

STAR CADRE

T E A M C O M M A N D



GAME MANUAL

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Acknowledgements

Star Cadre: Team Command was designed and developed by *Damian Gareth Walker*, a.k.a. *Cyningstan*. This manual and the game are Copyright © 2026 Damian Gareth Walker.

The title screen music is part of the Prelude in E minor, BuxWV142, by *Dieterich Buxtehude*, arranged for the PC speaker by *Cyningstan*.

The trees and plants on the manual covers are based on a simple tree model by *Quickfur*. The background mountains were based on a model by *Friedrich A. Lohmüller*.

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Chapter 1

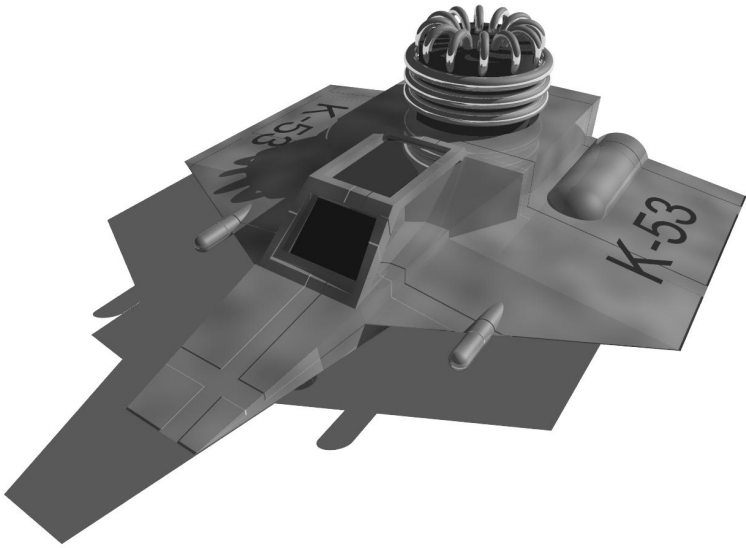
Introduction

Greetings, officer! Thank you for agreeing to take the lead of our latest team! Now that you are in position, I can share some more of the details with you. The following information is, of course, classified.

The Unity of Free Planets has been working on a cloaking device that will hopefully give us an edge over the Donos Empire should our occasional disputes with them escalate to full scale warfare. The device is in the prototype stage, and can currently only cloak small spacecraft for a short period of time. We have modified the K-53, a star fighter from the USS Vanguard, to accommodate it. We removed its shields and lasers to make room for the cloaking device and increased its seating capacity from two to four.

The new team, Star Cadre, is a semi-autonomous organisation under Unity Security (UniSec), with its own headquarters and budget, and with control over its own recruitment. UniSec wants you to build up the team and send them on various covert missions, with the K-53 allowing them to arrive unexpected by the enemy.

If the Star Cadre proves successful enough over a number of missions, then the team will be made a permanent part of UniSec. If not, then the experiment will be considered a failure and the team disbanded.



The K-53 modified space fighter. This will take your away team on their missions, and hopefully bring them back again.

Star Cadre: Team Command is a squad combat game, expanding on the earlier game *Star Cadre: Combat Class*. You control a handful of individual characters on a mission map, exploring, attacking enemies, rescuing hostages, and collecting important items. This much is taken from *Star Cadre: Combat Class*. To these elements **Star Cadre: Team Command** adds a campaign mechanic: the single mission gameplay of *Star Cadre: Combat Class* is expanded into a campaign where you attempt a series of missions, set in a number of environments, with a greater variety of enemies, hostages and items, and the ability to improve your team between missions.

Installing the Game

The game runs on an IBM PC or compatible computer. It requires an 8088 processor or better, so it should run on anything from the original IBM PC to its faster clones. It supports CGA and Hercules graphics, and looks best when connected to an RGB colour or TTL or composite monochrome monitor. It requires 512k of memory.

Before playing the game you must install it either to another floppy disk or to a hard disk. This is because the program saves your progress, and the original disk is write-protected so your games could not be saved there.

To create a floppy disk to play the game from, have a formatted disk ready. Put the original game disk in your floppy disk drive (it is assumed your drive is drive **a:**) and type the following command:

```
A> diskcopy a: a:
```

DOS will copy all the files from the original disk to your destination disk, prompting you to swap disks as and when necessary. If you want to copy the game to your hard disk drive, you should insert the original game disk into your floppy disk drive as before, but issue the following commands instead:

```
C> mkdir \sctc  
C> copy a:\*.* \sctc
```

Once installed, you can put the original disk away in a safe place and run the game.

Starting the Game

If you installed your game to a floppy disk, insert the disk into your disk drive (assumed in this example to be **a:**), and type the following command:

```
A> sctc
```

If you installed the game to your hard disk, then you need to use the following commands instead (this example assumes that you installed to **c:\sctc** as above):

```
C> cd \sctc
C> sctc
```

You will then see the *Cyningstan* logo and the game will start.

Star Cadre: Team Command chooses what is hoped to be an attractive colour palette for the graphics. Some monitors might not display this palette as well as intended. If this is the case with your monitor, then you have two options. Firstly, you can play with the standard CGA palette of black, cyan, magenta and white by running the game with the **-p** option as follows:

```
A> sctc -p
```

Alternatively, you can run the game in monochrome mode. This is obviously a good idea if you have a monochrome display, and can be done with the **-m** option as follows:

```
A> sctc -m
```

An alternative option exists for monochrome LCD displays that invert the colours for clearer black-on-white text, as found on some portable computers. Normally these displays would invert the game's colours too, giving an odd photographic negative look. You can reverse this and show the game as intended with the **-l** option (L for LCD, not the number 1):

```
A> sctc -l
```

Star Cadre: Team Command plays music when it starts, and plays sound effects throughout the game. If these offend you, or you are playing in an environment where sound would be unwelcome, then you can use the **-q** option as follows:

```
A> sctc -q
```

This option can be combined with **-p**, **-m** or **-l** as described above. To get the maximum enjoyment out of the game, though, it is recommended to run it without any of these options and experience the game as it was intended.

Part I

Player Guide

Chapter 2

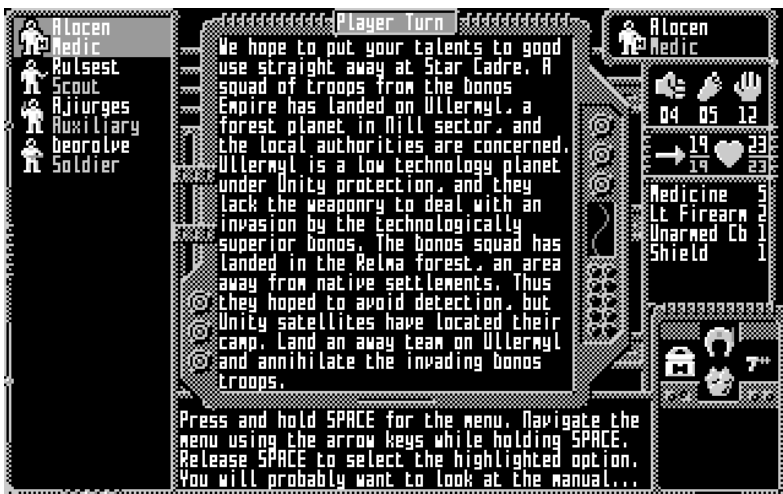
Your First Mission

When you first start the game, you're presented with the title screen. There is a slight delay as a campaign is prepared for you, and then you see the prompt `Press SPACE`. If you didn't use the `-q` parameter for quiet play, you should hear the title music.

Now would be a good time to discuss the game's controls. The game can be controlled entirely with the cursor movement keys (`←` `→` `↑` `↓`) and a *fire* key, which is your choice of `Ctrl`, `Space` or `Enter`. Press your chosen *fire* key to proceed past the title screen.

After the title screen, you will be shown the briefing for your first mission. The briefing screen, like almost every screen in the game, is divided into four panels. On the left, there is the *List Panel*, which in this case is showing a list of members in your away team with one of the members highlighted. In the middle is the *Main Panel*, which contains the briefing text here. On the right is the *Character Panel*, showing information about the currently highlighted team member. At the bottom of the screen is the *Message Panel*, which currently introduces the game's controls, but subsequently scrolls with informational messages about what's going on in the game.

You'll want to pay attention to the briefing in the Main Panel first, so you know what you're expected to do. Your first mission is selected



The mission briefing, showing your team in the list window on the left.

at random, so you'll get a different mission every game. While you're viewing the briefing, you can also examine your team.

In the List Panel you'll see the four members of your team, with their name and class. One of them is highlighted, and their information appears in the Character Panel. You can browse through the different characters using the *Next member* and *Prior member* options on the menu. The capitalised letter in all menu options other than *Cancel* menu is the shortcut key; you can therefore use *N* and *P* to browse through the characters instead of bringing up the menu all the time.

Understanding the Character Panel

The Character Panel is quite complex so it's worth examining in detail. At the top you have the character's name and class. Your team, as mentioned above, has one character from each of the player character classes *Medic*, *Scout*, *Auxiliary*, and *Soldier*. These character classes

are described in detail in the *Reference Guide*, but in brief:

- *Medic*: equipped with a medikit and usually a weapon, the medic is skilled in healing themselves and other members of the team. All missions are dangerous, and it's useful to have someone on hand to patch up wounds before they become fatal.
- *Scout*: skilled in stealth and in one or more types of combat, the scout can move about without being detected. It's often useful to have a scout creep into a large room or long corridor to gain advance warning of what enemies you might encounter there.
- *Auxiliary*: these characters occupy a combat support role. They are armed with a laser pistol, and sometimes have a helmet or body armour. Auxiliaries are useful for close combat, as their laser pistol can be used at close range.
- *Soldier*: heavily armoured, the soldier will always have body armour and a helmet. They'll also have a Laser Rifle, a long range weapon that does a lot of damage but cannot be fired at close range. Use the Soldier to take out the strongest enemy characters.

Beneath the class are the stats themselves: *Strength* denoted by the fist, *Agility* denoted by the foot, and *Endurance* denoted by the raised hand. Underneath these are current and maximum *Action points*, denoted by the arrow, and current and maximum *Health points* denoted by the heart.

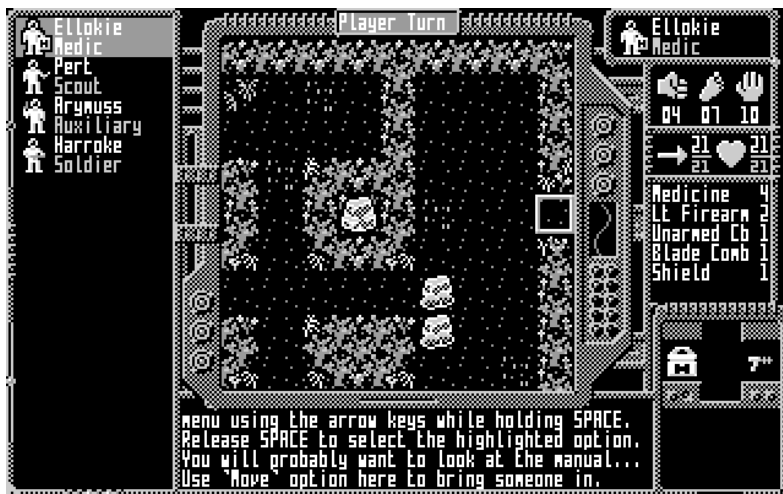
The window below the stats shows the character's skills. Each skill has a level from 1 to 6, with 1 being a beginner and 6 being an expert. Skills are allocated according to character class, with each character having the highest proficiency in skills appropriate to their role.

Below the skills is the character inventory. The upper section shows the equipped items (head above, hands left and right, and body below). The lower section shows items carried in the character's backpack; this should be empty at the start of the mission.

Deploying Your Team

When you've read and understood the briefing, then perhaps looked at your team's capabilities, it's time for the team to enter the mission area. Select **Acknowledge** from the menu to dismiss the briefing. It can be recalled at any time during the mission with the **Briefing** option.

In the Main Panel you can now see a map of part of the mission area. There is a cursor, which starts out highlighting the entrance. You can move the cursor around using the cursor movement keys (← → ↑ ↓) to examine the layout of the area. This will be the first time you see the map, so it can be useful to look around and familiarise yourself with it before you deploy your units.



This is the first you'll see of the area. You won't see any enemies till you explore.

If the mission area is indoors, it contains rooms and corridors separated by automatic doors. Outdoor missions on the forest planet will have paths and clearings surrounded by trees. The open areas will

have various furniture or terrain acting as obstacles, storage containers, and sometimes pure decoration. In a *Retrieval* or *Gathering* mission, identify the storage containers and take careful note of where they are, as these might contain the items you're looking for.

To deploy your first team member on the map, ensure the cursor is highlighting the entrance. If you've moved the cursor away, you can easily find the entrance again: there should be only one opening leading off the map. With the cursor at the entrance, select *Move* from the menu (shortcut key *M*). You'll see your character appear at the entrance.

Before you can deploy anyone else, you'll need to move the current character out of the way and into the mission area. Move the cursor to an adjacent empty square, and select *Move* again. The unit should move away from the door, leaving the way clear for another unit to enter. Notice that Action Points are spent entering and moving around the map.

To deploy the next team member, select *Next member* from the menu. Their stats should be displayed in the Character Panel, and the cursor should jump back to the entrance. Bring this second character into the area the same way as you did the first. Then do the same for the remaining two units.

There shouldn't be any enemies in view of the entrance, so you won't be immediately ambushed on entering. Your first turn is best used positioning your team ready for any attack. Try to make sure your ranged characters, those with Laser Pistols and Laser Rifles, have a clear view of any routes leading out from this first area. This will allow them to fire at any enemies coming into view. If you have any members that are unarmed or who carry blades, you might want to position them adjacent to these routes, so they may immediately attack any enemy coming through. Or you might want to hide them behind the ranged units for safety.

It's useful at this point to detail the action point cost of movement. This is as follows:

- A move in one of the four cardinal directions north, south, east, or west, costs 2 action points.

- A move in a diagonal direction costs 3 action points.
- A move through a door or over a small obstacle (chair, large plant) costs an extra action point.
- A move over a dead or unconscious body also costs an extra action point.
- If the unit is carrying more than its carrying capacity, every extra item adds 1 action point to the movement cost. For your starting team this capacity is strength - 2.
- If the character is Creeping, that costs an extra action point. Creeping is explained later.

When deploying the team, try to leave them with at least 6, preferably 12, action points, at the end of the turn. A single attack costs 6 action points, and if the characters have enough points remaining, they can use *Opportunity Attacks* to attack enemies that are sighted during the computer's turn. Opportunity Attacks are described fully in *The Enemy's Turn*.

Once your team is all deployed and ready for action, it's time to let the computer play. Select the **end Turn** option from the menu (shortcut T) and sit back while the computer takes its turn.

The Enemy's Turn

During the enemy's turn, you don't need to do anything. But you will probably want to watch the screen closely. The List Panel temporarily shows a progress counter, and the Character Panel is blanked out, as you don't know who all the enemies are. The Main Panel shows the scene from the title screen.

If something happens within view of any of your team, the map will be shown again, along with the enemy that moved within your view. The Message Panel will show the details of what happens: when enemies



The team is now deployed. Harroke has already seen an enemy far down the forest path.

are spotted, when they attack you, and what the result is. You'll also see reports of any Opportunity Attacks your team makes on the enemy.

Slower computers will take a significant amount of time to take their turn, but probably not as long as a human player would take. To reassure you that something is happening, the progress counter in the List Panel will be updated, even if nothing happens within your team's view.

Opportunity Attacks

Although it's the computer's turn, your team will sometimes be able to act. If an enemy moves into view of one of your team who is armed with a ranged weapon, and your character has 6 or more action points left, your character can fire immediately. If your character is unarmed or has a melee weapon like a blade, they can attack any enemy that moves adjacent.



The enemy is taking their turn. You'll only see the map if someone comes into view.

Each action or attack that the enemy character makes can draw an opportunity attack from each of your own team that is within view and range. But once the computer has finished its turns, your characters will continue to attack, at 6 points per attack, until they run out of action points, or until the enemy is knocked unconscious. If you want to finish off the unconscious enemy, you can attempt to do so once it is your turn again.

The computer can take advantage of opportunity attacks during your turn in the same way. This is why the previous chapter advised you to deploy your team in the first room and leave them there; any enemy entering your team's view would risk immediate attack.

Once the computer characters have all made their move, and all opportunity attacks are exhausted, the computer turn is over, and it's your turn again. In your second and subsequent turns, you'll want to conduct your mission in earnest. This is the subject of the next section.



It's the enemy's turn, but our soldier Jerombo had an opportunity to hit the enemy, Brodu. And missed.

Going on the Attack

If any enemy characters are visible at the start of your turn, you probably want to examine them, and either attack them or retreat. To examine an enemy character, move the cursor over to them and use the **Select** option from the menu (shortcut S). The Character Panel will show their name and class, and the items they have equipped. Their stats, skills and any unequipped items will be hidden.

If you want to shoot at the enemy, move the cursor to one of your characters carrying a Laser Pistol or a Laser Rifle and use **Select** again. Make sure this character is within sight of the enemy. Move the cursor back to the enemy, and use the **Attack** option (shortcut A). If your character has enough action points, they will spend them shooting at the enemy. Remember that the Laser Rifle can't attack from an adjacent square; you need to be at least two squares away from the enemy.



Adwo has attacked and knocked out a hostile animal infesting this industrial complex. The giko's cute appearance is deceptive.

If you want to attack the enemy unarmed or using a blade, you need to select your character, and move it square by square up to the enemy. Then once adjacent, use the Attack option in the same way. Keep a careful eye on your Action Points as you do this; you don't want to walk right up to the enemy and have too few Action Points remaining to make the attack.

In either case, the result of the attack will be printed in the Message Panel. It's up to you whether you attack again, assuming you have enough Action Points left. In some cases you might want to make a single attack and then retreat around a corner or through a door, perhaps to lure the enemy character towards an ambush. These are the tactical decisions that make the game interesting.

Sneaking Around

Scout characters have a distinct advantage. If they use the *Creep* option before they *Move*, they have a high chance of not being detected. Creeping costs 1 extra Action Point, compared to normal movement. Once your scout attacks an enemy, though, the enemy becomes aware of the scout and fights back. Enemy surprise is also broken when a shot is fired, as that puts enemies on high alert.

Creeping is especially useful against powerful enemies like those armed with Laser Rifles. A scout can creep up to them and hit them at close range before the enemy fights back. And once the scout is adjacent to the enemy, they are safe from the Laser Rifle which can't be used at such close range. The enemy is reduced to hitting back using unarmed combat.

Note that other characters can creep, too. All they need for a chance of success is the *Stealth* skill; the higher the Stealth skill, the more chance of creeping around unnoticed.

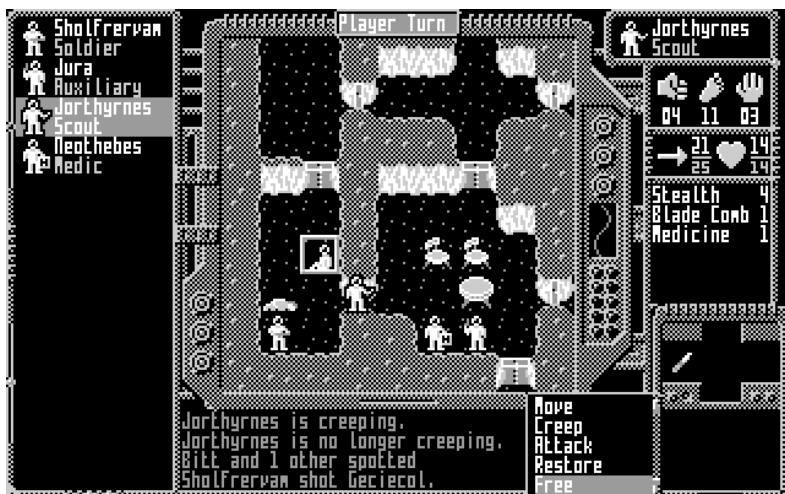
There's a related action on the menu. The *Detect* option allows some characters to detect nearby characters that are out of sight. This requires an appropriate skill, which might represent heightened animal senses, electronic surveillance communication, or psionic abilities. None of your starting characters has this ability, but bear in mind that some enemies might do. Attempts at detection cost 6 action points, or more if creeping or encumbered.

Freeing Hostages

The *Hostage* and *Rescue* missions involve freeing hostages captured by the enemy. Hostages are physically tied up and cannot move until their bonds are cut. To do this, you need a character with a Blade. If you start such a mission without a Blade, you'll need to find one in a container, or take one from a fallen enemy (see *Looting*, later).

To free a hostage, move your character adjacent to them, and use the *Free* option from the menu (shortcut key F). Be careful of enemies in the area; not only will they attack you, but once you free a hostage,

they'll target the hostage too. It's probably best to take out any enemies in direct view of the hostage before freeing them. It takes six action points to free a hostage, more if creeping or encumbered.



Jorothyne is about to free Bitt, one of the soldiers who is being held hostage in a pirate lair. Bitt can help free the other soldiers if there are spare weapons to be found.

Once a hostage is freed, they become part of your team. You can move them immediately towards the exit if you want. Or, in a *Rescue* mission with multiple hostages, you might want to arm them with gear looted from enemies or cabinets, and have them help you finish the mission. Hostages with *Medicine* skill are especially useful if you can find a spare Medikit.

Some missions that aren't Hostage or Rescue have incidental hostages, which you can free in the same way. Sometimes these freed hostages will offer to join your team permanently and be available for future missions. This is discussed in *Rewards* later.

Note that in some missions, the characters needing rescue are not tied up but are unconscious (or broken, in the case of robots). These

characters must be restored rather than freed, a process described next.

Restoring Characters to Health

Your characters will sometimes become injured by enemy attacks, especially in more difficult later missions. Sometimes injury will be enough to render your characters unconscious. If you have a Medic on your team, or if you have anyone with *Medicine* skill and a *Medikit*, then you can revive your characters.

A character with an equipped medikit can self-heal. Assuming the current character is the character that wants to self-heal, ensure that character is highlighted by the cursor and use *Restore* from the menu (shortcut key R). If successful, the character will regain between 1 and 6 health points.



Ciha has taken some damage from Figa's plasma sabre, so Cleoftospen is restoring Ciha's health.

You'll occasionally come across an item called the *Food Ration*. This can also be used to heal up a character. It requires no Medicine skill, but it restores fewer Health Points, cannot be used on unconscious characters, and is a single-use item that is consumed upon first use.

If a character has no Medikit or Food Ration, or is unconscious, then they will need to be healed by a conscious Medikit-equipped colleague. Select that colleague as the current character, and move them adjacent to the character that needs healing. Highlight the injured character with the cursor and use *Restore* from the menu. You can heal freed hostages too, as they are part of your team, but it isn't possible to heal enemies or unfreed hostages.

Healing costs 6 Action Points, or more if the healing character is creeping or encumbered. A particularly competent medic (with Medicine skill at level 6) might sometimes apply healing so expertly that their patient is immediately healed back to full strength no matter how injured they were.

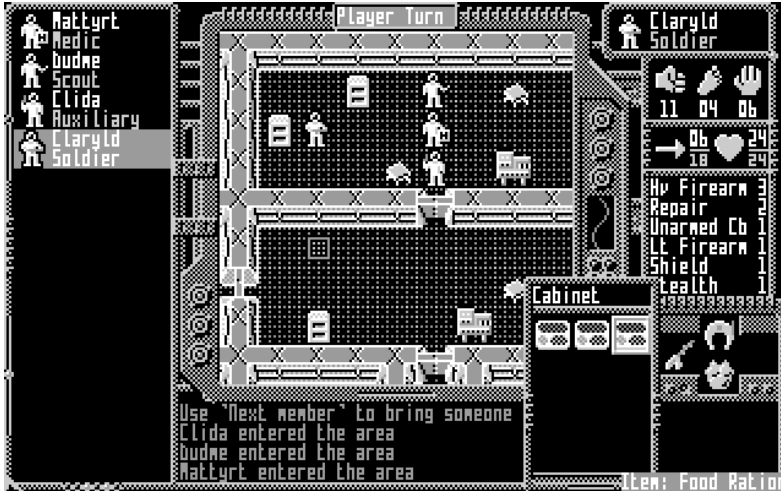
You may be wondering why healing is done with an option called *Restore* instead of *Heal*. This is because robots can also be restored. Instead of Medicine skill and a Medikit, a robot can be restored by a character with *Repair* skill using a *Repair Kit*. Several of the missions have robot "hostages" that can be restored during the mission and aid in its completion; your first mission might be one of these.

Inventory, Looting and Sharing

The *Inventory* option on the menu (shortcut *I*) brings up your inventory, allowing you to browse your equipped and unequipped items. If you select *Inventory* while the cursor is on your current character, or pointing at nothing in particular, then a cursor appears in your inventory window, allowing you to move around and highlight items.

You can loot a fallen enemy (whether dead or merely unconscious) by moving your character adjacent, highlighting the enemy with the cursor, and selecting *Inventory*. A double inventory will appear, and you can move the inventory cursor freely between your own inventory on

the right, and the enemy inventory on the left. You can similarly exchange items with one of your own team by moving adjacent and using Inventory. Finally, the same method allows you to open a container and access any items stored in it.



Looting a storage container at an enemy industrial complex. Claryld considers whether to have lunch at the enemy's expense.

The inventory has its own menu with the following options:

- Cancel: don't do anything, used when you change your mind about doing anything with the item under the cursor.
- Equip: equip the item under the cursor. There will be a warning if effective use of the item requires a skill your character doesn't have, but the item will be equipped anyway.
- Unequip: put away the item under the cursor.
- Transfer: when accessing a cabinet or the inventory of an enemy or comrade, transfer the item to or from the cabinet, enemy

or comrade. This is how you loot enemies and cabinets, and share items with comrades.

- **Discard:** discard the item. You are asked to confirm, as the item will be removed from the game.
- **Close:** close the inventory and resume moving around the map.

When taking items, bear in mind the limits of your character's strength. As mentioned in the section on movement, if your character is carrying more items than they can handle (strength - 2), movement, attacks and other actions will have a higher Action Point cost.

Now you're familiar with the various actions in the game, you can progress towards completing the mission. That is the subject of the next chapter.

Completing the Mission

What you need to do to complete the mission depends upon the mission objective. Once you're happy you've completed the mission, as described below, then you need to get your team (including any freed hostages) to the exit.

The Mission Objectives

There are six different mission objectives, and you might be given any of them in the first mission of your first game. The objective of the mission is described in the briefing window, and falls into one of the following categories.

- **Assassination:** find an individual named in the briefing, and assassinate them. Unless the briefing says otherwise, you must ensure that they are actually dead, not just unconscious.

- *Annihilation*: kill as many of the enemies as possible. In some missions it is sufficient to merely disable the enemies by rendering them unconscious. Some missions are more strict than others about what constitutes a “success”.
- *Hostage*: find an individual named in the briefing, and free them. For the mission to be successful, the hostage must leave the area safely.
- *Rescue*: like Hostage, but there are multiple hostages and you need to rescue as many as possible. You should assume you need to find all hostages to succeed.
- *Retrieval*: the team must find and retrieve a single specified item and retrieve it safely from the area. The item may be in a container, or may be carried by one of the enemies.
- *Gathering*: there are multiple items of a specified type that need to be retrieved, and the team must find and retrieve as many of them as possible. Unless the briefing says otherwise, assume you need to retrieve all specified items.

The speed with which you conduct the mission, and the health of your original team on completion, are figured into the score of all mission types, so you should attempt to conduct them as quickly and safely as possible. The role of the score will be discussed shortly.

Leaving the Area

Once your mission is complete, you need to return your team and any freed hostages to the exit (which is the same as the entrance), and leave the area. When a character is at the exit, leave the cursor highlighting that character, and use the **Move** menu option to leave.

Once all conscious team members and freed hostages have left through the exit door, you need to **end Turn**, after which the game will

be over. It's important during the mission to make sure at least one team member is still present on the level (and conscious), otherwise the mission will be deemed to be over.

The Debriefing

Once you've ended the mission, it will be assessed for victory or defeat, and you will be shown a debriefing. There will be a performance rating, and on successful completion, there may be rewards and new missions listed on the debriefing screen.

On the Debriefing Screen, the List and Character Panels will be show the team and the last selected player character. The Main Panel will contain information grouped into a number of sections. First comes the mission's name, the assessment SUCCESS or FAILURE, and a performance rating expressed as a percentage.



After a perfect mission, the Star Cadre receives a handsome donation. Two new missions come in, and the achievement secures a funding increase.

Failure of a crucial mission, like your first or last mission, results in loss of the game. If this is the case, a paragraph of text will tell you of this, and you will be left to start a new game. The first mission should hopefully be easy enough for you to avoid this fate too often.

Success at a mission usually opens up more missions. The next section of the debriefing screen will list these. Full briefings for these missions will be given once you acknowledge the debriefing and return to headquarters. Succeeding at your first mission will always open up two others.

If your performance rating was at least 60%, then you will be in line for a reward. If this is the case, the reward will be detailed in the next section of the debriefing. A further reward, not linked to your performance rating, is a funding increase when you complete a mission harder than any you have completed before. Your first mission counts: completing it raises your funding.

Assuming that you succeeded at your mission, you can now acknowledge the debriefing with the **Acknowledge** option (shortcut key A). This will send your team back to headquarters. Don't worry that the K53 can't carry rescued hostages; there will be a shuttle waiting to pick them up as soon as the mission is over.

Saving and Loading

You might want to interrupt play when real life gets in the way. You can continue your game later though, as the option to quit is **Quit & save** (shortcut key Q). You can exit the program at almost any point, and when you reload the program, your game will continue at the point you left off.

There is only one saved game slot. If multiple people use the same computer and want to play the game, then you will need a play disk or a directory on your hard disk for each person who wants to play.

Chapter 3

Back to Headquarters

When you acknowledge your debriefing after a successful mission, a whole new part of the game unfolds. For your first mission, you were allocated a team to carry it out. Now, you get to shape that team yourself. Careful team building means that your team will be best suited to the missions that follow.

The first screen you see on returning to headquarters is the HQ summary screen. This gives you an overview of the state of the Star Cadre team. The List Panel contains a list of your team members. If all four characters survived the first mission, they should still be here. See how much room there is in the list panel; over time your team can reach up to twelve members, although the K53 can take only four on a mission. The Character Panel is blank in the HQ summary.

The Main Panel contains the summary information itself. The first item is the size of your team, which is hopefully still four people. The *Pool* is the number of characters available to be recruited. When you want to add new members to your team, this recruitment pool is where they will come from. Following that is the number of missions available and already undertaken: currently you have undertaken one mission and have two available.

The final three pieces of information are crucial: the accounts. Your



*The headquarters summary screen after completion of the initial mission.
Now at last you see your income and outgoings.*

Balance shows what money is available for equipment and training. *Budget* is how much money is added to the balance each mission. *Upkeep* is the amount taken between each mission for salaries and maintenance. You'll refer to these values frequently to decide whether you can afford new team members or new equipment.

There are several other screens to view when you are back at Headquarters. Each of those will have a Headquarters menu option, shortcut key H, to return here. The order you visit them will depend upon what happened in the previous mission: a significant budget increase might mean you want to recruit on the *Personnel* screen, a big haul of loot will want dropping off or selling on the *Equipment* screen, characters might want levelling up on the *Training* screen, or you might just want to go straight off to the next mission on the *Deployment* screen. First, let's look at how to recruit new characters from the Personnel screen.

Building Your Team

The Personnel screen allows you to review your team, alongside a Recruitment Pool of available candidates for inclusion. You will most often be adding new members from the pool, but you may occasionally decide to dismiss current team members for whom you see no further role. The latter is especially likely in your first game, where you had no say in the initial team pick.

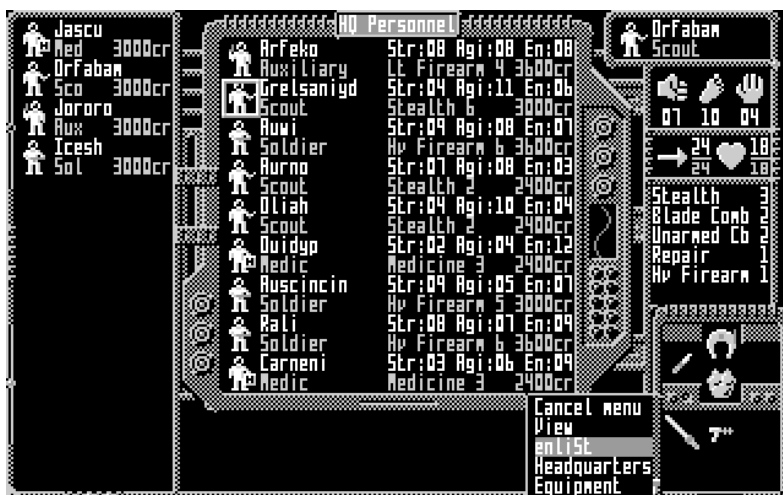
The List Panel on the left shows your current team. This is slightly different to the view on other screens: the character class is abbreviated, and the saved space is occupied by the upkeep cost for each character. The Character Panel on the right shows the full details of the last viewed or selected character.

The Main Panel lists characters available in the recruitment pool. Next to each icon is a character summary: their name and class, their physical statistics, their best skill, and their upkeep cost. You can freely move the cursor between the List Panel and the Main Panel with the $\leftarrow\rightarrow$ controls, and navigate up and down either list with the $\uparrow\downarrow$ controls.

You can see the full information about any character in either list by moving the cursor over to them, and selecting the `View` option, shortcut key `V`, which will bring them up in the Character Panel. When recruiting it's useful to see a character's full list of skills, to look for any useful secondary skills or to see if there is room to add new skills to their expertise.

If you see a character in the Recruitment Pool who you would like to add to the team, navigate the cursor to them and select the `enlist` option, shortcut key `S`. If the character would take you over budget you are stopped with a warning, but if that happens you can insist on enlisting them by selecting `enlist` again. You might do this if you are about to dismiss someone, or if your balance is enough to cover the budget overreach in the short term.

If you want to dismiss a current member of your team, navigate the cursor to them and select `dismiss`, shortcut key `S`. After confirmation, the character departs your team, never to be seen again. They do not go back in the recruitment pool; they have moved on with their lives.



Of all our team, Orfabam is the weakest at their primary skill. If Grelsaniyd is enlisted, we have a strong scout for the away team while Orfabam gets some much-needed training.

Reasons to do this include cash flow problems, or characters for whom you have no further role as the game progresses.

Characters enlisted on the Personnel screen come without any equipment. You will have to provide for their needs in the Equipment screen.

Assigning Equipment

The Equipment Screen gives you access to three main things: to your characters' inventories, to a team locker to store team equipment not currently being carried by the players, and to the UniSec supply catalogue from which you can buy equipment, and sell unused and looted equipment at half price.

When you first enter the Equipment Screen, the List Panel shows your full team, much like most of the other headquarters screens. The

main panel shows the contents of the team locker, which might be empty after your first mission, but which may build up as you buy items and bring back loot from missions.



The team dumps some of the goodies they looted from their last mission into the HQ locker on the equipment screen. They can't use the alien items yet, but the repair kit and the laser pistol will come in handy.

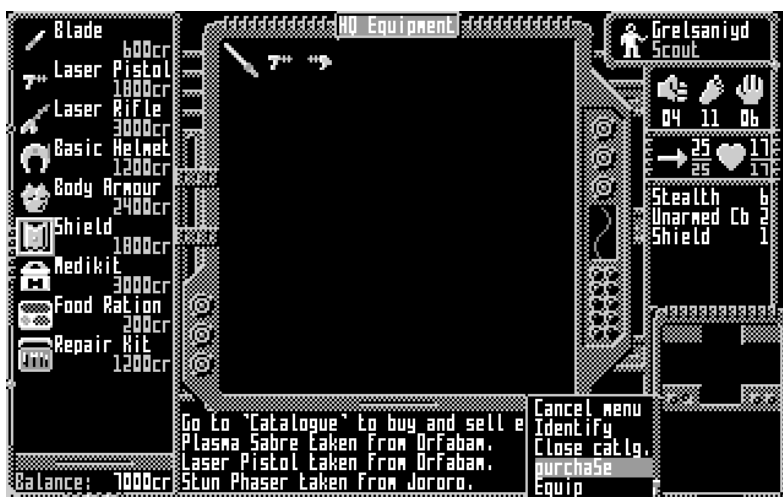
The Character Panel shows the full details of the currently selected character on the team. There is a cursor that can be freely moved between these three panels in order to examine items, move them around, buy and sell them, and if they are unfamiliar, possibly study them.

Buying Equipment

Not every character will have all the equipment they need. Your Auxiliary, Scout and Medic might want for some armour, or a shield if they have the Shield skill. The team might be without a blade, mak-

ing hostages difficult to free. Someone might have Repair skill but no Repair Kit to put their skill into practice.

If you have the credits in your balance, then the Supply Catalogue can come to your rescue. If you select Catalogue from the menu (shortcut key C), the team in the List Panel is replaced by an item list with prices. You can navigate the cursor over any item and, if you have the balance, buy it with the purchase option (shortcut key S). After confirmation, the item will appear in the team locker and your balance will be adjusted.



The supply catalogue view in the Equipment screen. None of what was brought back from the previous mission is useful to the new recruit Grelsaniyd, so we buy them a shield from the catalogue.

You can also sell items you don't need, for half their value. This includes items not listed in the catalogue, like alien items you might have looted from a Donos base. If you navigate the cursor to an item in the team locker or the current character's inventory and choose Sell (shortcut key S), the item will disappear and your balance will increase by half its value.

When you're done buying and selling, you should close the catalogue and bring back the team list with the `Close catlg.` option (shortcut key `C`). As your balance increases, you will be able to afford more and better equipment for your team, increasing their effectiveness and safety.

Moving Equipment Around

Once you've bought equipment to your team, you need to distribute it from the team locker. To do this, select a character for whom you have equipment by highlighting them with the cursor and choosing the `Select` option, shortcut key `S`. Then move to the item in the team locker, and transfer the item to them with the `tranSfer` option, also with the shortcut key `S`.

When you transfer an item to a team member, the game will equip it if possible. If not, then the item will go into one of the character's unequipped "backpack" slots. But if you don't like where the item goes, you can move items around within the inventory.

Moving the cursor into the character's inventory, the `Equip` option (shortcut `E`) will move an item from the backpack to the appropriate equipped slot, if that is possible. On the other hand, moving items out of the equipped slots into the backpack is done with the `Unequip` option (shortcut `U`). Note that you will get a warning if you try to equip an item that the character lacks the skill to use, but the item will still be equipped.

Studying Unfamiliar Items

It is common in the game to bring back unfamiliar items, especially from Donos base missions. Unfamiliar items in this context means items that have a *usage skill* requirement that nobody in UniSec knows. Most alien weaponry is unfamiliar to UniSec operatives and has its own skill requirement, and there is also alien healing equipment that requires skill in Xenobiology to operate.

But most unfamiliar items also have a *study skill* along with the usage skill. This allows team members who have the study skill to study the item while their colleagues are away on a mission, and hopefully have the knowledge to use the item, and instruct others, by the time their colleagues return.

To study an item, it must be placed in the character's inventory. Move the cursor over to it, and then select the `studY` option, or use the shortcut key `Y`. If the character lacks the study skill, a warning will be displayed, but you can repeat the action to insist they study it anyway. That would be a waste of time and isn't recommended unless that character *really* has nothing better to do. A character with level 6 in the study skill may immediately recognise the item, but if not, the character is out of action during the next mission, and you will find out when the mission is over if the character uncovered the item's mysteries.

If your character successfully learns from the item, then they should gain level 1 in the item's usage skill, as long as they have room for new skills. Even if they don't have room for the new skill, their knowledge is passed on to the team. UniSec's instructors will be able to train up other characters in the item's use, and characters who gain sufficient levels of skill can train up others. Training is discussed in the next section.

Levelling Up with Training

New team members and better equipment are not the only ways to improve your team. Your away team is always limited to four members, and they can only carry and use so much equipment. But you can improve each individual's capabilities too, with Training. The training screen is accessed with the `Training` option, whose shortcut key from anywhere else in HQ is `T`.

One important thing to note about training before we go on, is that training takes time, and a character in training cannot join the away team. They stay at HQ while their colleagues undertake the next mission. Only when that mission is complete is the trainee ready to join the mission after. So it's not advisable to put anyone on training till you

have more than four members in your team. Only then can you train someone up and still have a full complement available to go on the next mission.

The List Panel on the training screen shows your full team. The cursor points to one of them. Others may be highlighted with a shaded background: these are already selected for the away team and cannot undergo training. And others still may be dimmed out. These are either already training, or are studying an item. The Character Panel begins blank.

The Main Panel has a simple table of three lines in it, all currently empty of information. The lines show who is being trained, what they are being trained in, and who is doing the training. These will be further explained as we go along.

Choosing the Trainee

For the purposes of this discussion let's assume you have recruited a fifth team member, and you'll be either training them up, or having them go straight on a mission while one of your existing team members undergoes training. Before you decide which character is to be trained, you can view any character by moving the cursor up or down to them and selecting *View*, shortcut *V*. Their full information will appear in the Character Panel.

Once you've decided who is to be trained, make sure the cursor still highlights them and choose the *Select* option. Their name will appear in the *Trainee* line of the table in the Main Panel. The List Panel will now change and show a list of subjects the trainee can learn.

Choosing the Subject

The list of subjects includes both stats and skills. Stats will exclude any in which the trainee has already achieved the maximum level of 12. Skills will exclude any in which the trainee has already achieved the maximum level of 6. If the trainee has six different skills already,



The training screen. We're viewing Orfabam, and we're going to select them as the trainee.

the skills in the list will be limited to those they already know, at a level below 6.

If you change your mind about training this character, then you can go back to the team list using the go Back option, shortcut B. The Training entry in the Main Panel will be cleared, and the List Panel will once again show a list of team members.

To select a subject, move the cursor to it and choose Select from the menu, shortcut key S as before. The stat or skill will be shown in the subject line of the Main Panel, and the List Panel will then change to show a list of characters.

Choosing the Trainer

One interesting choice in training up a character is who does the training. If you have sufficient balance, a UniSec instructor will train up your



This is the list of subjects that Orfaban can train in, and the level they'll achieve. We're ready to improve their Stealth skill.

character to any level in any available stat or skill for 1000cr. This is the best option if you are not short of money.

An alternative is to have team members train up one another. A character can train a colleague in any stat or any skill that they themselves possess, to their own level minus one. So an Auxiliary with Light Firearms at level 4 can train a colleague in Light Firearms up to level 3. The important thing to remember when team members train one another is that *both* characters are unavailable for the away team of the next mission.

When you have decided who is to train the trainee, move the cursor to them and choose the **Select** option again (shortcut S). Once training is finalised it is locked in, so you are asked to confirm the decision. That done, the table in the Main Panel will be cleared, the character(s) involved will be dimmed out, and you can opt to train up someone else or to move on to deployment.



Grelsaniyd has Stealth 6, but we need them for the next mission so we can't tie them up in training Orfaban. Instead, we'll select the trainer which will cost 1000cr.

Your Next Mission

Once your team is as you want them, with new members, new equipment, and some characters busy training to improve their skills, it's time to choose an away team and send them on a mission. To do this, you can go to the Deployment Screen by choosing Deployment, shortcut key D, from anywhere else in the headquarters.

On entering the Deployment screen, the List Panel contains all the members of your team. If four or fewer are available for the away team, they are automatically selected for the away team and highlighted against a lighter background. The Character Panel begins blank, but will show characters as you choose to view and select them.

The Main Panel will usually show a list of available missions. If only one mission is available, its briefing will be shown instead, as described below. The mission list will contain summary details for each mission:

an icon that can be highlighted with the cursor, its name, objective, environment, and difficulty level.



This is the list of missions available for the team to attempt. It will grow as the game goes on. Selecting one on this screen doesn't commit us to it yet.

When the mission list is shown, the cursor can move freely between the Character and Main panels. To view the details of a character, move the cursor over to them and choose the View option from the menu, shortcut key V. To add or remove this character from the away team, select the Select or deSelect option, shortcut key S. The highlight behind the character will toggle on or off as appropriate.

A mission can be chosen by moving the cursor back over the mission list, and moving it up or down to a mission. Choosing the Select option (shortcut S) will replace the mission list in the Main Panel with a briefing for the chosen mission.

The Briefing display doesn't mean you're locked into that mission. You can read the briefing and, if you think your team isn't ready or that one of the other listed missions would be better to take on at this point,

then you can choose Mission list from the menu, or use the shortcut key M, and the mission list reappears. This allows you to browse through all the missions and make an informed choice on what to take on next.



We get to check the briefing before committing to this particular mission. The briefing mentions a traitor Jitt, presumably they were someone the team encountered on the previous mission.

Once you're happy with your selection of away team and mission, you can commit to your choice with the Deploy option (shortcut D). At this point your away team embarks on the K53 and makes its way to the mission location. In the mean time, the characters left behind will study or train as instructed.

At this point you are back to the mission screen, as described in the *Your First Mission* chapter on page 13. Eventually, after so many missions, you will win or lose the game. You are then free to quit or to start afresh as described in the next chapter.

Chapter 4

Another Game

For your first game, ***Star Cadre: Team Command*** made some preparations for you. It chose a mission, it built a team, it equipped that team, and then it took you straight to that first mission. But by the time you've played through your first game, you know enough to take more control over the start of your second game.

Selecting Environments and Missions

The *New Game* screen allows you to take some control over the start of your forthcoming game. Since the game hasn't started, the List Panel and Character Panel remain empty throughout. Everything goes on in the central panel, which initially contains a simple table with three entries.

The first, *Expansions*, summarises the expansions to be used in your game. We'll deal with that in the section *Installing an Expansion* on page 51. Currently it says `None available`, unless you're ahead of me and have installed an expansion already.

The second entry, *Starting Environment*, allows you to choose a particular environment to start your mission. Currently it is set to `Ran-`



Ready to start a new game. Unless you say otherwise, a starting mission is chosen completely at random.

dom, but you can change that with the `Environment` menu option, shortcut key `E`. Doing so brings you to a list of environments, one of which you can select using the `Select` option (shortcut `S`). When you do so, your choice is highlighted. You can return to the `New Game` table with the `Accept` menu option, and your chosen environment is named as the `Starting Environment`.

To change your mind, you can choose `Environment` again and either select another environment, or deselect your existing choice with the `deselect` option (shortcut `S`). If you deselect your existing choice, the highlight will be removed. The `Starting Environment` entry on the `New Game` table returns to `Random`.

The third entry, *Starting Mission*, behaves in much the same way but is more specific. Choosing the `Mission` option (shortcut `M`) will bring up a list of missions, allowing you to choose a specific mission to start your game. If you've already chosen a starting environment,



Choosing an environment allows missions (random or otherwise) to be restricted to that environment. Let's have a nice walk in the forest.

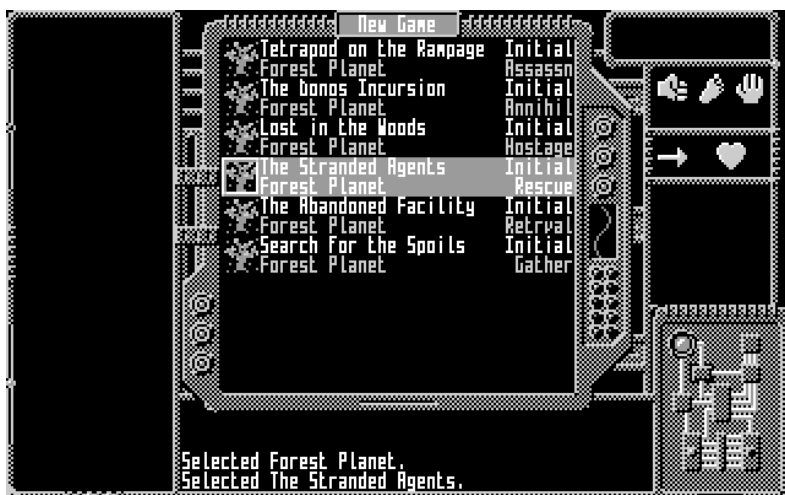
then the list of missions will be restricted to those in that environment. Otherwise, all available missions will be listed.

When you've chosen your starting environment and mission, you're ready to start the game. Do this with the `Start` game option, shortcut `S`.

Building Teams from Scratch

On your first game, you were launched straight into a mission with a pre-built team. Now you know more about characters, skills and equipment, you're better able to shape a team of your own. So you start at the Headquarters screen, with no members on your team. It's up to you to choose who gets enlisted from the very start.

Do this on the Personnel screen, but keep in mind what your budget is when you're recruiting characters. You're not limited to four members



Having selected the Forest Planet environment already, the mission list is restricted to just the ones that take place there. Looks like some people are in need of rescue!

on your team, but recruiting too many will mean that after paying your team's upkeep, there's little money left over for equipment or training. While the initial game allocated four mid-level characters (3000cr upkeep each), you're free to recruit lower or higher paid characters as you see fit. Lower paid characters may be less effective in early missions, but can be built up as you want them. Higher paid characters will be more ready to spring into action, but may have already learned skills that aren't useful to you.

All recruits come with no equipment, as you'll have found when improving your team in your first game. But as there's no loot from pervious missions to give to them, you'll need to buy all your equipment from the supply catalogue. You'll need to focus on the essentials first, like a weapon for the combat characters and a medikit for your medic. After that you might have money left for optional extras like armour, shields, repair kits and the like.



The headquarters summary at the start of your second game. It's up to you to recruit your team and equip them this time. By now, you should know what you're doing.

Installing an Expansion

Star Cadre: Team Command was designed with expansion in mind. The base content is contained within the file `sctc.exp` that comes with the game, and expansions will also have a name ending in `.exp`. For these to work with the game, they need to be on the play disk (or the play directory on a hard disk) when you run the program. Each expansion will come with its own instructions on how to set this up.

If there are expansion files available, then you will see them mentioned on the New Game screen. That screen is described more fully in the *Selecting Environments and Missions* section on page 47. Installed expansions are automatically used in the game. Installation of an expansion during a game isn't recommended; deletion of an expansion during the course of the game will cause the game to crash.

Having installed an expansion, you'll notice that the list of environ-

ments or missions may have grown when you examine those lists with the `Environment` or `Mission` options. If you're keen to see the new content from an expansion, you can select an environment or mission that takes you straight into it on your first mission.

Part II

Reference Guide

Chapter 5

The User Interface

Two aspects to finding your way around **Star Cadre: Team Command** are the screen layout and the keyboard controls. Both have been made as consistent as possible. After the title screen, all screens are laid out in the same way. And all screens offer the similar keyboard controls to navigate the program.

The Screen Layout

The screen is divided into four main panels. On the left is the *List Panel*, where lists of characters usually appear, but sometimes lists of items or training subjects can appear instead. On the right is the *Character Panel*, where details of a currently selected character are shown. Between these is the *Main Panel*, which tends to show something different every screen. Under these is the *Message Panel*, in which brief text updates keep you informed about what is going on.

Over these panels appear temporary content: notifications, second inventories, and menu panels. Notifications appear briefly in the bottom right, and will disappear as you continue pressing keys during gameplay. Second inventories appear when you open a container or

a colleague's or fallen enemy's inventory, and are placed beside your own character's inventory, obscuring part of the Main Panel and Message Panels. Menu panels appear while you are holding a *Fire* key (see later), and obscure part of the Message Panel. Usually menus appear on the right, but if a second inventory is open then they'll appear on the left instead, so as not to obscure the second inventory.

The Keyboard Controls

You only need to remember five controls to play this game: the cursor movement keys and a *fire* key. All other keys are shortcut keys, required only for convenience. The *fire* key is your choice of Control, Enter, or Space. Although the Title Screen tells you to "Press SPACE," any of these fire keys will work.

The main purpose of the *fire* key is to bring up the menu. For this you press **and hold** the fire key. When you release *fire*, you choose whatever option was highlighted. The menus are "context sensitive", which means the most commonly used option in a given situation will be highlighted by default. This means that option can be selected simply by tapping *fire*, without waiting to see the menu.

Other uses of the fire key include selection of options in occasional panels that pop up, like the "Confirm?" panels, or the lists of dead and unconscious characters in a pile of bodies that you are trying to access.

You'll notice some odd capitalisation in the menus. A capital letter in a menu option (except for Cancel menu) indicates that that letter can be used as a shortcut key. Instead of selecting end Turn from the menu, for instance, you can just press T. As you remember these shortcut keys they can speed up your play.

Chapter 6

Environments

The base game comes with missions set in four different environments. Expansions may add to this number, or they may add more missions set in these environments. The environments are *Industrial Complexes*, a *Forest Planet*, *Pirate Lairs*, and *Donos Bases*.

As well as the mission maps you play on, each environment tends to come with its own set of non-player characters. These can vary, though: displacing the dangerous animals of the forest planet you might find pirates or alien invaders. The environments are described in the following sections.

Industrial Complexes

These places are where equipment is developed and produced. They belong to corporations both friendly and hostile; you might be called in to help a friendly corporation deal with an enemy raid, or you might be sent to prevent a hostile corporation from producing dangerous weapons for our enemies.

Enemies in hostile Industrial Complexes tend to be a combination of guards and security robots. Sometimes a friendly corporation might

be taken over by pirates or aliens, or infested with dangerous animals. There may be the occasional special enemies, who will be described in the *Spoilers!* chapter on page 107.

The fabric of an Industrial Complex is made up of the following components:

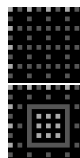
Walls and Struts

The walls of the industrial complex are festooned with electronic devices and infrastructure, which are left fully exposed as aesthetics are not a priority in this place. Further conduits lie within. Behind the walls lie the huge struts holding up the complex, which can often be seen outside the building. Both of these block sight lines, movement, and line of fire.



Floors and Vents

The metal floors of the industrial complex are kept clean and free of obstruction. Occasionally they are pierced by vents, which serve to keep the facility at an appropriate temperature, and to purify the air so that human workers are not adversely affected by fumes from the industrial processes going on here. Characters can see, move and shoot clearly across these areas.



Doors

Rooms and corridors within the industrial complex are separated by automatic doors, which will open when approached, and close when vacated, helping to maintain environmental stability, and safety in the event of accidents. While closed they block sight lines and lines of fire. They cost an extra action point to walk through.



Stools

Stools are provided for the comfort of guards on watch at the complex, and for human workers taking a break. Stepping over them costs an extra action point, although they do not block lines of sight or fire.



Machinery

The work of the industrial complex is done by these bulky, sometimes sprawling machines. They completely block movement, but are not so tall as to block sight lines or line of fire.



Cabinets

These are used for storage in the complex. They can contain anything from repair equipment and medical supplies, to the workers' lunches, with space for twelve items. They obstruct movement completely, but are low enough for characters to see over them and fire ranged weaponry.



The Forest Planet

One forest planet is the focus of a number of Star Cadre's missions. It is home to a number of settlers, who have limited access to high technology but are becoming competent at dealing with the planet's fierce fauna. There is much scientific interest on the planet, so it has attracted interest from scientists and explorers, but also some less welcome visitors.

Chief among the enemies found on the planet will be the fierce alien wildlife, which can see off unwary visitors, and even causes the settlers to call for outside help occasionally. But outsiders are also here: the Donos Empire has made surreptitious forays on the planet,

and its remote location is inviting to pirates who want to engage in illicit activities away from more active surveillance.

In your missions to the forest planet you will find the mostly natural elements described below.

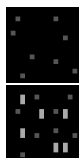
Trees and Rock Formations

The planet is famous for its impressive Nelhas trees, which tower above all inhabitants and are accompanied by a dense, lush undergrowth. Though the planet is not particularly mountainous, there are rock formations that sometimes rise high behind the trees. Both of these wonders of nature block line of sight and fire, and are resistant to entry by humans or other animals of significant size.



Dirt and Grass

While the shade of the Nelhas tree is denied to travellers larger than a tiny rodent, the forests have many clearings, some of them very large. The ground is covered by firm, packed dirt, and the abundant light in these areas allows tufts of beautiful Laltha grass to grow. Laltha grass is hardy but very short, so both of these surfaces can be easily traversed.



Other Native Plants

Laltha grass isn't the only plant that flourishes in the abundant light and breezes of the forest clearings. The Othet Flower is permanently in bloom, and nearby one can often see the fern-like Qarhat bushes growing abundantly. These plants are not as dense as those growing under the Nelhas trees, but grow between knee and waist-high, so they do not block vision or line of fire. Movement through them is possible, but at the cost of an extra action point.



Boulders

Xenogeologists have yet to explain the presence of numerous boulders strewn around the forest clearings, not always connected to the bedrock below the dirt. Some may be meteorites, while others might be displaced stone from the high rock formations behind the trees, thrown into the clearings by high winds or impacts. Whatever they are, they are low but awkward to climb, effectively obstructing movement while not affecting line of sight or fire.



Old Crates

Your team will see many old wooden crates lying around. These were mostly left behind by settlers and explorers passing through. Occasionally they are still used by visitors setting up camp in an area, and can contain supplies that people may or may not intend to come back for.



Pirate Lairs

Pirates tend to hide in unseen places like caves either natural or hollowed out for the purpose. Anything from a natural cave on a habitable planet, to an airless hole in an unregarded moon, to a hollowed-out asteroid can provide a base from which pirates can launch their raids and in which they can store their loot. They tend to be fitted out with a minimum level of comfort, and fitted with doors for security or environmental control.

Nobody inhabits a pirate lair except the pirates, and so these are the principal enemies you will encounter here. Occasionally a pirate will have a pet, like the animals found on the forest planet (see page 59), or might have stolen robots to serve them or aid in the lair's defence.

On your missions into the pirates' lairs you will see the following decor.

Rough and Littered Ground

The pirates' rough lifestyle precludes many of life's comforts, including smoothly tiled flooring. The floor of a pirate's lair is the natural ground of the cave, or the roughly-hewn rock of a hastily-dug hideout. The pirates are not tidy people, and occasionally litter and other junk will be strewn around the floor. Disgusting as this might be, it doesn't impede character's movement at all, and leaves clear lines of sight and fire.



Rock Walls

The walls of the pirate lair are the natural rock that surrounds them. If anything of interest lies beyond the rock, it is unknown and unknowable; the pirates are not interested in mining for minerals. Rock is an obvious impediment to all movement, vision, and lines of fire.



Doors

The pirates install doors in their lairs, both for security and for environmental control: it wouldn't do for a lair inside an asteroid to depressurise due to the failure or destruction of a single door. The doors are automatic like those of an industrial complex (see page 58), and while closed, block lines of sight and fire. Waiting for the door to open costs an extra action point.



Chairs

A rare concession to comfort is the abundance of places to sit. Chairs of many designs, mostly stolen from captured starships and other victims, adorn the pirates' lair and provide a place to sit and drink after getting away with a successful raid. One can step over a chair at the cost of an extra action point.



Tables

Alongside chairs, pirates have appropriated tables, for practical purposes like plotting over maps and preparing food, and for less practical purposes like the many gambling games that take up their spare time. Characters can easily see or shoot over a table, but cannot walk through one.



Cargo Crates

In their line of business, pirates will take countless cargo crates of standard design from the merchant starships that they prey on. It makes sense, then, that once emptied, some of these cargo crates make useful storage containers for the pirates to use in their lair. Alongside any ill gotten gains, the pirates often stash spare combat equipment in these crates.



Donos Bases

If any of your team joined Star Cadre to marvel at alien wonders and strange technology, a typical Donos Base will provide them with everything they wished for—if they survive the experience. Donos architecture is organic looking and far from resembling anything that humans have built. Some humans with conservative tastes even find it revolting.

Since established Donos bases are all outside of the Unity, the enemies you find here will mostly be Donos of various ranks. The Donos are intelligent beings resembling something between human-sized reptiles and giant insects. They have six limbs which are usually, but not always, employed as four legs and two forearms. You will encounter occasional special enemies, but these are left to the *Spoilers!* chapter on page 107.

The following sections describe the construction of a typical Donos base.

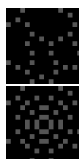
Walls and the Outside

Donos walls have a distinctive curvature, in contrast to the straight walls favoured by humans, and infrastructure like power lines and water pipes has a vein-like appearance on full display. Beyond these walls is the outdoors, flat rocky ground where the Donos have flattened the terrain; Donos prefer to master the natural environment rather than work with it. There is no access to the courtyards, and the walls block all movement, vision and lines of fire.



Floors and “Sensors”

Donos floors are made of a material unknown to us. They prefer lighting to emanate from the floor, and many small soft lights are arranged in lines along the floor in a polygonal pattern. Occasionally these lights will be concentrated in a circular pattern which Xenologists have chosen to call “sensors”, although we have no real evidence of their purpose. Floors and “sensors” can be passed over unimpeded, and provide free vision and line of fire.



Doors

Like most elements of Donos architecture, their doors look strange to us. They look like opaque membranes, supported on a web-like structure of veins. The doors open automatically when approached, and close when vacated, in a mesmerising movement where these veins are loosened to open and tightened to close, like some complex arrangement of rigging. As with our own doors, it takes an extra action point to pass through.



Chairs

Donos chairs are among the most familiar things you will see in the Donos base. They look much like a human chair, with a flat seat, and what would be called a “back” by anyone who has never seen Donos at repose. Characters can step over a chair at the cost of an extra action point.



Tables

A table is much the same in any culture, and the Donos are no exception. It is a flat surface around waist height, fashioned in similar materials to their chairs. The table obstructs movement completely, but is low enough to offer full line of sight and fire.



Storage Pods

The Donos have a standardised but very distinctive design for storage units. A large polygonal base tapers to a small opening at the top, with a hinged lid. Items are stored at the base, but any item can be chosen and lifted up to the opening using a simple control. Similar controls allow items to be lifted down again. Our xenologists do not know what environmental or social need gave rise to this peculiar design.



Chapter 7

Characters and Classes

Your team, the enemies you fight against, and the hostages you rescue, are known as *characters*, and each character has a *class*. Characters of a given class all share the the same minimum stat levels, and the same potential collection of skills. All are generated the same way, and operate according to the same rules. This section explains the makeup of your characters in detail.

Stats

The statistics, or stats, define a character physically. There are three *physical* stats, and two *status* stats. These will affect the player's performance in general, unskilled activities such as carrying, moving, and surviving injury.

The physical stats are *Strength*, *Agility* and *Endurance*. Each of these is a value between 2 and 12, similar to the range available by rolling two six-sided dice. The method of generation is different, though: the three stats are initialised to a particular value defined by the character's class (see *Mininum Stats* in the *Classes* section later). Then the values are incremented at random until the total of them all reaches the

class's stat points value. These stats have the following effects:

Strength is the physical strength of the character. It contributes to the character's maximum hit points. It also defines the number of items a character can carry in total before being over-encumbered: the number of items for human characters is *Strength* - 2. Each carried item over this limit will cause the character to expend an extra action point in any action except inventory access. 

Agility determines the speed at which a character can move and perform other actions. In this game it is synonymous with dexterity. It has only one effect, but an important one: agility is the sole stat that contributes to the character's maximum action points. The higher your character's agility, the more actions they'll be able to perform in a turn. 

Endurance is the character's capacity to absorb punishment. It contributes to the character's maximum hit points. It also determines how resistant a character is to falling unconscious when injured. When a character's hit points are reduced to half the maximum, a roll of two six-sided dice is made; if the total is less than the *Endurance*, the character remains conscious. A similar roll is made when healing an unconscious character to see if they are revived. 

The status stats are *Action points* and *Health points*, each of these having a current value and a maximum. The *maximum* values of these are determined by the physical stats, and remain the same throughout the mission. The *current* values change, however.

Action points are spent as the character moves, attacks, and performs other actions. The maximum value is $14 + \textit{Agility}$. The cost of movement is dependent on a number of factors and has been given in detail already in the *Player Guide*. Attacks, healing and freeing a hostage each cost 6 points (+1 if the character is creeping). Inventory actions cost 1 point and include opening the inventory of another character or cabinet, transferring an item, equipping, unequipping, and dropping or picking up an item. Action points are restored to the maximum value at the 

beginning of each turn.

Health points determine the state of the character's health. The maximum value is $7 + \textit{Strength} + \textit{Endurance}$. When the current value is reduced to half of the maximum, the character might fall unconscious (see *Endurance* above). When the value reduces to zero, the character is dead and cannot be revived. Health is not restored automatically, but by using the *Restore* option.



Skills

Some actions in the game require skill: shooting, blade and unarmed combat, healing, and creeping. How well a character does these is determined by the character's collection and level of skills. A list of skills is given in the *Skills* chapter on page 85.

The skills are allocated when a character is generated. The number of skill points allocated is dependent on class. A third of these are given in one block to a *primary* skill. Another third are distributed randomly among the primary skill and a collection of *secondary* skills. The final third are distributed randomly among the *tertiary* skills. Primary and secondary skills for each class are given in the *Classes* section. Tertiary skills available to a character depend upon species, as described in the *Skills* chapter.

This allocation ensures that a character has the skills to achieve their primary purpose (e.g. a Medic will have a high level of Medicine), but it will also give characters some interesting quirks: a scout might have enough Medicine skill to provide first aid, or a soldier might have enough Stealth skill to sneak into a room and snipe a target before being noticed.

Inventory Types

There are four options for inventory type that affect how a character can carry or make use of equipment. These are as follows.

- *No inventory*: characters with no inventory cannot carry or use any equipment, and the “Equipment” section is omitted in the character class tables that follow.
- *Humanoid*: these characters have capacity to carry ten items: four equipped and six in a backpack. The equipped slots are *Head*, two *Hands*, and *Body*. The carrying capacity is *strength* - 2, so a strength of 12 is required to fill the inventory without being encumbered.
- *Attachment*: most robots have an inventory that contains three equipped slots, termed *attachment* slots. Carrying capacity before encumbrance is equal to strength.
- *Container*: these characters are like mobile containers. The twelve inventory slots are unequipped slots, so the character cannot make use of the items it carries. Carrying capacity before encumbrance is equal to strength.

Character Classes

The character classes described in this section are those commonly encountered across space. They are divided into subsections for the *player characters* who form your team, and common *non-player characters* who are your enemies across a range of missions.

Some character classes are encountered only in a particular mission, and the majority of hostages fall into this category. These are moved to the *Spoilers!* chapter on page 107, to leave you with some surprises to discover. You can look through the spoilers or not as you please.

Player Character Classes

Player Character Classes are those who appear in the initial team when you play your first game, and who gradually come and go from the recruitment pool. Other characters can act as player characters too, if rescued during a mission, and some of those may offer to join the team beyond the end of the mission. But such additional player characters are relegated to the *Spoilers!* chapter.

Player characters come with equipment only in your first game, when your generated team comes fully equipped. Recruits from the pool need to be supplied with equipment you acquire from the catalogue or from looting. Hostage characters have equipment, but it has been confiscated and lies elsewhere in the mission location.

Auxiliary

The *Auxiliary* is a second-rank combat character trained to support soldiers and other characters in completing the mission. Their use of light firearms allows them to shoot at long or close range, so they are a good choice for combat in both confined and open spaces. They may also have a number of useful secondary skills. The auxiliary will be armed with a *Laser Pistol*, and may be equipped with a helmet and/or body armour.

	Class:	Auxiliary	Species:	Human
	<i>Stats</i>		<i>Skills</i>	
	Str:	5+	Points:	6-12
	Agi:	5+	Primary:	Lt Firearms
	End:	5+	Second:	Shield
	Total:	18-24		Repair
				Stealth
<i>Equipment</i>				
	Inventory:	Humanoid	Maybe:	Basic Helmet
	Certain:	Laser Pistol		Body Armour

Medic

The *Medic* is indispensable on a dangerous mission, especially at the higher difficulty levels. When characters are likely to get injured, the presence of a medic will allow your characters to be restored to full health quickly. The medic has *Medicine* as their highest skill. They will have some combat skills, probably including weapon skills. The medic will be equipped with a medikit, and a weapon appropriate to their highest weapon skill. There is also a chance that the medic will be equipped with a helmet and/or body armour for protection.

	Class:	Medic	Species:	Human
	<i>Stats</i>		<i>Skills</i>	
	Str:	2+	Points:	6-12
	Agi:	2+	Primary:	Medicine
	End:	7+	Second:	Lt Firearm
	Total:	18-24		Blade Combat Unarmed Cbt
<i>Equipment</i>				
	Inventory:	Humanoid	Certain:	Medikit
	by Skill:	Laser Pistol Blade	Low	Basic Helmet Body Armour

Scout

The *Scout* is very useful in gaining advance knowledge of enemy and hostage locations, allowing the other characters to approach or avoid certain rooms or corridors. A scout may also approach an enemy unawares and make the first attack. The scout will usually be armed with a blade, but occasionally a scout may be unarmed or carry a gun of some kind; this will be determined by the combat skills they have. The likelihood of being equipped with a blade makes a scout a good choice for hostage and rescue missions. A scout will not start the game equipped with a helmet or body armour, but they can make use of either if borrowed from colleagues or looted from defeated enemies.

	Class:	Scout	Species:	Human
	<i>Stats</i>		<i>Skills</i>	
	Str:	2+	Points:	6-12
	Agi:	7+	Primary:	Stealth
	End:	2+	Second:	Blade Combat
	Total:	18-24		Unarmed Cbt
<i>Equipment</i>				
	Inventory:	Humanoid	by Skill:	Blade Laser Pistol Laser Rifle

Soldier

The *Soldier* is the backbone of any mission, and it is a good idea to have at least one on the team. They are strong, well armed and armoured. They will be equipped with a *Laser Rifle*, a *Helmet* and *Body Armour*. Their only weakness is that, being armed with the laser rifle, they will not be able to fire at adjacent characters. If they have *Unarmed Combat*, they can still fight adjacent characters, otherwise they will have to rely on the support of an Auxiliary or other combat-capable colleague.

	Class:	Soldier	Species:	Human
	<i>Stats</i>		<i>Skills</i>	
	Str:	7+	Points:	6-12
	Agi:	2+	Primary:	Hv Firearms
	End:	2+	Second:	Unarmed Cbt
	Total:	18-24		Stealth Repair
<i>Equipment</i>				
	Inventory:	Humanoid	Certain:	Laser Rifle Basic Helmet Body Armour

Enemy Character Classes

Most Non-player Character Classes are the enemies that you encounter when you go on missions. This section contains only the common enemies, the ones spread widely across many missions in the game. Special enemies that occur only in one or two missions are in the *Spoilers!* chapter on page 107.

Captain

The pirate *captains* are feared across all space. Raids conducted by captains rarely fail, so a pirate captain taking possession of a Unity ship or ground facility is certainly a task for the Star Cadre team. They are armed with a heavy firearm and protected by the best armour that their crew has stolen.

	Class:	Captain	Species:	Human
	<i>Stats</i>		<i>Skills</i>	
	Str:	6+	Points:	15
	Agi:	6+	Primary:	Hv Firearms
	End:	6+	Second:	Unarmed Cbt
	Total:	30		Stealth Detection
<i>Equipment</i>				
	Inventory:	Humanoid	Likely:	Basic Helmet
	Certain:	Laser Rifle		Body Armour

Combat Droid

Combat Droids are the standard robotic security unit for any installation with something to protect. A step above the Patrol Droid (see page 81), a Combat Droid is more robust, and has better AI systems to handle its weaponry. While all Combat Droids have a standard Laser Unit, variations include droids with Shield Units for protection, Repair Units to keep other robots in good repair, and Medical Units to heal human staff.

	Class:	Combat Droid	Species:	Robot
	<i>Stats</i>		<i>Skills</i>	
	Str:	8	Points:	12
	Agi:	4	Primary:	Lt Firearms
	End:	9	Second:	Shield
	Total:	21		Repair Medicine
<i>Equipment</i>				
	Inventory:	Attachment	by Skill:	Shield Unit
	Certain:	Laser Unit		Repair Unit Medical Unit

Command Mech

The Command Mech is the ultimate in robotic security for industrial complexes, banks, classified data archives, and anywhere with something very valuable to protect. These are expensive units, reserved for those installations that need them and can afford them. A variety of software is available for them alongside the usual laser target tracking, including intruder detection, droid repair, medicine, and shields.

	Class:	Command Mech	Species:	Robot
	<i>Stats</i>		<i>Skills</i>	
	Str:	12	Points:	15
	Agi:	8	Primary:	Lt Firearms
	End:	10	Second:	Detection
	Total:	30		Shield Repair Medicine
<i>Equipment</i>				
	Inventory:	Attachment	by Skill:	Shield Unit
	Certain:	Laser Unit		Repair Unit Medical Unit

Donos Adept

The most senior Donos characters one will usually encounter in close combat, the *Donos adept* is of noble rank and is often in possession of Psionic abilities. They fight with an Energy Whip but may also have natural ranged abilities with Sonic Blast.

	Class:	Donos Adept	Species:	Alien
	<i>Stats</i>		<i>Skills</i>	
	Str:	6+	Points:	18
	Agi:	6+	Primary:	Whip Combat
	End:	6+	Second:	Detection
	Total:	30		Stealth Sonic Blast
<i>Equipment</i>				
	Inventory:	Humanoid	Certain:	Energy Whip
	by Skill:	Ion Shield	Unlikely:	Alien Armour Alien Helmet

Donos Drone

The lowest rank of Donos character you'll encounter are the *Donos drones*. Normally employed in menial tasks around a Donos base, they are trained to defend it, and if competent may be sent out on attack missions too—usually, but not always, under the supervision of higher ranked Donos.

	Class:	Donos Drone	Species:	Alien
	<i>Stats</i>		<i>Skills</i>	
	Str:	2+	Points:	6
	Agi:	2+	Second:	Alien Lasers
	End:	2+		Alien Blades
	Total:	12		Unarmed Cbt Detection
<i>Equipment</i>				
	Inventory:	Humanoid	by Skill:	Stun Phaser Plasma Sabre

Donos Guard

The standard trained military unit of the Donos empire is the *Donos guard*. These are very capable soldiers who invariably use stun phasers to attack and defend. The stun phaser rarely kills, but can easily render a target unconscious. It is left to higher ranking Donos to make the kill if they consider it necessary.

	Class:	Donos Guard	Species:	Alien
	<i>Stats</i>		<i>Skills</i>	
	Str:	3+	Points:	9
	Agi:	3+	Second:	Alien Lasers
	End:	3+		Detection
	Total:	18		Shield
<i>Equipment</i>				
	Inventory:	Humanoid	Certain: by Skill:	Stun Phaser Ion Shield

Donos Leader

In command of most Donos units on important missions is the *Donos leader*. These leaders use heavier weaponry than a stun phaser, as it is the leader who will make the final kill on units downed by the guards. They can also heal other units with the right skills and equipment.

	Class:	Donos Leader	Species:	Alien
	<i>Stats</i>		<i>Skills</i>	
	Str:	3+	Points:	12
	Agi:	3+	Primary:	Alien Lasers
	End:	6+	Second:	Detection
	Total:	24		Shield
				Xenobiology
	<i>Equipment</i>			
	Inventory:	Humanoid	Certain:	Atom Blaster
	by Skill:	Ion Shield	Unlikely:	Alien Armour
		Healing Orb		Alien Helmet

Giko

The *giko* is a small creature with sharp claws that can do a small but noticeable amount of damage with its rapid scratching. Growing no more than 30cm long, the giko's large eyes and diminutive size give it an appealing appearance, and the giko can be kept as a pet by those that gain its trust. This has led to its spread from its native forest planet home to a number of planets across settled space.

	Class:	Giko	Species:	Animal
	<i>Stats</i>		<i>Skills</i>	
	Str:	2+	Points:	6
	Agi:	4+	Primary:	Scratch
	End:	2+	Second:	Stealth
	Total:	12		

Grunt

The lowliest among the pirates are referred to as *grunts*. While spending their time doing menial tasks for the more experienced pirates, they have to join in defence of the lair, and are occasionally taken out on raids if the leaders think them capable enough.

	Class:	Grunt	Species:	Human
	<i>Stats</i>		<i>Skills</i>	
	Str:	3+	Points:	6
	Agi:	3+	Second:	Lt Firearms
	End:	3+		Blade Combat
	Total:	15		Unarmed Cbt Stealth
<i>Equipment</i>				
	Inventory:	Humanoid	by Skill:	Laser Pistol Blade

Guard

Industrial Complexes will take on cheap human hirelings to supplement their robotic security systems, or to save on the cost of such systems entirely. They have no one primary skill, but their secondary skills are all combat oriented. The one advantage of being human rather than machine is that they occasionally have other skills like medicine or repair. Guards will be equipped with whatever weapon they are most proficient in, if any.

	Class:	Guard	Species:	Human
	<i>Stats</i>		<i>Skills</i>	
	Str:	3+	Points:	6
	Agi:	3+	Second:	Lt Firearms
	End:	3+		Blade Combat
	Total:	15		Unarmed Cbt Stealth
<i>Equipment</i>				
	Inventory:	Humanoid	by Skill:	Laser Pistol Blade Medikit Repair Kit

Hyperdont

The *hyperdont* is a mammal named for its terrifying array of teeth. The hyperdont, growing to about 50cm long, preys on smaller creatures, but will attack larger creatures if it feels its territory is threatened. Not as appealing as the giko (described on page 78), the hyperdont is not common outside its native forest planet, but may be occasionally encountered.

	Class: Hyperdont	Species: Animal
	<i>Stats</i>	<i>Skills</i>
	Str: 7+	Points: 6
	Agi: 2+	Primary: Bite
	End: 2+	Second: Stealth
	Total: 18	

Master

Pirate *masters* are the officers aboard pirate ships, and on raids or back at the lair are leaders subject only to the *captains*. They tend to use heavier weaponry and are more likely to be armoured than *raiders* and *grunts*.

	Class: Master	Species: Human
	<i>Stats</i>	<i>Skills</i>
	Str: 3+	Points: 12
	Agi: 3+	Primary: Hv Firearms
	End: 3+	Second: Unarmed Cbt
	Total: 24	Stealth
<i>Equipment</i>		
Inventory:	Humanoid	Maybe: Basic Helmet
Certain:	Laser Rifle	Body Armour

Monops

The *monops* is a huge insect that can typically grow as large as a metre long. Its head is dominated by a single eye from which the animal

is named; distance perception is apparently provided with other senses as the monops is a good hunter. It attacks adjacent prey of any size with a large sting on the end of its flexible tail, and can spit the same stinging acid, to lesser effect, over a longer range. The monops is supple enough to turn its eye and its sting quickly in any direction.

	Class:	Monops	Species:	Animal
	<i>Stats</i>		<i>Skills</i>	
	Str:	2+	Points:	9
	Agi:	2+	Primary:	Sting
	End:	7+	Second:	Spit
	Total:	21	Exoskeleton	

Patrol Droid

The lowest tier of robotic security and defence, the Patrol Droid is common at Industrial Complexes and is occasionally encountered in other high tech environments. Programming and attachments may vary between one Patrol Droid and another, but all are fitted with a standard Laser Unit.

	Class:	Patrol Droid	Species:	Robot
	<i>Stats</i>		<i>Skills</i>	
	Str:	7	Points:	9
	Agi:	4	Primary:	Lt Firearms
	End:	7	Second:	Stealth
	Total:	18		Repair
				Medicine
	<i>Equipment</i>			
Inventory:	Attachment	by Skill:	Repair Unit	
Certain:	Laser Unit		Medical Unit	

Raider

Pirate *raiders* are the backbone of any pirate raid, as their name suggests. These criminals are well versed in combat, thievery, and often

wanton cruelty, and UniSec has had to clear many of them from lairs and from the targets of pirates' raids.

	Class:	Raider	Species:	Human
	<i>Stats</i>		<i>Skills</i>	
	Str:	3+	Points:	9
	Agi:	3+	Primary:	Lt Firearms
	End:	3+	Second:	Unarmed Cbt
	Total:	18		Stealth
<i>Equipment</i>				
	Inventory:	Humanoid	Unlikely:	Basic Helmet
	Certain:	Laser Pistol		Body Armour
	by Skill:	Shield		

Tetrapod

One of the more terrifying creatures of the forest, the *Tetrapod* is a large creature standing around 2 metres tall on four long legs. A large oval body contains the brain and eyes, and is covered in a dark membrane. The tetrapod jumps on its prey, using its body and legs to crush its prey in a slow, deadly embrace. It can also attack at range, with a sonic blast. Xenobiologists believe the Tetrapod has psionic abilities, as it often seems to track and home in on victims out of its sight. It has learned to stay away from human settlements, but sometimes approaches if lost or herded. It is exceedingly rare for anyone to transport these dangerous creatures outside their native forest planet.

	Class:	Tetrapod	Species:	Animal
	<i>Stats</i>		<i>Skills</i>	
	Str:	2+	Points:	12
	Agi:	2+	Primary:	Crush
	End:	7+	Second:	Sonic Blast
	Total:	24		Detection

Hostage Character Classes

Many missions have hostages, and not just the rescue missions. There are occasionally unexpected hostages who, if rescued, can be of service during the rest of the mission. Sometimes these hostages offer to join the team permanently.

Note that the term *hostages* refers to anyone in need of rescue: people kidnapped and held against their will, people who have fallen unconscious and need medical attention, and neutral robots in need of repair. Most hostages are particular to a mission and are in the *Spoilers!* chapter on page 107. But the one listed here is common to many missions.

Carrier Bot

The *carrier bot* is common across known space, its design making it useful in most environments. It has no skills, nor can it use robot equipment like laser and repair units, but it can carry the entire contents of a standard container without being encumbered. You will often find a handy carrier bot that can be brought back into action with a repair kit and the appropriate skill, which is very useful on gathering missions.

	Class:	Carrier Bot	Species:	Robot
	<i>Stats</i>		<i>Skills</i>	
	Str:	12	Points:	0
	Agi:	4		
	End:	4		
	Total:	20		
	<i>Equipment</i>			
	Inventory:	Container		

Chapter 8

Skills

Skills are used to determine a character's ability to perform a number of actions within the game. Some of the skills are effected through the use of items, while others are natural abilities that can be performed without the assistance of equipment. They are described in this chapter.

Skill Categories

The skills are divided into a number of different categories, which determine how the skills are used. Note that natural skills (including detection) cannot be added to the team skill list; they can only be improved in team members who already have them. The list of skill categories is as follows:

Item related:

Non-specific item skill. Some items without specific uses like combat or restoration may require a skill in order to access their side effects.



<i>Weapon combat:</i>	Expertise in combat with a particular type of weaponry. The weapons themselves define what skill they require.	
<i>Protective equipment:</i>	Expertise in the use of protective equipment, like shields and highly specialised armour. The equipment defines what skill it requires.	
<i>Restoration:</i>	Restoration of health for both living characters and mechanical beings, with the use of healing or repair equipment. The equipment defines what skill it requires.	
<i>Stealth:</i>	The ability to move unseen in sight of non-alert enemies. This can be provided or augmented by equipment.	
<i>Detection:</i>	A natural ability to detect unseen enemies. Includes psionics, animal senses, and direct connection to electronic surveillance. This can be provided or augmented by equipment.	
<i>Natural melee combat:</i>	A natural ability to attack adjacent enemies. As well as unarmed combat, this includes natural animal weaponry like teeth, claws, and stings.	
<i>Natural ranged combat:</i>	A natural ability to attack non-adjacent enemies. Among animals this would include spitting and projectile spines, but can include sonic or psionic attacks.	

*Natural
protection:*

A natural ability to block damage from attacks. Includes thick hides and shells, but can also include increased agility.



Skill Throws

The level of skill ranges from 1 to 6. When performing a skilled action, two dice are rolled, and one or other must be equal to or less than the relevant skill level. A double 1 is always a success, even if the character lacks the skill. A double 6 is usually failure, even for level 6 characters. This gives the following chances of success:

Level	Chance	Critical Success
-	1 in 36	-
1	11 in 36	-
2	5 in 9	-
3	3 in 4	-
4	8 in 9	-
5	35 in 36	-
6	35 in 36	11 in 36

Notice that levels 5 and 6 give the same chance of success; the only difference between them is the chance of a *Critical success*. The meaning of a critical success varies with the skill. With combat skills, a critical success means that an attack is fatal. With restoration skills, it means the target is restored to full health.

Among the skills, only *Stealth* has no particular bonus for a critical success. For this reason, a double 6 is *not* a failure for level 6 characters, and a level 6 character is therefore always guaranteed success when creeping.

Skill List

There follows a list of all the skills available in the game. The *Species* entry for each one defines the species that may learn this as a tertiary skill. An asterisk (*) by a species name indicates that this *isn't* one of their tertiary skills, but that the skill is often found among them as a primary or secondary skill.



Skill: **Alien Blades**

Species: **Alien**

Aliens find it difficult to use blades designed for humans, and vice versa. Aliens have developed their blades along entirely different lines, and it takes the *alien blade* skill to use one. If the team wants to use alien blades, they must study captured examples using the *xenotech* skill, or recruit an alien to the team who already has the skill.



Skill: **Alien Lasers**

Species: **Alien**

Because of differences in physiology between humans and aliens, their firearms require a different skill to use effectively. Aliens generally possess skill in *alien lasers* rather than the human-oriented light and heavy firearms. A human team member will somehow need to learn *alien lasers* to use things like the *stun phaser* or *atom blaster*. This can be acquired by recruiting someone with the skill, or someone with *Xenotech* who can study alien items brought back from missions.



Skill: **Bite**

Species: **Animal***

Some animals see off intruders by use of their teeth. An animal with *Bite* skill causes **2D** damage to an adjacent target in this way.



Skill: **Blade Combat**

Species: **Human**

The ability to use bladeweapons made for human beings, including energy blades. Alien blades are designed for different physiologies and require a different skill.



Skill: **Crush**

Species: **Animal***

The ability for a larger animal to *crush* or constrict its prey, causing **4D** damage. The *tetrapod* described on page 82 is larger than a human, and uses this skill to crush any team member who gets too close (including robots: the tetrapod will not know the robot is inedible till too late).



Skill: **Detection**

Species: **Animal*, Alien, Robot***

Detection skill stands in for a number of different abilities with the same effect: the ability to detect characters currently unseen. Animals may possess heightened senses, aliens may possess psionic abilities, and robots may be integrated into a surveillance system that alerts them to certain unseen movements within their base.



Skill: **Exoskeleton**

Species: **Animal***

This skill covers all kinds of external protective structures than an animal can have, including shells and carapaces. Possession of the *exoskeleton* skill allows a character to block **1D** damage from an attack.



Skill: **Heavy Firearms**

Species: **Human**

Abbreviated to *Hv Firearms* within the game, this allows the competent use of large, usually two-handed, personal firearms made for humans. Alien lasers are designed for different physiologies and require a different skill.



Skill: **Light Firearms**

Species: **Human, Robot***

Abbreviated to *Lt Firearms* within the game, this allows the competent use of small, usually single-handed, personal firearms made for humans. It is also the skill used by robots to use their special laser attachments. Alien lasers are designed for different physiologies and require a different skill.



Skill: **Medicine**

Species: **Human, Robot***

Knowledge of human anatomy and the ability to heal wounds and diseases in humans, with the assistance of medical equipment such as medikits. The anatomy of aliens and non-sentient alien creatures is different enough from humans that healing them requires a different skill.



Skill: **Repair**

Species: **Alien, Human, Robot***

The ability to use appropriate tools to repair mechanical and electronic devices, particularly robots. This can be useful to the player characters if they encounter neutral robots like *Carrier Bots* that can be repaired and used by the team.



Skill: **Scratch**

Species: **Animal***

Animals with sharp claws can use them against an enemy to cause **1D** damage. While not as devastating as being bitten or crushed, the damage from many scratches can build up and overwhelm weaker targets.



Skill: **Shield**

Species: **Alien, Human, Robot***

Skill is required to effectively use any kind of shield to parry damage from blows, or to protect effectively from damage caused by ranged attacks. Human and alien shields have enough in common that humans and aliens can use each others' shields effectively with the same Shield skill.



Skill: **Sonic Blast**

Species: **Alien*, Animal***

Sonic Blast is a natural ranged skill, allowing some species to attack over long distances using loud, shrill, or deep sounds to cause **2D** damage to an enemy.



Skill: **Spit**

Species: **Animal***

Some animals defend themselves by spitting. In the Forest Planet environment, the *monops* can spit the same compound as it injects with the sting. Even simply landing on a victim's skin can cause **1D** damage.



Skill: **Stealth**

Species: **Animal*, Alien, Human, Robot***

The ability to move unseen within view of non-alert enemies. This is instinctive to many animals, a built in capability of some robots, and can be learned by any human or alien character. Any loud noise in the area, like laser fire, will put all enemies on alert, at which point the advantage of stealth to surprise them becomes lost.



Skill: **Sting**

Species: **Animal***

Some animals are equipped with a *sting* on their tail or elsewhere on their body. A character getting too close to such an animal will receive **3D** damage. It's entirely possible for an animal with a sting to one-shot an undefended scout with 18 health points or fewer.



Skill: **Unarmed Combat**

Species: **Alien, Human**

Various arts of fighting without weaponry are known across all sentient cultures. These generally cause less damage to a target than armed combat, at **1D** per attack, but a critical hit from a level 6 character is still fatal. *Unarmed combat* is especially useful as a secondary skill for *soldiers*, whose primary weapon generally cannot fire at melee range.



Skill: **Whip Combat**

Species: **Alien**

Some cultures use the whip as a melee combat weapon. The Donos have brought this art to such a level of perfection, that their most senior operatives are trained and armed with whips that use electrical energy to cause a significant amount of damage to adjacent targets.



Skill: **Xenobiology**

Species: **Alien**

Knowledge of alien anatomy and the ability to heal wounds and diseases in humans, with the assistance of medical equipment. Because of the wide biological variety among alien races, it is possible to find equipment that requires *xenobiology* to operate, but which can heal humans and animals.



Skill: **Xenotech**

Species: -

Your team will come across many interesting alien items on their missions, especially those in the *Donos Base* environments. Many of those require specialist skills that the team won't have. But if someone has *Xenotech* skill, they can attempt to study the item and learn how to use it, making those skills available to UniSec instructors and the rest of the team. As a highly specialised skill, Xenotech isn't a tertiary skill available to any species, but some missions provide a character who can bring that skill to the team. See the *Spoilers* chapter on page 107, or just wait till you meet such a character in the game.

Chapter 9

Equipment

The items available in the supply catalogue should be all you need to complete any mission. But on some missions you will find more interesting items that will provide your team with extra capabilities. No one item is game-changing, but you will find things like silent firearms, shields and armour with special capabilities, and advanced medical equipment.

Items are of four broad types: *weaponry*, *armour* including shields, *restorative* which includes both healing and repair, and *general* which are mainly macguffins to be collected. The items that follow are those that you will find in the catalogue and commonly see on the missions you carry out. Special items linked to particular missions are included in the *Spoilers* chapter on page 107.

Some of the items in the list below deal, block, or fix damage to character's health points. The damage value usually expressed as a number followed by a D to indicate the number of six-sided dice thrown. For example, **2D** means the total of two dice. Some damage values are expressed in terms like **Lo 1D/2** or **Hi 3D/4**. The first one means the lowest of two dice thrown, and the latter means the total of the highest three of four dice thrown.

Items can also have *effects* when equipped. The list of effects is as

follows:

- *Detect*: adds 1 to the character's effective *Detection* skill.
- *Drain*: reduces the target's action points by **1D**. For armour, this applies to adjacent assailants only.
- *Free*: allows the character to free a tied hostage.
- *Noise*: using this item makes a noise that alerts enemies throughout the mission location.
- *Revive*: revives the target to consciousness.
- *Silent*: projectile weapons that fire silently.
- *Stealth*: adds 1 to the character's effective *Stealth* skill.
- *Stimulate*: boosts current action points by **1D**. For restorative items, this applies to the target.
- *Stun*: using the item successfully causes the target to fall unconscious.

Weaponry List

Atom Blaster

Donos leaders are armed with the *atom blaster*, a relatively heavy personal weapon but one that can be operated single handed. Standard *Donos* tactics are to have the lower ranking fighter stun an enemy with their *stun phasers*, and the higher ranking leaders can then decide whether to finish the enemy off with the atom blaster.

	Item:	Atom Blaster	Type:	Weapon
	<i>Basic Information</i>			
	Equip slot:	Hand	Species:	Alien
	Effect:	Noise		Human
				Robot
	Catalogue:	No	Value:	3600
	<i>Requirements</i>		<i>Capabilities</i>	
	Usage skill:	Alien Lasers	Range:	2+
	Study skill:	Xenotech	Damage:	Hi 2D/3

Blade

This is the basic blade weapon used by most human organisations for close and silent combat. A good weapon for assassination or for stealthy character to use in self defence in tightly closed in locations. It can also be used to cut the bonds of hostages.

	Item:	Blade	Type:	Weapon
	<i>Basic Information</i>			
	Equip slot:	Hand	Species:	Human
	Effect:	Free		Alien
	Catalogue:	Yes	Value:	600
	<i>Requirements</i>		<i>Capabilities</i>	
	Usage skill:	Blade Combat	Range:	1
			Damage:	Hi 2D/3

Energy Whip

The *energy whip* is the choice weapon for the highest classes of Donos society. Though it is a melee weapon and therefore lacks range, it can potentially deal a massive amount of damage to a defender, occasionally one-shotting weak and unarmoured targets.

	Item:	Energy Whip	Type:	Weapon
	<i>Basic Information</i>			
	Equip slot:	Hand	Species:	Alien
	Effect:	Free		Human
	Catalogue:	No	Value:	2000
	<i>Requirements</i>		<i>Capabilities</i>	
	Usage skill:	Whip Combat	Range:	1
	Study skill:	Xenotech	Damage:	Hi 3D/4

Laser Pistol

The basic handgun used by the Unity and most human societies is the *laser pistol*. This can fire at any range, making it ideal for defending tight spaces. The noise it makes on firing can alert enemies in adjacent rooms and corridors.

	Item:	Laser Pistol	Type:	Weapon
	<i>Basic Information</i>			
	Equip slot:	Hand	Species:	Human
	Effect:	Noise		
	Catalogue:	Yes	Value:	1800
	<i>Requirements</i>		<i>Capabilities</i>	
	Usage skill:	Lt Firearms	Range:	1+
			Damage:	2D

Laser Rifle

The heavy personal firearm used throughout the Unity is the *laser rifle*. It is a two-handed weapon, so it cannot be used in conjunction with a shield or other handheld equipment.

	Item:	Laser Rifle	Type:	Weapon
	<i>Basic Information</i>			
	Equip slot:	2 Hands	Species:	Human
	Effect:	Noise		
	Catalogue:	Yes	Value:	3000
	<i>Requirements</i>		<i>Capabilities</i>	
	Usage skill:	Hv Firearms	Range:	2+
			Damage:	3D

Laser Unit

Robots with *attachment* inventories can equip a special *laser unit*, which has offensive capability somewhere between a *laser pistol* and a *laser unit*.

	Item:	Laser Unit	Type:	Weapon
	<i>Basic Information</i>			
	Equip slot:	Attachment	Species:	Robot
	Effect:	Noise		
	Catalogue:	No	Value:	2400
	<i>Requirements</i>		<i>Capabilities</i>	
	Usage skill:	Lt Firearms	Range:	1+
			Damage:	Hi 2D/3

Plasma Sabre

The *plasma sabre* is an energy blade that is standard issue to Donos melee fighters. This is a two-handed weapon which causes more damage than the normal *blade* weapon given to human melee fighters.

	Item:	Plasma Sabre	Type:	Weapon
	<i>Basic Information</i>			
	Equip slot:	2 Hands	Species:	Alien
	Effect:	Free		Human
	Catalogue:	No	Value:	1200
	<i>Requirements</i>		<i>Capabilities</i>	
	Usage skill:	Alien Blades	Range:	1
	Study skill:	Xenotech	Damage:	Hi 2D/4

Stun Phaser

Low ranking Donos fighters are provided with the *stun phaser* as their standard weapon. This is a light firearm that inflicts a low amount of damage upon its target, but does automatically stun them if any damage gets through, rendering them unconscious. It is ranged, but its range is relatively short.

	Item:	Stun Phaser	Type:	Weapon
	<i>Basic Information</i>			
	Equip slot:	Hand	Species:	Alien
	Effect:	Stun		Human
		Silent		Robot
	Catalogue:	No	Value:	1800
	<i>Requirements</i>		<i>Capabilities</i>	
	Usage skill:	Alien Lasers	Range:	1-4
	Study skill:	Xenotech	Damage:	Lo 1D/2

Armour and Shield List

Alien Armour

Alien body physique is entirely different to that of humans, so they need their own types of armour. This does much the same job as the *body armour* used by humans, requiring no skill to be effective.

	Item:	Alien Armour	Type:	Armour
	<i>Basic Information</i>			
	Equip slot:	Body	Species:	Alien
	Catalogue:	No	Value:	2400
	<i>Requirements</i>		<i>Capabilities</i>	
			Damage:	Hi 1D/2

Alien Helmet

The human-manufactured *basic helmet* will not fit an alien head, so the aliens have their own helmet design that does much the same job.

	Item:	Alien Helmet	Type:	Armour
	<i>Basic Information</i>			
	Equip slot:	Head	Species:	Human
	Catalogue:	No	Value:	1200
	<i>Requirements</i>		<i>Capabilities</i>	
			Damage:	Lo 1D/2

Basic Helmet

This is the usual protective headgear given to UniSec characters who need it. The helmet requires no skill to use, so any character in the species list can equip a *basic helmet* as long as they have an inventory with a free head slot.

	Item:	Basic Helmet	Type:	Armour
	<i>Basic Information</i>			
	Equip slot:	Head	Species:	Human
	Catalogue:	Yes	Value:	1200
	<i>Requirements</i>		<i>Capabilities</i>	
			Damage:	Lo 1D/2

Body Armour

Characters like soldiers who are going to need protection against enemy attack are issued with *body armour*, a body covering that absorbs blows and laser fire. This provides more protection than a basic helmet, although having both is obviously advantageous.

	Item:	Body Armour	Type:	Armour
	<i>Basic Information</i>			
	Equip slot:	Body	Species:	Human
	Catalogue:	Yes	Value:	2400
	<i>Requirements</i>		<i>Capabilities</i>	
			Damage:	Hi 1D/2

Ion Shield

The *ion shield* is an invention of the Donos empire. Rather than solid matter, it uses energy to deflect blows, projectiles and laser beams. UniSec is yet to provide a similar shield, but they encourage the team to loot examples from any Donos base to which their mission takes them.

	Item:	Ion Shield	Type:	Armour
	<i>Basic Information</i>			
	Equip slot:	Hand	Species:	Alien Human
	Catalogue:	No	Value:	2400
	<i>Requirements</i>		<i>Capabilities</i>	
	Usage skill:	Shield	Damage:	Hi 1D/2

Shield

Human characters are sometimes equipped with the basic UniSec model shield. This can stop a moderate amount of damage, but requires the *Shield* skill to be used. A skill throw is made when the bearer is attacked, and upon failure the shield has no effect.

	Item:	Shield	Type:	Armour
	<i>Basic Information</i>			
	Equip slot:	Hand	Species:	Human
				Alien
	Catalogue:	Yes	Value:	1800
	<i>Requirements</i>		<i>Capabilities</i>	
	Usage skill:	Shield	Damage:	1D

Shield Unit

Robots can be fitted with an electronic *Shield Unit* that provides them with extra armoured protection. It functions much as a normal human shield does.

	Item:	Shield Unit	Type:	Armour
	<i>Basic Information</i>			
	Equip slot:	Hand	Species:	Robot
	Catalogue:	No	Value:	2400
	<i>Requirements</i>		<i>Capabilities</i>	
	Usage skill:	Shield	Damage:	1D

Healing and Repair List

Food Ration

Although not medicinal, consumption of a *food ration* by a character in less than perfect health can restore a few health points and allow a character to continue their mission until they can seek medical attention.

	Item:	Food Ration	Type:	Restore
	<i>Basic Information</i>			
	Equip slot:	Hand	Species:	Human
	Catalogue:	Yes		Robot
	Value:	200		Alien
	<i>Requirements</i>		<i>Capabilities</i>	
	Consumable:	No	Damage:	1D
	Conscious:	Yes	On species:	Human

Medical Unit

Robots that have a *medical unit* fitted are able, with the usual *medicine* skill, to heal human colleagues. These are often found in *industrial complex* environments, where security robots can double as medibots to heal workers and human security guards.

	Item:	Medical Unit	Type:	Restore
	<i>Basic Information</i>			
	Equip slot:	Attachment	Species:	Robot
	Catalogue:	No	Value:	1200
	<i>Requirements</i>		<i>Capabilities</i>	
	Usage skill:	Medicine	Damage:	2D
	Consumable:	No	On species:	Human

Medikit

The *Medikit* is the standard equipment for UniSec medics. With a medikit, the medic (or any character skilled in *Medicine*) can heal injuries on any human colleague on the team. The contents are designed to last a whole mission, and are freely replenished when the medic returns to base.

	Item:	Medikit	Type:	Restore
	<i>Basic Information</i>			
	Equip slot:	Hand	Species:	Human
	Catalogue:	Yes		Robot
	Value:	3000		Alien
<i>Requirements</i>		<i>Capabilities</i>		
	Usage skill:	Medicine	Damage:	1D
	Consumable:	No	On species:	Human

Repair Kit

The *repair kit* allows a character to repair damage to robots and restore them to operation. This is especially useful for making use of the *carrier bots* that are common in both human and Donos space.

	Item:	Repair Kit	Type:	Restore
	<i>Basic Information</i>			
	Equip slot:	Hand	Species:	Human
	Catalogue:	Yes		Robot
	Value:	1200		Alien
<i>Requirements</i>		<i>Capabilities</i>		
	Usage skill:	Repair	Damage:	3D
	Consumable:	No	On species:	Robot

Repair Unit

Some robots have a *repair unit* fitted, which allows them to fix other robots. This is most often encountered in *industrial complex* environments, where security robots are able to repair one another even during an infiltration by enemies.

	Item:	Repair Unit	Type:	Restore
	<i>Basic Information</i>			
	Equip slot:	Attachment	Species:	Robot
	Catalogue:	No		Human
	Value:	1200		Alien
	<i>Requirements</i>		<i>Capabilities</i>	
	Usage skill:	Repair	Damage:	3D
	Consumable:	No	On species:	Robot

Chapter 10

Spoilers!

This chapter contains the special characters and items that you'll come across in particular missions. It's up to you whether you browse through it now, or wait till you meet unfamiliar characters and items and look them up individually. A brief index follows, so you can turn straight to the character or item you want to look at.

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- Battle Bot p.109
- Camojak 1500 p.115
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- Healing Orb p.116
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Character Classes

Special Enemies

Mad Genius

The *Mad Genius* was an academic for the sector's university before their reason deserted them and they started pursuing irresponsibly dangerous avenues of research. Shunned by respectable organisations, the mad genius has been given an opportunity by a nefarious corporation, who has put at their disposal an industrial complex for the company's profit and the genius's personal fulfillment. The mad genius is proficient in heavy firearms, and carries a Hylam QF-333, a weapon of their own devising.

	Class:	Mad Genius	Species:	Human
	<i>Stats</i>		<i>Skills</i>	
	Str:	2+	Points:	12
	Agi:	2+	Primary:	Hv Firearms
	End:	2+	Second:	Xenotech
	Total:	18		Repair Detection
<i>Equipment</i>				
	Inventory:	Humanoid	Certain:	Hylam QF-333
	by Skill:	Repair Kit		

Traitor

The *Traitor* is an ex-UniSec agent who has defected to the Donos Empire. They have passed information to the Donos, and are helping them in a large number of anti-Unity activities. While they live, the Unity will be especially vulnerable.

	Class:	Traitor	Species:	Human
	<i>Stats</i>		<i>Skills</i>	
	Str:	5+	Points:	12
	Agi:	5+	Primary:	Lt Firearms
	End:	5+	Second:	Stealth
	Total:	21		Detection
				Unarmed Cbt
	<i>Equipment</i>			
	Inventory:	Humanoid	Possible:	Basic Helmet
	Certain:	Laser Pistol		Body Armour
	by Skill:	Ion Shield		

Special Hostages

Battle Bot

One of UniSec's suppliers is developing a *battle bot*, a very powerful robot for use in combat. The robot was ready for tests when a mishap befell the industrial complex that houses the project. If the team can reactivate the battle bot and bring order back to the complex, UniSec may allow you to enlist the battle bot's services and put it through its paces on your missions.

Bear in mind when taking the battle bot with you on a mission that it isn't invulnerable. You'll want another member of your away team to have a repair kit and good repair skills so that the battle bot can be restored if it takes damage.

	Class:	Battle Bot	Species:	Robot
	<i>Stats</i>		<i>Skills</i>	
	Str:	9	Points:	12
	Agi:	6	Primary:	Lt Firearms
	End:	9	Second:	Shield
	Total:	24		
	<i>Equipment</i>			
	Inventory:	Attachment	Certain:	Laser Unit
				Shield Unit

Donos Rebel

Not all is well in the Donos empire, and the authorities face frequent rebellion. If they catch a *Donos Rebel*, that rebel's fate is far from pleasant. If a rescued Donos Rebel offers to join the team, they will bring alien weapon skills that the rest of the team can learn. They may also bring the psionic detection skill not uncommon to their race.

	Class:	Donos Rebel	Species:	Alien
	<i>Stats</i>		<i>Skills</i>	
	Str:	5+	Points:	12
	Agi:	5+	Second:	Whip Combat
	End:	5+		Alien Blades
	Total:	21		Alien Lasers
	<i>Equipment</i>			
	Inventory:	Humanoid	by Skill:	Energy Whip
	Unlikely:	Alien Armour		Plasma Sabre
		Alien Helmet		Atom Blaster

Mercenary

UniSec often engages the services of *mercenaries*, especially for arms length missions, or missions that require some local knowledge that UniSec lacks. Sometimes these mercenaries can get themselves into trouble, though, and if they have sensitive information on them then UniSec will send Star Cadre to swoop in to their rescue. Mercenaries are good fighters, and sometimes a grateful mercenary will offer to join the team upon being rescued.

	Class:	Mercenary	Species:	Human
	<i>Stats</i>		<i>Skills</i>	
	Str:	4+	Points:	15
	Agi:	4+	Second:	Lt Firearms
	End:	4+		Shield
	Total:	21		Stealth
<i>Equipment</i>				
	Inventory:	Humanoid	by Skill:	Laser Pistol
	Unlikely:	Basic Helmet		Shield
		Body Armour		

Psi Agent

Some citizens in the Unity are born with latent psionic abilities. When identified by UniSec, they are offered a secure but dangerous career in covert operations, in return for helping the individual develop these useful abilities. These people usually accept the offer, and become *psi agents*.

Despite their ability to detect unseen enemies, psi agents aren't infallible, and can occasionally fall into traps and get captured. Your team might be called upon to rescue psi agents from such a situation. Sometimes, UniSec will allow a grateful psi agent to offer to join your team after rescue.

	Class:	Psi Agent	Species:	Human
	<i>Stats</i>		<i>Skills</i>	
	Str:	5+	Points:	12
	Agi:	5+	Second:	Detection
	End:	5+		Stealth
	Total:	21		Unarmed Cbt
<i>Equipment</i>				
	Inventory:	Humanoid	by Skill:	Laser Pistol
				Blade
				Laser Rifle

Senator

VIPs like Unity *senators* usually travel with a security contingent to keep them safe. But sometimes this measure is inexpedient or fails altogether, in which case the senator will become a hostage and need rescue. A senator travelling on a dangerous mission will generally have some self defence skill. But with such important work to do, you shouldn't expect such hostages to offer to join the team.

	Class:	Senator	Species:	Human
	<i>Stats</i>		<i>Skills</i>	
	Str:	2+	Points:	9
	Agi:	2+	Primary:	Unarmed Cbt
	End:	2+	Second:	Lt Firearms
	Total:	18		Blade Combat Stealth
<i>Equipment</i>				
	Inventory:	Humanoid	by Skill:	Laser Pistol Blade

Worker

Normally when you visit an industrial complex, you are going out of hours when the human *workers* have gone home, or you are taking care of chaos after the workers have fled. Sometimes, though, the workers are held hostage and your task is to free them. Occasionally one will offer to join your team.

Workers are strong and dextrous, but have little endurance in the face of combat. Their skills are minimal and varied, with no primary or secondary focus, as suits their often menial tasks. They make good carriers for gathering missions, and can learn as well as anyone else, so a worker recruited early can be trained up as a good support character.

	Class:	Worker	Species:	Human
	<i>Stats</i>		<i>Skills</i>	
	Str:	8+	Points:	3
	Agi:	8+		
	End:	2+		
	Total:	24		
<i>Equipment</i>				
	Inventory:	Humanoid		

Xenologist

Some missions feature a *Xenologist*, a scientist specialising in alien technology, biology and culture. With the *Xenotech* skill they can study alien items back at base, in order to learn the skill to use those items, and pass that skill onto the rest of the team. With *Xenobiology* and the right equipment, they can go on missions and act as a medic to both alien and human team members.

	Class:	Xenologist	Species:	Human
	<i>Stats</i>		<i>Skills</i>	
	Str:	2+	Points:	12
	Agi:	2+	Second:	Xenotech
	End:	2+		Xenobiology
	Total:	18		
<i>Equipment</i>				
	Inventory:	Humanoid		

Equipment and Other Items

Weaponry List

Hylam QF-333

One disadvantage of every firearm is the noise that it makes, which can alert all the occupants of a hostile environment that the team have

arrived. Pirates and other nefarious types have also recognised this issue, and produced a silent heavy firearm that allows them to quietly infiltrate Unity ships and bases, the *Hylam QF-333*. One mission allows the team to acquire one of these firearms, and if they perform well then UniSec can quickly bring the weapon into production and offer it for purchase from the supply catalogue.

	Item:	Hylam QF-333	Type:	Weapon
	<i>Basic Information</i>			
	Equip slot:	2 Hands	Species:	Human
	Effect:	Silent		Alien
	Catalogue:	On reward	Value:	3600
	<i>Requirements</i>		<i>Capabilities</i>	
	Usage skill:	Hv Firearms	Range:	2+
			Damage:	Lo 3D/4

Prax E-Blade

UniSec currently lacks an energy blade to rival the *plasma sabre* commonly used by the Donos Empire. But UniSec suppliers have developed the *Prax E-Blade*. More compact than the plasma sabre, the Prax E-Blade is a single-handed weapon, allowing it to be used together with shields or other equipment. It will also drain action points from the victim. One mission will have the team retrieve a prototype. If they do this well enough, the prototype will be quickly brought to production and made available through the supply catalogue.

	Item:	Prax E-Blade	Type:	Weapon
	<i>Basic Information</i>			
	Equip slot:	Hand	Species:	Human
	Effect:	Drain		Alien
		Free		Robot
	Catalogue:	On reward	Value:	600
	<i>Requirements</i>		<i>Capabilities</i>	
	Usage skill:	Blade Combat	Range:	1
			Damage:	Hi 2D/3

Armour and Shield List

Absorber M-1

The *Absorber M-1* is a shield being developed by UniSec suppliers. It has the ability to absorb energy from attacks, and use it to the benefit of the bearer. The bearer will gain action points whenever the shield absorbs energy.

	Item:	Absorber M-1	Type:	Armour
	<i>Basic Information</i>			
	Equip slot:	Hand	Species:	Human
	Effect:	Stimulate		Alien
	Catalogue:	On reward	Value:	2400
	<i>Requirements</i>		<i>Capabilities</i>	
	Usage skill:	Shield	Damage:	Lo 1D/2

Camojak 1500

UniSec suppliers are developing camouflage armour, the *Camojak 1500* that will provide a small amount of stealth capability to any character, and supplement a character's existing *stealth* skill if they have any. Its defensive capability is inferior to standard *body armour*, however. One mission has the team retrieve a stolen prototype from a hostile environment. If the team performs well, development of the Camojak 1500 will be rapidly completed and the armour will become available through the supply catalogue.

	Item:	Camojak 1500	Type:	Armour
	<i>Basic Information</i>			
	Equip slot:	Body	Species:	Human
	Effect:	Stealth		
	Catalogue:	On reward	Value:	3000
	<i>Requirements</i>		<i>Capabilities</i>	
			Damage:	Lo 1D/2

X-Helm mk II

UniSec suppliers are currently developing the *X-Helm mk II*, a helmet whose visor has a head-up display that can penetrate solid walls and show movement beyond. The exact technology behind this is still a secret. One of the missions has the team retrieve an X-Helm prototype, and if the team performs well, development will be completed and the X-Helm added to the supply catalogue. It blocks less damage than the basic helmet, but its additional capabilities may make up for that. The X-Helm requires no skill to use.

	Item:	X-Helm mk II	Type:	Armour
	<i>Basic Information</i>			
	Equip slot:	Head	Species:	Human
	Effect:	Detect		
	Catalogue:	On reward	Value:	1800
	<i>Requirements</i>		<i>Capabilities</i>	
			Damage:	Lo 1D/3

Healing and Repair List

Healing Orb

The *healing orb* is a truly powerful item. Designed by the Donos Empire, it can heal characters of any living species. In doing so, it immediately revives them from unconsciousness, and stimulates them, increasing their action points. This orb can be found in the same mission as the *Donos Rebel*, and if the team rescues and recruits the rebel then they will benefit from the healing orb too.

	Item:	Healing Orb	Type:	Restore
	<i>Basic Information</i>			
	Equip slot:	Hand	Species:	Alien
	Effect:	Stimulate		Human
		Revive		Robot
	Catalogue:	No	Value:	4800
	<i>Requirements</i>		<i>Capabilities</i>	
	Usage Skill:	Xenobiology	Damage:	Lo 1D/2
	Study Skill:	Xenotech	On species:	Alien
	Consumable:	No		Animal
				Human

Stimpack

The *stimpack* has been under development by UniSec suppliers for some time, and is almost ready for production. One mission has the team retrieve a prototype stimpack from a dangerous environment. If the team performs well, then product development can be swiftly finished and the stimpack can be added to the supply catalogue.

	Item:	Stimpack	Type:	Restore
	<i>Basic Information</i>			
	Equip slot:	Hand	Species:	Human
	Effect:	Stimulate		Robot
		Revive		Alien
	Catalogue:	On reward	Value:	400
	<i>Requirements</i>		<i>Capabilities</i>	
	Consumable:	Yes	Damage:	Lo 1D/2
			On species:	Human

Other Items List

Alien Egg

A specific type of *alien egg* contains biological material of great benefit to researchers in fields of xenobiology, medicine, and biological

warfare. One mission has the team entering a hostile environment to gather some of these eggs for Unity researchers.

	Item: Alien Egg	Type: Other
	<i>Basic Information</i>	
	Catalogue: No	Value: 3000

Stolen Cargo

Pirates plaguing Unity space trade lanes have specific locations where they stash their stolen goods until they can find a customer for them. One hazardous mission has the team gather some stolen cargo to be returned to its original owners.

	Item: Stolen Cargo	Type: Other
	<i>Basic Information</i>	
	Catalogue: No	Value: 3000

Weapon Parts

One mission has the team retrieve parts of a very dangerous enemy weapon from an environment where it will be well guarded. These parts have no use in the mission itself.

	Item: Weapon Parts	Type: Other
	<i>Basic Information</i>	
	Catalogue: No	Value: 3000



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