMINAL LAW
CUISINE
DUAL WEAPONS*
ENTERTAINER*
EXO-SKELETON OPERATIONS
HAND WEAPONS - ANCIENT
HAND WEAPONS - TWO-HANDED
HEAVY WEAPONS - ANCIENT
MINE ENGINEERING
MOUNTAIN CLIMBING
PHILOSOPHY
PHOTOGRAPHY
PHYSICS
PICK POCKET

PROJECTILE WEAPONS - SPECIAL
SMUGGLING
SPORTS*
SUBDUING
SWIMMING
THROWN WEAPONS - HAND
*list specific type, may be taken more than once.

SKILL DEFINITIONS

Additional Language - Read & Write:
The study of the written form of a foreign or alien tongue.

Additional Language - Speak:
The study of the spoken form of a foreign or alien tongue.

Administration:
The ability to successfully deal with the Corporate or Governmental bureaucracies.

Advanced First Aid:
May be added directly to the skill First Aid. See Basic Training.

Advanced Mathematic:
The ability to do complex mathematical computations. May be added directly to Basic Math for most computations.

Advanced Navigation:
May be added directly to Navigation Skill. See Basic Training.

Agriculture:
The ability to judge the quality and type of food grown from the land. Also the skill to cultivate those foods.

Aircraft Technologies:
The understanding and repair of the operating mechanical devices and power plants of aircraft.

Air to Air Combat:
Added to Pilot Aircraft skill for success of maneuvers in combat, at high speeds or when unsafe.

Analytical Chemistry:

Whereas Chemistry is the knowledge of how to put things together, Analytical Chemistry is the knowledge of how to take them apart. Used to determine a character's ability to understand the chemical composition of a compound and how to re-create that compound. May be added to Chemistry for most simple analysis.

Animal Training:

The ability to train animals, including alien ones. The usual training methods involve affection association and reward association. Both techniques involve a long period in which to win an animal's confidence. Affection trained animals respond to commands because they want their master's approval and love. Reward trained animals respond for a particular treat, or because of the threat of punishment. Affection trained animals are far more likely to go beyond their training in exhibiting bravery and personal devotion. The GM should take this into account when animals are expected to perform under adverse conditions.

Roll vs. this skill once each week to determine if the animal's confidence is won. Once this is accomplished, roll once each week to determine whether or not a particular behavior has been taught the animal. The player must specify the behavior in advance and cannot teach more than three at once.

Anthropology:

The study of living, though often primitive cultures. Use to determine the success of a character at dealing with aboriginal cultures, recognizing important cultural traits, etc.

Aquatics:

The use and routine maintenance of underwater equipment. Use to determine a character's success with diving equipment or to determine the chance of emergency repairs while under water. Includes the skill of Swimming.

Archeology:

The study of the relics of past civilizations. Use to determine a character's ability to understand artifacts, to locate additional artifacts, to identify cultures, etc. This skill may be averaged with a character's WIS to determine the function of alien artifacts.

Arctic Survival:

The ability to find or build shelter and find food in an arctic environment. Use to determine a character's success at existing under primitive conditions in the cold.

Art:

A generic category which can pertain to any activity which the GM considers art. Must be a visual art but not a performing art. This skill may be taken more

than once to get additional artistic skills. Each specific artistic skill must be declared and taken separately. For example: drawing, painting, sculpting, etc. are each separate listings.

Astronomy:
The study of the stars. May be averaged with Navigation to navigate by the stars.

Basic Mathematics:
$2 + 2 = 4$, $4 + 4 = 8$. Ah, you get the idea. Use to determine a character's ability to perform simple mathematical problems with accuracy.

Beam Weapons:
The ability to effectively use and maintain beam weapons such as lasers and stoppers. It may also be used to determine the knowledge of weapon quality.

Biology (Marine):
The study of plant and animal life as it lives underwater. Use to determine a character's success at identifying and classifying marine life.

Botany:
The knowledge and study of plants. Use to determine a character's ability to identify and classify plant life, functions, toxicity, etc.

Carousing:
A loosely defined skill involving such things as gambling, success with the opposite sex, knowledge of potent potables, etc. This skill may averaged with Presence to determine success where other characters are concerned.

Cartography:

The science of making maps. Use to determine the accuracy and detail of a character's map.

Chemistry:

The study of how elements interact to form compounds,the effects of those compounds upon other compounds, and the effect upon their environment. Use to determine a character's ability to formulate substances and predict their effects.

Civil Law:

The knowledge of the law as it pertains to non-criminal matters as well as court procedures.

Combat Driving:

Added to Pilot Ground Vehicle skill for success of maneuvers in combat, high speed maneuvers or unsafe maneuvers.

Communicator Operations:

The ability to use simple communications equipment to accomplish routine tasks. Use to determine the success of a character using a piece of equipment for the first time, adjusting frequencies, etc. The simple act of flipping a switch does not require a roll.

Communicator Technology:

The ability to understand and repair the intricate workings of communications equipment. May be averaged with Electronic Diagnosis to determine the nature of a problem of with Micro-Electronics for repairs.

Computer Programming:

The ability to write and alter programs for computers. Use to determine the success of a character trying to make a computer do something it was not originally intended to do.

Computer Technology:

The ability to understand and repair the intricate workings of computer equipment. May be averaged with Electronic Diagnosis to determine the nature of a problem of with Micro-Electronics for repairs.

Corporate Structure:

The ability to know who is who within a given corporation. Included is the knowledge necessary to "work" the corporate structure to one's benefit, as in going over someone's head.

Criminal Law:

The knowledge of the law as it pertains to criminal matters, as well as the knowledge of individual rights of the accused and of court procedures.

Cryptology:

The study of codes and ciphers. Use to determine the success of a character at understanding complex codes. May be averaged with Computer Programming for deciphering complex computer codes, or with Linguistics for understanding written artifacts in an unknown language. Attempts may be made once per six hours.

Cuisine:

The ability to prepare a proper meal with flair.

Cybernetic Technologies:

The understanding and repair of cyber-replacements. Use to determine a character's success at dealing with malfunctions of cybernetic parts.

Demolitions:

The use of explosive devices. Use to determine a character's success at handling explosives, using the correct amount to ensure effect and safety, etc.

Desert Survival:

The ability to survive, find shelter, and food in an arid environment. Use to determine a character's success at existing under primitive conditions in the desert.

Dual Weapons:

No percentage is assigned to this skill; you either have it or not. It allows you the ability to use two weapons, one in each hand. The skill must be taken with a specific category of weapon, and may be taken more than once. It cannot be used with weapons that require two hands to wield.

Characters trying to use two weapons without this skill have a 50% chance to hit with the weapon held by the non-dominant hand (right hand for left handers, left hand for right handers). Characters with this skill strike normally with both weapons. *(See Combat)*

Ecology:

The study of the interrelation of all factors within a given eco-system. Use to determine a character's understanding of how plants, animals and even weather have jointly caused certain effects over planet's lifetime.

Electronic Counter Measures:

The ability to operate and/or by-pass sophisticated electronic surveillance systems. May be averaged with cryptology to decipher complex alarm codes.

Electronic Diagnosis:

Understanding the nature of problems within electrical equipment. Use to determine a character's success at correctly diagnosing a problem.

Emergency E-Suit Repair:

A character's base chance to repair any malfunction with an E-Suit while he is wearing it.

E-Suit Operations:

The ability to maneuver and use any of several types of Environment Suits. Knowledge of their workings and vulnerabilities. Use to determine the success

of a character in suiting-up, recognizing the quality of the equipment, locating leaks or tears, etc.

Entertainer:
Another generic category which can pertain to any activity which the GM considers a performing art. This skill may be taken more than once to get additional performance skills (See Art).

Exo-Skeleton Operations:
Use of the various types of exo-skeletal equipment, including the Cargo Loader and the Armored Environment Suit.

Fabrication:
The ability to make mechanical parts from their basic materials (See Mechanical Diagnosis).

First Aid:
The knowledge to treat simple injuries in the field. Use to determine the success for attempts to stop bleeding, diagnose minor illnesses, correctly treat a fracture, etc.

Forest/Jungle Survival:
The ability to survive, find shelter and food in a forested environment. Use to determine a character's success at existing under primitive conditions in the woods.

Fluid Systems:
The technology of fluid under pressure. Use to determine success at the diagnosis or repair of such things as hydraulics, cooling systems, plumbing, etc.

Fusion:
The ability to understand and repair the intricate workings of Fusion generators and equipment with nuclear power cells. This skill may be averaged with Electronic Diagnosis to determine the nature of a problem or with Micro-Electronics and for repairs.

Geography:
The study of a planet's physical features. Use to determine the character's chance of understanding a planet's topology.

Geology:
The study of rocks and minerals, their composition and probable location. It may be averaged with Geography and Geomorphology to determine the chance of finding valuable mineral deposits.

Geomorphology:

The study of the development of a planet's topology and knowing why its features exist the way they do.

Ground Vehicle Technologies:

The understanding and repair of the operating mechanical devices and power plants of ground vehicles, including Hovercraft.

Hand weapons (Ancient):

The ability to effectively use and maintain ancient type Hand Weapons such a knives and swords. May also be used to determine the knowledge of weapon quality.

Hand Weapons (Thrown):

The successful use and routine maintenance of any of the weapons in this category.

Hand Weapons (Two Handed):

The successful use and routine maintenance of any of the weapons in this category.

Hand to Hand Combat:

A type of shorthand martial arts similar to what most military branches teach as :Close Combat." Use with modifiers and bonuses to determine a character's success at striking an opponent while using nothing but his Natural Weapons or fists (See Combat).

Heavy Weapons (Ancient):

The successful use and routine maintenance of any of the weapons in this category.

Heavy Weapons (Beam):

The ability to effectively use and maintain beam weapons of this type. May also be used to determine the knowledge of weapon quality. This skill is restricted to security officers only! It cannot be cross-trained.

History:

The study of past events, their causes and effects. Use to determine a character's ability to recognize historical places, dates. etc. May be averaged with Archeology to determine the origin of artifacts and their significance.

Hostile Environments:

The ability to think on your feet and survive under extreme conditions, such as blizzards, sand storms, etc. May be averaged with any survival skill at the GM's discretion.

Interrogation:

The ability to extract information from a reluctant source. May be averaged with Presence for the purpose of intimidation. Interrogation may be attempted only once per hour.

Instruction:

The knowledge of teaching. This skill may be used to teach any other skill that character has at more than 70%. One attempt may be made each six months and a successful Intelligence roll must be made by the teacher, as well as by the student. It takes one week to absorb 1% of a skill and up to 50% of the instructor's skill (not including Base Skill Level) may be absorbed by the pupil.

Improvised/Primitive Weapons:

The ability to manufacture crude or primitive weapons from the materials available. (GM's option: use some common sense. If they can explain it in detail, they can build it). Examples might include a primitive cross bow or spear thrower.

Internal Medicine:

The diagnosis and treatment of non-surgical diseases. Use to determine the success of treatment for such diseases.

Laser Technology:

The ability to understand and repair the intricate workings of lasers. May be averaged with Electronic Diagnosis to determine the nature of a problem or with Micro-Electronics for repairs. Can be used with laser weapons.

Linguistics:

The study of language. Use to determine a character's success at deciphering an unknown language, written or spoken. It may be averaged with Cryptology

for deciphering written remnants. Additional attempts may be made once per six hours.

Martial Arts:

Knowledge of specialized techniques for unarmed combat. This can pertain to anything from karate to boxing. It may be added directly to Hand to Hand skill for strikes (See Combat and Weapons).

Medical Technology Operations:

The knowledge of the use and routine maintenance of advanced medical technology, such as x-ray machines, diagnostic analyzers, etc.

Mechanical Diagnosis:

The understanding of the nature of problems with mechanical devices. Use to determine the success of a character at understanding a problem with a device and executing repairs. Can be averaged with Fabrication to make needed parts, or with Metallurgy to weld or otherwise attach metal parts properly.

Metallurgy:

The understanding of the strengths and uses of metals. The working of metals with equipment and welding gear. May be used to determine the quality of metals, the ability of a character to weld or combine metals, etc.

Meteorology:

The study of weather. Use to determine the success of a character's ability to predict and determine a planet's weather patterns.

Mine Engineering:

The ability to extract minerals from the ground, knowledge of minerals and types and the construction of mines. May be averaged with Geology to locate precious minerals. May also be used to determine the structural safety of caves and mines.

Micro-Electronics:

The understanding and ability to repair complex micro-electronic circuits. Use to determine the success of a character trying to repair anything electronic.
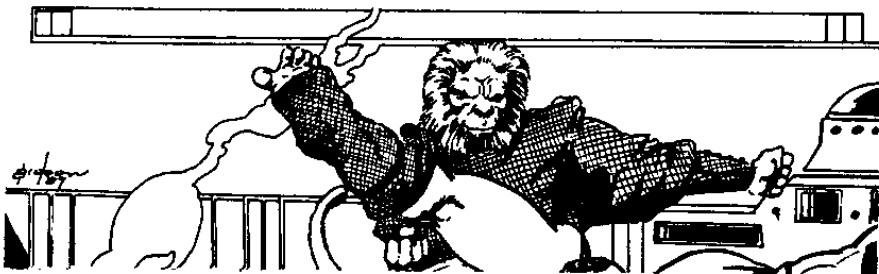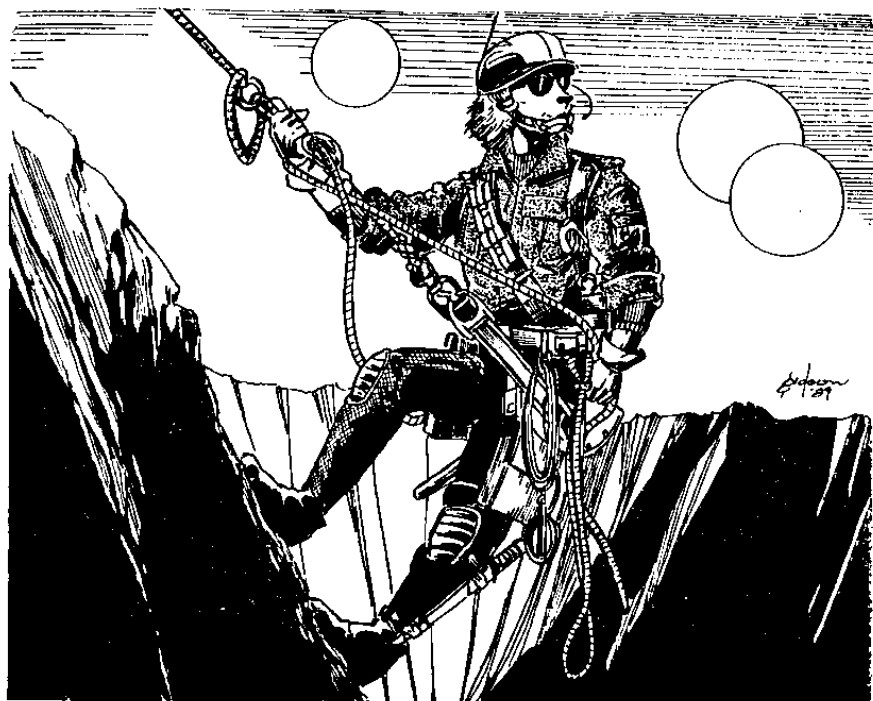
Mountain Climbing:

The use of techniques and equipment used in climbing mountains or other precipices.

Navigation:

The knowledge to guide a person and/or vehicle from a given point to another given point and back again without getting lost. Use to determine a character's chance of locating a place spotted from the air, while walking, reading a map correctly, finding his way back to the base after an extended (24 hours or more) absence, etc.

Nuclear Weapons Technology:

The ability to effectively use and maintain projectile weapons of this type. It includes the knowledge of the workings and functions of all weapons of this type, as well as the ability to repair such weapons. May also be used to determine the knowledge of weapon quality. This skill is restricted to security officers only! It cannot be cross-trained!

Orthopedics:

The study of the treatment and diagnosis of diseases and injuries of the bone. Use to determine the success at dealing with diseases and injuries to bones and surrounding tissues.

Pathology:

The study of the nature of diseases. Use to determine the character's success at discovering the cause of unknown disease. May be averaged with Internal Medicine or Pharmacology for developing a treatment.

Pharmacology:

The manufacture and use of medicines. Use to determine the character's success at concocting a special medicine from available chemical substances.

Philosophy:

The search for the understanding of the principles and values of reality by speculative means. May be used in determining aspects of the surrounding reality, the nature of aboriginal philosophies, etc.

Photography:

The art and science of the use of cameras and other photographic equipment, and their routine maintenance. Use to determine the success of a character's attempts to capture anything on film.

Physics:

The study of the physical laws of nature.

Pick Pocket:

The ability to remove an item from an individual without being detected.

Pilot (Aircraft/Submersible):

The ability to pilot and maneuver in three dimensions. Since these skills are basic and the various vehicles are similar, use the same percentage for aircraft and submersible. Use to determine ability to pilot craft of this type.
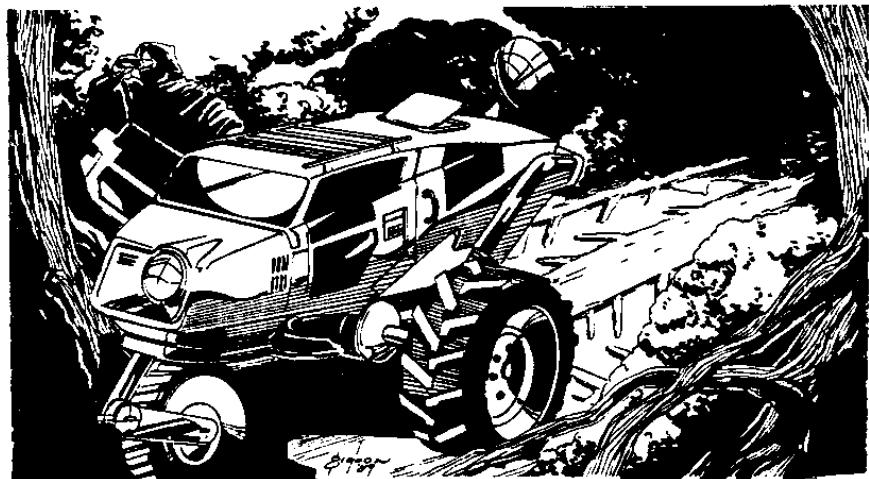
Pilot (Ground Vehicle):

The ability to maneuver and control any wheeled or tracked ground vehicle under unusual conditions. Use to determine the success of a character in piloting a vehicle under unusual conditions or while making maneuvers at high speeds.

Pilot (Hovercraft):

The ability to maneuver and control any Hovercraft vehicle under unusual conditions. Use to determine the success of a character in covering broken or uneven ground or while making maneuvers at high speeds.

Projectile Weapons (Hand):

The use and routine maintenance of any projectile firing weapon held and fired in one hand (See WEAPONS). Use with modifiers and bonuses to determine a successful strike with any weapon of this type. May be used to determine weapon quality.

Projectile Weapons (Heavy):

The ability to effectively use and maintain projectile weapons of this type. May also be used to determine the knowledge of weapon quality.

Projectile Weapons (Rifles & Shotguns):

The ability to effectively use and maintain projectile weapons of this type. May also be used to determine the knowledge of weapon quality.

Projectile Weapons (Special):

The successful use and routine maintenance of any of the weapons in this category.

Psychology:

The study of the workings of the mind. Use to determine a character's success at diagnosing mental illness, determining the motives of another character, etc.

Read & Write Native:

The ability to read and write in one's native language. For the most part this percentage is a measure of the vocabulary of a character. By the 23rd century illiteracy is virtually unknown. Use this skill to determine a character's ability to understand written and verbal material of a complex nature. Most languages in this time are more a matter of ethnic background than country of origin since countries are an outmoded concept. Only Terran Basic, which is widely accepted as the universal Corp language, is taught to Betas. Sample languages are as follows: French, Arabic, Ancient (written only, English, Japanese, Cetan, Chinese, Russian, Terran Basic).

Robotics:

The use and repair of robotic structures. Use to determine the success of a character at repairing any type of robotic form including exo-skeletal structures.

Scanner Systems Operations:

Knowledge of the use and routine maintenance of any piece of equipment with the words "scanner" or "sensor" in its name. Use to determine the success of a character in locating a known or unknown item or entity using such equipment.

Scanner Systems Technology:

The ability to understand and repair the intricate workings of scanner and sensor equipment. May be averaged with Electronic Diagnosis to determine the nature of a problem or with Micro-Electronics for repairs.

Smuggling:

The practice of concealing or locating concealed, sometimes illegal, items.

Speak Native:

Use in much the same way as Read & Write Native, but for verbal communications.

Sports:

A generic category which can contain any sport that a GM approves. Please remember that such things as weapons skills and martial arts can be sports. This skill may be taken more than once to get additional sports skills.

Sociology:

The study of the social order. Use to determine a character's success at ascertaining the social hierarchy in a given culture, the societal consequences of actions taken by people, etc.

Solar Technology:

The ability to understand and repair the intricate workings of solar power generating equipment. May be averaged with Electronic Diagnosis to determine the nature of a problem or with Micro-Electronics for repairs.

Structural Engineering:

The understanding and construction of large structures such as bridges. Use to determine the success of a character trying to construct one of these structures.

Subduing:

The ability to render an opponent unconscious without doing permanent damage.

Surgery:

The treatment of diseases and injuries requiring operative procedures. Use to determine a character's success at complex operative procedures. May be averaged with Internal Medicine for diagnostic abilities.

Surveillance:

The art of watching without being detected. Use to determine a character's ability to observe while unnoticed. Can also be used to determine whether a character knows he is being watched.

Swimming:

The ability to maneuver successfully in deep, or rapid water. May be added where an animal type has the skill naturally. Aquatics includes this skill.

Tracking/Trapping:

The ability to follow the signs left by an entity after it has physically left a given spot. May be averaged with Surveillance skill to track while remaining un-noticed. Trapping includes the skill of tracking and the use of traps to restrain life form.

TransMatt Operations:

The ability to use a fully functional TransMatt Receiving/Sending station. Use to determine the character's success at resetting alignments, re-calibrating in-struments, etc.

TransMatt Technology:

The ability to understand and repair Transmatt equipment. May be averaged with Electronic Diagnosis to determine the nature of a problem or with Micro-Electronics for repairs. Because the most complex TransMatt parts are sealed modules.This skill involves the diagnosis and replacement of damaged modules since parts cannot be manufactured.

Trauma Treatment:

A bonus skill may be added directly to either Internal Medicine or Surgery where medical facilities are available, or First Aid and Advanced First Aid where they are not. Used to determine the success at treating severe injuries in the field.

Weapons Technology (Beam):

The knowledge of the workings and functions of all beam weapons as well as the ability to repair such weapons.

Weapons Technology (Projectile):

The knowledge of the workings and functions of all projectile weapons as well as the ability to repair such weapons.

Vehicle Mounted Weapons:

The ability to effectively use and maintain weapons of this type. May also be used to determine the knowledge of weapon quality.

Zero-G Training:

The ability to maneuver gracefully without gravity. Use to determine a character's base chance to get anywhere while in Zero-G.

Zoology:

The knowledge and study of animal life. Use to determine a character's ability to identify and classify animals.

MODIFIERS

It is up to the GM to decide how difficult to make a given activity. The GM may modify skills or actions in any way whatsoever, so long as it is consistent with the rules and remains consistent every time that action is performed under those circumstances. Below are some of the kinds of things that a GM can use to modify a skill or Agility/Dexterity roll. Remember that these are examples and may or may not be used at the GM's discretion.

EXAMPLES OF SKILL MODIFIERS:

Lack of tools	-25%
Lack of materials	-20%
During combat	-35%
Hostile environment	-15%
Lack of instructions	-20%
Unfamiliar design	-15%
Alien design	-25%
Never attempted before	-25%
Running & firing a weapon	-25%

EXAMPLES OF AGL/DEX MODIFIERS:

Complex action during combat	-35%
Never attempted before	-20%
Character under a burden	-(lbs of burden minus Str)
In unfamiliar gravity	-10%
Less than 1/2 Con remaining	-50%
Loose terrain (sand/gravel)	-15%
Close terrain (trees/boulders)	-25%
Less than 1/4 Con remaining	-75%
ALL MODIFIERS ARE CUMULATIVE!	

LEVELS AND ADVANCEMENT BONUSES

EXPERIENCE

As the characters progress they will gain experience. All experience point awards are up to the GM, but such things as quick thinking, saving a life, or fighting off a menace are all acts that awards can be made for.

Additionally, a player receives 1 experience point for every 100C he makes at the end of a mission and 1000 experience points for completing a mission alive. Additional points are added immediately upon reaching a new level to a player's Body and Resistance, as well as his Mental Strength. The total points awarded are to be divided amongst these Stats and Attributes. A special award of skill points may be divided as the player wishes to his skills.

LVL	EX.POINTS REQUIRED	ADD.BOD/RES/MS	ADD.SKILL POINTS
1	100-1,000	D10	D10+8
2	1,001-2,000	D10	D10+6
3	2,001-4,000	D10	D10+4
4	4,001-8,001	D10	D10+4
5	8,001-15,000	D10	D10+4
6	15,001-30,000	D10	D10+3
7	30,001-60,000	D10+1	D10+2
8	60,001-100,000	D10+2	D10+1
9	100,001-160,000	D10+4	D10+1
10	160,001-235,000	D10+5	D10+1
11	100,000 Exp Points	D10+6/lvl	D10/lvl

Player also receives 1D6 in new Elective skills every three levels and 1D6 of new Cross Training skills every five levels.

Example:

Grud (the infamous Rhino-Beta security officer) has just made level 3. He rolls a D10 and gets a 7 as a result. He now has 7 points to spread out between his BOD, RES, and MS. He puts 5 in BOD, 3 in RES, and the remaining 2 in MS. He again rolls a D10, this time adding 4 additional points (D10+4). His result is 9, for a total result (9+4) of 13. He now has 13 points to spread between his many skills. Being Grud, he chooses to put all 13 points into Martial Arts, increasing his chance to hit by 13%.

RANKS

At each increase in level the player has a 50% chance of advancing in rank. Ranks within the Corporations are structured much as military ranks and advancement is not always based on merit. Superior officers within a Justifiers

team can recommend more (or less) rapid advancement. Subversive activities, or the destruction of corporate property (whether in the line of duty or not) can all play a factor at the GM's discretion.

Scouts and Security Career Classes begin at Enlisted ranks and are promoted directly from Enlisted to Officer ranks without being Warrant Officers. Enlisted ranks are as follows:

> Private
> Private First Class
> Lance Corporal
> Corporal
> Sergeant
> Staff Sergeant
> Master Sergeant
> Chief Master Sergeant
> Sergeant Major

Pilot and Engineer Career Classes begin at Warrant Officer rank and advance through Officer rank. Warrant Officer ranks are as follows:

> Warrant Officer Third Class
> Warrant Officer Second Class
> Warrant Officer First Class
> Chief Warrant Officer
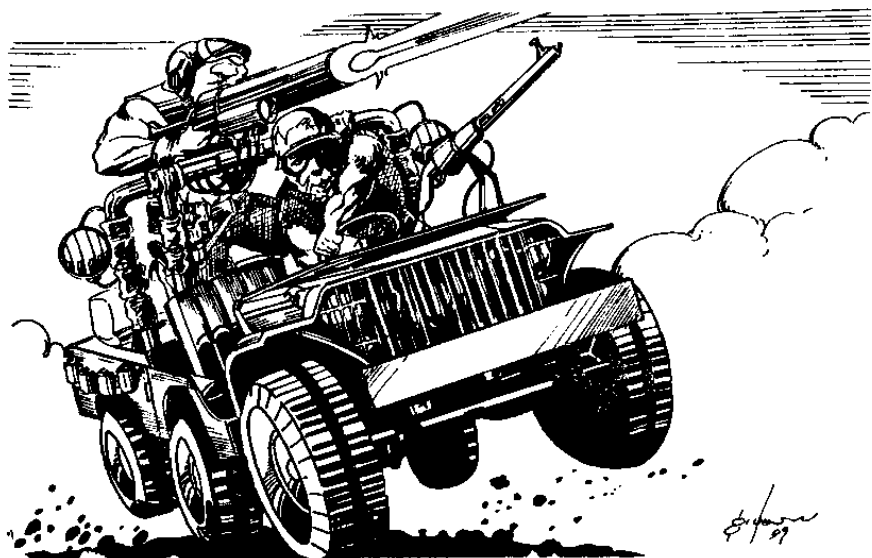
Field Doctor and Field Scientist Career Classes begin as Officer ranks and advance as follows:

Second Lieutenant
First Lieutenant
Captain
Major
Lieutenant Colonel
Colonel
Brigadier*
* *No field officer may ever rise above the rank of Brigadier.*

Any player may rise through the lower ranks to become an officer, regardless of his starting rank. The GM should modify any promotion attempts heavily and in accordance with the player's actions.

BUY-BACK

OBLIGATIONS & BANK

As a Beta-Humanoid you are owned by the corporation which spawned you until such time as you have fulfilled your obligation to it and succeeded in buying yourself back. Your amount of "Buy-Back" is figured by multiplying 200,000C by the total of your Attributes divided by 10 (rounding up) and then multiplying that total by the number of psionics the character possesses (minimum of one). The formula would look like this:

200,000 x ((ATTRIBUTES/10) x (# of Psionics))

This formula takes into account the fact that stronger and more talented characters are worth more to the Corps. Its also discourages players from having characters with a complete set of 100's for Attribute scores.

Example:
Grud's (yeah, him again) Attribute scores total 677. He now divides this by 10 giving him a multiplier of 67. Grud has no psionics, so his multiplier is unaffected. His total Buy-Back is now 13,400,000C. Psionics might have increased this total buy as much as a factor of 5.

In addition a character may have a "Bank". This is an amount of money saved toward the Buy-Back. At the start of the game the player may use his "Bank" to purchase personal equipment. The player begins the game with 1D6 times 1000 in his bank. From this bank the player may buy personal equipment and weapons.

PAY PER MISSION

Pay per mission is figured by multiplying 1D10 by 100,000C and dividing it among the crew as follows:

> 35% for the Commanding Officer.
>
> 35% divided among all other Officers.
>
> 30% divided among the Enlisted and Warrant Officers.

In addition the GM may use the following optional modifiers:

Destruction of Corporate Property	-cost of property
Destruction of usable planetary resources	-cost of resources
Finding advanced alien artifacts	pay x 1.5
Finding a primitive alien culture	pay x 2
Finding extraordinary resources	pay x 2
Finding an advanced alien culture	pay x 4

The corporation or a superior officer may also fine, imprison, or execute individuals within the group for such things as disobedience or dereliction of duty. The severity of punishment is left up to the Commander, but should be consistent with the severity of the infraction.

COMBAT

INITIATIVE & SEQUENCE

Each combat is broken down into missile fire and melee rounds. Each round is the time it takes to perform an action, either defensive or offensive. Actions may include drawing and firing a pistol, sighting a rifle, pushing a couple of buttons, etc. The first action in a round is determined by initiative. Initiative is simply the character's Speed score divided by ten and rounded off to the nearest whole number plus a D10.

MISSILE FIRE

Missile fire is always resolved first in the combat sequence. There are four types of Missile Fire: Aimed Shots, Area of Effect Fire, Target Fire, and Psionics.

Aimed shots take one full combat round to aim. The attacker gets a +25% bonus to his strike roll and the character may complete his aim even if the target continues to move, so long as it doesn't move out of range. However the attacker may not move at all, including to dodge incoming fire. Another form of aimed shot is declared fire. Here the attacker aims at a certain spot, for example a window, and fires at the first target to present itself in his field of vision. All the same bonuses and restrictions apply.

The second type of missile fire is **area of effect fire**. This type of fire can be done only with automatic weapons or heavy weapons. The player is essentially blanketing an area with damage. If the target or targets don't move out of the area, they will take some portion of the total damage. No dodge is allowed unless the target has cover available. Roll percentile to determine the amount of damage to the victim from the total damage to an area. It is possible for the total damage to multiple targets to add up to more than the total amount of the damage to a given area. This reflects the additional damage done by flying debris, knockback, etc.

It is equally possible for the total of the damage of the individuals to amount to less than the total of the damage to an area. This reflects the possibility of cover or the presence of something that shaped or deflected a portion of the damage. The additional damage is considered as having been done to the surrounding trees, rocks, etc...

The third type of fire is **target fire**. This is the most basic and can be done while on the move. Simply declare a target and fire.

Psionics are also considered missile fire. Psionic attacks are resolved in exactly the same way as target fire.

MISSILE FIRE RESOLUTION

Attacker adds his Base to Strike and Skill percent plus any optional modifiers that the GM decides are appropriate. Since firing a weapon is considered a Dex movement, Agl/Dex modifiers do apply.

Under most conditions the target, if it is capable of movement, then gets to attempt an automatic dodge. Have the target roll D% at or below his AGL to make a successful dodge. A dodge is considered an automatic defensive action (See Automatic Actions & Multiple Attacks) and does not count as a turn. If the target is successful, it takes no damage. AGL/DEX modifiers do apply.

If the target fails its dodge or is incapable of movement it takes damage according to the type of weapon used.

MELEE RESOLUTION

The Melee round is for weapons without range such as swords, knives, or fists. Attack with natural weapons such as bite or claw are also resolved in this round. The chance of a successful strike is the player's skill percent plus Base to Strike and any additional modifiers at the GM's discretion.

In Melee rounds characters have a choice of defensive actions. A dodge in Melee combat is considered to have taken the character out of range of the attacker's weapon. Because of this the target looses any other actions in that round. It will take the target at least one round to recover and move back into range of the attacker.

Another option is to parry. To parry is to turn an opponent's attack aside in order to deflect all or part of the force of a blow. This kind of defensive action keeps the target within range to strike on his initiative.

To parry, a character uses one of his offensive actions. The target simply chooses which attack to use and rolls accordingly as if he were in fact making a strike roll. However, the target is then able to use whatever other attacks he may have on his normal initiative. The intention to parry must be declared before the attack.

Example:
Grud and Brock are locked in a heated martial arts battle. Brock, with the higher initiative, aims a devastating kick at Grud's midsection. Before Brock's player rolls for his strike, Grud's player declares his intention to parry the blow. Brock's player rolls, its a hit! No wait... Grud's player rolls against his Martial arts skill. He parries the kick with a downward swipe of his hand. This uses one of his two possible hand strikes for that round. On his turn, Grud uses his other hand strike. Grud rolls to strike and...(to be continued).

When the attacker lacks basic Hand to Hand skill, only his Base to Strike is used to figure his chance to hit with fists or natural weapons. Damage is the Damage Bonus only. AGL/DEX modifiers do apply. The damage from natural weapons such as claws can be added directly to the total damage from a hand to hand attack. Martial Arts can also be added.

Page 70

Martial Arts skill can be added directly to the Hand to Hand strikes and the following weapons: (See WEAPONS for damage)

Bastard Sword
Steel Balls
Nunchuku
Chain
Knife
Shuriken
Quarter Staff

STUN

With certain weapons (blunt weapons or the flat of a blade) an attacker can stun, rather than kill his victim. This is called Subduing. For hand to hand use the skill Subduing to resolve attacks. If the attacker lacks the skill Subduing, he is at a -25% chance to successfully subdue. Roll against the attacker's Base to Strike. Take weapon damage plus Damage Bonus (if any). Damage is figured against Resilience. When Resilience reaches zero the victim is rendered unconscious. The victim takes real damage only if the amount of damage exceeds his Resilience. That damage is taken directly to his Constitution. If his Constitution reaches zero he is dead. The victim is rendered unconscious for 1 minute for every point of Constitution damage he takes.

RADIATION

You can take up to your BOD in Rads without any ill effects. However, radiation exposures any higher will cause severe, even permanent damage. At twice his BOD in Rads, the character begins to suffer severe prolonged vomiting and hair loss. In addition, all physical Attributes and Statistics are temporarily reduced by 25%.

The character will also begin to suffer 1D6 cumulative damage per round. That means in the first round you take 1D6, in the second 2D6 more and so on. There is also a 5% cumulative chance of permanent Constitution loss per round of continued exposure. Have the player roll at the end of each round to determine this. The character's Constitution will remain at the level it was when exposure stopped, plus 2D10. It is not possible for a character to gain back more Constitution than he has lost. Reduce all the character's Statistics and Attributes accordingly.

CRITICALS

When a Strike roll is made and the percentage is equal to or less than 50% of the score needed to strike, this is a Critical Hit. Criticals do one and one half the normal damage. This is to reflect the so called "Lucky Shot," or the additional damage that a single blow can do when it hits an exceptionally vital spot. In the case of fractions always round up.

Example:

The Ballad of Grud and Brock (continued from page 8)

...a 30 on D%, but he needed only a 60 to hit. He has done a critical hit. Grud's player (looking quite smug) rolls for damage and rolls 1D6 + 2 (the normal damage for a Hand Strike) adding his Damage Bonus of 12 for a total of 17. He multiplies this by 1.5 and discovers he has done 26 points of damage.

To be continued...

When an unmodified Strike roll of 01 is made, this is a Super Critical damage and scores twice the normal damage.

In addition to the damages listed by weapon, the target will also take an additional 25% per round of damage when a critical or super critical damage is scored. This is to reflect damage to internal organs or bleeding from wounds. This damage will continue until the target is dead or medical treatment is given. The simple act of binding a wound will stop further damage.

A roll of 100 always misses under any circumstances. This is considered a fumble, or trip on the part of the attacker. It is a reflection of all the little things that can go wrong.

FALLING

A fall is a special type of damage. You may fall your BOD in feet without taking any damage whatsoever. For falls longer than that, take 1D6 of damage for every ten feet you fall. Armor will absorb its normal amount of damage and a successful Agility roll reduces the total damage by 25%. GMs should modify the damage according to the surface on which the fall ends.

Example:

The Ballad of Grud & Brock (Continued from page 11)

Brock tries another round-house kick and Grud once again goes for the parry. However this time Grud rolls a 00 for his parry and Brock lands a solid kick. Grud stumbles and falls from an 85 foot cliff overlooking a rocky outcropping. Grud has a BOD of 35 and so takes no damage for the first 35 feet. However he does take 5D6 of damage for the last 50 feet of the drop. The GM decides to add another 2D6 because of the hard rocky outcropping Grud is dropping on. Grud's player rolls 7D6 and takes 24 points of damage. But wait, he makes a successful AGL roll reducing his damage by 25%, for a total of 18 points of damage. His BOD now at 17, Grud brushes himself off and starts climbing.

AUTOMATIC ACTIONS & MULTIPLE ATTACKS

Certain actions are automatic and do not count as the player's turn for that round or require no initiative roll. Examples would be dodges during Missile Fire Combat, or attacking a surprised target. Automatic actions may be combined with other actions within a round.

Example:

The Ballad of Grud & Brock (continued from above)

When we last left our valiant warriors, Brock had just said, "Udge!" as Grud had given him 26 points of damage with a single martial strike. Brock fails to get the initiative this time and Grud makes the first move. Grud swings a kick at Brock who, having decided that discretion is the better part of valor, rolls for a dodge. Brock makes his dodge, loosing his offensive action for the round, but as he dives aside he reaches for the heavy pistol at his belt.

In the case of multiple attacks, initiative for each attack is divided from the player's original roll. For instance if my initiative is 20 and I have four attacks in this round I will go on 20 then 15, then 10 and then 1. (See COMBAT)

Example:

*Let us return to the Ballad of Grud & Brock (continued from page 12)*

On the next initiative Brock turns with his gun drawn and fires. Taken by surprise, Grud gets no chance to dodge. A heavy pistol does 2 attacks per round. Brock's initiative is an 18. He fires. It's a hit (thanks to the GM adding a +25 modifier for point blank range). Grud takes 20 points of damage. Grud's initiative is an 8 so Brock goes again (Brock's next attack comes on 9). Grud takes another 30 points of damage (a critical). Grud drops dead from the combined damage and that nasty fall he took.

SURPRISE

A player must announce to the party that he is prepared for an ambush, or make a roll against his Wisdom attribute in order to avoid being surprised by an ambush. If a player makes a successful roll under his Surveillance skill, it does not necessarily mean that he expects an ambush. Surprised characters loose their initiative for that round and get no chance to dodge.

KNOCKBACK (Optional)

The force of a weapon impacting on the body of an individual is often enough to carry that person off his feet, knocking him back several inches. This is called Knockback. Unless a successful Strength roll is made, a character is knocked back a number of inches equal to half the damage he has taken in that attack. A successful Agility roll must be made for a character to remain on his feet. Characters who are knocked down are at -50% Agility to dodge for the next round and loose their turn.
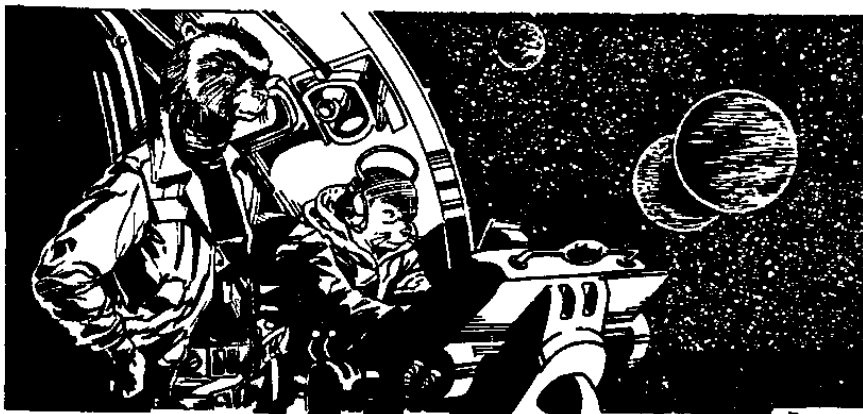
ARMOR

ARMOR TYPES

There are two types of armor, Natural Armor, which is essentially the skin, and Artificial Armors, either worn or stood behind like a shield or barricade.

Armor will deflect a portion of the total damage inflicted against a person. Artificial Armor has three stats: Armor Value (that is, the amount of damage it will stop in a round), Body (the total amount of damage it will take before being rendered useless), and AGL Modifier (the decrease of agility caused by wearing artificial armor). Natural Armor has only Armor Value.

You also use the chart below to calculate the amount of force required to break down a door, puncture a wall, etc. Armor types and their statistics are as follows:

ARMOR/TYPE	AV/BODY	AGL MODIFIER
Lt Hide (natural)	2/-	none
Hv Hide (natural)	4/-	none
Hv Fur (natural)	3/-	none
Plate (natural)	5/-	none
Chitin (natural)	6/-	none
Bone (natural)	7/-	none
Wood/inch (artificial)	5/30	-5 (shield)
Stone/inch (artificial)	6/60	-30 (worn)
		-15 (shield)
Earth/inch (artificial)	4/40	cannot be worn
		or used as a shield
Concrete/inch (artificial)	8/80	-15 (shield)
Cloth (artificial)	1/15	-5 (worn)
Ballistic Cloth (artificial	6/40	-10 (worn)
Heavy Cloth (artificial)	3/30	-10 (worn)
Padded Cloth (artificial)	4/40	-10 (worn)
Leather (artificial)	4/50	-10 (worn)
Hv Leather (artificial)	6/50	-15 (worn)
Plastic Chain (artificial)	6/30	-5 (worn)
Plastic Plate (artificial)	7/30	-10 (worn)
Lt. Metal (artificial)	8/60	-15 (worn)
Metal Chain (artificial)	9/60	-25 (worn)
Metal Plate (artificial)	10/80	-30 (worn)
		-10 (shield)
Carbide (artificial)*	14/200	-20 (worn)
		-5(shield)

All values are +3 vs. beam weapons if coated with reflective material. However, they are also +20 to be hit.

*Carbide is available to Security Career Class only.

Cost for armor is 50C per point of Body for worn armor and 10C per point of Body for shields and barricades. Sheilds can be used to parry, but take the normal damage of the attack. Use Hand to Hand skill (or Base to Strike if no Hand to Hand) to parry.

WEAPONS

Below are listed all the weapons available to a Justifier through the corporation. Since all the corporations have more or less the same technologies their equipment is virtually identical. Please keep in mind that this is an advanced technological society. Most weapons, though many have archaic counterparts, are of extremely high workmanship. All weapons are of an ultra high quality stainless steel or carbon fibre resin (carbide) construction. For primitive societies the GM should take this into account and assign suitable modifiers.

Weapons are listed with damage, number of attacks per turn, range and cost. For blade weapons it is possible to get carbide blades as opposed to steel at a cost modifier of 2x. However these blades never loose sharpness and can be teleported by a psionic using the teleport talent.

HAND WEAPONS (ANCIENT)

Bastard Sword:
1 attack per round   4D6 + 2 (+DB)
Range 3 ft   Cost 300C

Chain:
1 attack per round   3D6 (+DB)
Range 4 ft   Cost 200C
SPECIAL: Entangle 50% of the time. May be used as a rope for climbing or swinging if a successful entangle is made. Victim is at Agl minus 50% to escape. Can also entangle weapon, a successful Strength roll must be made to retain weapon.

Garrote:
1 attack per round   1D6 per round (+DB)
Range 0   Cost 50C
SPECIAL: Entangle; victim must make a successful dodge roll or continue to take damage every round. Agl is at minus 50% to escape.

Hand Axe:
1 attack per round   2D6 (+DB)
Range 0   Cost 250C

Knife:
1 attack per pound   2D6 + 1 (+DB)
Range 1 ft Cost 10C

Mace:
1 attack per round   4D6 + 2 (+DB)
Range 2 ft   Cost 100C

Morning Star:
1 attack per round   4D6 + 2 (DB)
Range 3 ft   Cost 120C
SPECIAL: Entangle, 25% of the time. Victim is at
Agl-25% to escape.

Nunchuku:
1 attack per round   2D6 (+DB)
Range 2 ft   Cost 100C
SPECIAL: Entangle 25% of the time, only weapon. A
successful Strength roll must be made to retain
weapon.

Rock:
1 attack per round 1/2 D6 x lbs of rock (+ DB)
Range 0   Cost 0

Spear:
1 attack per round   2D6 +6 (+DB)
Range 4 ft   Cost 100C

Sword (Long):
1 attack per pound   4D6 (+DB)
Range 3 ft   Cost 250C
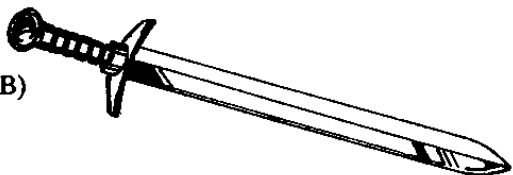
Sword (Short):
1 attack per pound   3D6 + 1 (+DB)
Range 2 ft   Cost 100C

Trident:
1 attack per round   4D6 + 2 (+DB)
Range 4 feet   Cost 150C
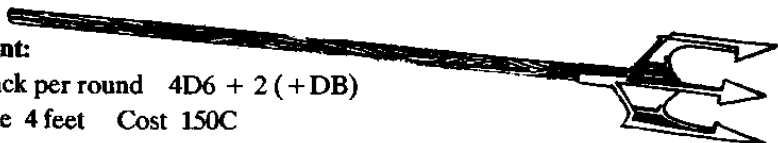
Whip:

1 attack per round   1D6

Range 20 ft   Cost 20C

SPECIAL: Entangle 50% of the time. May be used as a rope for climbing or swinging if a successful entangle is made. Victim is at AGL minus 50% to escape. Can also entangle weapon. Target must make a successful Strength roll to keep hold of weapon.
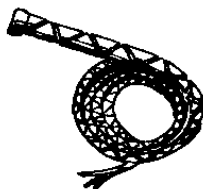
HAND WEAPONS (THROWN)

Base range for all thrown weapons is the attacker's Strength in feet. Where applicable multiply this by the factor given under range.

Bolas:

1 attack per round   2D6 (+DB)

Range x3   Cost 15C

SPECIAL: Entangle 50% of the time. Victim is at AGL minus 50% to escape.

Boomerang:

1 attack per round   2D6 (+DB)

Range x3   Cost 15C

SPECIAL: Will return unless intercepted or impacting an obstruction. User must make a successful Dexterity roll to catch.

Javelin:

1 attack per round   2D6 (+DB)

Range x4   Cost 200C

Knife:

1 attack per round   2D6 + 2 (+DB)

Range 1 ft   Cost 10C

SPECIAL: While any knife can be thrown, a balanced throwing knife has a greater range. If such knives are used multiply range x2 and cost x3.
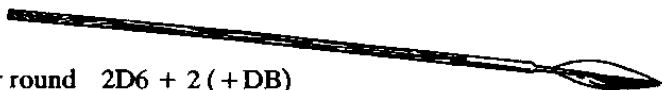
Lasso:

1 attack per round   1/2 D6 + 1

Range 30 ft   Cost 20C

SPECIAL: Entangle 90% of the time. Can also entangle weapon. A successful Strength roll must be made to retain weapon. Agl minus 50% to escape.

Net:

1 attack per round   1D6

Range x1   Cost 50C

SPECIAL: Entangle 90% of the time. Victim is at Agl minus 50% to escape.
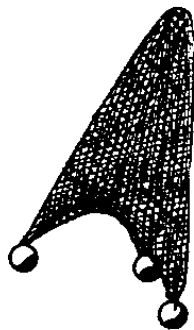
Rock:

1 attack per round   1/2D6 x lbs of rock (+DB)

Range x1   Cost 0

Sling:

2 attacks per round   1D6 + 4 (+DB)

Range x1   Cost 5C

SPECIAL: Above is base damage. Steel balls may be used in a sling, then add their damage. Special slingshot rounds are available Explosive is (4D6) and acid is (2D6/rd of contact for D6 rounds).

Shuriken:

3 casts per round   1 /2D6 + 1 (+DB)

Range x2   Cost 10C

SPECIAL: Cast three at one time, not once three times. Cost is for each.

Spear:

1 attack per round2D6 + 3 (+Damage Bonus)

Range x1   Cost 10C

SPECIAL: Spear throwers can be used to extend range and damage. Multiply damage and range by x2 .

Steel Balls:

1 attack per round1D6 (+Damage Bonus)

Range x1   Cost 10C

SPECIAL: Cast three at one time, not once three times. Cost is for each.

Trident:
1 attack per round   4D6 (+ Damage Bonus)
Range x2   Cost 150C
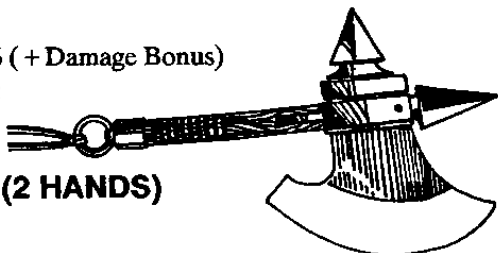
HAND WEAPONS (2 HANDS)
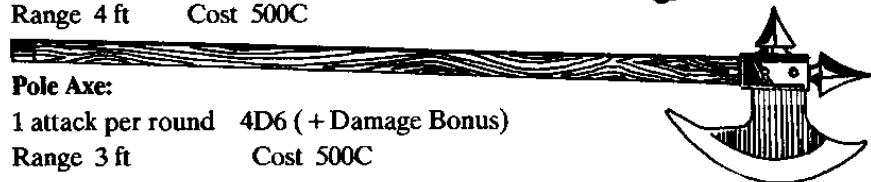
Battle Axe:
1 attack per round   4D6 (+ Damage Bonus)
Range 2 ft   Cost 600C
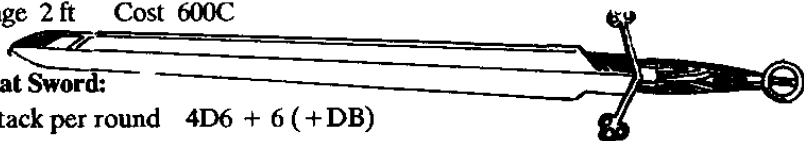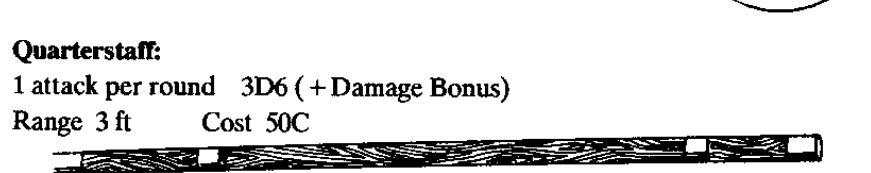
Great Sword:
1 attack per round   4D6 + 6 (+DB)
Range 4 ft   Cost 500C

Pole Axe:
1 attack per round   4D6 (+ Damage Bonus)
Range 3 ft   Cost 500C

Quarterstaff:
1 attack per round   3D6 (+ Damage Bonus)
Range 3 ft   Cost 50C

PROJECTILE WEAPONS (HAND):

All clip fed weapons take one round to reload.
Unless otherwise indicated, listed below are
the base damage for standard ammunition.
More powerful ammunition will give higher
damages.

- Armor Piercing-ignores 50% Armor Value for everything but Carbide.
- Glazier-damage x2, ignores 30% Armor Value for everything but Carbide.
- Explosive-damage x3.
- Teflon-ignores 90% Armor value except for Carbide. 30% for Carbide.

Lt Pistol:
2 attacks per round 2D6
Range 150 ft   Cost 100C
SPECIAL: Clip fed holds 15 rounds.

Med Pistol:

2 attacks per round   2D6 + 6

Range 250 ft   Cost 200C

SPECIAL: Clip fed holds 15 rounds.

Heavy Pistol:

2 attacks per round   3D6 + 4

Range 250 ft   Cost 200C

SPECIAL: Clip fed holds 15 rounds.

Sub-machine Gun:

6 attacks per round   2D6 + 2

Range 500 ft   Cost 500C

SPECIAL: Clip fed holds 50 rounds.

**United Industries Mark VII Electromagnetic
Projectile Pistol (Slug Thrower):**
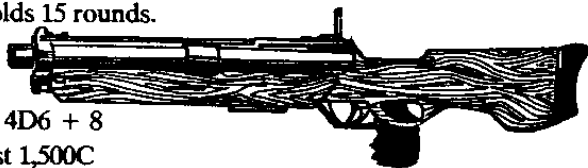
4 attacks per round4D6 + 8

Range 1,500 ft   Cost 900C

SPECIAL: Special high tech design fires a heavy projectile using electromagnetic repulsion. Fires very quickly and with no recoil. Can be used with a laser scope for better accuracy. Uses special clip fed ammo, clip also functions as a battery pack. Each time you reload you also change the battery. Clip fed holds 20 rounds.

PROJECTILE WEAPONS (RIFLES & SHOTGUNS)

Unless otherwise indicated, the special ammunition for Projectile Weapons (Hand) can be used for damage modifiers.

Grenades:
Effects are the same whether a grenade is launched or thrown. Cost is for each.

Type	Damage	Cost
Smoke	Laser & laser guided weapons inoperative. All Strikes at -50% for 2D10 rounds. 50 ft radius.	100C
High Explosive Armor Piercing (HEAP)	8D6 + 6 Damage. Ignores 50% of Armor Value	300C
Tear Gas	1D6 Damage. All strikes at -50% for 1D10 rounds. Unless protected by mask. 50 ft radius.	200C
5 Microton	10D10 x 5 Damage for 1000 yds. Restricted to security officers only. Programmable delayed explosion. 1 min-1 Hr.	5,000C
Stun	A white sound grenade accompanied by a bright flash. Blinds for 1D10 rounds Stuns for 1D6 rounds. Stun is useless in zero atmosphere. 50 ft radius.	350C

Grenade Launcher:

1 attack per round as per grenade

Range 600 ft   Cost 500C

SPECIAL: The standard type is clip fed and holds 5 rounds. Another version can be attached directly to the Assault Rifle or Auto-shotgun. That version holds 2 rounds.

Flame thrower:

1 attack per round   3D6/round (to flammable)

Range 600 ft   Cost 1,100C

SPECIAL: Uses two gallon tanks, Body 35, Armor Value as Metal Plate. If they are ruptured by any means, the resulting explosion does 10D6 damage within a 25 yard radius.

Rifle (Assault):

6 attacks per round   2D6 + 6

Range 1,800 ft   Cost 2,500C

SPECIAL: Clip fed holds 25 rounds.

Rifle (Light):

2 attacks per round   2D6 + 6

Range 1,200 ft   Cost 1,000C

SPECIAL: Clip fed holds 25 rounds.

Rifle (Medium):

2 attacks per round   3D6 + 6

Range 1,800 ft   Cost 1,200C

SPECIAL: Clip fed holds 15 rounds.

Rifle (Heavy):

2 attacks per round   4D6 + 8

Range 2,500 ft   Cost 1,500C

SPECIAL: Clip fed holds 10 rounds.

Auto-Shotgun:

4 attacks per round   3D6

Range 300 ft   Cost 1,200C

SPECIAL: Clip fed holds 20 rounds.
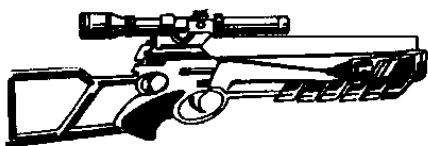
Shotgun:

2 attacks per round   3D6 + 4

Range 500 ft   Cost 800C

SPECIAL: Clip fed holds 10 rounds.

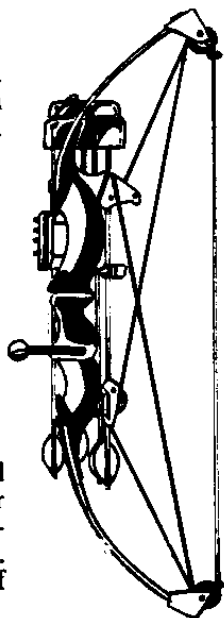## PROJECTILE WEAPONS (SPECIAL):

Autobow:

3 attacks per round   2D6 + 3

Range 300 ft   Cost 150C

SPECIAL: This is a canister fed crossbow. The canister contains 6 bolts. Its operation is completely silent and automatic. Canisters take one round to exchange.

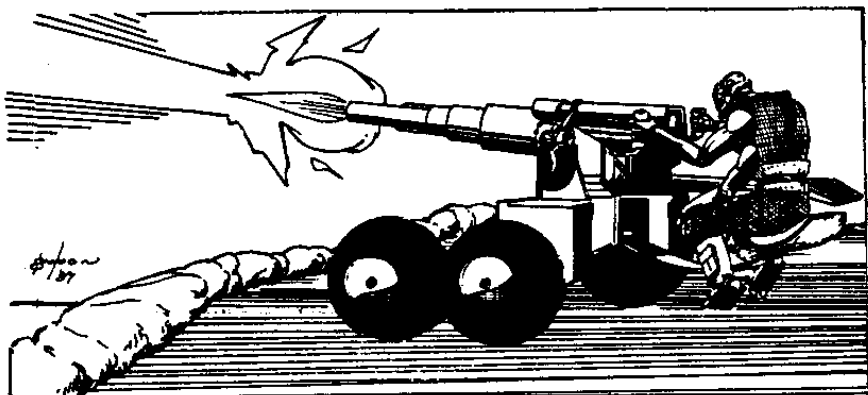**Compound Bow:**

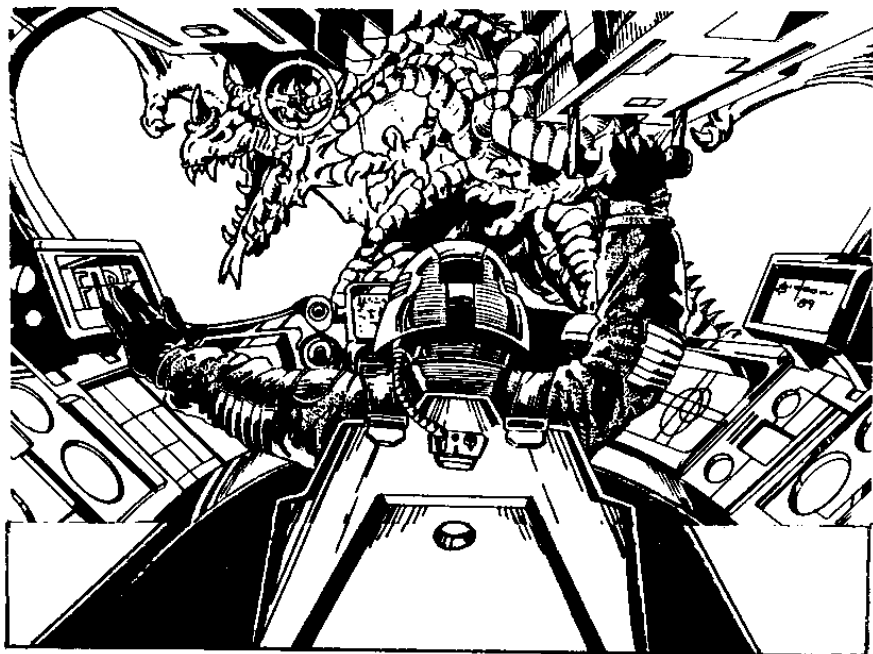2 attacks per round   2D6 + 8

Range 600 ft   Cost 1,000C

Slingshot:

2 attacks per round   1D6

Range 200 ft   Cost 200C

SPECIAL: Above is base damage. Steel balls may be used in a sling add their damage. Special slingshot rounds are available and can add bonus damage as well. Explosive (4D6),and acid (2D6/round of contact).

PROJECTILE WEAPONS
(HEAVY)

Light Cannon:

1 per two rounds   7D10 + 10 (150 ft radius)

Range 3,500 ft   Cost 3,500C

SPECIAL: Requires a two man team to operate. Must reload after each round fired. Additional rounds identical in type to grenades (See GRENADES for additional damage). Treat as area of affect fire.

Mortar:

1 per two rounds as per shell

Range 2500 ft   Cost 2,500C

SPECIAL: Mortar shells are identical in type to grenades (See GRENADES) Damage and radius is x2. Treat as area of effect fire.

Recoilless Rifle:

1 attack per round   5D10 + 6 (50 ft radius)

Range 2,000 ft   Cost 30,000C

SPECIAL: Can be vehicle mounted. Additional rounds identical in type to grenades (See GRENADES for additional damages). Treat as area of effect fire.

BEAM WEAPONS

The energy clip for all beam weapons is the same unless otherwise noted. Number of shots fired from the same clip varies as to weapon. Each clip can be recharged using a special recharging device and sufficient power source. Each clip takes 2 hours to fully recharge and is inserted much like the clip in an automatic pistol or rifle.

Hand Held Particle Beam Projector (Blaster):

3 attacks per round   6D6

Range 1,600 ft   Cost 3,500C

SPECIAL: This weapon does not suffer the restriction that lasers do, but is powered from a large belt clip style battery pack. While the battery pack is self recharging, it will allow the attacker to fire three shots in one round, but then takes 1 round to recharge. Shots cannot be saved from one round to the next. One pull of the trigger automatically fires three rounds at the target.

Laser Projected Plasma Ejector (Plaser):

1 attack per round   10D6 + 8

Range 2,500 ft   Cost 2,500C

SPECIAL: This weapon is useless in fog, smoke, under water, or in dense atmospheres because the ejected plasma is both propelled and guided to its target by a laser. It has charges for 10 shots.

Laser Rifle:

2 attacks per rd.   6D6

Range 1,500 ft   Cost 4,500C

SPECIAL: This weapon is useless in fog, smoke, under water, or in dense atmospheres. It has charges for 10 shots.

Self Contained Laser Pistol:

2 attacks per round   6D6

Range 400 ft   Cost 2,500C

SPECIAL: This weapon is useless in fog, smoke, under water, or in dense atmospheres. Battery clip has charges for 20 shots.

United Industries Mark IV Sonic Stunner (Stopper)

3 attacks per pound   1D6 (x1-10)

Range 200 ft   Cost 1,500C

SPECIAL: This weapon is made to stun, not kill. It has a slide setting near the thumb and can be adjusted from 1 to 10. This makes it effective even against larger targets. Since its operation is based on sonics, it is ineffective in light atmosphere. It is effective under water and in dense atmospheres. Battery clip fires 20 shots.

BEAM WEAPONS (HEAVY)

Laser Cannon:

1 per two rounds   8D10 + 10 (150 yd radius)

Range 5,000 ft   Cost 50,000C

SPECIAL: This weapon is useless in fog, smoke, under water, or in dense atmospheres. Though powered by a battery clip, it much larger and not interchangeable with other weapons of this type. Its recharging cycle takes 6 hours. It changes for 5 shots.

Particle Beam Cannon (PBC):

1 per three rounds   10D10 + 10 (250 yd radius)

Range 8,500 ft   Cost 75,000C

SPECIAL: This weapon us large and unwieldy, very slow to fire and prone to overheating (20%). It requires a power source such as a vehicle generator, a solar recharger or a shuttlecraft's nuclear reactor.

HEAVY WEAPONS (ANCIENT)

These weapons have no modern equivalents, but have been encountered among some primitive cultures. They have no cost equivalents in Justifier terms, but may be constructed by persons with Improvised/Primitive Weapons skill.

Ballista:

1 per three rounds   10D6 (10 ft radius)

Range 1,000 ft

Catapult (Light):

1 per three rounds   12D6 (10 ft radius)

Range 1,000 ft

Catapult (Heavy):
1 per four rounds   14D6 (25 ft radius)
Range 2,000 ft

Trebuchet:
1 per four rounds   12D6 + 6 (20 ft radius)
Range 1,500 ft

MARTIAL ARTS

These are bonuses to damage based on the simplest martial arts moves.

Hand Strike:
2 attacks per round   1D6 + 2

Head-butt:
1 attack per round   1/2D6 + 2

Kick:
1 attack per round   1D6 + 6

Throw:
1 attack per round   1D6 + 2
SPECIAL: Victim looses his attack next round.

NATURAL WEAPONS

These weapons are attacks with part of the attacker's body.

Bite (Large): 1D6

Club (Large): 2D6

Bite (Small): 1/2D6 + 1

Club (Small): 1D6 + 4

Claw (Large): 2D6 + 1

Horn (Large): 2D6

Claw (Small): 1D6 + 1

Horn (Small): 1D6

EQUIPMENT

THE COMPANY STORE

See the description of the shuttle in the Vehicles section for restrictions on the number and types of equipment available.

Air Compressor: Cost 850C

Battery Powered mini-compressor capable of high output.
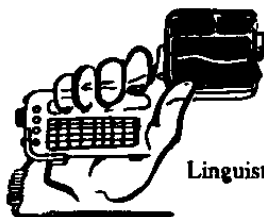
Analyzer, Atmosphere: Cost 100C

Identifies the percentage of elements present in an atmospheric sample down to .001%. Battery powered.

Atmosphereic Analyzer

Diagnostic Analyzer

Linguistics/Cryptography Analyzer

Analyzer, Diagnostic: Cost 1,000C

Diagnosis known diseases or injuries where present. Battery powered. Requires Medical Technologies skill to use.
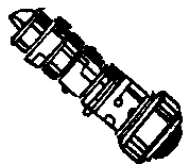
Analyzer, Linguistics/Cryptography: Cost 1,500C

Useful for encoding, decoding or deciphering. Battery powered.

Organic Tissue Analyzer

Analyzer, Organic Tissue: Cost 1,500C

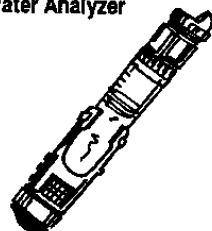Gives chemical and genetic composition of organic tissue. Battery powered.

Soil & Rock Analyzer

Analyzer, Soil and Rock: Cost 500C

Gives chemical composition of soil and rock samples inserted into base. Battery powered.

Water Analyzer

Analyzer, Water: Cost 100C

Identifies impurities in a water sample down to .001%. Battery powered.

Art Supplies: Cost 50C

Multi-purpose kit for drawing or painting. A sculpture kit is available at the same cost.

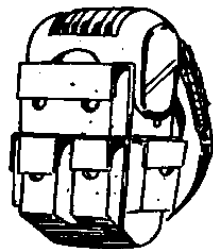**Backpack:**   Cost 50C

Binoculars: Cost 250C

High tech binoculars with magnification from 10 to 25 times. Maximum effective range is 500 yards.

Boots: Cost 50C

Boots, Climbing: Cost 100C

Equipped with steel spikes as an aid in climbing trees.

Boots, Hiking: Cost 75C

These boots are waterproof, with a sole made for traction and a padded insole for long distance walking.

Boots, Work: Cost 150C

Made with steel toes and shank for extra protection.

Camera: Cost 1,500C

Completely self contained, prints in 15 seconds.

Camera Film: Cost 50C

Camera Lenses: Cost 250C each

Light enhancement, telephoto (x3), wide angle (up to 180 degrees), etc.

Camp Stove: Cost 200C

Two burner size electric camp stove, battery powered.

Cargo Loader: Cost 15,000C

Large Exo-skeleton used for cargo loading and con-struction purposes. Strength 250, Body 75. Requires Exo-Skeleton Operations skill to use.

CD's: Cost 30C each

A wide variety of music and instructional tapes are available, as well as blanks for making personal recordings.

CD Player/Recorder: Cost 150C

Battery powered device for playing and recording compact disks.

Chain Saw: Cost 200C

For cutting large amounts of wood. 4D6 damage if used as a weapon.

Chronometer: Cost 35C

An accurate Day/Date/Time wristwatch with a minia-ture permanent power source. Also has alarm and cal-culator functions.

Clothing, Cold Weather: Cost 250C

Kit containing parka, mittens, pants, snow boots, and thermal underwear. Protection to -50° F.

Clothing, Wet Weather: Cost 150C

Kit contains rain hood, poncho, pants & rubber boots.
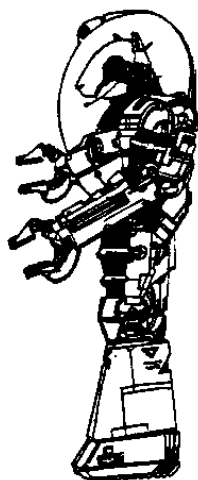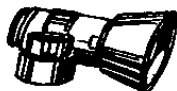
Cargo Loader

Climbing Gear: Cost 500C

A combination kit for the experienced climber. It contains all the gear needed for climbing or rapelling. Including a grappling hook, 150 feet of high strength nylon filament rope, hammer, stirrups, pitons, etc.

Communicator: Cost 300C

Battery powered headset communicator; it feeds through the communications satellite, the range is unlimited so long as sender and receiver are in the same planetary hemisphere. See Shuttle for more information.

Compass: Cost 400C

Automatic, electronic compass which points to true north on any world. Battery powered.

Computer: Cost 950C

A hand held personal computer capable of doing complex calculations (+50% to Mathematics, and Navigation skills). It also has on board recorder which transcribes personal logs to laser disc for future use. Battery powered. All entries are saved automatically and cannot be lost due to power failure.

Core Sampler: Cost 1,000C

Used to take samples of rock or soil to examine strata. Takes a core of earth or rock 15 foot long and 1 foot in diameter rock by drilling with a laser device. Cannot be used as a weapon effectively.

Computer

Coveralls: Cost 25C

Cryonic Tubes: Cost 35,000C

Single person container capable of sustaining a living being at a temperature just above absolute zero and reviving him without cellular damage.

Laser Drill

Drill, Laser: Cost 250C

For drilling through wood, stone, or metal. 2D6 damage if used as a weapon.

Electronic Bugging Kit: Cost 250C

Complete with transmitter and micro-receiver. Range 1500 yards.

Electronic Counter-Measures Kit: Cost 250C

Complete with several types of bug finders. Range 1500 feet.

Flare Gun: Cost 250C

For firing signal flares. 2D6 damage if used as a weapon. Effective range 10 ft.

Flares
& Flare Gun

Flares: Cost 10C

Fuel Cell (Battery):   Cost 20C

Charged for 5 hours continuous use. Fits all battery powered devices.

Geiger Counter

Geiger Counter: Cost 500C

Battery powered device for measuring radiation.

Generator: Cost 300C

Fuel fired electrical emergency generator.

Gun Sight, Telescopic: Cost 1,200C

For mounting on any rifle type weapon or where applicable. Cannot be used with bonuses on pistols with the exception of the slug-thrower. The user is at plus 25% to strike with the weapon while using the telescopic sight. Range is 1500 feet.

Gun Sight, Laser: Cost 2,500C

Can be mounted as a telescopic sight. It does have a magnification function, but its main function is to project a thin, low power laser which will show up as a red dot on the target, right where you are pointing. Gives the user a plus 40% to strike, but this sight has the same restriction on it that weapons using a laser beam have. That is, they cannot be used in heavy for, mist, smoke or other dense atmospheres.

Handcuffs: Cost 45C

Heater: Cost 90C

Heats a 5 foot radius up to 60° F. more than initial temperature. Battery powered.

Hot/Cold Chest: Cost 100C/200C/350C
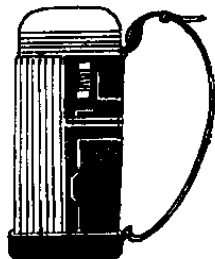
Comes in 10 quart, and 25 quart, and 50 quart sizes.
Same chest switches from hot to cold at the touch of a
button. Battery powered.

Hot Pot: Cost 150C

Self contained 4 cup size, can be used to heat liquids
up to 215° F. Battery powered.

Lantern

Infra Red Goggles: Cost 600C

Computerized light enhancement device capable of
seeing heat sources in the dark at a range of 1500 feet.
Battery powered.

Lantern: Cost 150C

Illuminates a 10 ft radius. Battery powered.

Lathe, Laser: Cost 3,500C

Useful in the fabrication of items from metal, stone, or
wood.
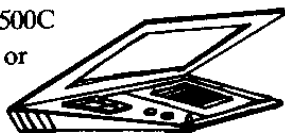
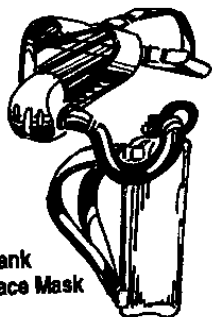**Lock Pick, Electronic:**   Cost 1,500C

Device which plugs into the personal computer and
any electronic lock. Scans and tries innumerable com-
binations of numbers till the lock opens.

Map Case

Lock Pick Tools, Conventional: Cost 450C

For non-electronic locks.

Map Case: Cost 25C

Special carry case with stylus & electronic map pad.
Once drawn the map can be transferred directly to the
main computer in the shuttle or to a personal com-
puter. Battery powered.

Airtank
& Face Mask

Mask, Air Tank & Face: Cost 850C

Holds enough air for 4 hours of operation.

Mask, Filter: Cost 450C

Covers the mouth and nose for filtering impurities in
the air such as smoke, or dust. Good for 12 hours
before the filter must be replaced. Filters cost 15C
each.

Filter Mask

Mask, Gas: Cost 650C

Protects the user from the effects of toxic gasses.
Good for 12 hours. Filters cost 25C each.

Gas Mask

Medical Kit: Cost 2,500C

A portable medical kit containing pain drugs, an-
tibiotics, burn creams, hypodermic, stethoscope,
blood pressure cuff, spray on bandages and emergen-
cy surgical tools.

Mess Kit: Cost 50C

Metal Detector: Cost 1,000C

Reacts by sound to the presence of metals hidden
below the ground, behind walls, etc... Range up to 100
feet. It is directional and will not react to metal on the
body of the user.

Motion Sensors: Cost 850C   Med Kit

A device capable of registering any motion within 1500 foot, 180° arc. It will
register motion only in the direction it is pointed. Battery powered.

Recharger, Battery Clip: Cost 2,500C

Plug into any power source. Recharges all weapon battery clips at the rate of
one minute for each shot.

Recharger, Fuel Cell: Cost 1,500C
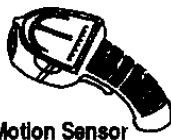
Refinery Plant, Ore: Cost 25,000C   Motion Sensor

Takes mineral ores and refines them to useful metals and minerals. Can be used
in conjunction with other equipment to manufacture replacement parts and
other such items needed by the explorers.

Refinery Plant, Fuel: Cost 25,000C

Refines crude oil, coal, or shale to a usable form. Useful in producing alterna-
tive fuel sources for the generation of electricity.

**Rope:**   Cost 10C per foot

Satellite, Weather: Cost 60,000C

Comprehensive weather tracking satellite about the size of a large pumpkin. It
has an internal solar power source with a virtually unlimited duration. It is
automatically launched from orbit by the shuttle *(See SHUTTLE).*

Satellite, Communications: Cost 65,000C

Satellite capable of relaying ground communications to any other site in the same hemisphere. It has an internal solar power source with a virtually unlimited duration. It is automatically launched into geosynchronous orbit by the shuttle *(See SHUTTLE)*.
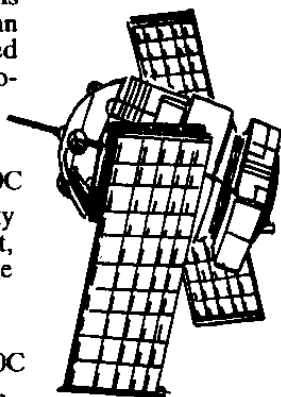
Scuba Gear: Cost 800C

Includes rebreather, 2 tanks with 4 hours capacity each, diving helmet, a wet suit good to 15° Fahrenheit, swim fins (+10% to swimming ability), depth gauge and weights.

Shelter, Portable: Cost 500C

A highly portable inflatable shelter capable for comfortably sleeping four people of average size.

Skis (water):   Cost 200C

Skis (snow):   Cost 250C

Skis (cross-country):   Cost 100C

Sleeping Bags: Cost 85C

Solar Generator: Cost 2,000C

Portable Solar dish capable of powering or recharging shuttle and all personal equipment. Takes 1 person 2 hours to assemble.

Snow Shoes: Cost 75C

Stationary Kit: Cost 25C

Waterproof kit containing pens, pencils, and paper.

Suit, Armored Environment: Cost 100,000C

Same as Hard Suit, but uses Carbide instead of Plastic. Requires Exo-Skeleton Operations skill to use.

Suit, Fluid Recycling: Cost 1,000C

Contains the body's vital fluid and recycles sweat and other wastes. Used in extremely arid environments. Filters must be replaced every 48 hours of continuous

operation. Filters cost 35C each. Armor Value is as Lt Fabric.

Suit, Hard Environment: Cost 4,500C

For use in zero atmosphere where the likelihood of puncture is present. Air for 8 hours. Armor value is as Plastic Plate. Require Exo-Skeleton Operations skill to use.

Suit, Lt Environment: Cost 2,500C

Unpressurized self contained environment suit with built in face plate and air tanks. Air for 4 hours. Armor Value is as Hv Fabric.

Suit, Radiation: Cost 15,000C

Screens up to 500 rads of radiation. Armor value is as Hv Fabric.

Suit, Standard Environment: Cost 3,500C

Pressurized for use in zero atmosphere. Air for 6 hours. Armor Value is as Ballistic Cloth.

Surgical Tools: Cost 450C

Laser scalpel and other high tech surgical tools. Requires Medical Technologies skill to use.

Tarpaulin: Cost 50C

A 10 x 10 ft square of microthin plastic.

Telescope: Cost 500C

This is a small refracting telescope that can be tied into the ships computer system for automatic identification of constellations and individual stars. For more than just stargazing, it is useful in aligning the TransMatt receiver to the proper star of origin. Magnification is variable at 150-250 times.
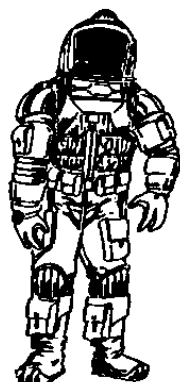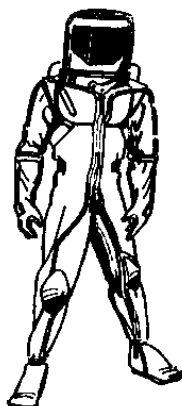
Thermometer: Cost 100C

Gives temperature in .1 increments from minus 70F to 450° F. Electronic, battery powered.

Tool Kit, Carpentry: Cost 1,000C

Contains all the tools needed to cut, shape and build items from wood.

Tool Kit, Electronic:　　　　　　Cost 1,000C

Contains tools and meters for the diagnosis, assembly
and repair of electronic devices.

Tool Kit, Metalwork:　　　　　　Cost 1,000C

Contains all the tools necessary to weld, shape, & cut
items in metal.

Tracking Collar:　　　　　　Cost 100C

Operates on the same principle as the com-
municators, but is contained in a collar that can be
adjusted to fit a variety of animals for scientific track-
ing purposes. Powered with a small solar battery of the
same type that powers the chronometer. The charge is
of virtually unlimited duration.

Trapping Gear:　　　　　　Cost 200C

This kit includes 50 ft of snare wire, 4 live trap cages,
and universal artificial scent.
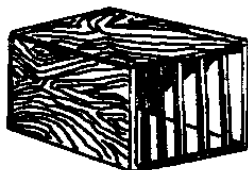
Vacuum Thermos:　　　　　　Cost 10C/15C/25C

Comes in one quart, half gallon, and one gallon sizes.
Keeps liquid hot or cold for up to 10 hours.

Water Purification Plant:　　　　　　Cost 3,500C

Will filter impurities from up to 25 gallons of water of
all each day. Must be powered by solar generator or
shuttle's fusion plant.

MUNITIONS

All costs are given for standard ammunition. Use the following multiples for the cost of special rounds: Teflon-Armor Piercing x2, Glazier x3, and Explosive x4

Auto-bow Canister:Cost 35C

1 Clip-Lt Pistol:Cost 25C

1 Clip-Med Pistol:Cost 35C

1 Clip Hv Pistol:Cost 45C

1 Clip Slug Thrower:Cost 65C

1 Clip Shotgun:Cost 45C

1 Clip-S. M.G Cost 85C

1 Clip Auto Shotgun:Cost 90C

1 Clip-Lt Rifle:Cost 50C

1 Clip-Med Rifle:Cost 65C

1 Clip-Hv Rifle:Cost 65C

1 Clip-Assault Rifle:Cost 85

Twin Tanks-Flame Thrower:Cost 100C

1 Doz Steel Broadhead Arrows:Cost 5C

Beam Weapon Battery Clip:Cost 65C
Laser Cannon Battery Clip:Cost 150C
Lt Cannon Round:Cost 50C

Med Cannon Round:Cost 75C

Recoilless Rifle Round:Cost 75C

Machine Gun Chain:Cost 100C

10 Steel Slingshot Loads:Cost 10C
10 Acid Slingshot Loads: Cost 20C

10 HE* Slingshot Loads:Cost 50C

*High Explosive
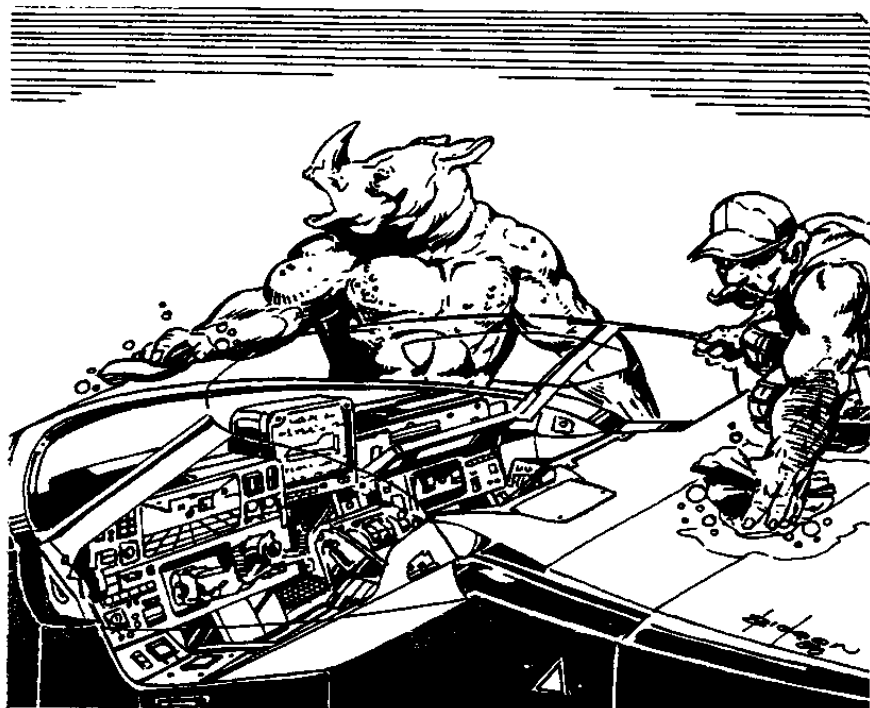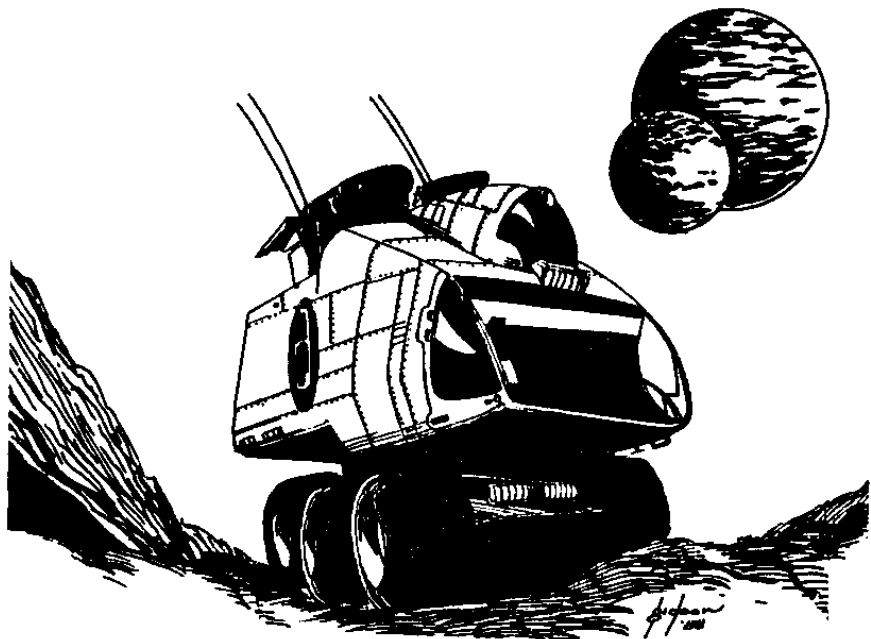
VEHICLES

ON THE ROAD AGAIN

Vehicle are important to a modern society and exploration on a planetary scale would be impossible without them. Listed in this section are the vehicles that the Corps provide. All the Corps use the same basic exploration vehicles, with only minor modifications.

Unless otherwise noted:

● All vehicles are powered by internal, interchangeable, rechargeable power cells. These fuel cells have a sufficient charge for 12 hours of continuous operation and require 4 hours to recharge.

● All vehicles are constructed of carbide and alloys which make them light weight and easily portable.

● All vehicles are modular in their construction and are shipped through in pieces. It requires 1 man-hour for every 10 points of vehicle BODY to assemble them.

Helicopter:

This is a small reconnaissance copter of the NOTAR, or no tail rotor type, developed in the late 20th century, capable of carrying two people plus 300lbs of cargo. It is equipped with on board cameras for fly-by, identical to the camera listed under the Equipment section. In addition it can be fitted with either an auto-cannon or a laser cannon. Restrictions for lasers do apply. Wing mounted machine guns are also available at the GM's option. Reloading may be done only on the ground. Cost 500,000C
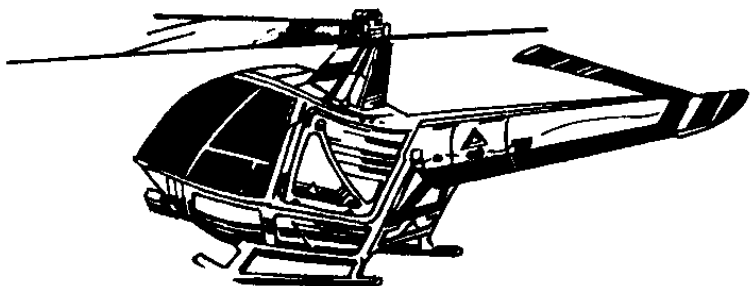
STATS:

Body: 110   Armor Type: Carbide(x2)

Agility: 250   Top Speed: 225 MPH

Range: 500 miles   Startup Time: 3 Combat Rounds

ATV Car:

This is a small all terrain vehicle. It will carry four passengers and 200 pounds of cargo, or 2 passengers and 1000 pounds of cargo. It does not have the structural capacity for any vehicle mounted weapons. Cost 1,000C
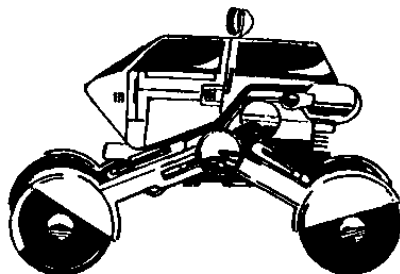
STATS:

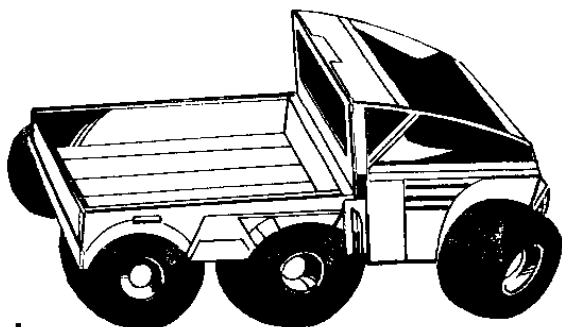Body: 50   Armor Type: Metal Plate(x2)

Agility: 80   Top Speed: 75 MPH

Range: 100 Miles   Startup Time: 1 Combat Round

ATV Truck:

This is simply a larger version of the previous entry. It comes equipped with a flat bed capable of carrying 5000 pounds of cargo, as well as driver and navigator, or as a special nine passenger van. Either model can be fitted with vehicle mounted weapons. Both cost 25,000C

STATS:

Body: 90

Agility: 70

Range: 250 Miles

Armor Type: Metal Plate(x3)

Top Speed: 60 MPH

Startup Time: 2 Combat Rounds

ATV Armored Personnel Carrier:

A more heavily armored version of the ATV Truck designed for use in extremely hostile environments. It can be sealed with an internal air supply for 6 hours and has interchangeable mounts for three weapons. Usually two machine-guns and either an auto-cannon or recoilless rifle. It also has ports from which riders may fire weapons from inside the cab, though not while sealed and on internal air. Cost 500,000C
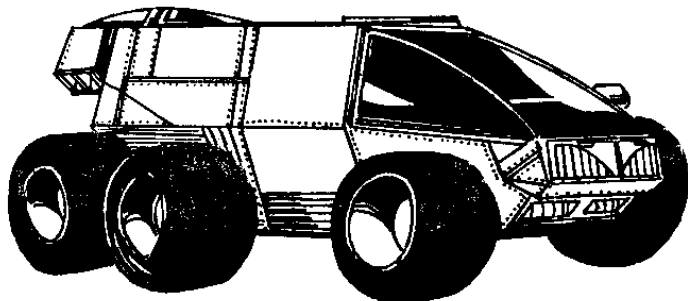
STATS:
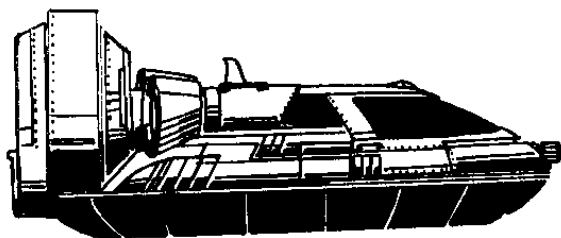
Body: 225

Agility: 55

Range: 200 Miles

Armor Type: Carbide Plate(x2)

Top Speed: 50 MPH

Startup Time: 2 Combat Rounds

Hover Craft:

A truly all terrain vehicle which rides on a cushion of air. It can cross rivers or lakes as well as marshy or dry ground and move at high speeds. It can float with its fans shut down. It can be mounted with weapons. It does, however, sacrifice armor for speed and maneuverability. Cost 300,000C

STATS:

Body: 65	Armor Type: Plastic Plate(x2)
Agility: 250	Top Speed: 225 MPH
Range: 350 Miles	Startup Time: 2 Combat Rounds

Submersible:

For underwater exploration. Not usually included on a mission unless the world has more than 40% water. Capable of reaching depths of 1500 feet, its range is more limited by the air supply than by energy requirements. Carries a crew of four and there are no external mounts for weapons. Cost 30,000C
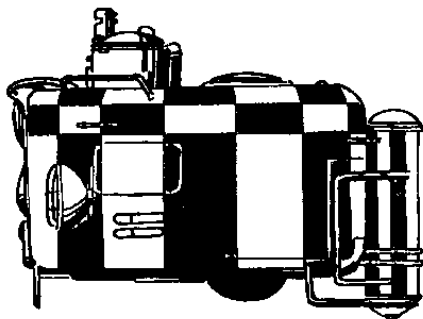
STATS:

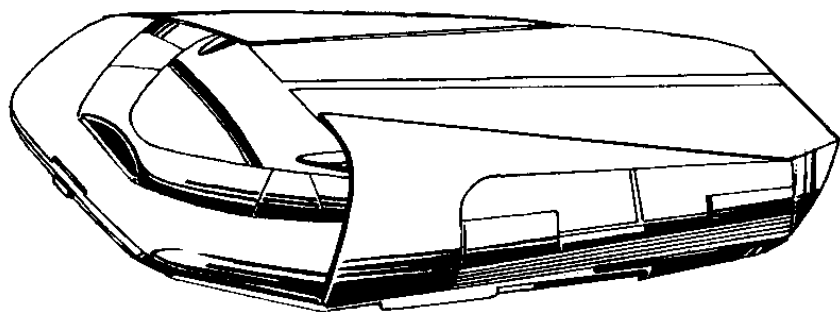|	
Body: 90	Armor Type: Carbide(x2)
Agility: 55	Top Speed: 100 MPH
Range: 50 Miles	Startup Time: 3 Combat Rounds

The Shuttle:

This is the largest and most expensive piece of equipment that a Justifiers group will have. It contains the Command Center module, Sick Bay, the Galley, as well as a fusion reactor to supply the power to the base camp for daily use and recharging, and storage. It is 20 feet wide by 20 feet tall by 70 feet long. These are the largest possible dimensions for any item to be *TransMatted*.

Before landing, the shuttle will automatically deploy the communications and weather satellites. Since both these are about the size of a pumpkin, the space freed up by their deployment is negligible. The deployment is computer controlled and has a 99% success ratio. Most of the functions of landing the shuttle (which lands like a glider) are also computerized and automatic. Once the shuttle is landed it cannot be re-launched, though it can be towed. Under certain circumstances the shuttle can be landed on water, but this is not advisable unless it is near enough to shore to be towed in by the Hovercraft. A human pilot is almost superfluous, but under extreme circumstances have the pilot roll at or below his Pilot Aircraft skill. Once the shuttle has successfully landed, its cargo bays can be opened to reveal the following:

2 Portable buildings, the Sciences Lab and the Vehicle/Tool shed.

The Sciences Lab Contains:

1 Telescope

20 Tracking Collars

1 Atmospheric Analyzer

2 Water Testers

1 Electronic Thermometer

1 Soils & Rock Analyzer

1 Organic Tissue Analyzer

1 Linguistics/Cryptography Analyzer

1 Core Sampler

The Vehicle/Tool Shed Contains:

1 Carpentry Kit

1 Metalwork Kit

1 Electronic Diagnosis Kit

3 Laser Drills

2 Chain Saws

1 Laser Lathe

2 Cargo Loaders

The main cargo bays also contain the following:

1 Personal Shelter for the Commander
1 Personal Shelter for each two officers
2 Personal Shelters for each 4 enlisted men
1 Solar generating stations (portable)
1 Fuel Cell recharger for each shelter
1 Communicator for each crewman
1 Sleeping Bag for each crewman
1 Thermos for each crewman
1 Lantern for each shelter
1 Flashlight for each two crewmen
1 Hot/Cold Chest for each shelter
1 Campstove for each two shelters
1 Hotpot for each shelter
2 Fuel cells for each piece of equipment
1 Backpack for each crewman
1 Binocular for each two crewmen
1 Mess kit for each two crewmen
1 Space Heater for each shelter
1 Chronometer for each crewmen
2 Water purification plants
1 Motion Sensor for each Security Officer
10 Flares for each gun
3 Sets of climbing gear
3 Sets of scuba gear
1 Compass for each crewman
1 Ore refinery plant

1 Fuel refinery plant (fossil fuels)

1 Lt E-suit for each crewman

1 Other type environmental suit for each crew (according to world conditions)
1 Armored E-suit for each Security Officer

1 Set Carbide Plate body Armor for each Security Officer

1 Radiation suit for each Engineer

VEHICLES
*(In modular sections. 5 minutes to reconstruct for each point of Bo*dy):

1 ATV Car	*Any one of the following*
1 Hovercraft	Submersible
1 Helicopter	ATV Truck

The Armory contains :

1 Stopper for each crewman

1 Med Pistol for each crewman

20 Clips of standard ammunition for each pistol

1 Assault rifle for each enlisted man

10 Clips of standard ammunition for sub-machine-gun

1 Laser pistol for each Security Officer

10 Clips for each laser pistol

1 Laser rifle for each Security Officer

10 Clips for each laser rifle

1 Mortar

10 Mortar rounds of each *type (except nuclear)*

1 Grenade launcher

10 Grenades of each *type (except nuclear)*

1 Machine-gun

20 Chains of standard ammo

20 Chains of standard ammunition for vehicle mounted weapon

10 rounds or clips of each type for each of the other vehicle mounted weapons

1 Battery clip recharger for each 2 weapons

1 Fuel Cell Recharger for each shelter

Only the Commander and the Senior Officer have the access to code the Armory. There are also five 2 microton grenades under special lock. Only the Commander has the access code to these grenades.

Each character may carry personal weapons at the discretion of the GM, with a limitation of no more than 10 rounds or clips for any weapon. All weapons are

kept stored in the armory when not in use, except personal weapons which can be stored in the character's shelter. Weapons can be issued if the Commander or the Senior Security officer decides it is necessary. Armor is supplied by the Corporation for Security officers only. Armor and other personal equipment for the characters may be purchased, but use some common sense and be aware that there are space limitations here. Everything can be modified at the GM's discretion.

In addition the Sick Bay contains the following:

2 Sets Surgical Tools

2 Diagnostic Analyzers

1 CT Scan/X-ray Machine

3 Advanced Medical Kits

Personal gear supplied by the Corps includes:

3 Sets of Coveralls for each crewman

2 Pairs of Boots (Specify type) for each
  crewman

In addition to the above listed items the galley contains enough food to supply the crew's needs for ninety days from planetfall. There are also hard rations for field trips and enough water in the recycling plant for 30 days. Other needs are assumed to be met from the planet itself. The Corps view this as an adequate test of the planet's ability to support a colony. Even though the Corporation provides the shuttle, crew members are liable for any damage. Cost 5,000,000C (Stripped).

SHUTTLE STATS:

Body: 310 Armor Type: Carbide(x4)

Agility: 450 Top Speed: 1575 MPH

THE SHUTTLE (interior)

UPPER DECK

A Armory

B Nuclear Weapons Locker

C Bridge Head

D Communications Station
  (Satellite & Intercom)

E Pilot's Station

F Auxiliary Engineering Station

G Security Station

H Ladder Down

I Life Support Systems

J Radiation Decontamination Airlock

K Main Engineering & Propulsion
  (Maneuvering Thrusters only)

L Power & Wiring Trunk

M View Screens

N Main Engineering Station

O E-Suit Lockers

P Blast Doors

Q EVA Airlock

R EVA Hatch

S Food Storage

T Galley

U Waste Receptacles

V Mess/Briefing Room

W Medical Stores

X Medical Computers

Y Sick-Bay

Z Computer & Main Library

Z1 Computer Main Memory
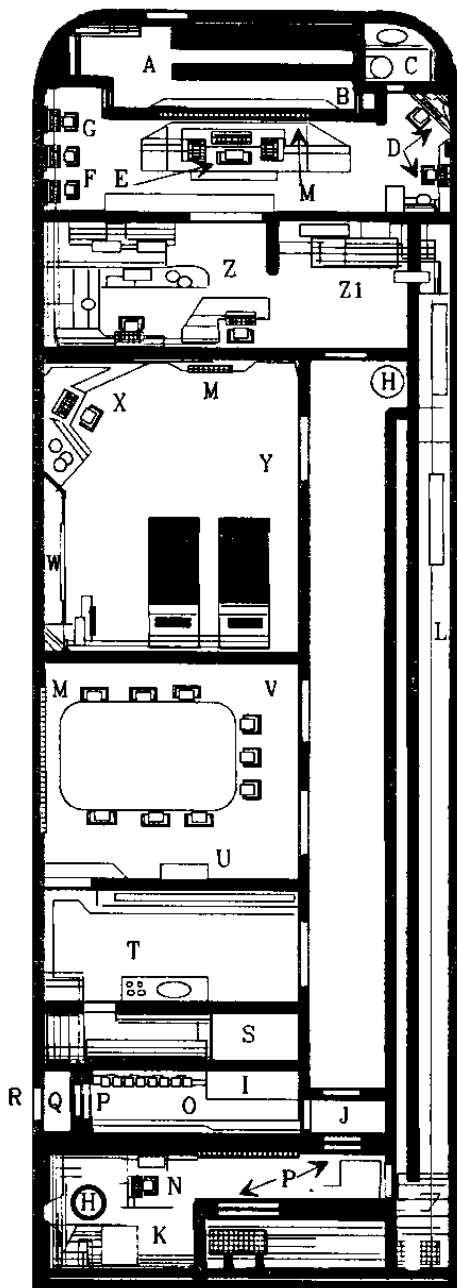
LOWER DECK

A Port Sensor Array

B Starboard Sensor Array

C Port Battery Room

D Starboard Battery Room

E Water Plumbing & Filtration Room

F Cargo Bay

G Main Head & Showers

H Cargo Bay

I Electrical Monitoring & Main
  Circuit Breakers

J Crew Entrance & Ladder Up

K Cargo Doors

L Power & Wiring Trunk

M Ladder Up

N Lower Engineering

O Main Generators

P Reactor Vent

Q Reactor Core
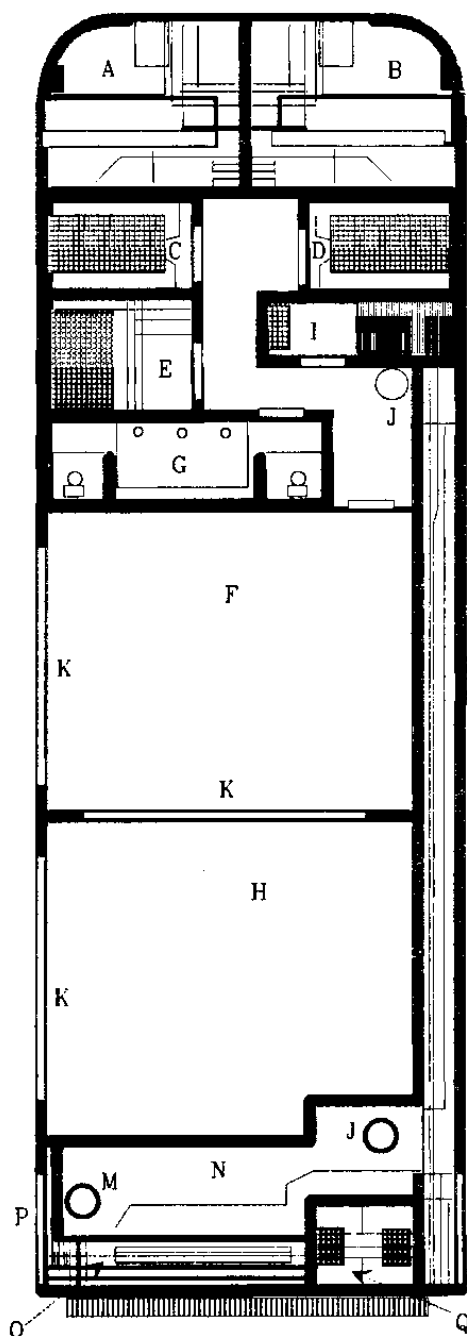
VEHICLE COMBAT

DAMAGE

Damage to a vehicle can be done in several ways; from impact, from weapons, etc. The damage which penetrates a vehicles armor is treated as Area of Effect damage. The damage is taken by any passengers, as well as to the BOD of the vehicle itself. The GM should roll for the vehicle as if it were another character.

The pilot of the vehicle may attempt to make a dodge roll to escape impending danger. To do this he adds his Pilot skill for the given vehicle to the AGL of the vehicle. The vehicle is at -1 AGL for every mile per hour it is travelling. The GM should use additional modifiers for terrain, combat situations, pursuit, etc.

Once a vehicle's BOD has reached 0 it is considered totaled. Aircraft will crash, submersibles will flood, cars and truck will no longer move. If the vehicle has BOD remaining it can move at 1 mile per hour per point of BOD. The exception to this is aircraft. Aircraft must move at 25% of their top speed, or more, to remain airborne. Repair time for vehicles is 1 man hour for every 5 points of BOD . A vehicle may not be repaired to more than 90% of its previous maximums each time it is repaired.

IMPACT

Damage from impact is figured two ways; Head on and Side On. For head on impacts use the following formula:

(Speed A + Speed B) + (Body A + Body B).

A and B represent the two vehicles.

For side on impact use this formula:

(Speed A + (Speed B * 0.5)) + (Body A + Body B)

A represents the vehicle being hit, B represents the vehicle that is colliding with A. Treat all the damage as area of effect and roll for both cars as if they were characters.

Justifiers RPG

The Axon Confrontation

An Introductory Justifiers Scenario

Written by **Blaine Pardoe**

INTRODUCTION

The Axon Confrontation is an adventure scenario for the **Justifiers RPG**. While some aspects of this adventure may seem sketchy, this is intentional so that the adventure can be set in any GameMaster's campaign.

PLOT SYNOPSIS

This scenario is designed for introductory-level Justifiers. The player characters are in pursuit of another Justifiers team that has mutinied. At stake for the Corp, *United Industries*, is millions of dollars worth of weapons research and technology. At stake for the Justifiers: money, prestige, and their lives.

The team will be beaming to the planet Axon, officially controlled and under exploration by *TTMS*. They will have to locate the stolen shuttle, then hunt down Major Martell and the rest of his team. Once found, the team must confront Martell and recover the stolen test data and prototype weapons, all the time attempting to avoid direct contact with *TTMS*.

Once the data and Balista is in the hands of the United Industries Justifiers, they will have to set up a *TransMatt station* and beam back with the recaptured goods. While this seems a simple enough task there are several problems awaiting the United Justifiers on Axon.

The renegade Justifier Team that stole the prototype and data will not want to relinquish their only bargaining chips without a fight. A bigger issue is that Martell's intrepid team has lost the data tapes in Axon's rugged wilderness and *TTMS* has launched three Justifier reconnaissance teams in an attempt to find them.

What neither side knows is that a large creature called a Banj, native to Axon, has control of the tapes and is hoarding them as a treasure. It will take firepower and stealth from the players to regain the tapes and the prototypes. There's also a chance that the United Industries Justifiers will bump into one of the TTMS teams in the adventure as well. All in all the players should be faced with a number of fascinating situations.

The Adventure

"Listen Up, Dirtballs..."

The players are members of a United Industries Justifier Team and have been called into a Ready Room at Talconis TransMatt Station by Laurel Forman. Forman, an executive of United Industries, is renowned for his operations within the company and has taken on the responsibility for United's more "troublesome" projects in the past.

Before the team has a chance to settle in their seats, Forman begins to speak:

"We have a delicate situation. For the past two years this Corp has been developing a new weapons system, code-named 'Balista'. It's a real gem of a gun, something that could net us a small fortune. We have had a couple of Justifier Teams field testing the Balista system with good results.

"The problem began a few weeks ago when some of our prototypes began to show up in the hands of TTMS. At first we suspected that some of our lab-types had switched loyalties, but internal investigations revealed that one of the Justifier Teams, led by Major Maximillian Martell, was "loaning" the prototypes out to our competitor. In return, TTMS was using one of its shadow corporations to pay off the team's Buyback. The whole thing stinks to high heaven!

"Our Security people tried to grab Martell, but he and his team made a break for it and left behind, in pieces, five good Secs. Martell's team then "requisitioned" a shuttle from the maintenance bay. Based on the TransMatt reading, the shuttle was blind beamed to Axon, a world under claim by TTMS. We later discovered that Martell had taken all of the test data on Balista as well. If that data falls into the hands of TTMS, they'll beat us to the draw for sure. That's where this team comes in.

"I'm sending this team to find that scum Martell and the rest of his renegade team. I want you to recover the data and the missing prototype weapons. As soon as you get the data and Balistas, the team will construct a TransMatt station and beam back. Please, feel free to use whatever force is necessary.

"It should be fairly simple."
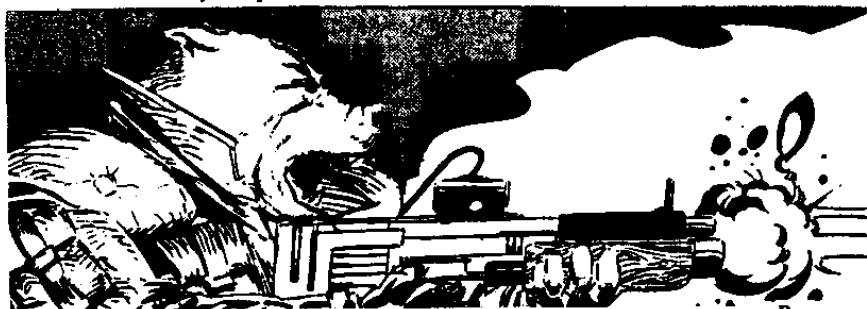
Axon

Axon is a large world whose surface is characterized by rough, broken terrain. This mountainous world is dominated by active volcanos in all of the major mountain ranges, as well as deep valleys where the majority of the plant life is based.

The atmosphere is saturated with water, though there is little standing water in the form of oceans or seas.The planet has a very bright red sun. The humidity forms a fog-like haze over the bulk of the planet, limiting visibility to 80 meters maximum.

Most plant life consists of mosses or other fungi, and these grow only in the depths of the valleys on the planet. Known animal life consists of several varieties of lower form lizards, including three flying varieties. Information gathered by TTMS Justifiers indicates evidence of larger life forms, but as of this time there is no verification of these.

This planet was first discovered by TTMS who has established a TransMatt station on the northern icecap of the world. Exploration of this world has progressed slowly. But significant deposits of uranium and other radioactive elements have been discovered to warrant further investigation and mining by *TTMS*.

World Log: Axon

System: Lonight

World: Axon

System Position: 8

Number of Satellites: 9

Gravity: 1G

Land Area: 68%

Planetary Conditions:

Length of Day: 50 hours

Atmosphere Density: Heavy, 70% humidity minimum

General Climate: Warm Temperate

Colonial Data:

> Newly acquired by *TTMS*
>
> **All other colonial information is classified by *TTMS***

Indigenous Life: No data available

Technological Status: Not applicable

Population: Unknown

PLANETFALL

The United Justifiers are outfitted with a stripped shuttle. The stripped shuttle does have all equipment necessary to complete the mission. The GM or the player characters will have to decide what exactly is contained in the shuttle but it should have two ATV cars and the personal weapons contained in the armory.

As the shuttle exits the *TransMatt* over Axon, sensors will detect two satellites in orbit over the world. Sweeps by sensors will indicate a functional *TransMatt* station on the small northern ice cap and faint energy readings near the equator, possibly the stolen shuttle.

The AI computer on the shuttle will recommend a landing on the northern ice cap--a definite mistake since this is an established *TTMS* outpost. The mission commander can override and order a landing on the closest available spot near the energy readings.

The closest landing site to the energy readings is a broken and churned mass of stones and jagged rock. Landings must be made at a -25 Skill modifier to the pilot's skill of Pilot Aircraft/Submersible due to limited visibility and the lack of smooth terrain. With the rough ground regardless of the success of the skill roll each character should make an AGL roll to keep from being thrown around the shuttle during the landing.

Because of the serious nature of this mission, United Industries has rigged the shuttle with a self destruct mechanism that is to explode one hour after entry into Axon's atmosphere. This is to destroy any evidence that United Industries ever entered TTMS territory. This knowledge should be revealed by the AI computer only after landing on Axon.

The United Justifiers have landed nearly six miles from the other shuttle's landing site. Even using the ATV Cars, the going is slow and treacherous over the terrain of Axon. It will take well over two hours to reach the site at maximum speed by car.

If the player characters have a helicopter in their shuttle, they should be told that the helicopter will work, but will be nearly impossible to operate it safely due to the poor visibility. A -80% Skill modifier should be used in conjunction with any action concerning the movement of the helicopter. This should dissuade the characters from using it.

Maximillian's Folly

Major Maximillian Martell's party got into a little bit of trouble. In their attempt to flee the *United Industries* Secs, they stole a shuttle under repair. Their

attempt to land on the northern ice cap fell short by several thousand miles when the shuttle's AI computer shutdown in middle of the landing.

When the shuttle malfunctioned it crash landed, killing two members of the renegade team and injuring most of the rest. The long range communications system was utterly destroyed, but the personal communicators still worked. In a move of desperation, Major Martell sent the only fully functional member, a Beta Falcon named Hortense, to take the data tapes to the *TTMS* base. Martell informed Hortense to tell the *TTMS* Justifiers that he would turn over the Balista prototype weapons to the *TTMS* Justifiers team when they arrived to pick up the rest of the team. Martell doesn't know weather or not Hortense ever made it. The Major received a distress call from the scout a day ago, but nothing since then.

As the stolen shuttle is approached, the United Justifiers will see that it is turned on its side, with many deep scars from the landing. There are also signs of fire damage as well. The Major did not anticipate United Industries sending a "recovery" team, so he will be caught without his defenses in place. At first the renegade team will believe that the United team are from *TTMS*. When Martell's team realizes that the Justifiers are from United Industries, Maximillian and his two remaining crew members will open fire with the new Balista weapons.

Negotiations or Battle?

The United team has a choice, they can fight or talk their way through this encounter. Maximillian and his crew have been hurt badly, and are in need of some medical attention. This can be a bargaining point. Another point in the favor of the United team is that in the rolling fog-like mists of Axon, the Balista's lasers will not function well.

If the United team tries negotiating, they will find that Major Martell is willing to talk. He has a broken leg from the crash landing and has run out of pain killers. Martell will try to trade the Balista weapons for medical supplies and attention, but will not agree to turn himself or his crew in. The Major knows that *United Industries* will not treat him kindly if he is returned alive. If, however, the United team opts for the more direct approach (a fight), Martell will hold his own. Using the Particle Beam portion of the Balistas, he and his wounded crew will put up a good fight. The United Justifiers will have to inflict the remains of the renegade team with some serious wounds before they give up. Finally, exhaustion and pain will set in and Martell and crew will surrender.

The team will find a total of three Balista weapons but none of the data tapes. Major Martell will inform the United Justifiers, after receiving medical attention, that his falcon Scout Hortense, has taken the tapes to the northern icecap. That was two days ago and there was no word from the scout since...except for a distress call yesterday. The Major will reluctantly give the players the last known coordinates of Hortense.

Has Anybody Seen a Six Foot Falcon Around Here?

Major Martell does not know what sort of trouble Hortense ran into, only that the scout issued a coded distress signal. Both Martell's team and the United Justifiers do not have any information on any indigenous life forms on Axon that are known to be harmful.

The coordinates included in the distress call are three days drive from the crash site of Maximillian Martell's ill fated shuttle. The topographical maps of the region show it to be a deep valley ringed by jagged ridge lines.

In the journey to the coordinates, the characters will encounter little in the way of life other than small lizards that scurry or fly away when sighted. The only plant life seen is in the form of light yellow and dark green moss growing in the shade of boulders. Mushrooms and toadstool like growths will be found where good soil has settled in between the rocks and some will be as tall as 8 feet in height.

For each day of travel using ATV Cars, the Justifiers must roll a D100 for each vehicle. Any roll under fifteen indicates that a Car has broken or become damaged. Use appropriate skills for repairs done by the characters. Rolls of five or less indicate that the damage is major (broken transaxle or engine blowup, etc.) and that the car is un-repairable.

Into the Valley of Doom

The ridge surrounding the narrow, slit-like valley is too steep for the ATV's. Even normal walking/crawling movement is difficult at best. The walls leading down the valley are at nearly 30 degree angles and a fall in this area doubles the normal damage.

After descending a third of a mile down into the valley, the United Justifiers will see footprints in the few areas with soil. These footprints are large and reptilian, with four toes. Each foot is well over a foot and a half across and anyone who makes a successful skill roll with Zoology will estimate that the reptile stands at over 16 and a 1/2 feet in height. The tracks are old and impossible to follow.

The bottom of the valley has many small holes in it, none larger than one foot across. Occasionally a geyser erupts from these holes, spewing hot steam into the air. Each burst of steam does 1D6 of damage if a player is within seven feet of a geyser when it goes off. These are located on the map of the valley. Generally there is a 10% chance each hour, per geyser. The GM may feel free to allow them to go off at any time.

Laying across the top of one of the rocks is the fallen form of Hortense. Even from a distance, it is possible to tell that Hortense has been injured badly. If the players administer medical attention, it will take Hortense nearly an hour to regain consciousness. There is no sign of the data tapes and Hortense's wounds appear to be a series of deep cuts in her hide.

THE FALCON'S STORY

Dazed and shocked, Hortense will initially think that the team are the Justifiers Team from TTMS. She will immediately tell the characters that she had the tapes but was attacked by some sort of a creature. In the battle she dropped the tapes and her last conscious memory was watching the creature pick up her satchel and carry it off to the north.

When (or if) Hortense finds out that the team is from United Industries, she will ask to be let free rather than face her former employers. Though unarmed, she is willing to risk a journey alone to the TTMS outpost rather than try to deal with the employers that she betrayed. If asked to help in recovering the tapes, she will do so.

The GameMaster has a number of different options with Hortense. She can be an asset to the players, helping them find the creature that stole the tapes. After the tapes are recovered, she may try and steal them back, attempting to fulfill her mission for TTMS. She could also try and lead the United Justifier team away from the TTMS station or even sabotage the ATV to keep the team from finishing their mission before being discovered.

TTMS Justifiers

TTMS picked up the crash landing of the mutinous United Industries shuttle and sent out three reconnaissance teams to find the crew and take possession of the prototype guns and data tapes. The teams are also under orders to lead the renegade United Justifiers back to the northern base.

The reconnaissance teams are operating in and around the area of the valley at the time the United Justifier team is there. For every hour the United Justifiers spend on Axon they have a 1% cumulative chance of being discovered. Each time any of the characters use any commutations devices add an additional 5%.

If one of the teams spot the United Justifiers, it will be assumed that they are the United Industries renegades. The TTMS Justifiers will demand to have the Balista weapons and tapes turned over to them. If the recovery team does not tip their hand, the TTMS Justifiers will believe that they are indeed there on legitimate business.

Several things could tip them off. If the TTMS team meet with up Maximillian Martell or any member of his team first they will be told of the recovery teams existence. Hortense could tip off the TTMS teams to the recovery team by using her communications device. One of the TTMS team could find the renegades at the same time another finds the recovery team.

WRAPPING IT UP

This scenario ends when the data tapes and the prototype weapons are either destroyed (which results in no pay for the mission but prevents them from falling into TTMS hands), or turned back over to United Industries.

The plant's rough ground will result in three to four hours of ground clearing when the United Justifiers go to set up their TransMatt station.

The United Justifiers are to remove any evidence that they have ever been on Axon. This includes setting a time delay explosive device on the TransMatt. The GameMaster might want to roll percentile to tell how many minutes the United team has to get through the TransMatt before it explodes.

Beastiary

A large percent of the plant is devoid of any life forms but creatures like the Banj make up for that fact.

The Banj
SIZE: 13 1/2 ft. tall

CON:150	STR:190	DEX:85		IQ:14	WIS:25 AGL:42
PRZ:110	MS:39	BOD:15		RES:22	SPEED:53

BASE TO STRIKE: 28%   DAMAGE BONUS: 19
SPECIAL ABILITIES: Track by scent 80%
ARMOR: Hv. hide (AV 4)
NATURAL WEAPONS: 1 bite (very lg. 3D6), 2 claws (large 2D6 + 1)

The creature that stole the data tapes on the Balista weapon is a Banj. This creature stands at close to thirteen and a half feet in height and resembles a small dinosaur.

The only difference between this creature and the ancient dinosaurs of Earth is that the Banj has a small degree of intelligence. It hoards any items that appear not natural to the planet. The hoard of the Banj is a massive pile at the back of the cave that is its home. It consists of many oddly shaped or colored stones, several pieces of metal (apparently taken from a shuttle or other crashed vessel) and, of course, the satchel filled with the data tapes.

The United Justifiers have two options when dealing with the creature. One is to attack it, kill it, and then find the tapes. The other is to have some characters lure it out, while other team members find the tapes. Either way is acceptable.

Axon Lizards
The Axon Lizards come in many colors and sizes. All are non-violent and easily scared by any movement. If the team drives through a group of 20 or more they have a 5% of damaging the ATV car and a roll should be made for damage.

Personalities

The following is a listing of the mutineer and *TTMS*

Justifiers that are not part of the players' group. Those skills listed for the NPC characters are only the ones that are different from the normal level one skills for any characters of that career class.

Rival Justifiers

All the members of Martell's crew will start out at less than their optimum Attributes. Current levels are listed below the character's stats.

Maximillian Martell, Major, Polar Bear-Beta Life Sciences
CON 65 STR 118 DEX 30 IQ 97 WIS 09
AGL 77 PRZ 91 MS 139 BOD 28 RES 34 SPEED 46
BASE TO STRIKE: 10% DAMAGE BONUS: 12
SPECIAL ABILITIES: Swim 99% Track by scent 50%
NATURAL WEAPONS: 1 bite, 2 claws (both large)
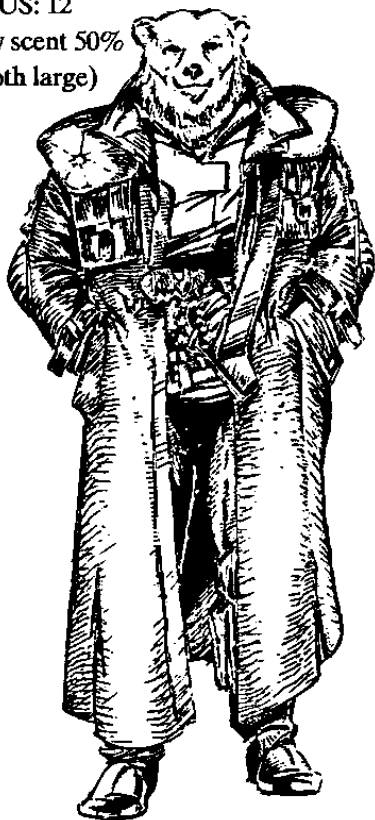
Skills:
Surveillance 26%
Martial Arts 22%
Dual Weapons (Pistol)
Smuggling 34%
Subduing 14%
Psychology 21%

Martell is currently at CON 49 BOD 0. Martell has been on nine Justifiers missions without reaching Buyback. He is very bitter toward United for charging him for a shuttle he blew up on his first mission. He feels that United Industries will never let him reach buyback so his only option is to make his own deals.

Hortense Smith, Private, Falcon-Beta Scout

CON 65   STR 97   DEX 65   IQ 41   WIS 52

AGL 117   PRZ 63   MS 101   BOD 8   RES 23

SPEED 18 BASE TO STRIKE: 22%   DAMAGE BONUS: 10

SPECIAL ABILITIES: Flight (miles in STR)
NATURAL WEAPONS: 1 bite, 2 claws (both large)

Skills:

Advanced Navigation 9%

Thrown Weapons (hand) 4%

Entertainer (singing) 4%

Hortense is currently at BOD 1. Hortense is in love with Martell. She feels that United has given him a raw deal. Hortense believes that Martell will come to love her if she helps him.

Arthur Feral, 2nd Lieutenant, Wolf-Beta Social Sciences

CON 65 STR 84 DEX 47 IQ 71 WIS 37

AGL 92 PRZ 42 MS 112 BOD 17 RES 20 SPEED 44

BASE TO STRIKE: 16% DAMAGE BONUS: 8

SPECIAL ABILITIES: Night vision 40% Track by scent 70%

NATURAL WEAPONS: 1 bite (large)

Skills:

Tracking/Trapping 7%

Pilot Aircraft/Submersible 10%

Air to Air Combat 7%

Pick Pocket 7%

Animal Training 7%

Arthur is currently at CON 62 BOD 0. Feral's brother met buyback last year and has opened a successful tracker service. Feral wants to join his brother and make a profit from his Justifiers talents.

Sylvester (Sly) Vulpus, 2nd Lieutenant, Fox-Beta Field Doctor

CON 61   STR 65   DEX 109   IQ 95   WIS 62

AGL 67   PRZ 21   MS 169   BOD 24   RES 38

SPEED 66   BASE TO STRIKE: 30%   DAMAGE BONUS: 7

SPECIAL ABILITIES: Track by scent 80%
NATURAL WEAPONS: 1 bite (small)

Skills:
Sociology 10%
Psychology 10%
Civil Law 10%
Demolitions 10%

Sylvester is currently at BOD 15. Vulpus has been a trouble maker since childhood. His belief in total rights for all Betas has caused United Industries to constantly reassign him to prevent uprising. Major Martell plan offers him a chance for freedom.

TTMS Justifiers

The following is a typical TTMS reconnaissance team consisting of two security officers (Secs) and one scout. The reconnaissance team travels in an ATV car.

Slick, Lance Corporal, Human (Aug.) Security
CON 79 STR 96 DEX 77 IQ 65 WIS 37
AGL 79 PRZ 34 MS 121 BOD 49 RES 26 SPEED 31
BASE TO STRIKE: 26% DAMAGE BONUS: 8
SPECIAL ABILITIES: Night vision
NATURAL WEAPONS: None

Skills:
Hand Weapons (Ancient) 35%
Martial Arts 35%
Surveillance 35%

Crunch, Private First Class, Panther-Beta Security

CON 79	STR 80	DEX 66	IQ 93	WIS 61
AGL 85	PRZ 19	MS 172	BOD 34	RES 38
SPEED 65	BASE TO STRIKE: 22%		DAMAGE BONUS: 8	

SPECIAL ABILITIES: Track by scent 70%
NATURAL WEAPONS: 1 bite, 2 claws (both large)

Skills:
Projectile Weapons 30%
Tracking 15%
Dual Weapons (Pistol)

Blip, Private, Bat-Beta Scout

CON 63	STR 64	DEX 65	IQ 62	WIS 91
AGL 65	PRZ 56	MS 158	BOD 9	RES 26
SPEED 23/48	BASE TO STRIKE: 7%		DAMAGE BONUS: 6	

SPECIAL ABILITIES: Sonar (200 yd. range), Flight (miles in STR)
Track by hearing 70%
NATURAL WEAPONS: 1 bite (small)
Skills:
Interrogation 6%
Subduing 6%
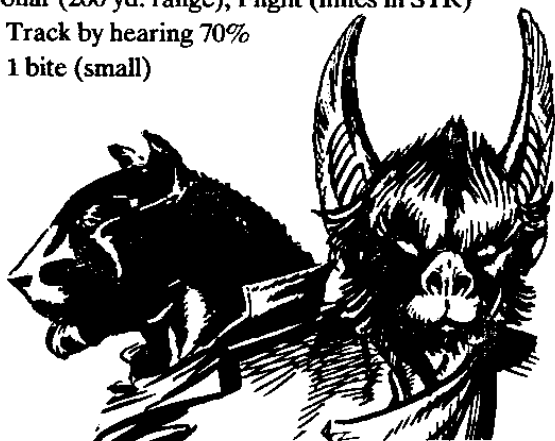
Weapons & Equipment

Balista
3 attacks per round
6D6   2700 ft range
Cost: 120,000C *(Though this prototype is practically priceless)*

This assault system has a small laser pistol mounted on a larger Particle Beam Rifle. The entire assembly is powered from a pack worn either on the belt or on a back harness. Treat the laser weapon as a Laser Pistol. The statistics for the Particle Rifle Beam are above.

JUSTIFIERS RPG

Player_____ Experience_____
Character_____ Rank _____ Level_____
Race _____ Career Class_____
Corp_____ Buy Back_____ Bank_____

Attributes

Statistics

Con _____
   Permanent   Current

MS _____
   Permanent   Current

Str _____
Dex _____
IQ _____
Wis _____
Agl _____
Prz _____

Bod _____
   Permanent   Current

Res _____
   Permanent   Current

Speed_____
Bse Skill Lvl_____%
Bse to Strike_____%
Damage Bonus _____

SPECIAL NOTES
(Track by scent, psionics, etc...)

Basic Training	Career Class	Cross Training
		Electives

You're a "Beta",

a Beta Class Humanoid Lifeform.

Part human and part animal. The property of the Corporation that spawned you.

Your job: Justification and Pacification of new worlds. Find exploitable resources and eliminate dangerous indigenous lifeforms.

Your goal: SURVIVE! Stay alive until you can buy your way to freedom. Till then your one of the...

Justifiers ™