

# Time and Space Character Catalog

## APPENDIX A: WEAPONS/ARMOR

Weapons ratings are for damage/heft. Armor ratings are for protection/burden.

### MELEE WEAPONS

**Dagger d6** (d6+2 grappling)

**Club d6/8** (can be thrown)

**Hatchet d6+1/9**

**Sabre d6+2/10**

**Fire Ax 2d6/11** (2 hands)

### FIRE ARMS

**Hand Gun 2d6-1/8**

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

Hits 2 adjacent hexes, or 1 hex twice.

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

Hits 2 adjacent hexes, or 1 hex twice.

**Shotgun 3d6/10**

**Hand Phaser 3d6** (stun or kill; pistol skill)

**Blaster 3d6/9** (rifle skill)

### GRENADES

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

**Frag Grenade 3d6/6**

**Flash Bang**

You get surprise, followed by initiative.

### ARMOR & SHIELDS

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

**Flak Vest 3/1**

1/1 against bullets.

**Space Suit 1/1**

**Landing Suit 3/1**

1/1 against bullets.

**Powered Battle Armor 8/1**

## APPENDIX B: SKILLS

### Skills

Skills allow or assist an action. For example, Swimming allows you to swim. Charisma assists a character in manipulating an NPC.

### ATHLETIC

**Acrobat 3/DX**

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

**Riding 3/DX**

**Swimming 3/ST**

### COMBAT

Each level gives +1DX and +1 damage.

**HTH:** +1ST/DX Hand-to-Hand/Unarmed.

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

**Knife:** +1 with Dagger.

**Pistol:** +1 with pistol.

**Rifle:** +1 with rifle.

### MILITARY

**Engineer 3/IQ**

Repair damaged star craft sections on passing 3/IQ. Suffer one fatigue per section.

**Gunner 3/DX**

+1 to hit/damage with ship weapons.

**Pilot 3/DX**

+1 to maneuver.

### Weightlessness 3/DX

+1 to hit/damage in weightless environment.

### SOCIAL

**Charisma 3/IQ**

Control non-hostile NPC. No suicidal actions.

**Leadership 3/IQ**

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

**Language 3/IQ**

Terran, Alien, etc.

### SURVIVAL

**Naturalist 3/IQ**

Find one unit healing herbs per day.

**Navigation 3/IQ**

Move extra instruction per day.

**Stalker/Stealth 3/DX**

Character gets free unopposed turn.

**Survival 3/IQ**

Character requires no daily ration.

**Tracker 3/IQ**

Identify, follow, erase tracks.

### TRADES

**Alchemist 3/IQ**

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

**Animal Handler/Zoologist 3/IQ**

Prevent wild animal attack. Tame beast.

**Bard/Storyteller 3/IQ**

Gives 1 karma point (per bard level) to each character per day, to be used in this day.

**Craftsman 3/IQ**

Earn skilled labor rate per day working.

**Medic 3/IQ**

Heal 1 damage point per level for damage in current combat. Used after combat is over.

**Merchant 3/IQ**

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

**Sailor 3/DX**

Handle boats and ships.

**Scholar 3/IQ**

Read one instruction ahead. Once per day.

**Thief 3/DX**

One try at picking a lock or disarming a trap. Steal one item from store or NPC. If caught, 2x guards ST10 DX10 IQ10 attempt to capture thief for punishment.

## APPENDIX C: PSIONIC SPELLS

### Direct Spells

A psionic successfully throws a direct spell by winning IQ against the target.

### Dynamic and Static Spells

Dynamic spells are an action. Static spells remain for the duration of the battle. Static spells cannot be stacked.

### Multi-Space Spells (marked by an \*)

A psionic can throw a spell on contiguous spaces. Each additional space costs F.

### Psionic Crystals

A new psionic crystal has capacity=mage's IQ. Increase a crystal's capacity by using 1XP/fatigue point.

## TELEKINESIS

**Magic Fist IQ8-F2**

Does 2d6 damage.

**Drop Weapon IQ8-F1**

Target drops weapon.

**Shatter Weapon IQ12-F3**

Shatters non-magic weapon

**Fireball IQ12-F3**

3d6 damage. Turns target space into fire hex.

**Lightning IQ14-F4**

4d6 damage.

## TELEPATHY

**Fear IQ10-F3\* (Direct Spell)**

Target flees from the board.

**Sleep IQ11-F3\* (direct spell)**

Target falls asleep. Wakes if attacked/shaken.

**Mind Control IQ13-F5 (direct spell)**

Controls target. No suicidal actions. Each turn, target can recover by winning IQ vs psionic.

## APPENDIX D: STAR CRAFT

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

### Building Costs

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

### Example

This engineering section is a two-point section (E2). It takes one damage, but is functional. If it takes one more point of damage, it, and all aboard, is destroyed.

### Listing Sections

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

### Example

The *Kit-Kat*, a gunboat, is listed as: Cargo1, Engineering1, Operations1, Berthing1, d6/1. The first damage point eliminates the cargo section. The next damage point destroys the engineering section, then operations, and finally, berthing, in that order.

### Cargo Section (C)

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

### Engineering Section (E)

The engineering section provides propulsion. If destroyed, the craft loses propulsion and is DIW. Emergency power in other sections allow basic functionality and life support.

### Berthing Section (B)

Berthing enables a craft to make extended space runs. Berthing includes a galley, waste recycling, berthing, virtual reality capabilities, and in a pinch, suspended animation. Without berthing, after combat, the craft must return to a base or mother ship.

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### **Operations Section (O/ops)**

All craft require an ops section. The ops section is free. Additional points do cost, though. If ops is destroyed, the ship is DIW, and cannot communicate.

### **Other Sections**

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

### **Weapons**

Every six build points spent on weapons enable the craft to deal one die of damage. Abbreviate weapons as:  $Xd6$ , where X is the number of dice of damage the craft deals.

### **Example**

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

### **Shields**

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

### **Example 1**

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

### **Example 2**

The *Kit-Kat*, a gunboat, is C1E1O1B1,  $d6/1$ . The Kit-Kat does  $d6$  damage and shields stop one hit each time the vessel is hit.

Additional damage destroys the cargo section first, then engineering, operations, and berthing, in that order.

## **DOG FIGHTS**

The player moves first against the game. Players alternate turns until one side wins.

### **Player's Turn**

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

### **Craft's Turn**

A craft can maneuver against a foe, AND fire on it, if in the proper position. Craft begin disengaged.

### **Engagement**

Craft maneuvering against foes are "engaged" in combat, and can only maneuver against those foes. Engaged craft may hold different positions relative to different foes. For example, a craft might be pursuing one foe and fleeing another.

### **Relative Positions**

Positions are: pursuit, fleeing and turning.

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

## **MANEUVER**

### **Resolving Maneuver**

Regardless of whose turn it is, the winner of a pilot check has the following options:

- A "fleeing" craft can (1) disengage, (2) take the "turning" position against its pursuing foe.
- A "turning" craft can (1) disengage, or (2) take the "pursuit" position and fire on its foe.
- A "disengaged" craft pursuit a foe, or conduct a firing run.
- A "pursuing" craft remains in "pursuit".
- On a tie, positions remain unchanged. If disengaged foes tie, they are now turning.

### **Example 1**

Ajax (DX11, pilot+1 = 12) and his foe (DX10) each pilot star craft E1O1B1,  $d6/1$ . Both are disengaged. Ajax maneuvers on his foe. He rolls 12; his foe rolls 10. Ajax wins, and pursues his foe. Place Ajax's craft behind his foe. Ajax now fires on his foe.

### **Exiting**

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

### **Pursuit**

Only one craft can pursue a fleeing foe. A craft pursuing a target and fleeing a tailing foe can (1) fire on his target or (2) maneuver against his tail. If he maneuvers against his tail, his target automatically disengages.

### **Unopposed Maneuver**

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

## **FIRING**

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

### **Pursuit**

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

### **Example 1b**

Ajax's foe tries to disengage from Ajax, but fails. It is now Ajax's turn. Ajax rolls 9, and hits his foe.

### **Firing Run**

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

### **Facing Firing Run**

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

### **Damage**

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

### **Shields**

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

### **Effective Damage**

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

### **Dead In The Water (DIW)**

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

### **Example 1c**

Ajax hits his foe. Ajax rolls  $d6$ , for a 3. The foe's shields stop 1 damage, leaving 2 effective damage. The 2 damage destroys the engineering and ops sections. Berthing is still intact, but the ship is DIW.

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