THE 25TH CENTURY

# BUCK ROGERS™

## COUNTDOWN TO DOOMSDAY

### SCIENCE FICTION ROLE-PLAYING GAME

TSR, INC.®

SSI

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SEAL OF
QUALITY

STRATEGIC SIMULATIONS, INC.®
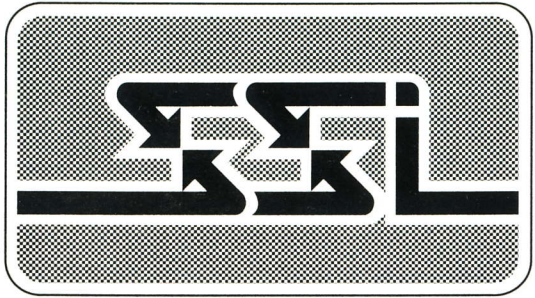
## STRATEGIC SIMULATIONS, INC.®

S.S.I was founded in 1979 by Joel Billings, an inveterate board wargamer who knew that personal computers would pave the way to the next generation of gaming. After rooting the company in detailed war simulations, S.S.I. branched out into sports simulations and role-playing games. Today, Strategic Simulations, Inc. is the premier computer wargame publisher and continues to excel in the role-playing and sports genres of computer gaming.

# Contents

## Part 1: Basic Gameplay

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**WARNING TO PROJECTION TELEVISION OWNERS**
STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

## Part 2: A Guide to Adventuring

### Cluebook

## Part 1: Basic Gameplay

### Starting the Game

1. Turn OFF the power switch on your Sega™ Genesis™.

   **Never insert or remove a game cartridge when the power is on.**

2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.

3. Insert the game cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.

4. Turn ON the power switch.

   The Electronic Arts® logo appears (if you don't see it, begin again at step 1), followed by the SSI logo, the title screen and a demo.

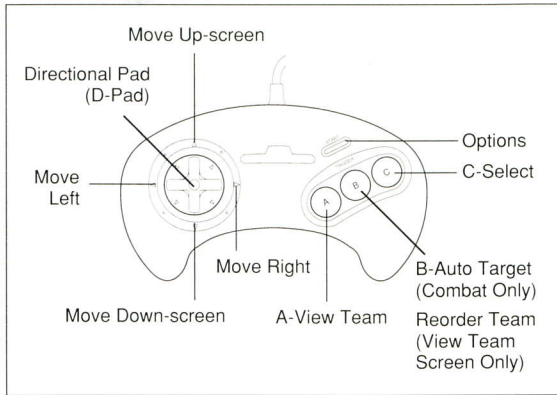5. Press START to play.

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## Controls



- Move Up-screen
- Directional Pad (D-Pad)
- Move Left
- Move Right
- Move Down-screen
- A-View Team
- Options
- C-Select
- B-Auto Target (Combat Only)
- Reorder Team (View Team Screen Only)

## Getting Started Quickly

Countdown to Doomsday comes with a ready-made team that allows you to begin adventuring immediately. From the Starting Screen:

1. D-Pad RIGHT to highlight RESTORE GAME, then press **C** to select it.
2. PREGENERATED TEAM is highlighted; press **C** to select it. The View Team screen appears and you can see each of your six team members.
3. D-Pad RIGHT to highlight BEGIN ADVENTURE, and press **C** to select it.
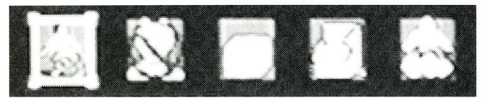
## Using Menus

1. D-Pad UP, DOWN, LEFT or RIGHT to move the highlighted box from one menu option to another.
2. When the desired option is highlighted, press **C** to select it.

In this manual, menus are shown with all possible options. Some options may not be available every time a menu appears.

## Starting Screen

To select options from this screen, D-Pad LEFT or RIGHT to move the highlighted box to one of these options and press **C** to select it:



(From left to right)

**Create Character** - Create up to six characters for your team.

**Drop Character** - Eliminate a character from the team (a dropped character may not be recovered except by restoring a game).

**Save Game** - Save your game in progress (up to three games).

**Restore Game** - Restore a previously saved game.

**Begin Adventure** - Start the game.

## Options: Saving and Restoring

To see the Options screen, press START at any time during the game (except during combat). This also pauses the game.

D-Pad RIGHT or LEFT to highlight one of the options, and press **C** to select it.



(From left to right)

**Exit** - Return to the game.

**Save** - Save your game (up to three games).

**Restore** - Restore a saved game.

**Change Game Speed** - D-Pad RIGHT or LEFT to adjust the game speed (how fast your character moves).

**Toggle Music** - Turns the music on or off.

## Creating Your Team

To begin playing the game you must either restore a saved game or create a team (a group of up to six characters). Your team should be a balanced mix of characters with different careers and skills.

## Step 1: Create a Character

To begin building your team:

1. Select CREATE CHARACTER from the Starting Screen. The Create Character screen appears.
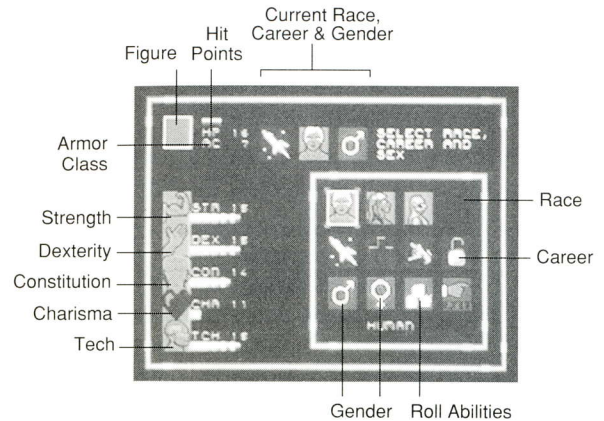


2. D-Pad UP, DOWN, LEFT or RIGHT to move the highlighted box to one of these options:

   **Race** - Each race has distinct strengths and weaknesses, and therefore, is qualified for different careers. Listed below are the three races a player-character can be:

**Human**

**Desert Runner**

**Tinker**

For more information, see *Races*, page 38.

**Career** - Choose your character's career (shadowed boxes are unavailable to your character's race). Available careers for each race are:

**Rocket Jock** - Humans, Desert Runners

**Medic** - Humans, Tinkers

**Warrior** - Humans, Desert Runners

**Rogue** - Humans

For more information, see *Careers*, page 40.

**Gender** - Choose male ♂ or female ♀.

**Roll Abilities** - The game randomly generates the character's ability scores (Str., Dex., Con., Char., Tech.). If you are not happy with the scores, you may roll them again.

**Exit** - Takes you to the next step in creating your character (choose EXIT *only* if you are finished with the Create Character menu).

3. Press **C** to select.

## Step 2: Name Your Character

The name you choose for your character can be up to 10 letters long. To name your character:

1. D-Pad UP, DOWN, LEFT or RIGHT to highlight a letter, and press **C** to select it.

2. To add a space, choose SPC. To delete the last letter you selected, choose DEL.

3. To enter the name into your character's file, choose DONE. To erase the name and start again, choose ABORT.

## Step 3: Select a Figure

Now you can choose one of 12 different figures to represent your character in combat. Try to choose a different figure for each team member; this makes it easy to tell them apart during a battle.

## Step 4: Train Your Character

Each character can be trained in any of the 10 General Skills, as well as their Career Skill. Characters begin with 8 Training Units, and earn more as they advance in level (Warriors gain weapon skills as well); train at Salvation or any GYM (located at some starports) at no charge.
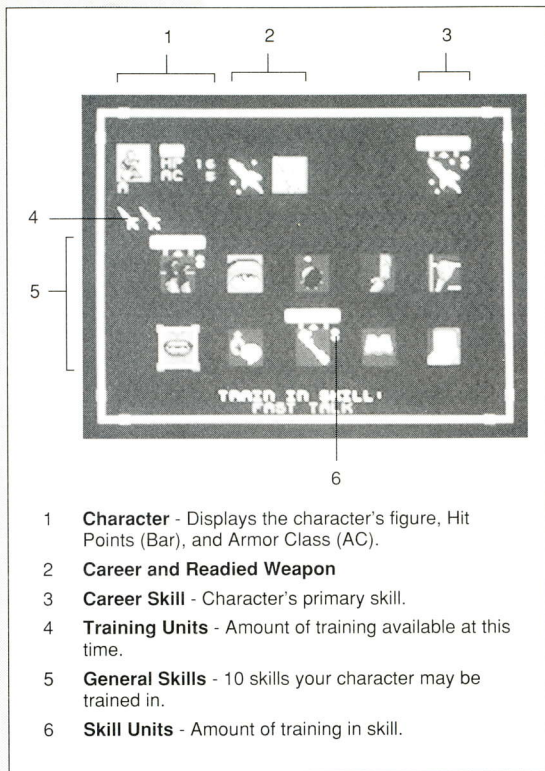
1. **Character** - Displays the character's figure, Hit Points (Bar), and Armor Class (AC).
2. **Career and Readied Weapon**
3. **Career Skill** - Character's primary skill.
4. **Training Units** - Amount of training available at this time.
5. **General Skills** - 10 skills your character may be trained in.
6. **Skill Units** - Amount of training in skill.

For more information, see *Careers*, page 40, and *Skills*, page 44.

To train your character in various skills:

1. D-Pad UP, DOWN, LEFT or RIGHT to move the highlighted box to a skill.
2. Press **C** once to train your character in the desired skill.
3. Press **C** again for more training, or press START to "undo" Training Units. To train the character in another skill, repeat step 1.

---

**NOTE:** Characters can advance only one level at a time. For example, if a character has gained enough experience to advance two levels, he advances one level and then loses all experience in excess of one point below that required for advancement to the next level.

---

## Viewing Your Team

To view your team at any time during play (except during combat), press **A**. When the View Team screen appears, you have these options:

**View a character:** This option lets you select a character from your team and view his statistics, skills and items.

Use the D-Pad to highlight a character, and press **C** to view that character's Summary screen. For more information, see *Viewing Characters*, page 10.
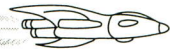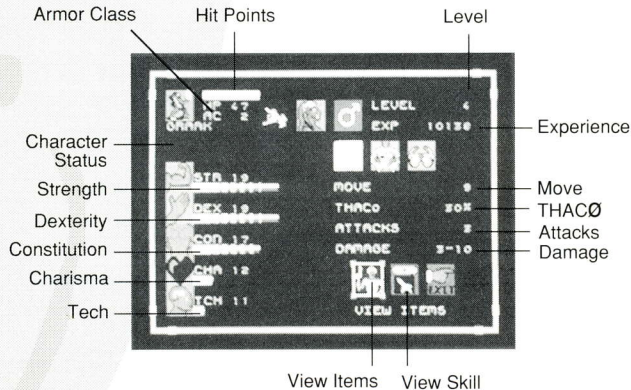
**Reorder the team:** This option lets you change the team's "Marching Order," which determines who walks ahead of whom in tight situations (such as tunnels or air ducts), as well as the firing order in Space Combat. The Marching Order is numbered like this:

  &#x16B9; **Character #1**  &#x16B9; **Character #2**

  &#x16B9; **Character #3**  &#x16B9; **Character #4**

  &#x16B9; **Character #5**  &#x16B9; **Character #6**

Use the D-Pad to highlight a character, and press **B**. Now use the D-Pad to reposition the character on the screen and press **B** to place the character in the new position.

## Viewing Characters



Armor Class   Hit Points       Level

Character Status — 
Strength — 
Dexterity — 
Constitution — 
Charisma — 
Tech — 

Experience
Move
THAC∅
Attacks
Damage

View Items   View Skill

The Character Summary screen informs you of your character's status, including vital statistics, skills and inventory. You may view the Character Summary screen at any time during gameplay, except during space combat. To find out about a character:

1. Press **A** to see the View Team screen.

2. Use the D-Pad to highlight the character you want to view.

3. Press **C** to select the character.

> **NOTE**: During ground combat, the active character's Summary Screen may be viewed by pressing **A**.

**Character Status** - The current status of your character (if no message appears, the character has positive HP and can move and fight normally):

    **POISONED** - Character is suffering from the effects of some poison. If a poison antidote is not used immediately after combat the character becomes Comatose.

    **UNCONSCIOUS** - Character has zero or fewer HP. He cannot move or fight, but is in no danger of dying.

    **COMATOSE** - Character is severely injured and has lapsed into a coma. Comatose characters require hospitalization or shipboard Medical Center care to recover.

**DEAD** - Character has died.

**Move** - How many moves a character can make during a combat round. This is based on his race, Zero Gravity Maneuvering skill (in Zero-G conditions), and the number of items he is carrying.

**THAC∅** - To Hit Armor Class ∅ (see *A Guide to Ground Combat*, page 48).

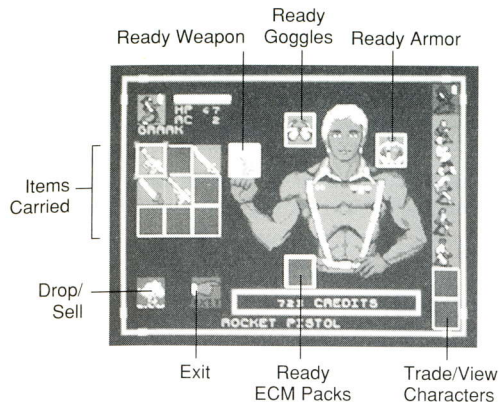**Attacks** - Number of attacks per combat round.

**Damage** - Amount of damage (Hit Points) character can inflict per attack.

### View Items

Select VIEW ITEMS to see the items your character is carrying, to change weapons or armor, to sell and to drop items.

**Items Carried** - Each item appears in one of these windows; up to nine items can be carried (one square can hold multiple grenades and poison antidotes). Remember, the more items you carry, the more your movement during combat is limited. To drop, sell (in Supply Depot only) or give an item to another team member:

1. D-Pad UP, DOWN, LEFT or RIGHT to highlight the desired item.
2. Press **C** to select the item.



Ready Weapon — Ready Goggles — Ready Armor

Items Carried

Drop/Sell

Exit — Ready ECM Packs — Trade/View Characters

3. D-Pad DOWN to move the item to the DROP or SELL box, or RIGHT to move the item to another team member's box.
4. Press **C** to place the item in the desired box.
5. In the case of grenades or poison antidotes, D-Pad UP or DOWN to determine how many items to drop, sell or give to another team member.

> **NOTE:** Dropped items can not be recovered except by restoring a game saved *before* you dropped the item.

**Ready Items** - These are the items (weapon, armor, etc.) your character is currently using. To change these items:

1. D-Pad UP, DOWN, LEFT or RIGHT to highlight the desired item in the Items Carried box.
2. Press **C** to select the item.
3. D-Pad RIGHT to move the item to the appropriate READY box.
4. Press **C** to place the item in the box.

## Adventuring

After setting up your team and reading the background information, you're ready for adventure, fame, and glory. Your team will travel the solar system, explore hostile environments, and engage in fierce battles, all the while gaining valuable experience — not to mention winning plenty of booty!

### Non-Player Characters (NPCs)

During the game the team encounters many Non-player Characters (NPCs). They may talk to the team, attack, or even offer to join the team. NPCs who join the team are treated like player characters with a few differences.

The game generally commands friendly NPCs in battle. Characters with Leadership skill may be able to put friendly NPCs under direct control. NPCs have morale; if things are going badly for the team, they may flee the battle.

### Digital Personalities (DPs)

In the twenty-fifth century, computer technology has advanced to the point that fully aware, computer-based intelligences have evolved. These Digital Personalities can be either purely computer-generated or based on a living, or once living, mind. The latter are created by "mapping" the brainwave patterns and memories of a living person to create a software "clone" of the mind. A suffix of .DOS is added to the names of computer personalities for ease of identification.

## Overland and Solar Views

### Overland Map

The Overland Map is displayed when the team is travelling across planetary surfaces. Move the team with normal direction controls.

### Solar Map

The Solar Map is displayed when the team is travelling through space to another planet or outpost. Simply move the ship toward a destination as you would move in any other view. The difference between this view and others is that destinations are orbiting the sun, and they move as the ship does. The relative speed of the ship is very fast, so reaching destinations is not difficult — that is if there are no encounters with enemy ships.

## Adventuring Options
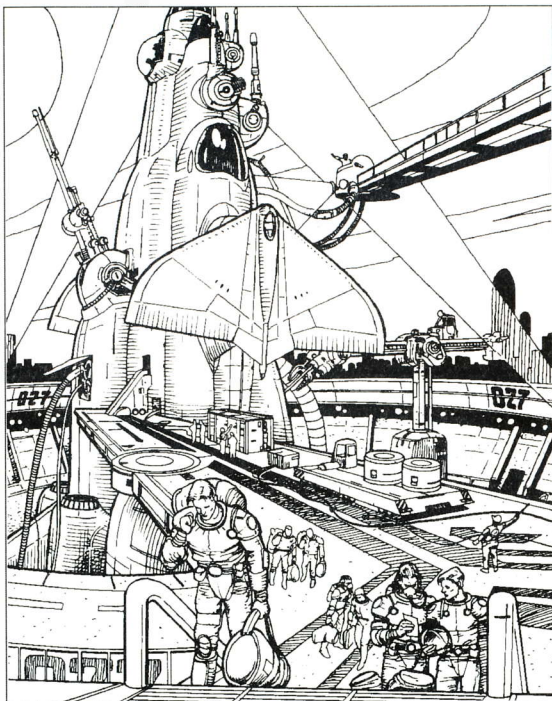


### Outposts

Outposts are pockets of humanity sprinkled around the solar system. They range from city-sized installations orbiting planets to glorified rocketship service stations among the furthest asteroids. Outposts are places where teams can buy new gear and ammunition, repair and resupply their ships, and get training.

### Supplies

Visit the Supply Depot to purchase weapons and other supplies:

1. Use the D-Pad to move the highlighted box to an item and press **C** to select it.

2. D-Pad UP to place the item over a team member, and press **C** to give the item to that character. The cost of the item is deducted from the team's credits.

3. In the case of grenades or poison antidotes, D-Pad UP or DOWN to determine the number of items to give the character.

4. To stop giving the item to team members, press START, or D-Pad DOWN to EXIT and press **C**. To pick up a new item, repeat step 1.

5. To exit the Supply Depot, D-Pad DOWN to EXIT, and press **C**, or press START while no items are selected.

### Library

Visit the Library to get information. To effectively use a library, at least one character must be trained in the Library Search skill.

## Lounge

Visit the local lounge to hear the latest gossip and news. The quality and class of clientele in these establishments vary a great deal.

## GYM Training

Visit GYMs in many starports to train any characters who have advanced in level since their last training session.

## Port

Everything in Port is paid for by the NEO salvage account. This is the account that is credited with the salvage value for enemy ships the team has captured. At Salvation Station port facilities and materials are free. All other stations charge the going rates.

In each Port, D-Pad LEFT or RIGHT :

**LAUNCH** - Leave the port and explore space.

**REPAIR** - Repair any damage to your ship. The cost of repairs vary with the amount of work required.

**AMMO** - Resupply your ship's ammunition.

**EXIT** - Leave the Port and explore the base.

## Encounters

When a team comes across opponents or NPCs, an encounter occurs. If the team attacks immediately it may receive a bonus to its initiative in combat. If the opponents surprise the team, the opponents get a bonus to *their* initiative in combat. If the opponents do not attack immediately, the team can react by choosing from an Encounter Menu.

Sample Encounter Menu:

```
RAM Warriors approach. What
do you do?
ATTACK WAIT FLEE TALK
```
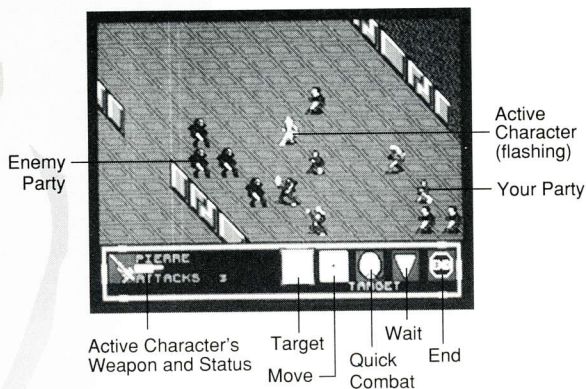
In this menu you have opportunities to attack immediately, wait and see, run away, or try to talk your way out of the situation. Encounter menus vary depending on the circumstances.

## Ground Combat



When combat begins, the screen changes to an enlarged view of your location, and your entire team is present on the screen.



Enemy Party

Active Character (flashing)

Your Party

Active Character's Weapon and Status — Target — Move — Quick Combat — Wait — End

**ACTIVE CHARACTER** - The active character begins flashing at the start of his turn. His name, HP, and current weapon are displayed. The game chooses which character becomes active; characters with higher dexterity tend to go before characters with lower dexterity.

When a character is active, you may choose from the following options:

**TARGET** - Crosshairs appear; use the D-Pad to train them on an enemy to see the enemy's status, and your percentage chance of hitting him. Press **C** to fire.

    **Auto-Target**: Press **B** to automatically target an enemy. Continue pressing **B** to look at each possible target. Press **C** to fire.

The TARGET command can also be used to survey the condition of your team and enemies. As you move the target cursor over a character or opponent, HP and weapon information is displayed on the right of your screen.

**MOVE** - Move around and target often to find a good position. Each character's moves are limited dependent on his race, Zero Gravity Maneuvering skill (in Zero-G conditions) and the number of items he is carrying.

**QUICK** - Choose Quick Combat to let the game take control of the character, automatically choosing the character's tactics and weapons.

Characters remain under game control for all subsequent rounds of combat until you press START to regain manual control, or until the battle is over.

**WAIT** - This option causes the character to hold his turn until after the other characters and opponents have acted.

**AID** - This option replaces the WAIT icon if a team member is unconscious, and if the active character is a Medic or has First Aid skill. When AID is selected, the target becomes a medical cross; place the cross on an injured character and press **C** to heal (Medics can sometimes revive unconscious characters).

**END** - This option ends the character's turn.

## Other Options

**Using Close-Combat Weapons:** If you wish to attack with a close-combat weapon (mono sword or cutlass) you must stand adjacent to an enemy when targeting.

**Restarting Active Character's turn:** If you have chosen an option and wish to choose another instead, press START (*before* you press **C** to select the option) to return to the Combat Menu.

**Viewing Active Character's Summary Screen:** Press **A** during your team's turn in battle to see the Character Summary screen for the active character. This allows you to change the character's Ready Weapon, armor, etc.

### After the Battle — Healing and Looting:
When combat is over team Medics treat wounded characters and a message tells you how much experience each character has earned. After this the team collects any weapons or armor the enemy was carrying. When the Booty Menu appears:

1. Use the D-Pad to move the highlighted box to a Booty item and press **C** to select it.

2. D-Pad UP to place the item over a team member, and press **C** to give the item to that character.

3. In the case of grenades or poison antidotes, D-Pad UP or DOWN to determine the number of items to give the character.

4. To stop giving the item to team members, D-Pad DOWN to EXIT, and press **C**. To pick up a new item, see step 1.

5. Continue giving items to characters until there is no more Booty, or until the team can carry no more items. D-Pad DOWN to EXIT, and press **C** to exit the Booty Menu.
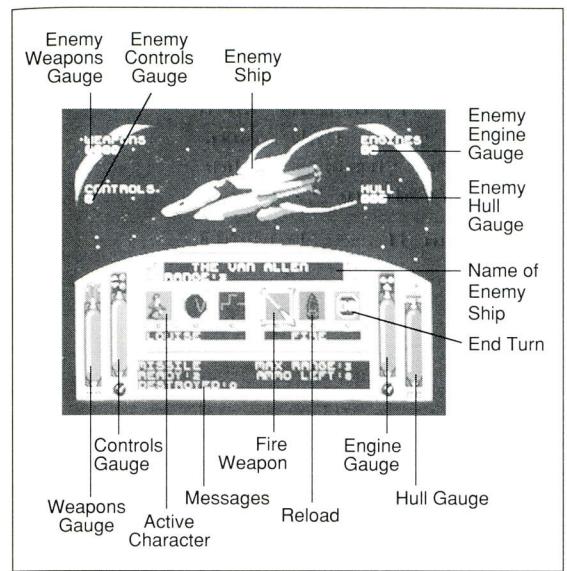
## Space Combat

The solar system is a dangerous place in the twenty-fifth century. Space travel is filled with the constant threat of enemy ships. If you run into an enemy ship during space travel, you have several options:

**Hail** - Communicate with enemy ship

**Attack** - Take the initiative and attack

**Flee** - Attempt to evade the ship



As with Ground Combat, each of your team members takes a turn blasting your enemy. Your Active Character has several options during his turn, based on his career and skills. D-Pad RIGHT or LEFT to highlight an option, and press **C** to select it.

**FIRE** - Lets you choose from your available weapons and fire at the enemy. When you select FIRE, several weapons are displayed:

1. D-Pad RIGHT or LEFT to highlight K-Cannon, Missiles, or Beam Laser. Press **C** to select.

2. D-Pad RIGHT to highlight the TARGET symbol, and use the D-Pad to place the target on a specific area of the enemy ship.

3. Press **C** to fire.

**RELOAD** - Reloads ship's weapons. This option only appears when a weapon is empty. The weapons that are ready to be loaded are displayed when LOAD is selected.

**END -** Ends the character's turn.

⊕ **TARGET** - Allows the character to target a specific area on the enemy ship: use the D-Pad to place the crosshairs on the desired area of the ship, then press **C** to fire. Accuracy is dependent on the area chosen.

✚ **TREAT WOUNDS** - This replaces RELOAD when the active character is a medic, and if a team member has been injured.

### Your Rocket Jock

Your Rocket Jock is your pilot (if your team has more than one Rocket Jock, the one with the highest Pilot Rocket/Jury Rig skill is the pilot). During his turn he may have several options:

**JURY RIG** - When the ship has been damaged, a Rocket Jock can attempt to jury rig the damaged parts. The chance for success and degree of accomplishment is based on the character's skill level. When the wrench symbol appears, the display changes to a diagram of the team's ship, with damaged areas flashing red (severe damage), yellow (moderate damage), or gray (minor damage — repair after battle). To repair damaged systems:

1. Use the D-Pad to place the wrench on a damaged area of the ship.

2. Press **C** to attempt repairs. **Note:** You must repair red areas before attempting to repair yellow areas.

**PILOT** - This replaces RELOAD. Select it to use the following options:

**CLOSE** - Lets you move in closer to the enemy ship.

**WITHDRAW** - Lets you attempt to escape the enemy ship.

**RAM** is an attempt to crash your ship into the enemy ship. RAM uses the pilot's Pilot Rocket skill to determine success.

**BOARD** is only available at zero range if the enemy ship can no longer maneuver. When you board, your team docks with

the enemy ship's airlock and they must fight their way in. In order to salvage a ship (and receive salvage credits from NEO) you must board it and attempt to capture both the control bridge and engineering sections. If you destroy the ship and are unable to board, you forfeit the NEO salvage bonus.

After your team has captured the enemy ship, a salvage beacon is attached to the hulk and a NEO tug will pick it up later. The team is automatically credited the salvage value of the ship in their NEO salvage account. This account can be used to pay for ship repairs, fuel, ammo, and medical supplies at any space port.

### After Space Combat

Medics on the team perform whatever services they can for the wounded, and all possible field repairs are made on the ship using the team's Repair Rocket skills.

For more information, see *A Guide to Space Combat,* page 63.

## Part 2: A Guide to Adventuring

### A History of the
### BUCK ROGERS™ Universe
### *1995-2050*

Remnants of the old-time Soviet hardliners launch the space weapons platform: Masterlink. U.S. strategists send American ace Anthony "Buck" Rogers to destroy Masterlink. Buck is sent up in an experimental spaceplane outfitted with a new cryogenic system for high altitude ejection. Masterlink is destroyed, but Buck Rogers' plane is heavily damaged and his frozen body floats in space.

When Masterlink is destroyed, the Soviet extremists fire a salvo of ballistic missiles at the U.S. The resulting conflict enters history books as the "Last Gasp War."

The cities of Earth lie in ruin. Horrified by the result of the long-awaited nuclear showdown, governments around the globe disassemble their war machines. Power shifts from the national governments to large international alliances, such as the Russo-American Mercantile (RAM), the Euro-Bloc faction, and the Indo-Asian Consortium.

*Mankind moves out into the solar system.*

## 2051-2100

The System States Alliance forms to represent the three power bases and fringe Earth nations to help ensure the survival of a depleted and polluted Earth.

Nuclear fusion propulsion technology allows mankind to move out into the solar system, and The System States Alliance launches an organized effort to exploit nearby planets. RAM, having the most clout, grabs rights to Mars, while Luna goes to the Euro-Bloc, and the Indo-Asians take Venus. Colonization is slow, as mankind adapts to alien environments and adapts these environments to himself.
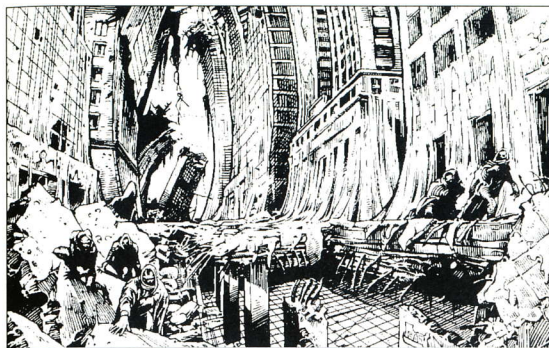


*A devastated Earth City*

## 2101-2400

Travel between the planets becomes commonplace, and terraforming technology transforms Mars and Venus into habitable environments for its new humans. Genetic engineering skills develop new life forms, called Gennies, which can be tailored for nearly any environment or function.

In 2275 RAM, groaning under an increasingly repressive Earth government, rebels. Venus signs a nonaggression pact with Mars, and ten years of war follow. Cut off from much needed extraterrestrial resources, her major population centers in ruins, Earth falls into barbarism. At the end of the war, RAM dominates what remains of Old Earth.

In 2310 refugees from Earth, and others who are discontent under RAM domination, begin a crash program to colonize Mercury. Asteroids are moved into orbit around the planet, and moveable cities are built on their surfaces. Mercury develops an economy based on mining and solar power.

## 2401-2455

Mars and Venus, once forbidding alien wastelands, now support populations in the millions. Bases have been established on Mercury and Luna, colonies float on the edges of the Jupiter gas clouds and cities have been carved out of asteroids.

RAM rules Old Earth with cruel efficiency and an iron hand; its brutal Terrine combat gennies enforce the planet's exploitation.

A daring band of Rebels called the New Earth Organization (NEO) is formed to combat RAM domination.

## 2456

The figure of Buck Rogers has been elevated to nearly mythical status by media hype — he has become a symbol as the last martyr of Old Earth's foolish political struggle. In a strange twist of fate Buck Rogers — the myth — is recovered alive from his frozen sleep!

With his tactical genius and fearless daring, Buck Rogers joins NEO in its battle against RAM.

NEO and Buck Rogers form a dangerous plan to subvert RAM control of the Earth. The cornerstone of RAM's dominance of the planet is "Gauntlet", an orbital weapons platform originally constructed by the old Systems States Alliance. Gauntlet was originally designed to act as a watchdog against nuclear weapons. Under RAM administration, the station has been upgraded not only to watch subservient Earth but to completely control all traffic to and from the planet.

Buck steals a squadron of RAM's latest spacefighters – a squadron slated for Gauntlet's defensive force – and attacks the station. The surprise attack is a success. Without Gauntlet, Simund Holzerhein, the head of RAM, decides that overt control of Earth is too expensive and orders RAM troops off the planet.

The mood on Earth is a combination of excitement and apprehension; the victory seems easy . . . too easy.

## 2456 (Now)

Earth is under the control of NEO now, but the shadow of RAM is still present. Occasional attacks by RAM military are explained away as

"acts of over-anxious officers" and "unfortunate lapses of judgment." NEO scrambles to rebuild a shattered planet and to amass the forces required to fend off the inevitable RAM attack.

*"Buck Rogers and NEO victory at Gauntlet — Vid at eleven."* On the Video Network News, on the streets of Old Earth, even in the furthest asteroid outposts — the name Buck Rogers is everywhere.

There is a feeling of hope now. After years of domination, RAM no longer holds Old Earth, and NEO is finally able to make a real stand against the corporate behemoth. Victories, real and exaggerated, boost NEO confidence daily.

NEO ranks are swelling with new recruits — young people who never before felt they could make a difference. Your team is assembled from those ranks. Each member has made his or her way to Chicagorg with plans to join the war against RAM supremacy. Each has visions of victories, glory, and lasting fame — like Buck Rogers. . . .

## Team Building

To play *Countdown to Doomsday*, you must create a team of characters with a variety of talents. The following sections describe everything that goes into creating a character and assembling your team. For specific instructions, see *Creating Your Team*, page 4.

## Ability Scores

Every character has five randomly generated ability scores. These scores describe the character's strength, intelligence, and so on.

Each race has ability modifiers that are automatically factored in when the character is generated. The following describes each ability:

**Strength (STR)** measures physical power and indicates a character's endurance, stamina, and muscle bulk. Strong characters may have combat bonuses when fighting with close-combat weapons (mono swords and cutlasses).

**Dexterity (DEX)** measures hand-eye coordination and agility, as well as reaction speed and other reflexes. High dexterity gives characters bonuses to avoid being hit during combat, determines how fast they react, and how well they can fire ranged weapons (laser pistols, rocket pistols, etc.) or fly a rocketship.

**Constitution (CON)** measures physical stamina. High constitution increases the amount of damage a character can withstand before dying.

**Charisma (CHA)** measures persuasiveness and the ability to arouse loyalty. Leaders are marked by high charisma, and this ability is valuable when dealing with strangers.

**Tech (TCH)** is short for Technical Know-how, and is a special mix of intelligence and wisdom that measures affinity for machinery and equipment. High Tech scores improve such valuable skills as Jury Rigging and First Aid.

> **NOTE:** Tables outlining STR, CON, and DEX bonuses can be found in the Appendix on page 80. Also, Ability scores can affect skills; this is described under *Ability Scores,* on page 35, and *Skills,* on page 44.

### Additional Character Attributes

Characters have three attributes that change during the game: Experience Points, Level, and Hit Points.

**Experience Points (EXP)** measure what a character has learned. EXP are earned by winning battles and completing parts of the adventure. Characters with enough EXP may advance in levels. See Level Advancement tables in the Appendix on page 78.

**Level** measures career advancement. Characters start the adventure at second level and can advance to eighth level. As they advance in level, characters gain valuable skill points and combat proficiency. When a character has sufficient EXP to graduate to a new level, he or she must undergo training at a Training Center in order to advance.

> **Example:** A second level Warrior with 4,000 EXP can train and become third level.

Only one level can be gained per training session. A character with sufficient EXP to gain two or more levels can train and advance one level, but loses all additional EXP in excess of one point less than is required to advance another level.

> **Example:** A second level Warrior with 16,500 EXP (enough to advance to fourth level) trains, advances to third level, and is left with 7,999 EXP (8,000 = fourth level). The character can train again immediately after gaining another EXP.

**Hit Points (HP)** measure how much damage a character can withstand before becoming

unconscious or critically wounded. Characters gain 1-10 HP per level depending on career. The maximum number of Hit Points is 104.

## Races

Characters can be any of three races — Humans, Desert Runners, and Tinkers. Humans are unaltered humans; Desert Runners and Tinkers are species that have been genetically altered to include non-human characteristics with the basic human genotypes. Each race has unique modifiers to basic attributes, and some careers are limited to certain races. The following section describes each of the races:

**Humans** are the last genetically unengineered beings in the solar system. While the other civilized races have undergone genetic adaptation to suit new planets and environments, the human population on old Earth takes pride in their pure strain. Suffering under the yoke of RAM tyranny has taught the humans determination and patience.

**Allowable Careers:** All

**Ability Modifiers:** CON +1, TCH +1

**Desert Runners** are one of the oldest of the bioengineered races, and are bred for the savage Martian surface. Their original purpose was to care for the large herds of animals which were seeded on the planet during the late stages of terraforming. The Desert Runner engineering adds a mix of canine and feline attributes to the basic homo sapiens stock. They can run long distances on all fours and fight viciously with their retractable claws.

**Allowable Careers:** Rocket Jock, Warrior

**Ability Modifiers:** STR +2, DEX +2, CON +1, CHA -1

**Tinkers** were originally bioengineered to include attributes from small anthropoid species, such as lemurs and gibbons, to work in cramped spaces. They are clever with tools and all manner of technology, but their specialty is medicine.

**Allowable Careers:** Medic

**Ability Modifiers:** STR -2, DEX +3, CON -2, TECH +3

> **NOTE:** For more information on racial attribute modifiers and allowable careers, see the Appendix, beginning on page 76.

## Careers

There are four careers to choose from in service to NEO. Each career has a unique skill associated with it. Some careers are limited to select races; Rogues, for example, can only be human. The following describes each career:

### Rocket Jocks



These daring young men and women have what one twentieth century author called "the Right Stuff." They are only truly at home when they're clutching the controls of a space vehicle. They pride themselves on their ability to out fly and out romance anybody in the galaxy, and they're frequently right.

**Eligible Races:** Human, Desert Runner

### Warriors



Even with the development of fantastic new weapons technologies, battles are still won and lost by men and women. Warriors dedicate their lives to mastering the skills of combat, including intensive training in strategy and leadership.
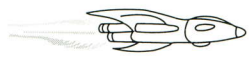
**Special Abilities:** Due to their rigorous training, Warriors can withstand larger amounts of damage than other character types, and can attack twice per round in hand-to-hand combat. Every second level (2nd, 4th, 6th...) Warriors also receive a specialization bonus to a weapon of their choice (weapons specialization bonuses can only be a maximum of +3 per weapon).

**Eligible Races:** Human, Desert Runner

## Rogues

Rogues live by wit, cunning, and oftentimes, the misfortune of others. They have talents for fast talking, and for bypassing pesky security systems. Because of the nature of their work, and their ability to make lasting enemies, Rogues who live to any noticeable age tend to have very fast reflexes.

**Eligible Races:** Human

## Medics



The advancements of medical technology will never remove the need for the human touch in healing. Thus being such, Medics are always popular when a team sees action. When a Warrior develops work-related injuries (such as laser holes), or a Rocket Jock interferes with a missile blast, it's the Medic who puts them back together. A Medic's basic Career Skill includes such abilities as treating wounds and operating shipboard Medical Centers.

**Eligible Races:** Human, Tinker

> **NOTE:** For more information on Careers and Career Skills, see the Appendix, beginning on page 76.

## Skills

Skills represent specific abilities of characters. For the Rocket Jock, the ability to zig when he's supposed to zig, and zag when he's supposed to zag in a space battle is the skill called Pilot Rocket, and it's his primary or "Career Skill". Other skills, called "General Skills" might give him an edge in Zero-G, let him patch up a wounded teammate, or talk his way out of a sticky situation.

As noted above, skills are divided into two types: Career Skills and General Skills. A Career Skill is the primary skill a character must have to excel at his chosen profession. General skills are extracurricular abilities which the character might find useful.

Each character begins with 8 Training Units to allocate to skills. Because you choose the character's skills and training, each character develops uniquely.

Some options in the game are only available to characters with the correct skills.

> **Example:** The Jury Rig option only appears during space combat if a ship's system is damaged and the character has the Rocket Jock career skill, Pilot Rocket/Jury Rig.

## Skill Checks

A Skill Check is something the game does automatically to determine whether a character can perform some action that requires a certain skill. For example, the game makes a Skill Check for a Medic's Treat Wounds skill to decide whether he can restore Hit Points to injured characters after combat. The more Skill Units allocated to a skill, the greater the chance of a successful Skill Check. The chance for success changes if the situation is more or less difficult.

## Skill Descriptions
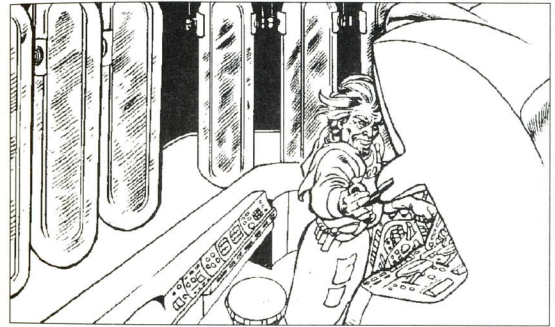


*A talented Rogue can bypass even the most vigilant security systems.*

## Career Skills:

**Battle Tactics/Leadership**: *Battle Tactics* is the understanding of small-group combat tactics. If a character makes a successful Battle Tactics roll at the start of an encounter, the whole team receives combat bonuses because they are better able to act as a unit. *Leadership* is the skill to give orders and see that they are carried out. Characters with Leadership skill may (providing they pass the Skill Check) take control of NPCs during combat.

**Bypass Security** is the ability to trace and disable electronic alarm systems.

**Pilot Rocket/Jury Rig**: *Pilot Rocket* is required to operate any rocketship. This is a Rocket Jock's primary skill. *Jury Rig* is the ability to perform quick repairs on damaged equipment. This skill can be a real lifesaver during space combat.

**Treat Wounds** is the ability to treat serious wounds and is only available *after* combat.

## General Skills:

**Climb** lets a character scale anything from buildings to mountains without the use of ropes.

**Demolitions** is the ability to use, place, and disarm explosive devices.

**Fast Talk** is the ability to talk your way out of a difficult situation, or to persuade others to your thinking.

**First Aid** is the ability to perform minimal emergency medical treatment. Characters with First Aid are handy during combat to augment Medics.

**Library Search** is the ability to locate useful information in the spaceport libraries.

**Perception** is the skill of careful, trained observation. Many times a character with high Perception skill sees things other team members miss.

**Programming** is the ability to program both planetside and shipboard computers.

**Repair Rocket** is used to make field repairs to a ship *after* combat.

**Stealth** is the ability to travel quietly over any terrain, and is used when attempting to sneak up on an enemy during combat. It is also used to hide the team from detection when possible.

**Zero-Gravity Maneuvering** is used to move and work in a gravity-free environment. This skill is critical when fighting in a Zero-G situation; characters who fail a Skill Check receive a large penalty to their movement and ability to hit targets.

## Balance Your Team!

Assembling a strong, multi-talented team is the key to success; it takes a variety of skills and abilities to deal with the many perils of the 25th Century.

### Career Mix

Your team should have at least one Rocket Jock, one Medic, and one Rogue. The remainder of the party can be a mix of careers. Take a look at the Racial Attribute Modifiers table on page 80 to select a good mix of races.

### Skills Mix

Several skills are critical for the survival of the team; Medical and First Aid skills to patch up wounded team members, Pilot Rocket/Jury Rig to effectively control a rocketship, and to make quick repairs during space combat. In addition, other skills always come in handy; for instance, Maneuver in Zero-G is used every time the team fights in a null-gravity environment, and the Battle Tactics/Leadership skill is very useful during fire-fights.

## A Guide to Ground Combat

*Rocket pistol readied, Ulysses led the team through the derelict rocketship. As they moved silently down a long corridor he strained his senses for any sign of danger – all quiet so far. Up ahead should be the control room, he thought, We're gonna make it! But as they rounded the last corner Ulysses heard the familiar whine of a laser circuit charging. . . .*

*"Security robots ahead!" he shouted, aiming his pistol at the nearest droid, "Red, dump a grenade on 'em! Doc, Ratchet hit 'em with the lasers!"*

Whether facing RAM warriors or boarding enemy rocketships, you'll find plenty of action in the 25th Century.

## Initiative

The order in which a character or opponent acts depends on his initiative number — a randomly generated number for each character and opponent. The initiative number is generated at the beginning of each combat round and is modified by dexterity bonuses or penalties and random factors (such as surprise).

Sometimes a character acts last in one round and first in the next, appearing to act twice in a row. This is especially common if you use the WAIT option, which causes that character's action to be delayed until the last combat round.

## Combat Ability

Each character's ability in combat is defined by his THACØ, damage and Armor Class (AC).

### Armor Class (AC)

A character's or opponent's difficulty to be hit is represented by his Armor Class or AC. The lower the AC the harder it is to hit the target. AC is based on the armor a character is wearing and any dexterity bonus.

### THACØ

THACØ stands for To Hit Armor Class Ø. This is the number a character must roll greater than or equal to in order to damage a target with an AC of Ø. The higher the THACØ the better the chance to damage the target.

> **NOTE**: The generation of a random number is often referred to as a "roll." In determining if an attack is successful, the roll is a random number from 1 through 100.

An attack is successful if the random number is less than or equal to the final "to hit" percentage. THACØ may be modified by range, terrain, and Zero-G conditions, among other things.

> **Example** (values from tables in the Appendix, beginning on page 76):
>
> A Warrior with a THACØ of 25% attacking an opponent with an AC of 3 would need +40%.
>
> (THACØ 25%) + 15 %= 40% chance to hit
>
> But to hit a opponent with an AC of -2 he would need +15%.
>
> (THACØ 25%) - (10%) = 15% chance to hit.
>
> The THACØ percentage increases as a character's level increases. Great strength can help THACØ if the character is attacking with a close-combat weapon (mono sword or cutlass).

### Damage

When a hit is scored, damage is taken. Damage is the range of HP loss the attacker inflicts when he hits an opponent in combat. Damage depends on the attacker's weapon type and sometimes the attacker's strength (when using close-combat weapons).

Some opponents take only partial or no damage from certain weapon types. Robots, for example, are immune to such attacks as dazzle grenades, while Venusian acid frogs are immune to heat guns.

## Additional Factors

### Saving Throws

Whenever characters or opponents are poisoned, or hit by certain types of weapons, the game generates a random number called the Saving Throw. A successful save means that the target had some innate immunity to the poison, or was not hit full-force by the weapon effect. A successful save means that the target was unaffected or takes only half the damage he might have.

### Leadership Skill Check

Friendly NPCs generally fight under game control. If any member of the team has Leadership skill and makes a successful Skill Check at the start of a battle, an NPC is under manual control during that battle.

### Battle Tactics Skill Check

The game automatically makes a Battle Tactics Skill Check for all Warriors. If any Warrior is successful, the team is better able to act as an organized group and each receives a +5% combat bonus.

### Zero-G Maneuvering Skill Check

Whenever the team enters combat in null-gravity conditions, the game makes a Zero-G Maneuvering Skill Check for each character. Characters that fail the check receive a -10% combat penalty and their movement is reduced by one-third.

### Combat View

When combat begins, the screen changes to an enlarged view of your location, and your entire team is present on the screen. The combat screen is overlaid with an invisible square grid. As you move characters, you will notice that everything moves on the grid from square to square.

### Terrain

When laserbeams and rockets start flying, finding cover becomes a big concern. Unfortunately, suitable obstacles may not always be available.

There are three basic types of terrain: clear, hindering, and blocking. "Clear" terrain is just that: open and free of obstacles. Hindering terrain slows movement and offers some cover from enemy weapons fire by making targets

more difficult to hit. When travelling overland, hindering terrain might be bushes or low rocks. Blocking terrain would be walls or trees — objects which cannot be moved or fired through at all.

## Temporary Obstacles

Chaff and aerosol grenades create effects that hinder combat. Chaff clouds cause missiles from rocket weapons to lose tracking, and all types of explosive shields detonate instantly when they hit the chaff. Aerosol clouds are designed to diffuse laserbeams.

## Game Control

The game controls the actions of opponents, NPCs, and PCs set to game control with the QUICK option. You may take control of PC characters during any combat round by pressing START.

## Range

Every ranged weapon has a short, medium, and long range. At short range the weapon fires with no penalties. At medium range there is a -10% penalty to hit, and at long range there is a -25% penalty to hit.

## Rate of Fire

Many weapons can be fired more than once per round. When firing a rapid fire weapon, such as a needle gun, all shots are aimed at one target.

## Grenades and Area Weapons

Grenades affect multiple enemies, as do area weapons, such as plasma launchers. When targeting, the area of effect is shown in red; be sure to target *only* enemies.

When most weapons miss, the shots have gone wide and have not done any perceivable damage. Grenades and area weapons, on the other hand, can miss their intended target, roll into an adjacent square, and detonate there. They can also be thrown or launched into empty squares.

## Side Attacks, Rear Attacks, Backstabbing

If an opponent is engaged by one character from the front, a second character can maneuver around for a side or rear attack for a higher percentage chance to hit and cause damage.

If a character performs a rear attack using a close-combat weapon, a good Stealth skill check may give him an added advantage; this

attack is called Backstabbing. Rogues are especially good at this, and receive a bonus when attempting to Backstab.

## Movement

During each combat round, characters are allowed a limited number of moves which varies depending on the number of items carried (more than 6 items = one fewer moves per item, to a minimum of 3 moves) the terrain the battle takes place upon (hindering terrain reduces movement by 50%), and the character's Zero Gravity Maneuvering skill (in Zero-G conditions — Skill Check made at the start of each combat



*NEO forces engage hostile gennies in close-range ground combat.*

round). Characters' movement range is displayed on the View Character screen, and during combat movement.

## Running Away

Characters may flee from the battlefield if they can move as fast or faster than all enemies. Characters may not move off the battlefield if they move slower than any enemies.

Exception: If an opponent or character can reach the edge of the combat map without any of his opponents being able to see him, he may then flee successfully, even though he may be slower than his opponents.

A character that moves off the battlefield returns to the team when the fight is over. If the whole team flees it earns no EXP for opponents killed before retreating.

> **NOTE:** If one or more characters survive on the battlefield at the end of combat, the bodies of unconscious or dead team members stay with the team. If the entire team flees from combat, all unconscious and dead team members are permanently lost. If ALL the team members are slain, go back to your last Saved Game and try again from that point.

## Victory!

If your team successfully defeats the enemy, a message tells you how much EXP each member gained, and whether the team found spoils.

## Medical Attention

After the battle is over any team Medics use their skills automatically to patch up the wounded. The game makes skill checks against the Medic's Treat Wounds skill for each wounded character.

## Collecting Booty

Many times, winning a battle means winning any weapons and armor your enemy was carrying. For more information, see *After the Battle*, page 66.

# Space Travel

The development of sophisticated rocketships has opened the inner solar system to mankind. This adventure spans the reaches from the sunbaked Mercurian Mariposas to the hard vacuum of the asteroid outposts. To land on a planet or spaceport:

1. Use the D-Pad to maneuver your ship onto the planet.

2. Press **C** to move into planet orbit. A menu appears with several destinations.

3. D-Pad RIGHT or LEFT to highlight a destination, and press **C** to select.

## Rocketships

A far cry from their twentieth century ancestors, twenty-fifth century rocketships are sleek, finned craft that navigate the solar system driven by powerful nuclear engines. Sensor and communications gear is used to navigate the ship, send and receive messages, and to probe enemy ships during combat. Sophisticated computer-aided controls help guide rocketships through the void of space, while the complex maze of plumbing, air tanks, and hydroponic vats of the life support system churn out breathable atmosphere for the crew.
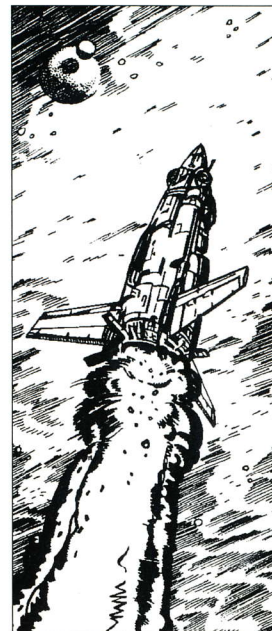
# A Space Traveller's Guide to Sol

## Mercury

Closest to the sun and possibly the richest planet in the system, Mercury gathers sunlight via huge satellites known as Mariposas. The sunlight is then beamed to the rest of the solar system as microwaves. This provides Mercury with its great profits.

The wealthy of Mercury live on the Mariposas. Each satellite is uniquely designed, with its own baroque flavor and decor. Many of the rich enjoy dressing up in styles from ancient earth.

Most of the profits are controlled by an elite group of ruling families, known as the Sun Kings. This faction is very pro-RAM and much commerce takes place between the two nations. Other Sun Kings have different views and political infighting is common.

## Venus

Venus is only minimally terraformed — normal humans can only survive unprotected on mountain tops and in the upper atmosphere. The lowlands are filled with gennies and genetically modified jungle.

The intelligent race of gennies, known as the Lowlanders, inhabits this acid jungle. They are believed to be primitive and warlike.



*A Venusian city perched high above hostile lowlands.*

The humans of Venus are allied with NEO against RAM. The Lowlanders are more neutral; they sell to anybody. Because of the Lowlander's regular commerce and the undesirability of the jungle, it is relatively easy to slip a space craft onto the planet.

## Earth

The homeworld of unmodified humans has been RAM's dumping ground for decades. Recently, with help from Buck Rogers, NEO has seized control of Earth from RAM. Now a cold war exists between the two factions. Occasional incidents occur, but RAM blames them on rogue commanders or NEO infighting. Earth's cities suffered badly in the open war, but are slowly being rebuilt.

Above Earth is a huge junk belt, formed from the detritus of innumerable space launches over the centuries. Most of this garbage is completely unidentified, so NEO often sends scavenger parties to investigate. At the heart of the belt is the space station Salvation III, officially a scrap yard. Actually, this is the top secret base of NEO's military wing. As new recruits, your team is based at this station.

### Mars

The red planet is RAM's home world, which it shares with the Desert Runner gennies. RAM evaluates everything in terms of profit and loss — in fact the NEO victory for control of Earth was an effort by RAM to cut losses on an expensive business venture. Humans, being fairly common, are rated at a rather low economic value.

The Desert Runners inhabit the fringe lands and are ignored or persecuted by RAM. The runners live in mud huts and often keep herds of hexadillos. Armed only with crossbows, they present little threat to RAM's objectives.

Most of Mars' commerce flows through the Pavonis Space Elevator, a satellite tied to the ground by a huge elevator. So much traffic passes through that undercover NEO teams use the facility for resupply.

### Asteroid Belt

The asteroids are sparsely populated by the most independent group of humans in the system: the asteroid miners. Many spend months at a time alone, prospecting the many rocks. The many island sized asteroids make the belt an ideal place for hidden bases. Both RAM and space pirates keep innumerable hideouts, ports and research stations in the belt.

## A Guide to Space Combat



*Ulysses fidgeted uncomfortably in the captain's chair of the Last Chance. They were two days out of Salvation Station, just hours from Venus, and so far they'd seen no sign of RAM. It had been an easy trip. A little too easy, Ulysses thought.*

*A few feet way, Ratchet hovered over the ship's sensors. His shouts broke the nervous silence on the bridge.*

*"Sir, sensors have detected a large ship at extreme range!"*

*"Open hailing frequencies," Ulysses ordered, "Doc, warm up those lasers!"*

*"They're not responding, sir. According to the readings, it looks like a RAM cruiser."*

*"Close in and fire at will." It was almost a relief.*

## Space Combat Display

While the combatant ships circle and maneuver for shots, the crew sees only display screens. The Space Combat Display keeps you informed of the status of your ship and the enemy's ship as well. For more information, see *Space Combat*, page 24.

## Space Combat Skills

There are several skills that are extremely valuable, even critical, in space combat. Pilot is important for good maneuvering during a battle; Jury Rig lets you make emergency repairs to the ship. AID requires the Medic's Treat Wounds skill. After the battle, Repair Rocket is used automatically to make field repairs to your rocketship.

## Firing Ship's Weapons

Characters use their normal THAC∅ to determine whether attacks with ship's weapons are successful. Select the best characters to fire weapons, and have other characters stand duty loading weapons (when possible) or healing other team members (if they have the Treat Wounds career skill).

## Disabling Rockets

Rocketships lose speed as their hulls and engines are damaged. A rocketship is dead in space when the engine or controls reaches zero. When the ship's hull reaches zero, it is breached and the ship explodes.

## Boarding

When you've done enough damage to the enemy ship, you can move to range 0 and dock at the airlock using the BOARD option. To secure the ship your team must fight their way onto the enemy ship and secure both the control bridge and engineering sections.

## Salvage

Once a ship has been boarded and secured, a salvage beacon is placed on the derelict so that it can be picked up by a NEO spacetug and taken to Salvation. The salvage value of the ship is determined by how much is left

intact. The funds are automatically put into your team's NEO Salvage Account.

### After the Battle
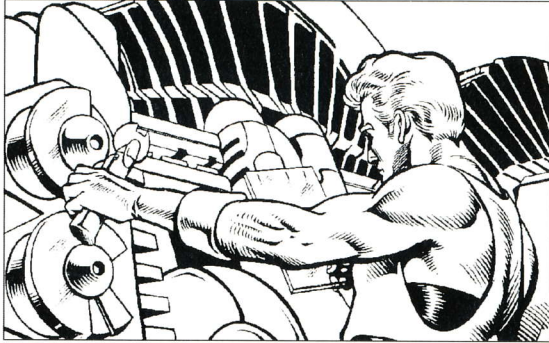


*A Rocket Jock makes field repairs to his ship after a space battle.*

When the battle is over, team Medics treat all wounded characters, and characters with the Repair Rocket skill perform repairs to the ship.

## Weapons and Armor

The following is a guide to the weapons, armor and other gear available in the 25th century. These items may be purchased from Supply Depots at many spaceports, or salvaged from battles with well-armed enemies.

### Bladed Weapons

**Cutlass** - A broad bladed sword favored by space pirates. Length: 70 cm average

**Mono Sword** - A sword made from a single piece of synthetic diamond. The edge is sharpened to a single molecule in width. Length: 70 to 80 cm

### Ranged Weapons

**Desert Runner Crossbow** - A weapon based on crossbows of Old Earth. Desert Runner crossbows are designed to fire metal bolts and are very reliable. Maximum Range: 8

**Heat Gun** - A weapon which evolved from the flame throwers of twentieth century Earth. The gun has two tanks: one with compressed air, the other with highly combustible fuel. When the gun is discharged, a blast of super-heated plasma is released at high velocity. Maximum Range: 6

**Laser Pistol** - A small pistol which uses a capacitor system to fire a small diameter beam of coherent light. Lasers are capable of burning through most materials, but can be countered by reflective or curved surfaces. Maximum Range: 32



Laser pistol

**Needle Gun** - A miniature magnetic cannon; small needles are accelerated down the length of the gun barrel using magnetic fields. Maximum Range: 12

**Rocket Pistol** - Fires a stubby, self-propelled, explosive projectile. Rocket-type weapons are ideal for Zero-G combat as they have no recoil. The projectiles use an integrated guidance system, and they are actually able to veer up to 20 degrees from their original course. These so-called "smart bullets" can, however, be thwarted by chaff and Electronic Counter Measure (ECM) systems. Maximum Range: 16
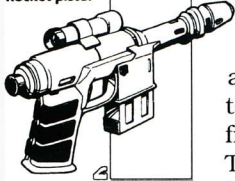
Rocket pistol

## Explosives and Heavy Weapons

**Aerosol Mist Grenade** - Releases a vaporous cloud designed to diffuse laser fire. Mist lasts four rounds under normal gravity but dissipates after one round in Zero-G.

**Chaff Grenade** - Releases a cloud of metallic debris. Chaff offers protection from smart shells (from a rocket pistol or rifle), and "stupid" explosive projectiles (rockets, plasma, etc.) entering the cloud explodes instantly. Chaff lasts four rounds under normal gravity but dissipates after one round in Zero-G.

**Dazzle Grenade** - Releases a blinding electrical discharge arc. Characters or opponents in the effected area who are not wearing protective goggles must make a saving throw or be blinded for two to seven rounds. Blinded characters receive severe penalties to both THAC∅ and AC.

**Explosive Grenade** - Little changed from its twentieth century counterpart, explosive grenades are fitted with proximity detonators that fire when they reach their target. The sensitivity of the armed detonator makes these weapons susceptible to premature discharge when entering chaff clouds. Does 4 to 40 points of damage.

**Stun Grenade** - Similar to the explosive grenade, except that the charge is smaller and the casing is designed to vaporize harmlessly rather than fragment. Characters in the area of effect must make a saving throw or be stunned by the blast for two to seven rounds.

**Grenade Launcher** uses compressed air to extend the range of any type of grenade. If grenades are the character's Ready Weapon, the grenade launcher is used automatically. Maximum Range 12

**Plasma Launcher** - Propels a canister of flammable jelly, tipped with an ignitor (must be reloaded after each shot — may only be fired

every other round). Maximum Range 20

**Rocket Launcher** - Similar to the twentieth century bazooka or light anti-tank weapon (LAW). Between cooling and reload time, the rocket launcher can only be fired every other round. Maximum Range: 40

## Armor and Protective Gear

**Battle Armor** - Made of modular shells of high density plastic impregnated with beryllium. The armor is further reinforced by an exoskeleton that contains movement enhancers so that the wearer is able to move at a speed comparable to an unencumbered person. All battle armor is outfitted with contained atmosphere spacesuit capabilities.

**Battle Armor w/Fields** - Similar to Battle Armor except that an anti-smart shell electronic field is also generated to give added protection from rocket pistols and similar weapons.

**Heavy Body Armor** - Similar to Battle Armor except that the plates are somewhat lighter and there is no exoskeleton or movement enhancers. Outfitted with contained atmosphere spacesuit capabilities.

**Electronic Counter Measures (ECM) Package** - Attaches to armor or smart suits to protect against smart bullet-type rounds such as rocket pistol rounds.

**Protective Goggles** - Self-regulating shaded goggles which react very quickly to light flashes (extremely effective against dazzle grenades).

**Smart Suit** - A spacesuit incorporates internal circuitry and microcomputers for climate control, defense, and communications. Includes contained atmosphere spacesuit capabilities.

**Space Suit** - An inexpensive, pressurized suit that allows the wearer to work in full vacuum or rocketships with zero life support.

## Miscellaneous Gear

**Demolition Charges** - Blocks of plastique explosives with a short delay detonator. These can be used to blast stubborn doors.

**Poison Antidote** - A general purpose drug which counteracts most common types of poison.

## Gear Quality

The manufacturing capabilities of the planets vary and this is reflected in the weapons and armor produced. The following summarizes the effective bonuses for items:

Standard Weapons are +0 to hit
Standard Armor is -0 to AC
Martian Weapons are +5% to hit
Martian Armor is -1 to AC

Venusian Weapons are +10% to hit
Venusian Armor is -2 to AC
Mercurian Weapons are +15% to hit
Mercurian Armor is -3 to AC
Lunarian Weapons are +20% to hit
Lunarian Armor is -4 to AC

## Your Enemies

### Acid Frog

These semi-intelligent creatures were placed into the Venusian ecosystem to help control the population of Swamp Hornets. They spit acid, and are said to exhibit loyalty to humanoids on occasion.

### Acidicium

These Venusian horrors are a cross between fierce feline hunters and mold devouring mollusks. Acidicium are often used to guard RAM installations in humid climates, since they can feed on molds & spores which grow on the damp walls until more active prey can be found.

### Experimental Combat Gennie (ECG)

RAM military research laboratories have special project teams to engineer ever more dangerous and horrific combat gennies. These beasts are fast and deadly.

### Desert Ape

These creatures are a bizarre holdover of the early Martian terraforming efforts. Desert Apes have very tough hides and are immune to fire attacks.

### Hexadillo

This species was introduced to the Martian ecosystem as a food-source gennie. Hexadillos are six-legged, and covered with bony armor plates.

### Hyper-Crab

The Hyper-series gennies are products of the RAM military bioengineering laboratories. The Hyper-Crab gennie is not exceptionally bright, but it is fairly fast and possesses a tough armor exoskeleton.

### Hyper-Scorp

Another Hyper-series combat gennie, the Hyper-Scorp has a tough armor exoskeleton and a dangerous poison stinger.

### Hyper-Snake

This Hyper-series gennie is blindingly fast. It can avoid most smart-shell type rounds, and is immune to dazzle grenades.

## Humans

From space pirates to assassins and enemy warriors, humans present the most varied and dangerous collection of foes a team can face.

## RAM Combat Gennie

RAM Combat Gennies are custom designed for military deployment in many environments.

## RAM Guard Dog Gennie

These gennies have been engineered as guards and support for regular combat forces. They are based on the terran canine genotype, and have keen senses in addition to a poisonous attack.

## Robots

Mechanical combat and security units come in all shapes and sizes, with varying armament. Some ships are outfitted with security robots that can continue to defend against boarding parties even after the crew is dead. Assault and combat models tend to have more weaponry and armor than security robots, but all are single-minded and dangerous.

## Sand Squid

Created to deal with the insect & animal pests which resulted from terraforming and populating Mars, this opportunistic Martian omnivore uses its speed and camouflage to attack unwary victims.

## Space Rat

The origins of this species are not clear, but Space Rats have proliferated, and followed mankind throughout the Solar System.

## Swamp Hornet

These Venusian gennies were engineered to fill a scavenger role in the ecosystem during later terraforming.

## Terrine

These killers are the RAM combat gennies that were originally bred for service on old Earth. They have a reputation across the Solar System for the delight they take in acts of cruelty and subjugation.

## Ursadder

This Venusian predator, which is a cross between a snake and a bear, has inherent armor, and feeds mostly on Acid Frogs.

# Appendix

## Racial Attribute Modifiers

|        | Str | Dex | Con | Cha | Tech |
|--------|-----|-----|-----|-----|------|
| Human  | 0   | 0   | +1  | 0   | 0    |
| Tinker | -2  | +3  | -2  | 0   | +3   |
| D. R.  | +2  | +2  | +1  | -1  | 0    |

## Allowable Careers by Race

|        | RJ  | War | Rogue | Medic |
|--------|-----|-----|-------|-------|
| Human  | yes | yes | yes   | yes   |
| Tinker | no  | no  | no    | yes   |
| D. R.  | yes | no  | no    | no    |

## Strength Modifiers

|    | Hit Bonus | Damage Bonus |
|----|-----------|--------------|
| 10 | 0         | 0            |
| 11 | 0         | 0            |
| 12 | 0         | 0            |
| 13 | 0         | 0            |
| 14 | 0         | 0            |
| 15 | 0         | 0            |
| 16 | 0         | +1           |
| 17 | +1        | +1           |
| 18 | +2        | +2           |
| 19 | +3        | +4           |
| 20 | +3        | +6           |
| 21 | +4        | +8           |
| 22 | +4        | +10          |

## Constitution Modifiers

|    | Hit Point Bonus |
|----|-----------------|
| 8  | 0               |
| 9  | 0               |
| 10 | 0               |
| 11 | 0               |
| 12 | 0               |
| 13 | 0               |
| 14 | 0               |
| 15 | +1              |
| 16 | +2              |
| 17 | +2(+3)**        |
| 18 | +2(+4)**        |
| 19 | +2(+5)**        |

**Values in ( ) for Warriors *only*.

## Dexterity Modifiers

|    | Reaction Bonus | Ranged Combat Bonus | AC Bonus |
|----|----------------|---------------------|----------|
| 10 | 0              | 0                   | 0        |
| 11 | 0              | 0                   | 0        |
| 12 | 0              | 0                   | 0        |
| 13 | 0              | 0                   | 0        |
| 14 | 0              | 0                   | 0        |
| 15 | 0              | 0                   | -1       |
| 16 | -1             | +1                  | -2       |
| 17 | -2             | +2                  | -3       |
| 18 | -2             | +2                  | -4       |
| 19 | -3             | +3                  | -4       |
| 20 | -3             | +3                  | -4       |
| 21 | -4             | +4                  | -5       |
| 22 | -4             | +4                  | -5       |

## Rocket Jock Level Advancement

| Experience Level | EXP Requirement |
| --- | --- |
| 2 | 1,250 |
| 3 | 2,500 |
| 4 | 5,000 |
| 5 | 10,000 |
| 6 | 20,000 |
| 7 | 40,000 |
| 8 | 70,000 |

## Warrior Level Advancement

| Experience Level | EXP Requirement |
| --- | --- |
| 2 | 2,000 |
| 3 | 4,000 |
| 4 | 8,000 |
| 5 | 16,000 |
| 6 | 32,000 |
| 7 | 64,000 |
| 8 | 125,000 |

## Rogue Level Advancement

| Experience Level | EXP Requirement |
| --- | --- |
| 2 | 1,250 |
| 3 | 2,500 |
| 4 | 5,000 |
| 5 | 10,000 |
| 6 | 20,000 |
| 7 | 40,000 |
| 8 | 70,000 |

## Medic Level Advancement

| Experience Level | EXP Requirement |
| --- | --- |
| 2 | 1,500 |
| 3 | 3,000 |
| 4 | 6,000 |
| 5 | 12,000 |
| 6 | 24,000 |
| 7 | 48,000 |
| 8 | 96,000 |

## Armor Class

| Type | AC |
| --- | --- |
| None | 10 |
| Spacesuit | 6 |
| Smart Suit | 4 |
| Heavy Body Armor | 2 |
| Battle Armor | 0 |
| Battle Armor with Fields | -2 |

## Weapons

| Weapon | (S/M/L) Ranges | Damage | ROF |
| --- | --- | --- | --- |
| Cutlass | -/-/- | 1-6 | 2 |
| Mono Sword | -/-/- | 1-10 | 2 |
| D.R. X-Bow | 4/6/8 | 1-8 | 2 |
| Needle Gun | 6/9/12 | 1-3 | 6 |
| Laser Pistol | 16/24/32 | 1-8 | 3 |
| Rocket Pistol | 8/12/16 | 1-10 | 4 |
| Heat Gun | 3/4/6 | 2-12 | 2 |
| Grenade | 1/2/3 | varies | 1 |
| Gren. Launcher | 6/9/12 | varies | 1/2 |
| Plasma Thrower | 10/15/20 | 4-40 | 1/2 |
| Rkt. Launcher | 20/30/40 | 5-50 | 1/2 |

# Glossary of Terms

**Ability Scores**: These numbers define the basic character. The five attributes are: Strength (STR), Dexterity (DEX), Constitution (CON), Charisma (CHA), and Tech (TCH).

**Armor Class (AC):** This rating determines how difficult it is to hit and damage a target. The lower the AC, the more difficult the target is to hit.

**Career**: This is a character's occupation. The four career choices are: Rocket Jock, Warrior, Rogue, and Medic.

**Character**: Each member of the adventuring team you control is a character. Characters are sometimes referred to as Player Characters or PCs.

**Character Icon**: A picture which represents a character or NPC in combat.

**Close-Combat**: Combat between adjacent opponents with such weapons as cutlasses and mono swords.

**Ranged Combat**: This is combat with distance weapons, such as pistols or grenades.

**Credits**: The primary monetary system in the 25th Century. Goods, weapons, etc. are purchased using credits.

**Encounter**: What happens when the team meets opponents or other beings. A menu will be displayed to show all of your options for each encounter.

**Experience Points (EXP)**: Earned for every victory, as well as for completing parts of the adventure. A character who earns enough EXP may advance in career level.

**Hit Points (HP)**: Are a measure a characters health or "life". The higher the Hit Points, the more difficult a character is to kill or incapacitate.

**Initiative**: This is a semi-random value, based partially on DEX, that determines when a character or NPC can act in combat. Higher dexterity generally allows characters and NPCs to act earlier in a combat.

**Level**: As characters gain EXP, they may train and increase in career level. Gaining level gives characters more skill points, better combat ability, and more HP.

**Player Character (PC)**: This term describes all members of your adventuring team.

**Non-Player Character (NPC)**: This is any human or creature that an adventuring team meets.

**Roll**: This is the term used for when the game generates a random number.

**Skill**: The ability to do something, or operate something.

**Skill, Career**: Key skill for a given career.

**Skill, General**: Useful skills not associated specifically with a character's career.

**Skill Check**: A check against a character's skill. The success of a skill check determines the success of a skill-related task.

**Team**: This is the group of characters you assemble for your adventure. Team members can be added to or removed from the group during the adventure.

**THACØ (To Hit Armor Class 0)**: This number is an indication of an attacker's combat ability. An attacker must roll his THACØ or greater to hit an opponent with ACØ.

**Zero-G** : Zero Gravity or gravity-free environment.

# Index

TOP SECRET
NEO
DOCUMENTS
FOR YOUR EYES ONLY!

# CONTENTS

## IN BRIEF

The following document has been compiled by NEO from intelligence reports to aid you in your attempt to foil RAM's Doomsday Project. It contains detailed and reasonably accurate maps of RAM ships and installations, and outlines your objectives for each of the seven missions you will undertake. This information is TOP SECRET and must not fall into enemy hands; read and destroy this document immediately! Good luck, team.

### WHAT WE KNOW ABOUT DOOMSDAY

According to our agents, RAM (Russo-American Mercantile) has created a device called the Doomsday Laser; a powerful weapon which is capable of destroying an entire planet — its target: Earth. Your team must locate and destroy the device before RAM can carry out its plan to sterilize Old Earth and regain complete control of the solar system.

## ALLIES

The following dossiers outline some of the many friends and enemies you'll encounter on your missions.
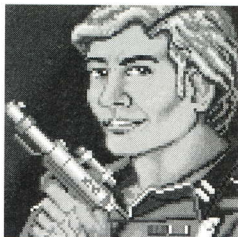
## COL. ANTHONY "BUCK" ROGERS

Originally a top fighter pilot in the 20th Century, Buck is now a top agent of the New Earth Organization (NEO). In the short time he's been with us, his contribution to NEO has been immeasurable.

## COL. WILMA DEERING

A top agent at NEO, Col. Deering is a founding member of the anti-RAM movement. Her fierce dedication to the cause goes back to the disappearance and supposed deaths of her parents, anti-RAM activists; she believes RAM was responsible.
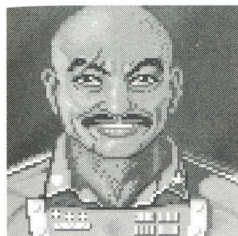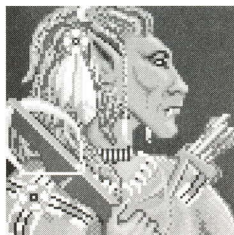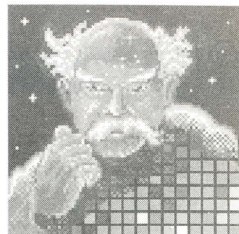
## GEN. CARLTON TURABIAN

Turabian heads up the secret NEO base at Salvation Station. Report to him between missions for updates and advice.

## SCOT.DOS

Scot is a digital personality who recently defected from RAM. He's sworn loyalty to NEO and his knowledge of RAM's developments and facilities will prove invaluable to your team.

## TUSKON

Tuskon is the leader of a tribe of Desert Runners on Mars. If you can gain his trust, he'll be a valuable ally.

### LANDON

Landon is a senior scientist in the Lowlander community on Venus. His village has recently been attacked by RAM, and he and his staff are in hiding.

## ENEMIES

### TALON

Talon is a rogue pirate with an impressive ship and a large crew. His involvement with RAM means he is a direct threat to NEO agents in space.



### SUN KING

This eccentric power-monger is the ruler of the Mercurian Mariposa III. The Doomsday Laser is located in his domain, and he wants it for himself; he'll require some careful handling.



## MISSION 1: CHICAGORG

### TOP PRIORITY!

**Objective**: Intelligence reports indicate that RAM plans a "surprise" attack on Chicagorg; their objective is to sabotage the anti-ship missile system. Fight your way to the manual controls and prevent RAM from aiming the missiles at Chicagorg.

**Expected Conditions**: Terrine Patrols in all areas of the port. NEO warriors will be standing by to assist your team. Get inside as quickly as possible to avoid being blasted from the sky.
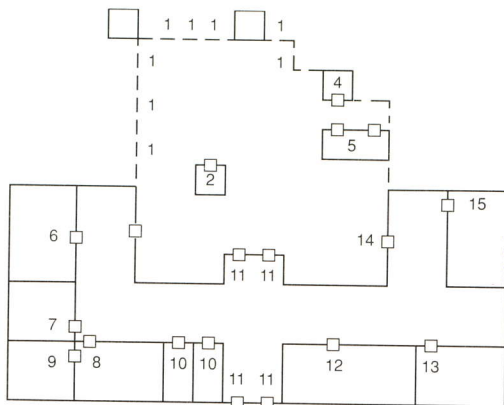
## MAP LOCATIONS

1. Danger zone beyond this point; do not attempt to cross this line!

2. Your starting point.

3. Fuel monitor room. Check the consoles; RAM will probably go for the fuel lines.

4. Maintenance building; not well armed — casualties are likely.

5. Fire Station.

6. Lecture Hall.

7. Canteen: The many tables and other obstacles in this area make it a

likely place for an ambush; proceed with caution.

8. Officer's Lounge.

9. Senior Officer's Lounge.

10. Restrooms: Prime locations for ambush.

11. In the case of an attack, all exit gates are sealed.

12. Waiting room.

13. Medical center.

14. Terrines will guard this entrance to Missile Control.

15. Missile Control room: If our information is correct, a large squad of Terrines will defend this area. Defeat them and attack their technician, whom we expect to be busy re-programming the missiles to fire on Chicagorg.

We believe this technician has orders to complete this mission at the expense of his life, so it is likely that he will attempt a suicidal tactic, such as bombing the controls. HE MUST NOT SUCCEED! Take whatever action is necessary

to save the controls and direct the
missiles at incoming RAM ships!

## SALVATION STATION

Salvation III, NEO's secret base orbits
Earth disguised as a salvage yard. Re-
port to your commanding officer, Carl-
ton Turabian, for up-to-date informa-
tion on your mission. The Medical and
Ship Repair facilities are at no cost
to NEO officers.

## MISSION 2: RAM SPYSHIP

**Objective**: NEO agents recently discov-
ered a derelict RAM scout cruiser near
Salvation Station. Closer inspection
revealed a secret research lab where
Dr. Alexander Williams developed what
he called "Experimental Combat Gennies"
(ECGs). Apparently, Dr. Williams'
"experiments" got a bit out of hand;
Williams and his entire crew were
killed.

Our agents were clued to the ship's
location by Scot.dos, a digital person-
ality and a RAM defector on a computer
aboard the ship. He has provided us
with the information contained in this
report.

According to Scot.dos, the ECG's are
intelligent, and are likely to find a
way to carry out Dr. Williams' plan to
infest Old Earth. The implications are
especially frightening, as the ECGs
apparently shed a brain parasite which
burrows through clothing and flesh
until it reaches the brain. Once there,
it causes madness and coma. If the ECGs
are successful in seeding the planet
with their kind, it could cost Earth
the remainder of her population.

**Expected Conditions**: Numerous defense
robots and ECGs in numerous stages of
development. The robots consider the
ECGs to be RAM property and thus under
their protection. Battles with ECGs are
likely to result in parasitic invasion
of one or more team members. Symptoms
of parasitic invasion are:

1) itching at location of entry

2) intense headache

3) unconciousness

If a member of your team is infected,
go immediately to the sick bay (Level
4, location 11). The Autodoc there is
equipped to remove the parasite and
prevent further invasion, although

you'll need Dr. Williams' sigma code to operate it (Level 2, location 5).

Your first stop should be at Scot.dos' console (Location 18, Level 5). He can assist you in destroying the ECG's, eggs and all.

## MAP LOCATIONS

**A:** This airshaft is an alternative to the ladder as a passage between levels one and five of the spyship. However, due to the narrowness of the shaft, it will be neccessary for the team to travel in single file. This will leave the front and rear team members open for attack — one or both of them may find themselves in combat alone.

**1.** This is a storage area. Scot.dos may know more about this location.

**2.** The main engineering controls are here. The engines are shut down and can only be restarted when the ship is secured.

The air flow can be restored here if the ECGs reverse it. At this point, the ECGs will be desperate and may attack in large numbers.

If this occurs stand your ground! Your only hope is to successfully restore the flow of Argon gas into the ships ventilation system.

**3.** Turret controls: currently under computer control.

**4.** Airlock: This is where you'll enter the ship. Unfortunately, when the ship's computer registers the breach in security, the airlock will be sealed.

**5.** The biolabs where the ECGs were kept. According to Scot.dos, they have escaped and are now roaming the ship. You'll find a recorder here, and tapes left by Dr. Williams. Play the tapes for information.
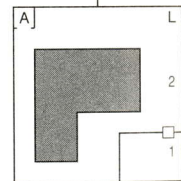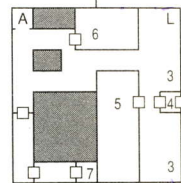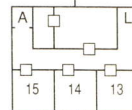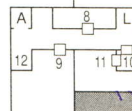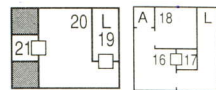
6. This is the hydroponics garden. A peaceful place on first inspection, Scot.dos warns us that a fourth stage ECG here lures humans into its embrace using scent and sound cues. Avoid this area if possible.

7. At Scot's instruction, this is where the team should attach the argon canisters to the life support system; this will flood the ship with argon gas and incapacitate the ECGs.

8. This is where Dr. Donna Conchitez hid for several days after the ECGs took over the ship. Search the area; she may have left some information behind.

9. This is the main cargo bay. It is filled with canisters which were to be used to drop ECGs onto Earth.

10. This is the medical lab. The datacomp here will only operate using Scot.dos' voice print.

11. This is the sick bay. The Auto-surgeons here can remove brain parasites (from ECG's) using the sigma codes from either Commander Vilnikov or Dr. Williams (location

5). Also available is treatment for wounds or other conditions too serious for the team medic to handle.

12. This is a biomonitoring station which keeps track of the general distribution of life on the ship. Use it to determine the locations of heavy concentrations of ECG's.

13. Dr. Williams' room: search for information on the ECGs.

14. Dr. Donna Conchitez's room: her records may contain background information.

15. Commander Vilnikov's room: search for a log or other records.

16. These are the main security controls. Have a rogue take a hack at disabling the security robots. He'll have to be good — otherwise they'll attack in force.

17. Defense robots are stored here. Unless the security console has been deactivated, entering will activate the whole lot of them.

18. This is Scot.dos' main console. The security program isolated Scot

here, after his attempted takeover
of the ship. Connect him to the
adjacent console to enable him to
access computers all over the ship.

**19.** Until the argon gas is released
through the ship, this is a high-
risk area. Avoid it if possible.

**20.** In case of emergency, the self-
destruct mechanism can be acti-
vated/deactivated here. If things
get this far, the ECGs have prob-
ably reached Stage 3 of their
development; in this stage they are
humanoid, and are at their most
dangerous.

**21.** This is the escape pod area; a
likely place for advanced ECGs to
attempt an escape. Any such attempt
must not succeed; take whatever
action is necessary to prevent it.

## MISSION 3: ASTEROID BASE

**OUTLINE:** NEO has intercepted a radio
transmission declaring a state of
emergency at the base and requesting
aid; due to the accidental release of
dangerous combat gennies, all personnel
are being evacuated, save a group of

school children trapped on level two.
We responded, so they'll be expecting
the promised "RAM Rescue Team."

Report to the Base Administrator; if
all goes well, he'll direct you to the
lower level and give you free run of
the base. Search as many rooms as
possible on each level.

**Expected Conditions:** Expect encounters
with various gennies; hyper-crabs,
hyper-scorps, etc., in addition to RAM
personnel. Remember: tread lightly;
this is an intelligence mission, not
a combat maneuver! Avoid blowing your
cover unless absolutely necessary.

### MAP LOCATIONS
*LEVEL ONE*
**E(1-2):** Elevators: May be deactivated
at some point to contain the gennies.

**D(1-2):** Docking bays. RAM is evacuating
at Bay 2 — dock at Bay 1 to avoid
unwanted attention.

**1.** Base Administrator's office: report
to him upon your arrival.

**2.** If you've reported to Phillips, the
guards here will direct you to the
briefing room.

LEVEL ONE
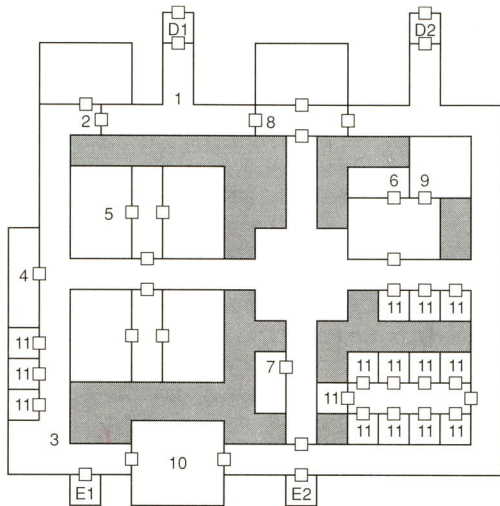


3. Guard Station: as the "RAM Rescue Team," you'll be welcome to any equipment you find here.

4. Main Communications Room: currently broadcasting an automated message warning ships away from the base.

5. Medical Labs: the team can be healed here.

6. Personnel Office: Search for information.

7. Mars Office: Search for information.

8. This guard station protects the evacuation ship from hostile gennies.

9. All security robots can be deactivated from this room.

10. In an attempt to reduce the number to be evacuated, RAM has poisoned its worker gennies and left them

LEVEL TWO
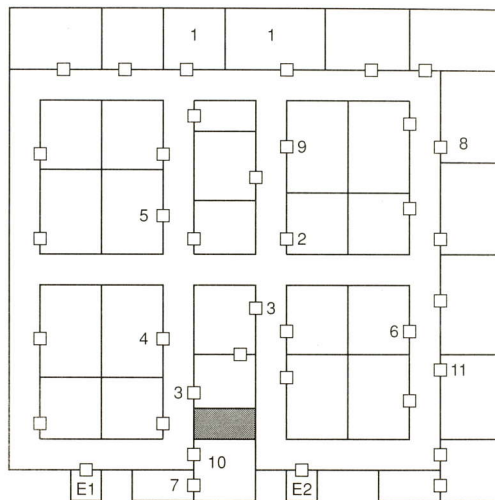
here to die. If any are still alive, they will benefit from your Medic's skills.

11. Living quarters: May contain stragglers; many civilians refuse to be evacuated until the children are safe.

### LEVEL TWO
**E(1-2):** Elevators.

1. These computers contain a password you'll need to slip past the RAM ships patrolling Mariposa Three (where the Doomsday Laser is located). A programmer may be able to glean the information, but it's unlikely. It's possible that the password also exists elswhere in the complex, or that the children will reveal it when rescued.

2. There may be some useful equipment here.

3. The children are hiding in this room. The doors have been sealed to keep gennies out; you'll have to blast your way in.

4. Computer Operator's office: You should find the weekly password here.

5. This room is full of reflectors for the satellites, and other unknown equipment. Search it thoroughly.

6. Lab: Contains caged animals for experimentation.

7. This room contains a tiny prototype of the Doomsday Laser. Its power is phenomenal for its size; use caution.

8. Gennie Development Lab: search for information on the various rejected gennies.

9. Secondary Development Lab: Search for information on the gennie containment canisters.

10. Doomsday Project Lab: contains plans for the Doomsday Laser.

11. This storage room is full of reflector satellites. These satellites were to be put into Earth orbit, and used to aim the Doomsday Laser at specific targets on Earth.

## MISSION 4: PIRATE SHIP

**Objective:** RAM has hired Talon, a rogue pirate, to place a series of reflector satellites around Earth. Talon should be en route to collect the satellites when the team leaves the asteroid base, and he's likely to attack you. Put up a fight to keep him from becoming suspicious, then board his ship.

If all goes according to plan, you'll be taken to the brig and stripped of equipment. Your contact there is Col. Buck Rogers himself, who will also have allowed himself to be captured. Buck will help you disable Talon's ship and escape.

**Expected Conditions:** Multiple pirate patrols; you may be able to evade some of them, but you'll doubtless do battle more than once.

If you run into Talon, it is his way to offer you a warrior's deal; he'll challenge any one to one-on-one combat. Talon is a high level Barney (a cyborg gennie) and very tough. No NEO warrior is likely to defeat him. If Talon is defeated he will reward the team and release everyone.

## MAP LOCATIONS

**T:** This tube contains the ladder connecting all levels of the ship.

**1.** This is the boarding tube connecting the two ships.

**2.** The bridge is the most heavily guarded section of the ship and is almost impossible to breach. We do not suggest this approach.

DECK 1

DECK 2

DECK 3

DECK 4
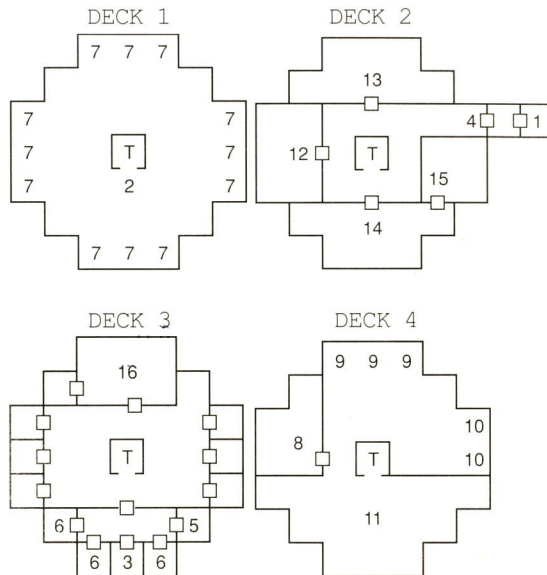
**3.** This is the holding cell that the team will occupy. To escape, a rogue must bypass (or a programmer can try reprogramming) the security system. Talon's security is tough — you may have to make more than one attempt. Buck may be able to help with this if he's made contact.

**4.** This airlock must be deactivated from engineering.

**5.** Holding Cell: Buck will have hidden some equipment here to aid you in defeating the pirates.

**6.** Holding Cells.

**7.** Bridge controls.

**8-10.** Engineering panels: All three must be destroyed in order for the team to escape the ship.

**11.** The entrance to engineering is heavily guarded. Set off a demo charge at location 15; this will cause the force to split up, leaving a much weaker guard here.

**12.** Armory: Heavily guarded. If you can overcome the guards, there will be plenty of weapons for the taking.

**13.** Talon's quarters: Rigged to trigger the alarm. Buck is familiar with this system and will disarm it if he is with the team. If the alarm goes off, pirates will respond.

Talon's computer terminal contains deck plans for the entire ship.

**14.** The dining room contains hostile pirates, but you must pass through it to get to location 15.

**15.** Security and communication systems wiring goes through the wall of the galley. Setting off an explosion here will distract the pirate forces and allow easier access to the engineering section. **NOTE:** You must access Talon's computer at location 13 *before* setting changes.

**16.** Clinic: Your medic can heal the entire team here.

## MISSION 5: MARS

When the team lands on Mars, there are two locations you should visit:

### 5.1: DESERT RUNNER VILLAGE
**Objective:** East of your landing site is a village; this is the last remaining

Desert Runner Village on Mars; all others have been destroyed by RAM. NEO has intercepted a message from RAM ordering a genocidal attack on the last village — get to the village and aid the Desert Runners. Once the villagers are safe, their war leader, Tuskon, will take you to the RAM base Gradivus Mons. Destroy the base and leave the planet.

**Expected Conditions**: Multiple encounters with the desert's three hostile lifeforms: sand squid, desert ape, and hexadillo, in addition to RAM forces attacking the village.

## MAP LOCATIONS

1. Enter the village here. In Desert Runner tradition, you will be challenged to a test of honor: Defeat a combat robot to prove your worth — only then will you be taken seriously by these proud people. This is not an easy battle; your team should be well-equipped and in good condition to succeed.

2. When you've been accepted into the village, Tuskon will speak with you here in the main courtyard; he has
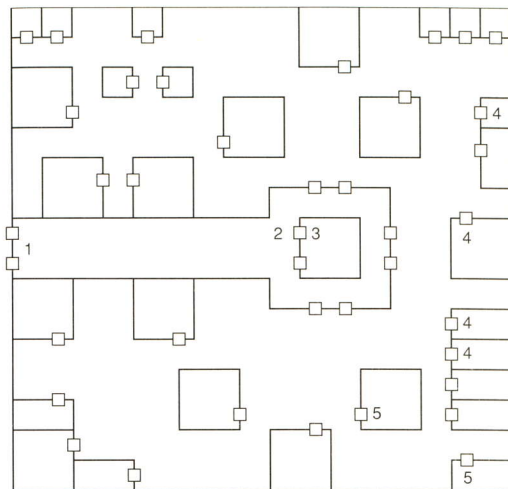


a plan for overcoming the impending RAM attack. Give him your complete cooperation.

3. Main House: Return here between battles for medical care and further instructions.

4. Search huts for weapons, ammo and other equipment.

5. Storeroom where explosives are kept; may be useful during battle.

## 5.2: GRADIVUS MONS

**Objective**: Tuskon will lead you here if you are successful in squelching the RAM attack on the Desert Runner village. Your goal is to destroy the scale model Doomsday Laser on Level Four.

The plan is as follows: Tuskon's army waits near the front entrance. Tuskon leads your team through the basement entrance; create a diversion by freeing the caged desert apes which clears the first level of RAM guards. Go to the second level and open the front doors and let Tuskon's army in to handle any RAM forces. Get to the third level and rig the mini-laser to self destruct, then evacuate the building.

**Random Encounters**: Troops and guard-dog gennies patrol the base. You'll run into more frequent patrols after the alarm has sounded.

## MAP LOCATIONS

1. Enter here and dispatch any RAM guards.

2. Desert ape cages: all four must be opened to create a diversion; Tuskon can control them.

3. This control station opens all cages at once.

4. Guard posts: if the apes have not been freed, the team will be attacked.
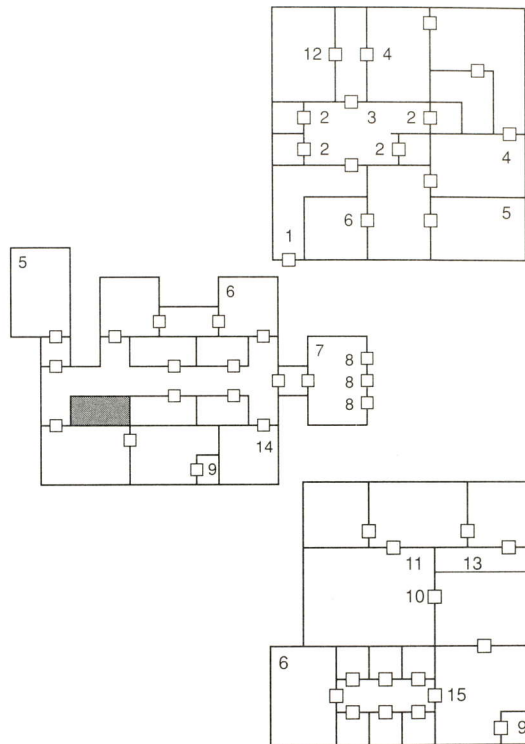
5. Stairs leading to the second level.

6. Intercom: After rigging the laser to self destruct, use this station to evacuate the desert runners.

7. Main Entrance Control: Use this control panel to open the massive front doors and let the desert runner army in.

8. Exit through these front doors after rigging the laser.

9. Elevator: heavily guarded until the desert runner army is inside the complex and has distracted the guards.

10. This room houses the scale model Doomsday Laser.

11. Laser Control Panel: rig the laser to self destruct at this panel.

12. Search this room for supplies.

13. Search this room for weapons and armor.

14. Sickbay: Autodoc here will heal the team if it is successfully reprogrammed.

15. To enter this area, a Rogue must bypass security system. Failing this, the door can be blasted.

## MISSION 6: VENUS

Your target areas on Venus are the Lowlander village, the ruins of a space elevator, and a subterranean RAM base.

### WILDERNESS AREAS

Between each location are miles of dangerous Venus wilderness. Upon your arrival, you'll probably be spotted by RAM forces or Lowlanders fleeing the RAM attack. These Lowlanders may not trust you immediately; be as diplomatic as possible. You'll also encounter swarms of deadly swamp hornets.

The acid lakes are populated by acid frogs. Repulsive and dangerous as they seem, these creatures can be helpful to you if treated carefully. You should befriend them if possible — if not, they will become vicious enemies.

**WARNING:** The acid lakes are dangerous to humanoids; *do not* spend extended periods of time here.

## 6.1: LOWLANDER VILLAGE

**Objective**: Very few Lowlanders have survived a recent RAM raid on the village. The survivors will gladly help the team work towards RAM's defeat.

**Expected Conditions**: Multiple encounters with Lowlanders and RAM warriors, including deadly RAM assassins.

## MAP LOCATIONS

1. Infrared satellite photos indicate a single RAM warrior on constant guard in this area. If you can catch him sleeping, a Rogue may be able to snatch the keyring attached to his belt. At worst, you'll have to fight him and probably a few security robots as well. You'll need the keyring to get into some locations in the village, and in the RAM base.

2. This is the hut of Landon, a top Lowlander scientist. You'll make contact with him later; meanwhile, his family may need assistance.

3. This is a predetermined escape area. You may be able to assist some of the surviving Lowlanders in getting out alive.
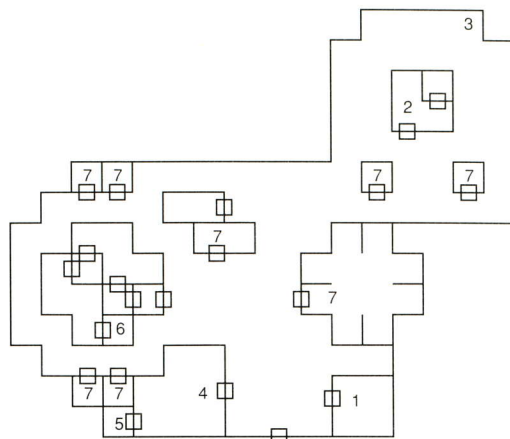


4. This stockade is filled with domesticated acid frogs. If you release them, they may be able to aid you against RAM forces.

5. In this storage area you should find a supply of acid frog food; bits of swamp hornets, giant worms, etc; use it to befriend the acid frogs.

6. This is the medical supply closet; you may need its contents to aid wounded Lowlanders. Unfortunately, it can't be opened without a security code and the RAM guard's

keyring (location 1). You may be able to get the code from one of the Lowlander survivors.

7. Search these huts for survivors, equipment and information.

## 6.2: SPACE ELEVATOR RUINS

**Objective**: Beneath this area is a hangar full of gliders with which RAM intends to exterminate the remaining Lowlander population on Venus. Get in, find the self-destruct console, activate it and get out quickly.

**Expected Conditions**: Possible encounters with various gennies and RAM personnel.

## MAP LOCATIONS

1. Ladder leading back into the Venusian jungle.

2. This tunnel leads to the Venusian RAM base, but is only safe *before* the hanger is destroyed.

3. Stairs leading from the ruins above to the glider hangar hidden below.

4. Computer Room: if you can catch the staff technician alone, he'll be at a great disadvantage. Interrogate
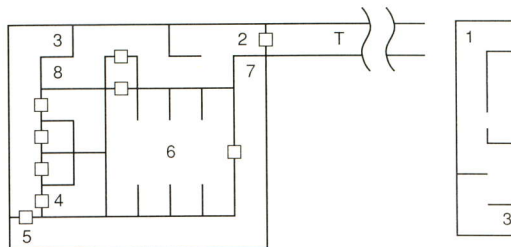


him — he should be good for some information. What you do with him after that is up to you, but we don't suggest letting him go free.

5. This security door cannot be opened without a keycard.

6. Hangar: Currently full of deadly RAM gliders.

7. Search this area carefully; our sources say it may contain top secret information.

8. This control box can be used to set the hangar to self-destruct. To access it, you must have a keycard.

## 6.3: VENUS RAM BASE

**Objective**: Free Landon and his team of scientists, and get the Retinal Lockpick for use on the Mercurian Mariposa III.

**Expected Conditions**: Possible encounters with RAM warriors, security robots, acidicium.

## MAP LOCATIONS

1. Elevator: the only access to other levels.

2. These locked doors can't be opened without the keyring from the RAM guard at the Lowlander village (location 1).

3. A group of Lowlander scientists are locked in this room, waiting for word from Landon. Speak with them; they can help you make contact with him.

4. If you have the code from the scientists at location 3, Landon will speak to you here. He'll tell
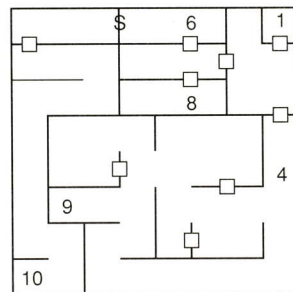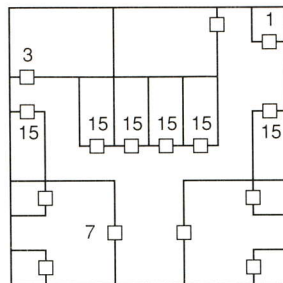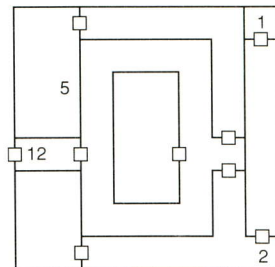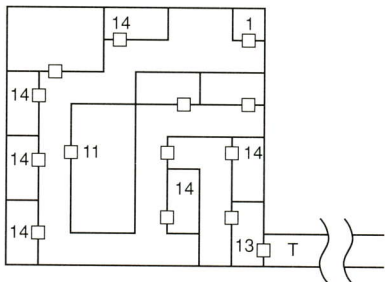
you the exact location of a Retinal
Lockpick hidden in the complex.

5. The Retinal Lockpick is in this
   room somewhere, but it's very well
   hidden; without explicit instruc-
   tions from Landon, you aren't
   likely to find it. This is a very
   important item — don't leave the
   base without it!

6. Acidicium are kept here when they
   are not on patrol in the barracks.
   You'll have to destroy them to find
   Landon's secret door. The door is
   located in the west wall; you'll
   only find it by walking into it.

7. You may encounter a small group of
   RAM warriors guarding this computer
   room. You should outnumber them, so
   it may be possible to intimidate
   them. If not, you'll have to fight
   them.

8. According to infrared scans, this
   area contains several activated
   combat robots. If you enter, be
   prepared to fight.

9. This utility tunnel runs beneath
   the acid swamp, and may contain

high levels of acid, making it
dangerous for humanoids. In addi-
tion, tunnels are commonly popu-
lated with ursadders.

10. This is the utility tunnel which
    Landon and the scientists will
    escape through. Again, its high
    acid content makes it virtually
    impassable.

11. This is a meeting room which, at
    any given time, may be full of RAM
    officers. If you enter, you'd
    better be prepared to defeat them
    before they can sound the alarm.

12. Main entrance: leads to the Venus
    wilderness; may be guarded, unless
    the destruction of the gliders has
    called all forces to the hangar
    area.

13. This tunnel leads to the RAM glider
    hangar under the ruins.

14. Barracks: Probable encounter with
    RAM warriors and/or assassins upon
    entry.

15. Administrative offices: Guarded by
    RAM assassins.

## MISSION 7: MARIPOSA III

**Objectives:** Find the core, ascend to the topmost level, and destroy the Doomsday Laser. To accomplish this you'll need the password from the Asteroid Base, the Blue Passcard from Mars and the Retinal Lockpick from Venus.

Your contact here is Wilma Deering. She and her force of rebel Mercurians will distract the security forces while your team poses as a group of Dancer commandos and makes their way to the core.

**Expected Conditions:** As you travel through the merchants' area, security teams may spot you. Avoid conflict unless absolutely necessary — you should be able to talk your way out of most situations. If it becomes necessary to defend yourselves, *do not* use weapons; the slaughter of innocent people would not be good press for NEO and it would attract undue attention.

## 7.1: MERCHANT'S AREA
## MAP LOCATIONS

1. Your point of arrival.

2. This door leads to the hangar, and is sealed due to a security alert; RAM has stopped all normal traffic to and from the Mariposa due to the impending firing of the Doomsday Laser on Earth.
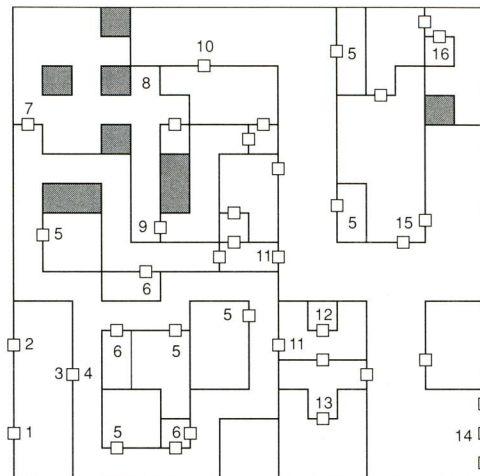
3. Using the Blue Passcards from the Martian Base you should be able to get through this security door.

4. Wilma will meet you here and take the passcards, then brief you on the area.

5. These shops will be closed.

6. Maintenance robots are stored in these rooms.

7. This is Marat's Bazaar; you'll pass through here to reach the unused maintenance shaft.

8. An archaic computer terminal; you can contact Scot.dos from here.

9. Search this maintenance area for useful equipment.

10. Safe entrance to Rue de Sol. Follow the corridor to Holst Plaza (location 15).

11. These security gates lead to the Rue de Sol. Troops here will attack the team on sight.

12. Security office: search it for information.

13. This is the security entrance to the Stock Exchange — the team will be attacked upon entry.

14. This is the gateway at Joplin Plaza, a heavy security area. Avoid this area if possible.

15. Holst Plaza: Proceed to the core (location 16).

16. This is the entrance to the core. Proceed upward.

## 7.2: MARIPOSA CORE

**Objective:** Your ultimate goal is to get to the Doomsday Laser and set it to self destruct. The best way to go about this is to visit the Sun King; if he believes you are the Dancers he's been waiting for, he'll give you security clearance and deactivate the weapons in the core.

In order to gain audience with the Sun King, you'll need to bring gifts; the accompanying map shows possible locations for trinkets.

**Expected Conditions:** Until the team has security clearance from the Sun King, encounters with security and assault robots are highly probable.

LEVEL 1

LEVEL 2

LEVEL 3

LEVEL 4
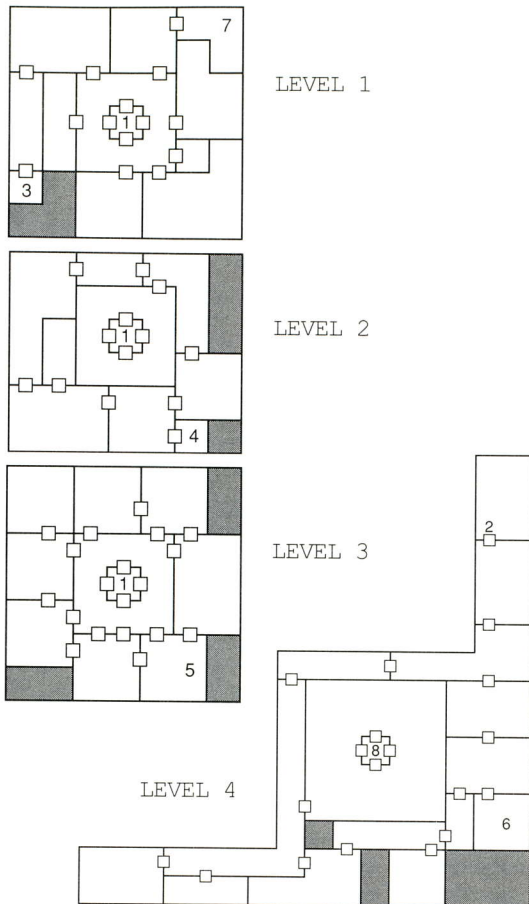
## MAP LOCATIONS

1. This is the zero-gravity core which extends through the Mariposa. Weapons mounted on the sides of the core will fire on the team, doing considerable damage, if you have not yet befriended the Sun King.

2. This is the Sun King's audience chamber. When you have presented your gifts, he will see you. He's more likely to respond favorably if you speak French; you should be able to bluff your way through by simply answering "oui" to all of his questions. You should agree to all of his requests.

3. A copper medallion is located in this room, but you may encounter maintenance robots here as well. If so, you're in for a battle unless you can find a way around them.

4. We believe a silver medallion is located here; search carefully.

5. A gold medallion mounted on a plaque hangs in this room, which is coincidentally filled with deactivated security robots. A skilled Rogue should be able to get past them without setting off the alarm.

**6.** This is the aviary. Opening the door allows all the birds to escape.

**7.** This is the Weapons Control Center for the core. When the Sun King has disarmed the defenses, the light above the console will be green.

**8.** Reenter the core and ascend to the topmost level.

## 7.3: THE DOOMSDAY LASER

**Objective:** Interrupt the system's power to halt the countdown, activate the self destruct on the Doomsday Laser, then escape Mariposa III before the explosion.

**Expected Conditions:** Your security clearance should hold out until it becomes necessary to trip a security alarm, after which you'll run into RAM security robots. When the Sun King's men figure out what you're up to, you can expect some additional trouble.

## MAP LOCATIONS

**1.** This is the top of the zero-gravity core. Do not attempt to descend after the countdown has begun!
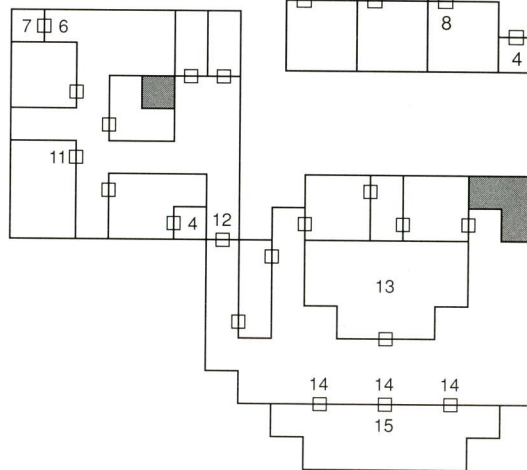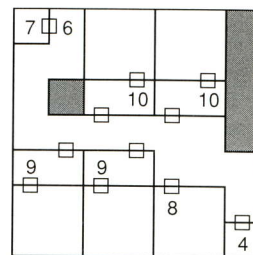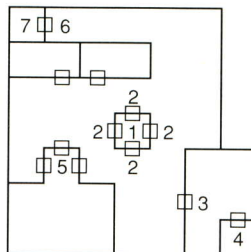
Proceed to the power station (location 11) as quickly as possible.

2. By the time you reach this point, the countdown should be underway. Wilma Deering will be on standby, monitoring the satellite. If you aren't able to get to the power station in time to stop the countdown, her orders are to ram her ship into the device, which will kill Wilma and your team as well. Again, you must get to the power station as quickly as possible.

3. This room will be heavily guarded during the countdown. If you surrender, you'll be imprisoned until the countdown is completed and Wilma begins her suicide run. You *must* defeat the guards to enter the elevator.

4. This elevator will take you to the security and escape pod levels. Once the power has been disabled, the elevator won't work at all.

5. This security office monitors the condition of the station.

6. Behind these emergency doors is a staircase. It is the only way to access the three sections of the top level which house the weapons control center and power station. Opening the door will trip an alarm which will alert RAM and put you in grave danger — unfortunaetly, there is no other way to succeed.

7. Emergency staircase.

8. This is the pod control center. After the self-destruct sequence is underway, get your team to this room immediately. Scot.dos will make sure you have security clearance to use one of the pods.

9. Enter one of these pods to escape Mariposa III.

10. These pods are not functional.

11. Power Station: Disable the power from here before the countdown runs out. The team member with the highest climbing skill should attempt to disconnect the coupler. When the power has been interrupted, proceed to location 12.

12. Use the Retinal Lockpick (from Venus) to open this door.

13. Viewing chamber for the Doomsday Laser.

14. The doors to the Weapons Control Center will not open until the power is interrupted at location 11.

15. This is the Weapons Control Center. Expect to encounter a large number of assault robots, RAM combat gennies and RAM technicians.

---

After beginning the self-destruct sequence, you have a very limited amount of time to get to an escape pod and leave the Mariposa before the Doomsday Laser explodes. Go immediately to a pod control center (take the stairs) and then to one of the pods at location 9. If you accomplish all this and escape successfully, congratulations; you've saved Earth.

Good luck. We at NEO salute you!

---

## ADDITIONAL LOCATIONS
The following pages contain additional maps our agents were able to appropriate. These locations are unidentified; refer to these maps if you find yourself in unfamiliar territory.
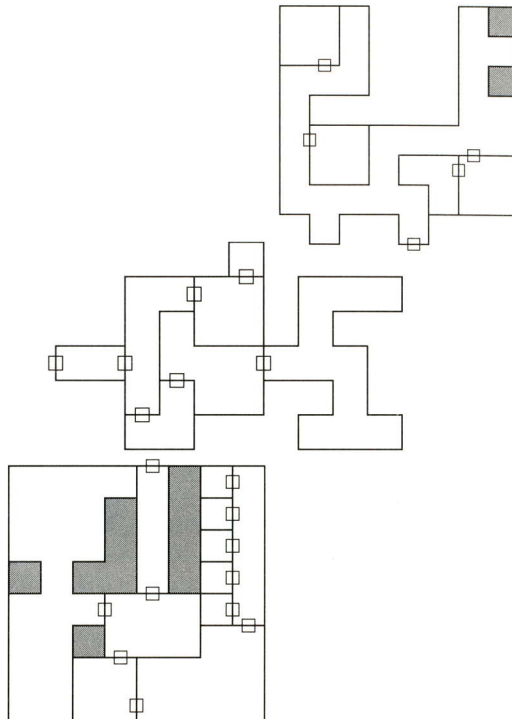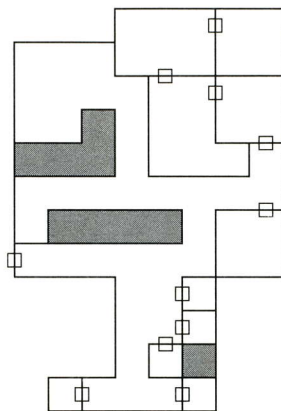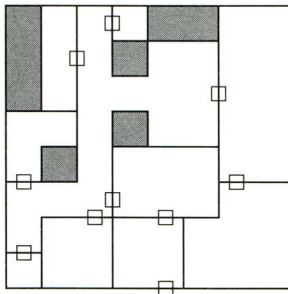
## A GUIDE TO HOSTILES

The following section is designed to prepare you for the many hostile creatures you will encounter during your missions for NEO.

**Acid Frog:** Semi-hostile (may be friendly)
Attack: spit acid
Immunities: plasma, heat
Advantages: Long-range capabilities

**Acidicium:** Hostile
Attack: paralyzing poison
Immunities: dazzle and stun grenades
Advantages: May deflect hand to hand or long-range attacks

**Desert Ape:** Hostile
Attack: paralyzing poison
Immunities: plasma, heat
Advantages: size

**Small Experimental Combat Gennie (ECG):** Hostile
Attack: paralyzing poison
Immunities: none
Advantages: high Zero-G skill

**Large Experimental Combat Gennie (ECG):**
Hostile
Attack: deadly poison
Immunities: none
Advantages: high Zero-G skill

**Hexadillo:** Semi-hostile
Attack: non-poisonous
Immunities: plasma, heat
Advantages: none

**Hyper-Crab:** Hostile
Attack: weak, non poisonous
Immunities: None
Advantage: heavy armor

**Hyper-Scorp:** Hostile
Attack: deadly poison
Immunities: none
Advantages: none

**Hyper-Snake:** Hostile
Attack: deadly poison
Immunities: dazzle and stun grenades,
lasers, smart shells
Advantages: speed and agility

**RAM Guard Dog Gennie:** Hostile
Attack: paralyzing poison
Immunities: none
Advantages: strenth and dexterity

**Robots:** Hostile
Attack: varies
Immunities: dazzle and stun grenades,
lasers, smart shells.
Advantages: heavy armor

**Sand Squid:** Hostile
Attack: deadly poison
Immunities: plasma, heat
Advantages: camouflage; surprise
attacks frequent in sandy areas

**Space Rat:** Semi-hostile
Attack: non-poisonous
Immunities: dazzle grenades, smart
shells
Advantages: high dexterity and Zero-G
skills

**Swamp Hornet:** Hostile
Attack: mildly-poisonous
Immunities: none
Advantages: attack in swarms

**Ursadder:** Hostile
Attack: mildly-poisonous
Immunities: none
Advantages: attack in numbers

## SPACE COMBAT TACTICS

Before combat begins, your Rocket Jock should be in command. To optimize your salvage chances, close with the enemy as quickly as possible (to prevent him from fleeing) and disable his controls and engines, doing damage to his weapons as well, to keep him from successfuly attacking. When the enemy ship is disabled, board and secure the control and engine rooms.

Reload weapons often, but use discretion; some team members my be better suited for operating weapons, and their time should not be wasted loading them. Whenever Engine, Control or Hull systems on the team's ship are damaged, the pilot should take some time to jury rig that system.

Once you board an enemy ship, attempt to proceed to the Engineering section (usually on the upper level), and secure the engine control. If the Engine room was destroyed during the battle, the team should head to the bridge (lowest level).

If you choose to retreat into your own ship before the Engine and Control rooms are secured, the enemy may attempt to board you. If this should happen, you will find yourselves at an extreme disadvantage. Retreat *only* as a last resort.

## GROUND COMBAT TACTICS

The first rule of ground combat is: PROTECT YOUR MEDIC. He should stay out of sight of all enemies if possible, and be covered at all times by other team members. Without a conscious Medic, your team cannot be healed between battles!

All team members should concentrate on the same target in order to systematically disable each one; a weakened enemy can usually fire as effectively as a strong one.

Unless the enemy has grenades, move in close, using cover whenever possible. If the enemy is using grenade launchers, plasma throwers or rocket launchers, spread out or get in between the enemies. If your team is equipped with these weapons, pull back and use them against concentrations of enemies.

The best weapons are those with high
rates of fire; needle guns work against
all enemies and fire six shots per
round, making them very likely to
inflict damage; rocket pistols inflict
the most damage, but their smart shells
can be foiled by some enemies. Warriors
who specialize in these weapons will be
especially deadly.

Characters with poor armor classes
should go behind cover. If the enemy
is using lasers and the team is not,
drop an aerosol grenade to protect the
team. Use chaff grenades if the enemy
is using rocket pistols, grenades, or
plasma throwers, and the team is not.
If a warrior has a high strength (18 or
better), he should close in and attack
with a close-combat weapon (mono sword
or cutlass). The additional damage
makes him as effective as if he were
equipped with a ranged weapon.

If the battle is going badly, try to
pull the team through a doorway and set
up out of sight. The enemy will tend to
trickle through the doorway, allowing
the team to slay them more effectively.

## Credits

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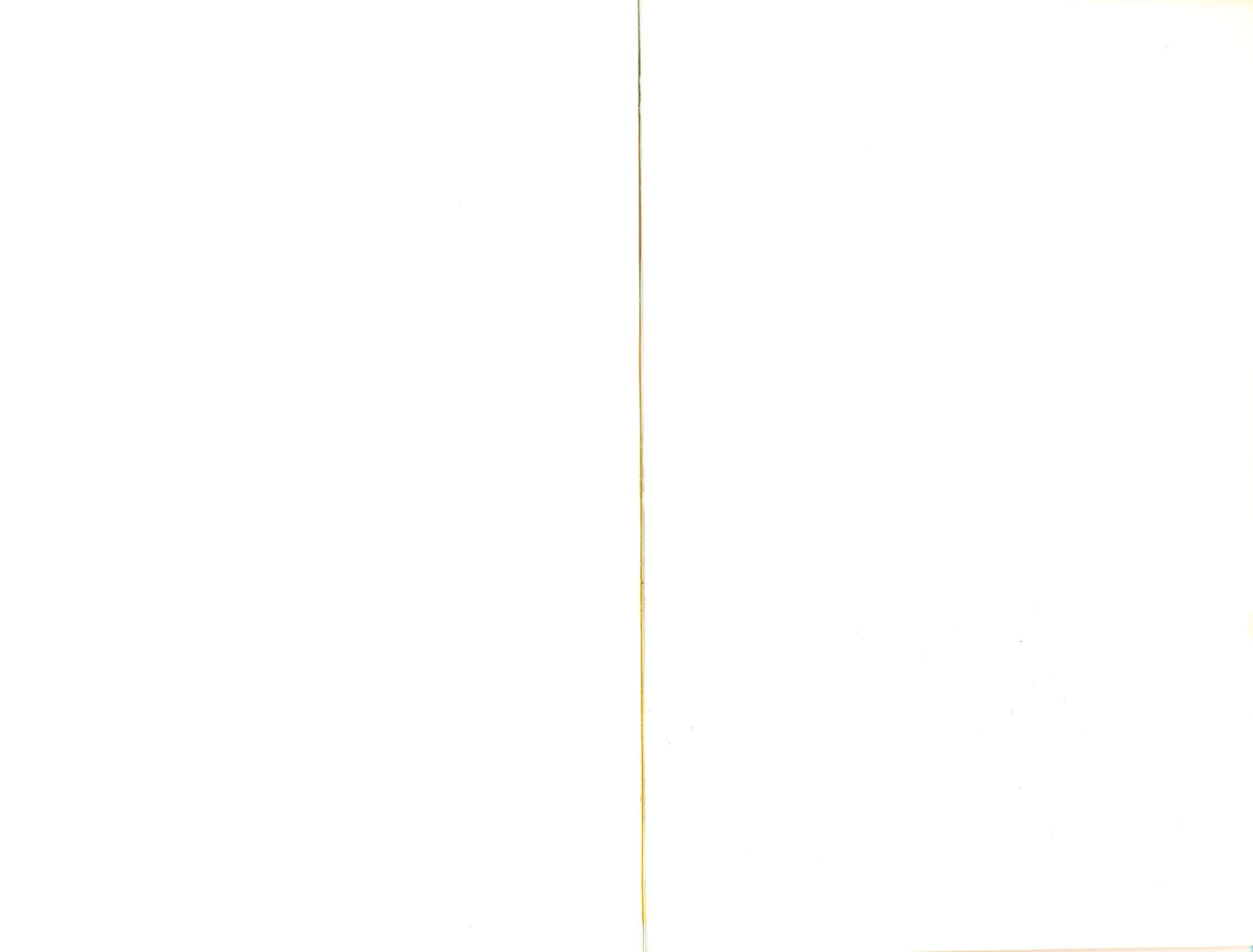**95¢ for the first minute,
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