# THE THIRD MILLENIUM

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The Millenian Empire was a flourishing galactic kingdom within a small galaxy, Andromak, lost on the edge of the universe. Formerly, under the wise reign of LLodas and under the protection of the Great Universal Creator, the empire flourished and grew. But one day, for unexplained reasons, a breach disrupted the space-time and the evil forces swept through the Third Quadrant, the galactic sector of the Millenian Empire.

So it was with the Empire of Humans at the time of his greatness. Unable to resist such aggression, he began to falter and to bribe, although the danger was not visible from the outside. It was in the young imperial Omega system that evil decided to strike first. As seditious movements were inexplicably organized within the Empire's forces, sudden desertions occurred, especially in the ranks of the Fleet. So a power-hungry being intervened: Hillerr, prince of darkness and supreme leader of the Dark Force. He swore to annihilate the Millenian Empire and the Millennium Order.

Omega's imperium was first attacked by the Dark Armada, and Emperor NotoRiuss immediately retaliated with what would become the "Battle of Sierra", feeling a danger to his own integrity and the survival of his kingdom.

From the beginning, the imperial army was greatly outclassed by the formidable power of the Dark Force. During those first gloomy years, it seemed certain that the brilliant flame of the Millenian Empire would be blown out long before it could bright the Light in the galaxy. However, it is said that at the dawn of the next millennium will come the Supreme Being, salvator and guide of the new era. His mighty power will destroy darkness and its servants.

For all the peoples of the Millenian Empire, he is ...

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# Introduction

## What is the "TTM Roleplaying Game"?

**The Third Millenium (TTM)** is a tabletop role-play or paper roleplaying game. It is a game in which players embody the role of characters in a space opera universe, according to the play rules. Each player interprets this role mainly through narrative actions (dialogues and descriptions) and decision-making.

**TTM** gathers the players during the game session around a table, commonly with accessories for standard dice and sheets of paper.

The imaginary support is very important. Six-sided dice, paper and pencils are the essential accessories needed to play. The role-players play the role of their characters.

**TTM** stands out from other board games as there is usually neither a winner nor a loser. It is an interactive form of storytelling, based on social and collaborative relationships rather than competition. The goal of the game is simply the pleasure of participating in an adventure, playing a role and evolving your character to replay it in a game session in the future.

A **TTM** game session provides a Gamemaster (GM) and a group of players: the player characters (PCs). While players control their respective characters, the GM manages the non-player characters (NPCs) who will interact with the group of Missionaries.

The frequency of play sessions is highly variable: daily, weekly, monthly ... A session usually lasts several hours depending of the envy and availability of participants. The role-playing tradition is that a good game session is measured in four to eight hours, or even twelve hours or more, with breaks. The frequency of games is very variable: daily, weekly, monthly ... A session usually lasts several hours depending on the desire and availability of participants. The role-playing tradition is that a good game is measured in four to eight hours, or even twelve hours or more, with breaks. It all depends on the screenplay duration of the mission to perform and the ability of players to get into it.

## For the best and the Empire

**TTM** gathers a **GM** and several players around the same table, with asides being possible between players or between the **GM** and one or more players. However, for practical reasons (the **GM** managing the entire universe outside the characters), it is necessary that the players are gathered most of the time, which leads to their characters often act in concert. This is one of the main limitations of the game: the incarnated characters must, from the start, form a group of Missionaries with common interests: the Millenian Empire. This limitation may cause problems for players who want to interpret strong personalities, who do not necessarily have a place in this group, but this brings up an interesting aspect: the management of conflicts within the group, which can be solved in many ways (character death or withdrawal, change of point of view, turn towards the enemy, etc.)

## Required outfit to play

**TTM** comes in a range of books containing rules and information about the game universe.

Six-sided dice, paper and pencils are the essential accessories needed to play. Role-players play only an interpretation of their characters according to the game rules.

# Role-player lingo

**Gamemaster (GM).** Player who picks the adventrue, leads players into it, assesses results.

**Player Character (PC).** Any character controlled by a player. Generally, each player controls a single character.

**Non-Player Character (NPC).** Any character controlled by the **GM**. The **GM** can control many **NPCs**, major or minor.

**Ability code.** Numerical values that definate a character, equipment, etc.

**Mission.** Also known script is the "basic unit" of **TTM** play session. A mission – or adventure – only terminates when the players decide, but it will have a beginning and an end. It may take several sessions of play sessions or occupy only evening.

**Game session.** Episode of a mission or campaign which usually lasts one evening.

**Group.** The group of player characters participating in a mission or campaign.

**Missionnary.** Name given to a character from the **TTM** campaign, appointed by the Imperial Senate and, most often, sponsored by the secret services of the Millenian Empire.

**Encounter.** A mission "scene", **PCs** cross the path of one or more **NPCs**, more or less important, allies or enemies.

**Campaign.** A continuous series of missions. A campaign hosts generally the same characters from episode to episode, and is managed by the same **GM** (or even **GM** team).

**Species.** The intelligent species to which the character belongs. There are five species in **TTM** (Human, Androgunes, Seniorhott, Homocanin and Silimen).

**Role Playing.** This is the way a player interprets his character by following the characteristics of the latter. It requires some acting.

**Space Opera.** Literally "opera of space". Usually takes place in space or on one (or more) distant planet(s). The plausibility of a space opera story can vary considerably; in many cases, for the purposes of storytelling, the laws of physics as they are known today are not necessarily respected: presence of sounds in the void space such as explosions or jet engine ships noises, etc. Moreover, almost all planets are habitable by humans, extraterrestrials speak English, not to mention of course the huge time shifts due to relativity that would prevent any concomitance between such distant planetary systems ...

Unpretentious, the **TTM** game fits in this register by proposing its own physical, psychical and philosophical logic, while trying to look credible and coherent.

# Game System

## Basics

The **TTM** game system only uses six-sided "normal" dice that add up to each other. If a weapon is **4D+2** it will mean rolling four dice, adding up their scores and adding bonus **2** to the total. Similarly, **3D-2** will follow the same logic, except that the total score of the three dice, will substract the malus **2**.

This game structure is only interested in three types of rolls:

- the Ability roll
- the Opposed rolls
- the Rolling Actions
- the Rolling Injuries

## Ability

This is a die roll made when a test is required. The roll can be made by the player or by the **GM**. When a character tries an action (for example, using a skill), you must always launch 3D (three dice) to determine the result of them.

In order to pass an ability roll, it is up to the player to make a roll those the result is lower than or equal to the Ability code, whether that is the character's attribute or skill.

**If the Strength code is 12, an Ability roll of 12 will be a success.**

Whatever the score below which an Ability roll is attempted, a roll of **3** is always a *success*. Conversely, a roll of **18** will always be a *failure*.

### When rolling dice?

An Ability roll is made to test the discretion of a character, his reputation, situations of fighting, espionage, theft ... In short, the tricky things.

We also roll the dice to interact socially, to get allies, or information, social rank or money.

However, you do not need to do an Ability roll to cross the street, drive to the local drugstore, eat a hot dog, start up a computer.

It is also useless to roll the dice for daily work, the common events of life.

### When the GM rolls the dice?

Sometimes the **GM** secretly rolls the dice instead of the player in the case of an abstract situation (guessing if an **NPC** is lying).

The **GM** also makes a secret roll when the player does not have to know what is happening (a *Perception* roll when an enemy is about to attack the **PC** on his back).

### Modifiers

In some particularly difficult or easy cases, a modifier (bonus / malus) can be applied on the Ability code under which it must perform the roll.

It is up to the **GM** to decide by referring to the next table.

## ABILITY CODE MODIFIERS

| Bonus / Malus | Example |
|---|---|
| +5 / -4 | Turn on a cell phone whose model is unknown. |
| +3 / +2 | Take a slip road well marked in 55 mph. |
| +1 | Shoot in a football while you never did. |
| 0 | Casual situation of everyday life. |
| -1 | Do something under stress. |
| -2 / -3 | Pick pockets of your neighbor, while he looks at to you. |
| -4 / -5 | Climb a mountain in rainy weather. |

### Basic Ability & Active Ability

The Basic Ability is the code of the PC, as indicated on its character sheet.

The Active Ability is its code modified by the prvious modifiers table.

### Margins

Once the Ability code calculated with the possible modifiers, it is necessary to roll 3D of which one adds the scores. If the roll is lower than or equal to the Active Ability code, it is a *success*. Otherwise, it is a *failure*. In both cases, it will be necessary to calculate how much is passed or missed the skill roll, or the *margin*.

**For an Ability code of 13, a roll dice of 12 is a success with a margin of 1 (13 - 12).**

**Conversely, always for an Ability code of 13, a score of 15 is a failure with a margin of 2 (15 - 13).**

### Critical Success

In this case, the **GM** needs to determine what happened. It will always be something very positive.

- **3** is always a *critical success*;

- **4** is a *critical success* if the Active Ability code is at least **14** or more;

- **5** is a *critical success* if the Active Ability code is at least **16** or more.

### Critical Failure

In the case of a *critical failure*, the **GM** always determines the outcome of events, but it will always be something particularly negative.

- **18** is always a *critical failure*;

- **17** is a *critical failure* if the Active Ability code is lower than **14**;

- any roll made with a margin over than **10** is always a *critical failure* (make a roll of **16** while the Active Ability is only **6**).

## Opposed Rolls

Sometimes it can happen that two characters use skills in opposition. For example, during a card game session, players will use their **INTELLIGENCE** code to win.

If the player # 1 succeeds his Ability roll, whereas the player # 2 misses his one, in this case, the first player wins.

If both players succeed their rolls, it is the one with the highest *success margin* who wins.

If both players miss, no one wins ... the game in hand was too bad.

## Interactive Roll

This is a situation where a character meets an NPC. In this case, the last one makes a Interactive roll with 3D and consults the next table. It is typically a roll that can be kept secret by the GM, as it is difficult to know for sure what others think about the character.

| INTERACTIVE ROLL | |
| --- | --- |
| **ROLL** | **INTERACTIVE ACTION** |
| 0 ou moins | **Disastrous**. The NPC hates the character and will do everything possible to harm him: treason, assault ... |
| 1 to 3 | **Very bad**. The NPC does not like the character and will act against him. |
| 4 to 6 | **Bad**. The NPC is indifferent to the fate of the PC. In case of difficulty of the latter, he will do nothing to help him. |
| 7 to 9 | **Indifferent**. The NPC is unimpressed, but a substantial amount of money may be able to convince him to help the PC. |
| 10 to 12 | **Neutral.** The NPC will react polite manner as long as the protocol in force locally is respected. |
| 13 to 15 | **Good.** The NPC appreciates the character and will help him to the extent of his abilities. |
| 16 to 18 | **Very good.** The NPC is favorably intimidated. He will not hesitate to help the PC, even beyond what is asked. |
| 19 and + | **Excellent.** The impression given by the PC is extraordinary. The NPC will always be zealous, he will even risk his life, reputation or wealth. |

This kind of roll does not have, like the Ability roll, a code to test, it is an "open" roll. The higher the roll, the better the reaction of the character opposite. Modifiers, presented in the next chapter (**Personality & Appearance**), apply directly to the rolls.

## Injuries Roll

This is the roll that is made, as its name suggests, in the context of injuries caused to hurt a character or damage a structure. Injuries roll appears in the form of a die-code: die+integer.

The armor eventually worn by the character reduces the amount of injuries. Refer to the combat rules (see Combat chapters) for further explanation.

# Character creation

Creating a character is the first step of the game, and one of the most important. The concept of role playing is to slip into another person – a "player character" that one creates. **The Third Millennium** makes it possible to choose exactly the kind of hero to embody.

In **TTM**, creating a character is done in an original and fast way, by choosing from pre-established cards that will compose a "template" character.

## Character Templates

At the end of the document are proposed a series of cards, divided into three categories: Species, Activity and Special. The first two are the basic elements for designing an archetypal character from the **TTM** universe. Each character has a species and a social activity (profession learned in a specialized school).

Thus, to compose your own character, it is enough to merge a Species card and an Activity card.

### "Species" cards

Five in number, the "Species" cards contain the characteristics specific to each intelligent species living within the Millenian Empire, distributed over the two stellar systems of the imperium.

These characteristics are for the most part translated by Attributes accompanied by their respective codes (numeric values indicating the aptitude threshold of success).

Other characteristics provide more information on the appearance of the species (height, weight, genre and longevity) as well as its basic equipment (clothes, props, weapons, vessel).

On each card back are presented in detail the **Species**, as well as the **Personality & Appearance** that a character of this kind can have.

### "Activity" cards

Seven in number, the "Activity" cards present all the skills that allow the character to practice in his profession, as well as the available specific equipment (props, weapon, vessel).

On the each card back is detailed the Activity of the character, as well as the diplomas obtained, his **Personality & Appearance** dictated by the activity and work clothes normally worn.

### "Special" cards

These three separate sheets are unique in offering each an already composed character (Species + Activity) according to a special status. Indeed, only Humans can become Priests or Engineers, while Betadroid are particularly intelligent robots, completely integrated in the imperial society, and perfectly controllable by the players.

These cards form the fusion of a "Species" card and an "Activity" card by offering all the necessary skills and equipment. On the back of each "Special" card is presented the archetypal character, with his background, his typical career, his **Personality & Appearance** due to his specific activity and dress usages.

In the chapter **Other Characters** proposes the non-player characters that the PCs can meet (often enemies) and which will be played only by the GM and his possible collaborators.

# Picking a Template

In order to respect a certain proportion of species and activities in a group of imperial missionaries, according to the criteria of the **TTM** universe, it is necessary to determine the Species and the Activity of the character by selecting sets, unless the first mission that the GM chooses will require a certain category of characters.

First part of the table below allows to determine the species of the character by rolling 3D.

| SPECIES | | ACTIVITY | | SPECIAL CARD | |
|---|---|---|---|---|---|
| **3D** | **Character** | **3D** | **Character** | **1D** | **Character** |
| 3 to 9 | Human | 3 to 6 | Trader | 1 à 3 | Ingeneer |
| 10 to 12 | Androgunes | 7 to 10 | Technician | 4 ou 5 | Priest |
| 13 to 15 | Seniorhott | 11-13 | Militian | 6 | Betadroid |
| 16 | Homocanin | 14-15 | Soldier | | |
| 17 | Silimen | 16 | Astropilot | | |
| 18 | Special card | 17 | Mercenary | | |
| | | 18 | Agent | | |

Once the species is determined, simply restart 3D roll and consult the second part of the table above for the Activity of the character. He is thus ready to play.

In the case of a **18** by determining the character's Species, simply roll a single six-sided die and consult the last of the tables above.

This time, your character is definitely ready.

# Character sheet

The next step is to copy all the characteristics of the selected Template cards to form the Character Sheet. If it is possible to print the Character Sheet at the end of this document, it will be easier to report all the attributes and skills. Otherwise, you will need to get a sheet of paper and copy the outline of the Character Sheet.

But before we go further, we must look at the different datas of a character, which range from his physical and mental abilities (attributes, Advantage, defects and skills) to his assets (equipment and money).

## Attributes

The "attributes" are divided into four numerical codes used to define the basic abilities of the character:

- **Stamina** (STA) determines the strength and physical constitution of the character

- **Dexterity** (DEX) representing address, coordination;

- **Intelligence** (INT) corresponding to knowledge, ability to understand quickly, but also the ability to apply learned skills

- **Psionic** (PSY) measuring the natural and instinctive ability to protect against the psychomagnetic attacks of an Obscure Priest (see chapter **Psionic**)

## Skills

These are characteristics derived from the **STAmina**, **DEXterity**, **INTelligence** and **PSYonics** attribute codes.

*Health Points* (HP) represent the body's ability to withstand injuries. The amount of **HP** available for the character is equal to his **STA** code. For example, a **STA** of **10** gives **10 HP**.

*Fatigue Points* (FP) represent the energy reserve of the body. The number of **FP** available to the character is equal to his **STA** code. For example, a **STA** code of **10** gives a reserve of **10 FP**.

**Reflex** (REF) is the ability of the character to react in a specific situation (Combat). The code of **REF**, is equal to the code of **DEX**. A Human has a **REF** of **10**.

The **Move** (MOV) is the character speed on the ground in meters per second. It represents how fast he can walk or run. To calculate the **MOV**, add together the codes of **FTA** and **DEX**, then divide the total by **4**. Disregard the numbers behind the decimal point. A human has a **MOV** of **5**. Thus, he can travel 5 meters per second less his Encumbrance (see the table below).

| ENCUMBRANCE | |
|---|---|
| **Load** | **Movement Malus** |
| 1×STA | **0** |
| 2×STA | **-1** |
| 3×STA | **-2** |
| 6×STA | **-3** |
| 10×STA | **-4** |
| 11×STA max | **No move** |

**Willpower** (WIL) measures the character's ability to resist psychological stress (brainwashing, fear, hypnotism, interrogation, seduction, torture ...) but not psychomagnetic attacks: it is the attribute of **PSY** that takes care of it ! The code of **WIL** is equal to **INT**.

**Perception** (PER) represents the general vigilance. It is often the GM who makes a roll lower than the character's **PER** code to determine something. The code of **PER** is equal to **INT**.

# Personality & Appearance

This define the "social" traits intrinsic to the species character: its appearance, its manners and its behavior. These features are presented on the back of each Template card. They define the physical, but also the transparency of some education or wearing, whether good or bad. This approach can be positive (**Advantage**) or negative (**Disadvantage**).

Positive traits (above-average physical appearance: see table below) are considered **Advantage** and can be awarded bonuses to Interactive rolls. Others (for example, a lower than average appearance) have a negative value, and are treated as **Defects**. Still, others (for example, size, weight, deft hand) simply add "depth" for the character.

| PSYSICAL APPEARANCE | |
|---|---|
| **Appearance** | **Interactive Malus / Bonus** |
| Ugly | -4 |
| Awfull | -2 |
| Unpleasant | -1 |
| Average | 0 |
| Attractive | +1 |
| Pretty | +4 for opposite sex of same species; +2 for other species |
| Very beautiful | +6 for opposite sex of same species; +4 for other species |

# Richness

The richness of a character is relative and often depends on the planet where he lives, his social context (imperial or tribal) and his activity.

Each PC begins with a amount of money that represents his savings in campaign beginning.

To know the starting savings of a character, simply roll 3D and multiply the result by 1,000. The official currency of the Millenian Empire is the Pecun' Stella (stellar credit), more commonly known as Pecun (Þ).

However, depending on the activity chosen, the character may be sufficiently equipped for his first mission, especially if he is a serviceman.

For civilian activities, as Trader or Technician, it may be prudent to buy a Special Suit and a weapon, which the character will only wear on a mission.

In any case, the expenses made at the beginning of the campaign are never important, unless the group decides to invest in a vessel!

If the campaign lasts several months (and this is often the case), it is better to know the monthly income of each PC. For this, it is the Social Activity that determines it in the table below.

| Activity | Status | | | Income |
|---|---|---|---|---|
| | O | S | P | |
| Ingeneer | ×1 | — | ×3 | 1 800 Þ |
| Agent | ×1 | — | ×2 | 1 700 Þ |
| Mercenary | — | ×1 | ×3 | 1 600 Þ |
| Astropilot * | ×2 | ×1 | ×3 | 1 500 Þ |
| Soldier | — | ×1 | ×2 | 1 400 Þ |
| Militian | — | ×1 | ×2 | 1 300 Þ |
| Technician | ×1 | — | ×2 | 1 200 Þ |
| Trader | ×1 | — | ×3 | 1 100 Þ |
| Betadroid | ×1 | ×1 | ×1 | 1 000 Þ |

**MONTHLY INCOME**

(*) Only for Class B (Transport)

It can be noticed the Priest is absent from this table because, by milleniuan ethics, no MO (Millenium Order) Priest has personal wealth. The lodging and the cover are granted to him free of charge by the Millenian Empire, and by the good will of the citizens.

Some characters may have higher incomes depending on whether their activity status is Official, Serviceman or Private. The column STATUS in the table above proposes an income multiplier following the columns O/S/P. The case of the Mercenary is particular and means that it can exercise both as Serviceman and Private, so both incomes are added each month.

# Advantages

An *Advantage*, as its name suggests, a useful feature that makes the character better. As such, this feature will provide benefits to the character that will influence his behavior, but also give bonuses on different rolls (ability, interactive ...)

Each character can have only one Advantage per Attribute on which it depends (in gray), as long as the code of this Attribute is equal to or upper than **10**.

However, some character [in square brackets] can be assigned priority Advantage from Species or Activity.

**A Seniorhott that has a STAmina code of 6, can not get any Advantage dependent on this Attribute.**

Here is a non-exhaustive list of Advantage that can be attributed to the character during his creation. However, no Advantage can be attributed thereafter, except in an exceptional case judged by the GM (*cybernetic prosthesis*, for example).

**Be careful, some characters mentioned in square brackets [] can not be controlled by the players (see chapter Additional Characters).**

### Ambidextry                                         DEX

The character can use his both hands. He does not suffer the malus of **-4** on a left hand for a right-hander.

[Mercenary, Smuggler]

### Apnea                                               STA

The character is adapted to the aquatic environment. He moves the value of its **Move** in the latter. This Advantage allows the character to stay under water 2D minutes. This duration can be improved by losing **2 FP** per additional minute, without exceeding the **STA** code.

## Shell                                          STA

Gives a natural armor. Only a Silimen can normally possess this Advantage. *Shell* gains **+2** on Shock Protection (SP) of an armor.

[Silimen]

## Empathy                                        INT

The character "feels" people. On a successful **INT** roll (done by the GM) the character can guess the emotional state of an NPC, or even a PC. In case of failure, the GM is free to lie to him.

[Androgunes]

## Animal Empathy                                 INT

On a roll of **INT-5** or *Perception* successful, the character can feel emotions of an animal. He can give himself a **+2** bonus on *Fauna* (which can cause a good reaction, even from a fierce animal).

[Stellar Amazone]

## Claws                                          STA

The character has claws. These add a **+1** per die to the basic injuries by feet or fists.

[Homocanin, Silimen]

## Immunity                                       STA

The character is naturally resistant to poison or disease. This gives a **+2** bonus to all **STA** rolls.

[Homocanin]

## Combat Reflexes                                DEX

Permits quick reactions and no hesitation. The character has a **+1** on his active defenses and **+2** on *Phobia*. The character is never crippled in battle and benefits from **+6** to wake up or recover from a *stunned* state.

[Androgunes, Homocanin, Silimen, Agent, Soldier, Reaper, Terminator, Obscure Priest]

## Endure Pain                                    STA

The character takes injuries as the common man, but ignores it. He does not suffer from the shock malus. In addition, he has **+3** on his **STA** to avoid the knockout or be stunned. Physically tortured, the character gains **+3** on his *Willpower* to resist.

[Homocanin, Agent, Reaper, Obscur Priest]

## Balance sense                                  DEX

As normal, the character has no chance of falling. If the surface is wet or slippery, it has a **+5** on its **DEX**. In combat, a **+4** can apply to his **DEX** to avoid falling. In any case, he gains a **+1** bonus for *Athletics* rolls.

[Androgunes, Seniorhott]

## Danger sense                                   INT

This is a sixth sense to avoid being surprised. A *Perception* roll must be successful in order to react normally. This roll is usually done in secret by the GM.

[Silimen, Priest]

## Enhanced Sense                                 INT

Allows a **+2** bonus on the use of meaning related to Advantage. The player must pick from: *Hearing* [Seniorhott], *Taste* [Androgunes], *Smell* [Homocanin], *Touch* [Stellar Amazon], *Sight* [Silimen].

## Psionic Sensitive                              INT

In order to actively use the skills of **Psionic**, only humans naturally have this gift. It is therefore an indispensable Advantage for using psionical powers (see chapter **Psionic**) and must be written on the Character Sheet – in addition to a Advantage already picked under **INT** – if the player picks the "Special" card **Priest** or **Engineer**.

If the player decides to acquire this Advantage, without opting for a **Priest** or an **Engineer** (in agreement with the GM), he must then withdraw the Advantage already picked from his **INT**, and only in the case of a Human or of an Androgunes.

[Humain, Priest, Ingeneer, Androgunes, Obscure Priest]

## Flexibility                                          DEX

This Advantage makes get a **+2** bonus on *Athletics* rolls.
[Androgunes, Silimen, Agent, Soldier, Reaper, Terminator]

## Linguistic talent                                    INT

The character has a good aptitude for alien connexion. This Advantage allows speaking a language in addition to the native one without any malus on *Language*.

[Priest, Engineer]

## Temerity                                             DEX

Luck smiles at the daring and that's what characterizes the character. In the event of very risky, the character gains a **+1** bonus on his Ability rolls. The player can also rerolls critical failures in the same situation.

[Mercenary, Astropilot, Smuggler, Fighter, Spacejacker]

## Night Vision                                         INT

This Quality allows ignoring malus of **-1** to fight in the darkness (source of brightness is needed, as weak as it is).

[Silimen]

# Disadvantage

This is an imperfection quality that can interfere with the use of several skills or the result of some skill rolls.

## RESTRICTION

As previously described, the maximum number of Disadvantages for a character is one for each Attribute from which it depends, as long as the code of this Attribute is at least **10**.

## REM REPORT: ADVANTAGE / DISADVANTAGE

We can not take a Disadvantage that goes opposed the meaning of a Advantage, especially from the same Attribute. Thus, it can not taken both *Malantendant* and *Enhanced Sense* (*Hearing*). Finally, some Defects (like *bloodthirsty*), correspond to the worst situations. Some Defects do not affect the character permanently. An asterisk (*) appears behind the name of the Disadvantage that can be expected to control. To make this roll of self-control, make 3D and on a result is lower than **12**, the Disadvantage is controlled. A score of **13** or more means that the character suffers fully from the effects of his Disadvantage.

## Avarice *                                            INT

The goal of the character, in addition to getting richness, is to spend as little as possible. The self-control roll suffers a **-5** malus in order to spend nothing.

## Honor code                                           INT

It's a series of principles about what's good about doing and not doing, about an order, a caste, and about the character's line of conduct. With an active **INT** lower than **10**, the violation of this code should lead to the suicide of the character [Androgunes]. An **INT** over **8** would correspond to the filibuster code [Mercenary, Smuggler, Spacejacker] (to avenge an insult, not to attack a member of the crew except under certain conditions, etc.).

## Curiosity *                                          INT

This applies to the behavior in general, which can be very disturbing for the character neighborhood, until the actions (what would happen if I pressed this red button?). A Self-control roll is needed to resist this propensity.

[Seniorhott]

## Addiction INT

The character must ingest a substance or spend some time in a particular environment in order to survive. If he does not, he loses 1 point of **STA** per day. This Disadvantage is predicted for a common substance (such as water), an atmosphere (such as heat [Silimen]) or a narcotic (**-2** on the **Willpower**).

## Honesty * INT

The character follows the laws strictly. He is also convinced that what is true for him is true for other people until the proof to the contrary. A roll for self-control allows ending the debate.

## Impetuous * INT

The character thinks he is the best and / or the most competent he is. A roll of self-control is necessary when the character is likely to commit an error due to this Disadvantage. Naive people react to **+2**, while professionals will be **-2** at the Interactive roll.

[Mercenary, Astropilot, Smuggler, Fighter]

## Impulsiveness * INT

The character hates talking for hours. He needs action! If the control roll fails, he charges without thinking.

[Homocanin]

## Intolerance INT

The character does not like or distrusts a caste, a group, a species ... The victims of his intolerance will react to **-2**. An intolerance towards a large community, religious class, costs **-5 points** malus on the Interactive action.

[Androgunes, Silimen]

## Hard of hearing INT

Perception (Hearing) rolls get -4 malus.

## Sand-blind INT

The character has difficulty seeing correctly, causing **-6** to **Perception** (Sight). The Combat rolls are **-2** malus. The Disadvantage can be corrected by ocular prosthesis.

## Bad Temper * INT

The character usually lose his temper. In this case, he will be likely to get upset, insult or even attack someone.

[Homocanin]

## Obsession * INT

The life of the character is oriented towards a goal that guides his actions. A roll of self-control is necessary when it seems to deviate.

A mid-term achievable goal costs **-2** in self-control, while in the long run costs **-5**.

## Pacifism INT

This is an opposition to violence. A reluctance to kill causes a **-4** to hit a person with a lethal weapon, or **-2** if the character can not see his face.

The character can not hurt the innocent and he can fight, but will kill only those who have clearly displayed this intention.

[Human, Millenian Priest]

## Phobia * INT

The character is in the grip of a morbid fear of something. If the self-control roll fails, he avoids the source of his fear. If successful, it reacts to **-2** to any type of roll when it is in the presence of the source of its phobia. Every 10 minutes, the player must retry the self-check roll.

Some common phobias:
- **Achluophobia** (darkness)
- **Acrophobia** (heights)
- **Agoraphobia** (crowd)

- **Ailurophobia** (big cats)
- **Apiphobia** (sting insects)
- **Arachnophobia** (arachnids)
- **Claustrophobia** (confined spaces)
- **Cynophobia** (canines)
- **Entomophobia** (insects)
- **Gynephobia** (females)
- **Hematophobia** (blood)
- **Herpetophobia** (reptiles)
- **Hydrophobia** (water)
- **Hylophobia** (forests)
- **Necrophobia** (corpses)
- **Pyrophobia** (fire)
- **Technophobia** (technologies)
- **Xenophobia** (aliens)

## bloodthirsty *                                    STA

The character wants to see his opponents dead. In combat, he must restrain himself so as not to systematically kill his enemies.

[Androgunes, Homocanin, Reaper, Obscure Priest, Terminator, Stellar Amazon]

## Duty sense                    INT

The character always feels indebted to a person, a community, a group.

[Soldier, Millenian Priest]

# Skills

A skill is a physical, mental, psychic knowledge acquired by the character. The code of Skill determines its expertise in the domain. When trying to use one, a 3D roll is made. If the result is lower than or equal to the Skill code, then the roll is positive.

A Skill is necessarily the equivalent of an Attribute, by default.

Thus, Skills requiring pure strength or endurance are derived from **STAmina**. Manual skills depend on **DEXterity**, and intellectual skills by **INTelligence** code.

### ACQUIRED SKILLS

Each Skill comes from an Attribute. Thus, by default, each Skill has the same code as that of the Attribute on which it depends.

Each Template card offers a series of Skills for each character. Thus, these Skills are automatically acquired and can be registered on the Character Sheet. The player can make them improve later, and only this one.

Again, the Template characters with these acquired Skills are designated in brackets [].

**Be careful, some are characters that can not be controlled by players, and are mostly enemies (see chapter Additional Characters).**

### SPECIFIC SKILLS

Some skills have several spesialization regarding different weapons or devices. They are notified in parentheses on the Template cards.

### DEFAULT SKILLS

If a character tries to use a non *acquired* Skill, he will have to make his ability roll under the corresponding Attribute code with a malus of **-5**.

Thus, in the list follow is shown in gray the default Attribute from which the Skill depends. If **NIL** appears, the character must have this skill on his Character Sheet in order to use it.

## Academy                                INT

It is the knowledge of history, art, literature, philosophy. This is the general culture skill, by default.

[Priest, Ingeneer, Technician]

## Bureaucracy                                      INT

Includes, as its name indicates, knowledge of procedures, administrations, imperial companies, but also the ability to establish reports and other administrative documents in due form.

[Engineer, Genius]

## Army                                             INT

This is the knowledge of military protocol, tactics, strategies implemented on the battlefield.

[Soldier, Astropilot, Mercenary, Terminator, Fighter, Smuggler]

## Melee Weapons                                    DEX

This is the use of archaic or energy melee weapons, Lightblades, Vibroblades ...

- **Stick.** Any fighting stick (androgunes Vandil) or metal bar used as such, handled with both hands.
- **Vibroblade.** All cold steels with energy blade (knife, poniard, dagger). [Homocanin, Agent]
- **Energy Scourge.** Weapon consisting of a energy mass weapon connected to a handle by a wire cable. This weapon charges energy by spinning it (Primer).
- **Energy Mass.** Instant energy charge weapon mass (contact). [Homocanin]
- **Maleus.** Instant energy charge warhammer (contact).
- **Lightdagger.** Lightblade dagger, 15 to 30 cm long. [Priest]
- **Lightfoil.** Lightblade sword from 30 to 60 cm. [Obscure Priest]
- **Lightsword.** Lightblade sword from 60 to 90 cm. [Stellar Amazon]
- **Plasmasaber.** Scimitar with plasma energy blade. Skill of Plasmasaber. [Androgunes]

## Shooting Weapons                                 DEX

Allows the use of pistols and laser guns, as well as cannons and archaic weapons such as bowcasters.

- **Pistol.** Any handgun projecting a laser beam, such as Minilaser, Pistolaser and Turbolt. [Agent, Astropilot, Mercenary, Militian, Reaper, Fighter, Smuggler]
- **Energy bowcaster.** Archaic weapon firing energy bolt with kinetic charge. [Homocanin, Smuggler]
- **Assault rifles.** Any weapon projecting a plasma (Lasma) or energy (Hamajacer) laser beam. [Soldier, Terminator]
- **Canon.** Any heavy weapon projecting a plasma laser beam and can be mounted on a carriage, or even on board vessel, such as the *Broninn*.

## Art                                    VIG / DEX / INT

Gathers, acrobatics (to entertain the crowds), singing, knowledge of the show. Attribute attached depending on the type of use (**STA** for singing, **DEX** for acrobatics, **INT** for staging a role play). It's up to the player's choice.

[Stellar Amazon]

## Astronautics                                     NIL

Used to identify a vessel (vehicle or ship) or repair it. It is a Skill of **INT**.

[Astropilot, Mercenary, Technician, Engineer, Fighter, Smuggler, Bungler, Spacejacker]

## Athletics                                   STA / DEX

Represents the ability to do gymnastics, run, jump, climb (DEX), but also take a long effort, climb, swim, crawl (STA).

[Androgunes, Homocanin, Silimen, Soldier, Astropilot, Mercenary, Agent, Terminator, Fighter, Smuggler, Reaper, Clandestine, Stellar Amazon]

### Building
**INT**

Ability to make houses or buildings or even design them.

[Seniorhott, Engineer, Technician, Engineer, Bungler]

### Bioenergy
**INT**

This is the ability to provide first aid with the help of a Biopak, cure diseases, do surgery, identify the cause of death.

[Technician, Soldier, Agent, Engineer, Bungler, Terminator, Reaper, Genius]

### Biotechnics
**NIL**

This is the **INT** skill to identify droids, repair them, or even make prosthesis to replace an amputated limb on a character.

[Engineer, Technician, Genius, Bungler]

### Wrestling
**STA**

Represents the mastery of typing but also taken with bare hands. This skill can also be used for a simple fight or in close combat.

[Homocanin, Militian, Soldier, Mercenary, Agent, Terminator, Smuggler, Reaper]

### Driving
**DEX**

Can control hovercraft and other land vehicles such as motorcycles, except repulsorlift vehicles (aircraft).

[Trader, Militian, Soldier, Agent, Clandestine, Terminator, Reaper]

### Diagnostic
**INT**

Analysis operation on a patient (medical examination) or on a corpse (autopsy), or on an device. If this skill is used before *Repair*, the character gains **+2** on it.

[Technician, Engineer]

### Hide
**INT**

Allows hiding, camouflage a vehicle or other object.

[Seniorhott, Soldier, Agent, Terminator, Reaper]

### Energy
**INT**

This skill makes it possible to repair electrical equipment in household appliances, or weapons.

[Agent, Technician, Engineer, Reaper, Bungler, Genius]

### Investigation
**INT**

Ability to general observation, to see if one is followed, to pick up indexes on the place of a crime, to track in the forest, search for an individual.

[Androgunes, Homocanin, Militian, Agent, Reaper]

### Demolition
**NIL**

Ability to make, repair, defuse, identify explosives. It is a skill of **INT**.

[Soldier, Agent, Terminator, Reaper, Bungler]

### Fauna
**INT**

This skill represents the ability to identify, hunt, tame, train, ride animals. This knowledge is only part of the ecosystem from which the character is native.

However, following the code in **INT**, this knowledge can extend:

- **12 and under.** Local environment
- **13 - 14.** The whole planet
- **15 - 16.** The whole stellar system
- **17 - 18.** All the imperium

[Androgunes, Seniorhott, Homocanin, Stellar Amazon]

## Flora                                               INT

This skill represents the ability to identify, gather, cultivate, cook, use in medicine flowers and plants. This knowledge is only part of the ecosystem from which the character is native.

However, following the code in **INT**, this knowledge can extend:

- **12 and under.** Local environment
- **13 - 14.** The whole planet
- **15 - 16.** The whole stellar system
- **17 - 18.** All the imperium

[Androgunes, Seniorhott, Homocanin, Stellar Amazon]

## Holography                                          NIL

This **INT** skill allows the repair of holographic or holovideo (HV) projection equipment such as tablets or Holophones.

[Technician, Engineer, Bungler, Genius]

## Illegality                                          INT

Skill combining falsification of documents, knowledge of the criminal milieu, cheating in the game.

[Mercenary, Agent, Militian, Smuggler, Clandestine, Reaper, Bungler, Spacejacker]

## Influence                                           INT

This is social Skill default that includes diplomacy, the pitch, the market trading but also intimidation and sex appeal.

[Seniorhott, Homocanin, Trader, Mercenary, Priest, Clandestine, Smuggler, Stellar Amazon]

## Ingeneering                                         NIL

Allows to design, lead the project of new devices whether industrial or high technology. It is an **INT** skill that must be used with a *specific* Skill. Thus, with the skill in *Astronautics*, the character can design a vessel.

[Engineer, Genius]

## Throw                                               STA

Allows to use any thrown weapon like spear, Vibrospear, even a simple stone.

- **Vibrospear.** Balanced thrown Vibroblade (Agent, Reaper).
- **Energy spear.** Javelin with energetic blade with throwing loads. [Seniorhott]
- **Lightjavelin.** Lightblade spear. [Silimen]

## Langage                                             INT

Each language is a specific skill. The code in the native language is equal to **INT**.

The default code is changed according to the second language that the character wants to use:

- **Andromon (INT-2).** It is the official language of the Millenian Empire at the academic level. [every imperial citizen]
- **Milen (Nil).** It is a dead language reserved for members of the Millenium Order (language of the Ancients). [Priest, Engineer]
- **Tribal dialect (INT-5).** It is the native language of indigenous tribes like the Androgunes (Twileki), the Seniorhotts (Woki) and the Homocanins (Glyfork).

## Mediatics                                           NIL

It is the ability to use, softwares, repair a computer and all its peripherals. It is a **INT** skill.

[Technician, Militian, Agent, Engineer, Bungler, Reaper, Genius]

## Milieu                                       INT

Corresponds to the political, social, economic but also anecdotal knowledge of a site / province / planet, corresponding respectively to the **10/16/20** codes in *Milieu*.

[Militian, Priest]

## Navigation                                   NIL

Allows to find your bearings on the terrain, in the air, in space, but also to calculate hyper-spatial jump coordinates. It is a **INT** skill.

[Technician, Soldier, Astropilot, Mercenary, Agent, Bungler, Terminator, Fighter, Smuggler, Reaper, Spacejacker]

## Sensory Operation                            NIL

This **INT** skill allows the use of a vessel's radars, both for navigation and for attack.

[Technician, Astropilot, Mercenary, Bungler, Fighter, Smuggler]

## Photonics                                     NIL

This **INT** skill allows the use of electronic devices like the scopes of a vessel, the radio, and why not a Biophotonizer.

[Technician, Engineer, Bungler, Genius]

## Piloting                                       NIL

Allows to fly astronauts from the starfighter to the interstellar cruiser. By default, (DEX-5), this skill is used to drive repulsorlift vehicles.

In **TTM**, each type of spacecraft can be controlled according to a technical level (category):

- **Cat. A.** Allows to fly small vessel, from the starfighter to the shuttle, to the escort.
- **Cat. B.** Allows the piloting of medium and large cargo ships up shuttles to cruisers.

These piloting categories are rarely available at the same time for the same character.

[Astropilot, Mercenary, Agent, Fighter, Smuggler, Reaper, Spacejacker, Stellar Amazon]

## Planetology                                   NIL

This **INT** skill makes it possible to know the atmospheric and terrestrial composition of a planet and also to list its possible natural resources.

[Technician, Engineer, Bungler, Genius]

## Repair                                        DEX

Allows the character to repair any type of mechanism, whether weapons, vessels, armor. He must have the proper **INT** skill to repair specific equipment. For example, to repair an electronic circuit, you need to have *Photonics*.

[Seniorhott, Technician, Mercenary, Bungler, Smuggler, Spacejacker]

## Plasmasaber                                   NIL

This plasma energy blade is the weapon of choice for the Androgunes. Thus, only Androgunes have this **DEX** skill, without any default code. Plasmasaber is a weapon of mass destruction that no weapon can ward off. But its particular use requires years of training. However, if another character is still trying to use a Plasmasaber, he will have to do it with a 2D malus on his *Melee Weapons* code. Failure results from immediate amputation of the localized limb (see next chapter).

[Androgunes]

## Science                                       INT

Gather scientific knowledge such as chemistry, physics, astrophysics and mathematics.

[Technician, Engineer, Bungler, Genius]

## Survival                                    INT

It is knowledge about survival in all types of hostile environments (toxic atmosphere, space vacuum). But also the knowledge about the use of certain special clothing (space suit, diving suit).

[Soldier, Astropilot, Mercenary, Agent, Terminator, Hunter, Smuggler, Reaper, Spacejacker, Stellar Amazon]

## Technics                                     INT

This skill makes it possible to repair mechanical equipment, machine tools.

[Technician, Militian, Agent, Engineer, Bungler, Reaper, Genius]


# Spécialties

It is easy to see that the list of skills presented here is far from exhaustive. Free the GM and players to create more specific ones, avoiding going out of the **TTM** space opera universe.

However, it can be deduced that these acquired and specific skills generate a significant number of occupations called: Specialties. Thus, when you register a specific skill in addition to the acquired skill, it becomes a Specialty.

Here is a list of specialists based on their specific skills. Some neologisms may surprise, but they are completely integrated in the universe of **TTM**.

## Trader

In the case of this mercantile character, it is rather his shop (stand) that will decline according to his specific expertise.

**Army, Survival.** Imperial cession.
**Melee, Shooting & Thrown Weapons, Explosives.** Armory.
**Art.** Circus (Acrobatics), music stand (Singing), theater (Show).
**Astronautics.** Vessel store
**Athletics, Throw.** Sports shop
**Building.** Real estate agency
**Bioenergy.** Pharmacy
**Biotechnics.** Cyber store
**Energy.** Electric store
**Fauna.** Animal store
**Flora.** Garden center
**Holography, Mediatics.** Computer store
**Photonics.** Electronic store
**Repair.** DIY store
**Technics.** Mechanical store

## Technician

Depending on the specific competence picked, the Technician (labor) or the Engineer (elite), is left with a real name of specialist.

**Academy.** Teacher
**Bureaucraty.** Burotek
**Melee weapons.** Gladiator
**Shooting weapons.** Gunsmith
**Art.** Artist
**Astronautics.** Astrotek
**Athletics.** Athlete
**Building.** Builder
**Bioenergy.** Biotek.
**Biotechnics.** Cybertek
**Unarmed Combat.** Wrestler
**Driving, Piloting.** Driver, Pilot
**Hide.** Magician
**Energy.** Technician
**Investigation (morgue).** Coroner

**Explosives.** Artificer

**Fauna.** Veto

**Flora.** Herbalist

**Holography.** Visiotek

**Throw.** Lancer

**Language.** Translator

**Mediatics.** Computer operator

**Milieu.** Chronicler

**Navigation.** Navigator (planet) or Astronav (space).

**Photonics.** Phototek

**Planetology.** Topotek

**Science.** Laborantin

**Survival.** Rescuer

**Technics.** Mekano

### Ingeneer

**Academy.** Professor

**Bureaucraty.** Burocrat

**Art.** Art Director

**Astronautics.** Astronaut

**Building.** Architect

**Bioenergy.** Surgeon

**Biotechnics.** Cybernaut

**Driving, Piloting.** Monitor

**Hide.** Camologist

**Energy.** Heliogist

**Investigation (morgue).** Jurist

**Explosives.** Chemist

**Fauna.** Zoologist

**Flora.** Botanist

**Holography.** Crystallographer

**Engineering.** Engineer

**Language.** Linguist

**Mediatics.** Designer

**Middle.** Sociologist

**Navigation.** Cartographer (planet) or Astronomer (space)

**Photonie.** Optician

**Planetology.** Planetologist

**Science.** Scientist

**Technics.** Engineer

## Betadroid

The special card "Betadroid" is a very particular Template character.

The Betadroid is a hyper-sophisticated robot capable of imitating perfectly the human, without resembling it. The Betadroid is considered as an individual in its own right and quite capable of evolving in society as the common imperial citizen. Thus, it is common to meet a Betadroid as a Trader, Technician or Diplomat, or sometimes Astropilot on board barges or space modules.

Unlike its Cyberdin counterparts (see the chapter *Additional Characters*), the Betadroid does not rent, buy and rarely obey a master; as it is inconceivable to buy a Betadroid: it would be slavery ...

See the special sheet "Betadroid" at the end of this document.

# Specialized Betadroid

As a classic character, the Betadroid has a social activity that gives it one or more Skills, and therefore a Specialty. There are few Specialties for the Betadroid with the resulting Skills as follows:

**Academy.** Protocolary Droid
**Bureaucraty.** Protocolary Droid
**Army, Shooting Weapons.** Security Droid
**Art.** Protocolary Droid
**Astronautics.** Astrodroid
**Building.** Technodroid
**Bioenergy.** Cyberdoc
**Biotechnie.** Technodroid
**Driving, Piloting.** Technodroid, Astrodroid
**Hide.** Technodroid
**Energy.** Technodroid
**Investigation.** Security Droid
**Explosives.** Technodroid
**Fauna.** Cyberdoc
**Flora.** Technodroid
**Holography.** Technodroid
**Influence.** Mercantile droid
**Engineering.** Technodroid
**Language.** Protocolary Droid
**Mediatics.** Technodroid
**Milieu.** Protocolary Droid
**Navigation.** Technodroid

**Photonics.** Technodroid
**Planetology.** Technodroid
**Repair.** Technodroid
**Science.** Technodroid
**Survival.** Technodroid
**Technics.** Technodroid

# Character Combat

In **TTM**, battles are fought by the imagination. The GM describes a situation given to the players and he explains to threm how they react.

All distances used in the rules of combat – speed and movement, range of weapons, etc. – are expressed in meters.

Since everything is imaginary and there is no possibility of making measurements – as in a wargame – it is quite rare to have to decide which exact distance separates two characters. Nevertheless, such indications are provided to allow for easy comparison of different weapons so that distances can be measured with some accuracy.

How can one then know to what extent two characters shoot at each other, since distances are not measured?

If they are very close – within three meters of each other – they shoot at short range (initial skill code and maximum damage).

- Most of the fights in enclosed settings are at short range.
- Most outdoor fights are average range (Damage / 2). Laser guns are sometimes long-range (skill code -4), while Laserifles are still in short range.
- Most of the time, the characters shoot at long range only when they are ambushed at a safe distance and can adjust their shots.

## Melee Combat

The melee combat sequence, or "round", lasts one second, the speed of reaction of a character is given by its Move code or **MOV**. Thus, during a round, the character with the highest code acts first, followed by the second in descending order until all players have acted. In the event of a **MOV** tie, the GM may decide the fastest by comparing the **DEX**, or even rolling one die for each player and keeping the best score.

## Maneuvers

These are actions that can be taken during a combat round. The number of maneuvers depends on the Code in **Reflex** or **REF** (see the table below), and must be chosen from among these: *Aim, Total Attack, Total Defense, Plasmasaber Defense, Attack, Posture Change, Concentration, Do Nothing, Move, Move & Attack, Ready*.

| MANEUVERS | |
|---|---|
| **REF** | **in a Round** |
| 6 or less | 1 |
| 7 to 12 | 2 |
| 13 to 18 | 3 |
| 19 and more | 4 |

The choice determines what the character can do in the round and incidentally the intervening options on his defense (Dodge and Parry). The chosen maneuver is considered to be active throughout the duration of the round. For example, if *Total Defense* is selected, its benefits will apply from the moment the character takes that option until he chooses the same or a new one at the next round. If he is attacked before having the opportunity to choose a Maneuver (usually at the beginning of combat), he is considered to have selected *Do Nothing*.

### "Do Nothing"

This is the case where, as the name suggests, the character stay inactive. A person surprised, or *stunned*, or even aware of the situation but having not yet had the time to choose his action is automatically found in this case. *Doing Nothing* does not prevent the rolls to come back to you, or recover physical or mental damage (the effects are applicable then at the end of the round).

## Move

The character moves and does no action apart from the free actions (see below). It can move a number of meters equal to its **MOV** code.

## Posture Change

To switch from one posture to another as shown in the table below. Note that crouching can count as a free action.

| POSTURES | | | |
|---|---|---|---|
| Posture | Defense Malus | Attack Malus | Move |
| Standing | 0 | 0 | max |
| Crouching | 0 | -2 | 2 / 3 |
| Kneeling | -2 | -2 | 1 / 3 |
| Crawling | -4 | -4 | 1 / 3 |
| Sitting | -2 | -2 | none |

## Aim

After taking a target and adopting this maneuver, the character gains the **ACCUraty** of the weapon. For each additional round of target, the character gains **+1** additional (maximum **+2** with this method).

## Attack

This is the standard attack, whether armed or not, in close combat or range combat (see further).

## Total Attack

As above but cancels any possibility of defense. In a *Total Attack*, the character must choose from one of three options:

- Brings a **+4** bonus on the attack and on a target;

- Lets you double an attack on a target. For an attack with the non-usual hand, it suffers a malus of **-4**, unless you have the *Ambidextry* advantage;

- After hitting the target, damage is increased by **+2** or **+1** per damage die (take the best option). This applies for close combat only.

## Move & Attack

Allows you to move your **MOV** code and then attack. However, ranged attacks suffer a malus of **-4** and the bonuses of Accuraty can not be applied. In close combat, the modified attack can not exceed **9**.

## Total Defense

This is the opposite of the *Total Attack* where the defender decides no attack to maximize his chances of not getting hurt. Two options:

- The character increases **+2** one of his defenses, this can be Dodge or Parry.

- The character can apply two different types of defenses against an attack. In case of a first failure against an attack, the character can retry a second different defense. **For example if a Parry is missed, an Escape can be attempted.**

## Concentration

Making a *Perception* roll to spot a sniper, giving orders to a group, performing operations on a tactical computer are all examples. If the character is to use a defense during this type of maneuver, a **WIL -3** roll must be done for the initial action not to fail.

## Ready

Loading an energy weapon, drawing its weapon, reload this weapon are examples, but this maneuver can also be used for physical purposes (open a door, climb a wall ...)

## Free Actions

To speak (but without the use of a skill, in which case it would be the concentration maneuver), to drop an object or to squat are so-called free actions and do not count for maneuvers.

## Defense

This is the standard use of one of the following defenses: Dodge or Parry.

**IMPORTANT: The character has the opportunity to Dodge as many attacks as he has identified. Thus, if he is aware of three attacks, he can Dodge all three without limitation.**

The Parry may be attempted again, but at **-4** malus per additional Parry passed first. Characters with learned *Melee Weapon* and *Wrestling* skills only suffer a **-2** malus.

In this case, Dodge and Parry do not count as maneuvers, only the *Total Defense* is assimilated as such. In other words, the Dodge and the Parry are free actions.

### Defense with Plasmasaber

This special Parry only concerns characters with the specific **Plasmasaber** skill, the Androgunes. By its nature, the Plasmasaber pares all known melee weapons, as well as firearms. To parry a laser shot (except Turbolasers and other spaceship weapons), the defender must roll under [**Plasmasaber / 3**] × 2 (integer).

# Attack

It's the attempt to hit a moving target or not. To do this the character must use a maneuver of type: *Attack*, *Total Attack* or *Move & Attack*. In addition, a weapon must be ready for use (Ready). There are two basic types of attacks: melee and ranged. To determine if an attack roll is successful you must:

- To make an Ability roll to concretize the offensive (to understand: it is necessary to succeed the roll).

- The target, if given the opportunity / possibility, can make a Defense roll. In case of success of the latter, the attack fails. If the target fails its defense, then it is hit and damaged.

## Attack roll

An attack roll is successful if the dice score is lower or equal to the *active* skill code (skill after bonus / malus).

**A 3 is always a critical success, regardless of the initial score. Rolls of 4 or 5 can be critical success if the acitve skills is 14 (for 4) or 16 (for 5). On a critical success, the target has no defense, and it is automatically hit and the damage is rolled.**

## Melee Attack

A melee attack is possible if the weapon is ready to fire (Ready). Some weapons such as energy scourges or masses, are no longer considered *ready* after the attack. However, an exceptional strength can change that.

## Ranged Attack

These are attacks made by shooting or throwing weapons. An attack of this type can only be made if the range covers the distance up to the target. Most ranged weapons have a **1 / 2D** feature that represents the distance from which weapon damage is halved.

Shooting weapons have an **Accu** feature which is the bonus on the shooter's skill after taking the maneuver *Aim.* It's also possible to benefit from bonuses related to the use of a tripod or a telescope or any type of advantageous situation.

Some melee weapons (Vibroblades, for example) can be used as a ranged weapon (**Throw**).

### Attack modifiers

*Move & Attack* maneuver. Malus **-4** on the maneuver code.

### Attacker status

- Significant distraction: **-3** (clothing on fire);
- Bad sitting: **-2**;
- Minor distraction: **-2**

**STAmina** below the required code. **-1** per missing point.

**Visibility.**

- Absolute darkness: **-10**;
- Can not see the target: up **-6** to **-4**, being able to estimate its position;
- Fog: up **-1** to **-9**.

**Shot with viewfinder. +1** per round of *Aim* with a maximum bonus equal to the code of this maneuver.

## Shot and Speed of the target

This is the most significant notion for ranged attacks.

First, determine the Target Size Factor (TSF) by looking at the first of the followed tables. Take the next largest size in the **TSF** column.

| SIZE, SPEED AND DISTANCE | | | | | |
|---|---|---|---|---|---|
| Size | TSF | Speed/Distance | Size | TSF | Speed/Distance |
| 1 cm | -10 | +10 | 20 m | +6 | -6 |
| 3 cm | -9 | +9 | 30 m | 7 | -7 |
| 5 cm | -8 | +8 | 45 m | +8 | -8 |
| 7,5 cm | -7 | +7 | 70 m | +9 | -9 |
| 15 cm | -6 | +6 | 100 m | +10 | -10 |
| 30 cm | -5 | +5 | 150 m | +11 | -11 |
| 45 cm | -4 | +4 | 200 m | +12 | -12 |
| 70 cm | -3 | +3 | 300 m | +13 | -13 |
| 1 m | -2 | +2 | 450 m | +14 | -14 |
| 1,5 m | -1 | +1 | 700 m | +15 | -15 |
| 2 m | 0 | 0 | 1 000 m | +16 | -16 |
| 3 m | +1 | -1 | 1 500 m | +17 | -17 |
| 4,5 m | +2 | -2 | 2 000 m | +18 | -18 |
| 7 m | +3 | -3 | 3 000 m | +19 | -19 |
| 10 m | +4 | -4 | 4 500 m | +20 | -20 |
| 15 m | +5 | -5 | | | |

In a second step, we determine the speed and the distance of the target which, in this case, are reduced to a single modifier.

The distance is expressed in meters, and the speed in meters per second (mps). To help convert the mph to mps or even to Celerity, there is the next table (the letter **K** means one thousand: **000**).

| mps | mph | Celerity | mps | mph | Celerity |
|---|---|---|---|---|---|
| 1 | 2,2 | | 450 | 1,007 | |
| 1.5 | 3,4 | | 700 | 1,566 | |
| 2 | 4,5 | | 1 000 | 2,237 | |
| 3 | 6,7 | | 1 500 | 3,355 | |
| 4.5 | 10 | | 2 000 | 4,474 | |
| 7 | 15 | | 3 000 | 6,711 | |
| 10 | 22 | | 4 500 | 10,066 | |
| 15 | 33 | | 30 000 K | 67,108 K | 0,1 |
| 20 | 45 | | 45 000 K | 100,662 K | 0,15 |
| 30 | 67 | | 60 000 K | 134,216 K | 0,2 |
| 45 | 101 | | 90 000 K | 201,324 K | 0,3 |
| 70 | 157 | | 150 000 K | 335,540 K | 0,5 |
| 100 | 224 | | 210 000 K | 469,757 K | 0,7 |
| 150 | 336 | | 270 000 K | 603,973 K | 0,9 |
| 200 | 447 | | 300 000 K | 671,081 K | 1 |
| 300 | 671 | | | | |

Then you have to add the two digits and look again at the SIZE column, also rounding up to the nearest larger size. Once this is done, just refer to the column SPEED / DISTANCE to know the BONUS / MALUS.

The final modifier is the addition of the **TSF** and the SPEED / DISTANCE of the target (no panic, there are two examples below).

**A target with size of a Human (less than 2 m: TSF = 0) moves at 50 meters at a speed of 30 mps (67 mph). We will add 50 + 30 = 80. By consulting the SIZE column and rounding up to the next larger size, we obtain 100 m, a malus of -10 (column SPEED / DISTANCE).**

**A 5 meters long vehicle (+3 in TSF) is at a distance of 40 meters moving at 15 mps (40 + 15 = 55, or -9 in SPEED / DISTANCE). The final malus will be - 6 (-9 + 3).**

# Defense

There are two *active* Defenses that a fighter can use to defend himself:

- The Dodge and the Parade. A die score of **3** is always a critical success, even if the base code is only **1** or **2** (rare). In contrast, a roll of **18** is always a failure. If the character is *stunned*, the defense roll suffers a penalty of **-4**.

- If the character has a Special Suit (overall or armor), he has a defense bonus equal to the protection of the suit (SP, EP or LP) for any defense action (Dodge, Parry) against all attacks coming from the front.

## Dodge

The Dodge code is **REF +3**, minus the Encumbrance malus. The character can attempt as many dodges as attacks he is aware of.

Against the expense of a Fatigue Point (FP), the character can substitute for this score his code in *Athletics* during the duration of the round.

## Parry

The Parry code is equal to the skill [**Melee Weapon / 2**] **+3** (take the integer by default).

The parry of a thrown weapon is possible but at **-2** for small weapons and **-1** for the others.

If the character parries a melee weapon with his bare hands, the attacker can immediately make a skill roll for damage to the defender.

## Defense modifiers

**Equipment:**

- Parry with a vibroblade, the penalty is **-1**;
- To fight with bare hands an armed attack is worth **-3** minus the Encumbrance malus.

**Situation of the defender:**

- A bad seat is worth a penalty of **-1**;
- A distraction is worth **-1**;
- Stoned is worth **-4**.

**Visibility:**

- Can not see the attacker is worth a **-4** malus;
- The defense being only with hearing is **-2**.

# Damage

Once the target is hit, the damage inflicted on it must be calculated. Generally, archaic melee and thrown weapons have a damage code-die plus a bonus associated with the character's **STA** code (see the next table), shooting weapons benefiting only from their own code-die. Before inflicting damage, subtract the protection code from the armor (SP, EP, LP), the excess being directly inflicted on the Health Points (HP).

| STRENGTH FACTOR | | | |
|---|---|---|---|
| STAmina | Strength Factor | STAmina | Strength Factor |
| 1 | 1D-5 | 10 | 1D |
| 2 | 1D-5 | 11 | 1D+1 |
| 3 | 1D-4 | 12 | 1D+2 |
| 4 | 1D-4 | 13 | 2D |
| 5 | 1D-3 | 14 | 2D+1 |
| 6 | 1D-3 | 15 | 2D+2 |
| 7 | 1D-2 | 16 | 3D |
| 8 | 1D-2 | 17 | 3D+1 |
| 9 | 1D-1 | 18 | 3D+2 |

## Damage roll

The damage of a weapon is generally expressed by a code-die: **2D + 2**, the number after the number of dice indicating a value to be removed or added to the score of the roll dice. The damage is always at least **1**, even if the result is **0** or less.

## Protection

This is the resistance ability of a Special Suit. The protection code is deduced from the damage (see the chapter **Equipment**).

**If the damage of an attack is equal to 6 and the armor has a Protection of 4, then 2 points of damage are only inflicted on the target.**

## Hit Locations

Once the target is hit and before inflicting damage, it may be interesting to apply a location of the damage.

To do so, simply roll 3D and consult the table below. A limb remains disabled until the end of the combat, this implies that we can not use it anymore. At the end of the combat, a **STA** roll is made for disabled limbs. If the roll is successful, the limb will recover normally, otherwise the limb is lost or requires surgery or even a cybernetic prosthesis to be able to function again. The GM remains the sole decision maker in this case.

## HIT LOCATIONS

| Dice | Location | Hit Malus | Effects |
|------|----------|-----------|---------|
| 5 or - | Head | -5 | The victim is stunned if the damage is over **STA / 3**; Knocked out if over to **STA / 2**. There is amputation for damage over than **STA** with Plasmasaber (instant death). |
| 6 or 7 | Arm | -4 | Damage over **STA / 2** disables the arm (amputation with Plasmasaber). |
| 8 | Hand | -10 | Damage over **STA / 3** handicaps the hand (amputation with Plasmasaber). |
| 9 to 14 | Chest Abdomen | 0 | Damage over **VIG** affects vital organs and causes a fatal injury (instant death with Plasmasaber). |
| 14 or 15 | Leg | -2 | Damage over **STA / 2** handicaps leg (amputation with Plasmasaber). |
| 16 or 17 | Foot | -4 | Damage over **STA / 3** handicaps the foot (amputation with Plasmasaber). |
| 18 | Weapon | TSF | Damage over the weapon die-code destroys the weapon. Otherwise, the weapon simply falls on the ground. A weapon does not have any protection. In case of destruction of his weapon (other than archaic), the character must make a **REF** roll. On failure, he suffers the damage code of his weapon. |

# Injuries

Health Points (HP) represent the vital status of a character. If these are reduced to **0** or less, the victim falls into unconsciousness.

## Damage threshold

The table below presents key thresholds for managing the **HP** losses.

## DAMAGE THRESHOLD

| Damage | Effects |
|--------|---------|
| 1/3 or less of native HP | **MOV** and **REF** codes are halved. |
| **HP** to **0** or less | **Major injury.** The character risks unconsciousness. Perform a **STA** roll with a **-1** malus for each point below **0**. The roll must be done each round where the character does something other than the "do nothing" maneuver. In case of failure, the character falls into unconsciousness. If successful, the character can act normally. |
| **HP** below **0** | **Lethal injury.** In addition to the above effects, the character must make a **STA** roll against death. If the roll misses only **1** or **2**, the victim is dying but not yet dead. If successful, the character can act as specified above. This type of roll must be made each time this amount is reached. Thus, for a victim with **11 HP**, this roll will be made at **-11**, **-22**, **-33** ... |
| **5×HP** below **0** | **The character dies immediately.** Nobody can survive this type of damage. |
| **10×HP** below **0** | In addition to being dead, the character's body is totally destroyed. |

## Damage backlash

After suffering damage points, the character suffers a malus equal to the **HP** lost to his **DEX** and his **INT**, within the limit of **-4**, on the next round only. The backlash only affects the **DEX** and **INT** dependent skills, not the *active* Defenses.

## Major injury

When a character suffers, in one shot, more than half of his **HP**, it is a *major injury*.

A major injury requires a **STA** roll to avoid a stun or unconsciousness.

## "Stunned" and "Knock Out"

Following a *major injury*, the character must perform a **STA** roll (without malus related to the backlash).

On a failure, the wounded is *stunned*: he staggers, even falls to the ground and drop what he held in his hand. At the end of the round, the character can retry the **STA**

roll to recover. In the event of failure, it lasts in its status and until the next turn where it will be able to retry the roll. The character can defend himself at **-4**. On a margin of failure over **5** or a *critical failure*, the wounded is *knocked out*, he collapses on the ground ... The fight is over for him.

## Lethal injury

If a mortal injured character misses his **STA** roll against death (see the **Damage Threshold** table) by **1** or **2**, the character does not die but suffers a *lethal injury*. It is an injury so severe that it may cause the death of the wounded person, even after he has stopped bleeding.

A character undergoing this type of injury is considered disabled. He may or may not be awake (GM's option). In case of recurrence of injury, the character must automatically redo a **STA** roll against death. This time, a failure will be synonymous with instant death.

In a *lethal injury*, a **STA** roll must be made every 30 minutes to avoid death. In case of critical success, the character survives miraculously, but he remains disabled while escaping the rules of the *lethal injury*.

An wounded person can recover from this type of injury through appropriate medical care (Biopak). After regaining the initial **HPs**, the character must roll **STA** and succeed or lose a permanent point in that feature. On a *critical failure* in addition to the point loss, the GM may generously award a free physical handicap appropriately.

## Recover

This is the sequel to the case where a character is *stunned*. In this situation, the stunned character can recover in the following ways:

- If the character has over **1 HP**, he will recover after 15 minutes.

- At **0** or less **HP**, the (unconscious) character makes a **STA** roll every hour to recover.

- Below his **HPs** and less, the (comatose) character makes a **STA** roll every 12 hours to recover. If successful, one **HP** is regained and the character comes out of his unconsciousness. If the character is not rescued, he makes this roll every 12 hours until a failure meaning death.

## Natural healing

At the end of each day of rest, the convalescent character makes a **STA** roll. If successful, he is on the way of healing and regains **1 HP**. The GM is free to allocate a bonus / malus to this roll depending on the context more or less good.

## First aid

This is done through the *Bioenergy* skill, with a rescue kit called "Biopak". The *Bioenergy* code (**INT-5** in the code column: table below) has a significant influence on the recovered **HP** (1 min.).

- In case of *critical success*, the cared person automatically wins the maximum of his native **HP** in the same table.

- In case of *critical failure*, the unfortunate patient loses again **2 HP**.

| FIRST AID | | |
|---|---|---|
| **Code** | **Duration of care** | **HP recovered** |
| **6 or less** | 30 mn | 1D-4 |
| **7 to 9** | 30 mn | 1D-3 |
| **10 – 11** | 30 mn | 1D-2 |
| **12 to 15** | 20 mn | 1D-1 |
| **16 to 20** | 20 mn | 1D |
| **21 to 29** | 10 mn | 1D+1 |
| **30 and more** | 10 mn | 1D+2 |

## Biophotonizer Healing

The Biophotonizer is a medical box whose interior is covered with a multitude of photon canons that regenerate bioenergetic cells.

However, this kind of device – as sophisticated as it is – does no miracles: an amputated limb will never fend off in a Biophotonizer! For this, it will be necessary to add a cybernetic prosthesis.

A character placed in a Biophotonizer will always heal, it's a question of time. Regardless of the type of injury, the patient regains **1 HP** per hour, but may remain in coma if it was his entry status into the Biophotonizer.

It is only at the end of the journey, that the wounded character is completely cured and eventually leaves the coma.

Of course, it is useless to place a lethal injured character in a Biophotonizer with **-5 × HP**: a dead character cannot ressurect with this type of technology!

# Fatigue

The loss of **Fatigue Points** (FP) is cumulative and is reflected as in the table below.

| FATIGUE THRESHOLD | |
|---|---|
| **Fatigue** | **Effects** |
| 1/3 or less of native **FP** | **Fatigue status.** The **Move** and **Reflex** codes are halved, affecting the defenses and the **STA** (but not the **HP**). |
| **FP** to **0** or less | **Close to starvation.** Any loss of **FP** results in a loss of **HP**. A roll of *Willpower* is needed to undertake anything. In case of failure, the character collapses. |
| **FP** below **0** | **The character automatically collapses.** He will wake up when he regains a positive **HP** level. |

## Fatigue Points loss

Here is a list of the most common cases of fatigue loss:

### Combat

Beyond 10 rounds of combat, it will cost **1 FP** + the level of Encumbrance.

### Underfeeding

For every missed meal (on a per day basis), the Imperial Missionary loses **1 FP**.

### Dehydration

After 8 hours of non-hydration, the character loses **1 FP**. Once the **HP** is **0**, the HP fall at the same time.

### Lack of sleep

After 16 hours of activity, a character must have 6 to 8 hours of sleep. For every additional 4 hours awakened, **1 FP** will be lost.

When half of the **HP** is reached, a *Willpower* roll is needed to stay awake for the next two hours.

## Recover Fatigue Points

For every 10 minutes of rest, **1 FP** is recovered. The GM can graciously add **1 point** in case of a good meal or energy supplement. For recovery due to lack of sleep, the character will have to sleep 8 consecutive hours. In which case, the recovery will be at a rate of **one FP** per hour of sleep.

# Other hazards of life

In addition to fighting, here are some other dangers inherent to the life of an imperial missionary.

# Climate

Depending on the climatic conditions and the equipment of the character (table below), a **STA** roll must be made every 15 or 30 minutes from -20° or +50°. A missed throw leads to a loss of **1 FP**. Once at **0 FP**, the points deductions will be on the **HP**.

| CLIMATE INFLUENCE | |
|---|---|
| **Clothes worn** | **Modifier** |
| Wet clothes or nacked | -10 |
| Standard clothing without protection | -5 |
| Appropriate clothing | 0 |
| Special Suit | No roll |
| For each threshold below -20° or above 50° | -5 |

# Collision

To determine the damage related to a collision (number of dice to roll), make the following calculation:

[HP (**Hull Points** for a vessel) × velocity] / 100. The velocity is obtained by taking the number of meters run in 1 second (round) or the **MOV** code of the character (see the table **Size, Speed and Range**). If the result is below **1D**, consider that the damage is **1D-2**.

*A character whose MOV is 6 and has 10 HP will take 0.6 [(10 x 6) / 100], which is 1D-2.*

*A vehicle with 60 HP and moving at 45 mph (20 mps) will do 12D damage.*

If the vehicle collides with a static object and is much heavier (such as a vehicle colliding with a wall), then the damage is applied to itself.

# Fall

When an Imperial missionary falls, roll the damage dice as follows:

- 1 or 2 meters: **1D-4** per meter;
- 3 or 4 meters: **1D-3** per meter;
- 5 meters or more: **1D-2** per meter.

A roll in *Athletics* can decrease damage by **-5**.

# Illness

Four factors characterize a disease in the game **TTM**.

### Resistance roll

A **STA** roll to not catch the illness. A malus depending on the virulence can be applied, it ranges from **-1** to **-6**. On a successful roll, the character does not catch the illness. In case of failure, he catches it and can try to discard it at the end of each cycle.

### Incubation period

This is the time between the moment the illness is contracted and the effects actually occur.

### Effects

This is the adverse effects in game terms, it can range from **1D** to much more. *Immunity* advantage prevents this type of damage. These pathological effects are only recovered when a **STA** roll is successful at the beginning of a new cycle.

### Cycle

Period after which the character can perform a **STA** roll to heal. Some illness may cause additional damage per cycle.

# Poison

It presents the same logic as for the illness.

## Resistance roll

Performed from the **STA** to avoid adverse effects, a modifier of **+2** to **-8** may apply. The average of an effective poison is **-4**.

## Latency period

Duration between the moment when the body assimilates the poison and where its harmful effects are felt. This can be very fast (a few seconds) as longer (a few hours).

## Effects

The most common effects are a reduction in **HP** between **1 point** and **1D** damage or more. *Immunity* advantage protects from this type of damage. If the victim survives, the effects are treated normally.

# Suffocation

Without oxygen (or trioxyn, the equivalent for the **TTM** universe) for **1 round**, the loss of **1 FP** occurs. In case of drowning, a roll in **Athletics** may be necessary every 5 seconds to not lose **1 FP** again. Arrived at **0 FP**, the character makes a *Willpower* roll every second so as not to faint. In addition, he begins to lose **1 HP** per second, until he dies unless he has been able to re-oxygenate himself. In this case, the **FPs** are found at their initial code. In case of resuscitation after a lack of trioxyn for more than 5 minutes (2 in very cold water), a **STA** roll is necessary in order to avoid the permanent loss of a point in **INT**.

# Vessel Combat

Whether space, air or land, battleships follow substantially the same rules as those between characters. Only the scale of damage and resistance differ. This chapter deals with space, land and air combat. Just like for hand-to-hand combat, it is the **Movement** (MOV) that gives the order of initiative of the responders and **Reflex** (REF) which determines the number of maneuvers available to pilots and other various characters.

In **TTM**, a vessel is the generic term for vehicles (land and air) and spacecraft (space).

## Space Combat

This type of combat concerns spacecraft.

In order to simplify as much as possible the rules of space combat, two particular data must be integrated.

## Speed

This one, is not expressed in km / h, nor in Mach, but in abstract units that are: *Steady, Slow, Cruise, Attack, Sublight*.

### Steady

It is, as its name suggests, a total immobility (or almost total to the extent that the spacecraft can drift in space).

### Slow

Corresponds to the speed achieved by most heavy-lift carriers or with a very poor propulsion system.

### Cruise

This is the relatively common speed among the big ships, like the sloops, the cruisers, the destroyers.

### Attack

Corresponds to the speed commonly noticed among spacefighters, escortships or shuttles. This space velocity is the maximum speed allowed during a fight. Beyond that is the escape.

### Sublight

Does not the lightspeed, but the fastest moving ability in this game system. Most of the ships have this speed (0.1 to 0.9 Celerity). However, this speed can not be used in combat, but only to flee.

## Acceleration

Normally, an accelerating ship increases its speed from one level per turn to its maximum speed. Same thing for deceleration. Thus, it will take 4 rounds to a starfighter to move from *Steady* to *Sublight*. There is a Maneuver that can change this status. In addition to knowing which spacecraft is fast or not, the speed will directly affect the combat ranges.

## Space Range

Just as the speed is not expressed in miles per hour, the firing ranges of combat ships do not appear in miles, but in Ranges that are: *Close, Short, Average* and *Long*.

## Close

Corresponds to a particularly close distance, especially for a space combat. This is the most common range in the fight between starfighters firing "on sight". This range is often less than one mile; moving even closer to the Close range would involve a collision.

## Short

Would correspond in absolute terms to a distance of several miles. In terms of space combat, it remains a relatively close distance and is mostly used by escortships.

## Average

Most spacefighters and escortships do not have such a range that is most often found in heavier ships, sloop type or even cruiser.

## Long

Far away range only for the big warships like interstellar cruisers and destroyers.

## Speed / Range factor

The faster a ship is in relation to its target, the faster it will get closer to it.

Thus, the next table gives the number of Ranges that a Spaceship (Attacker) gains or loses on its target in one round.

| RANGES PER ROUND | | | | | |
|---|---|---|---|---|---|
| | VITESSE DE LA CIBLE | | | | |
| ATTACKER SPEED | Steady | Slow | Cruise | Attack | Sublight |
| Steady | 0 | -1 | -2 | -3 | -4 |
| Slow | +1 | 0 | -1 | -2 | -3 |
| Cruise | +2 | +1 | 0 | -1 | -2 |
| Attack | +3 | +2 | +1 | 0 | -1 |
| Sublight | +4 | +3 | +2 | +1 | 0 |

*An escortship is approaching an orbital station. The escortship moves in Attack speed and the station is Steady. When comparing the speed of the escortship to the station's one we get a +3, that's means in one combat round, the escortship will go from Long range to Close range.*

*A starfighter pursues the same escortship. The starfighter moves to Sublight, and the escortship always in Attack speed. When comparing the speed of the Attacker starfighter to that of the escortship, we get a +1. Every round, the fighter gains a range on its target. So, in the first round, it will go from Long to Average. In the second round of Average to Short etc ...*

*The escortship decides to hunt in turn the same starfighter who is on the run. It remains in Attack speed against its target who is still in Sublight. The over table this time indicates a negative code (-1), that's means every round, the starfighter increases by one range the distance that separates it from its pursuer (from Close to Short for the first round, then from Short to Average to the second round, etc ...).*

Regardless of the range, a space combat can not be engaged if one of the spacecraft is in Sublight speed.

# Range firing malus

Farther the target is, the more difficult it is to hit it. Note that after subtracting the malus related to the range (table below), it is convenient to add the Target Size Factor (often quite advantageous) to obtain the final score.

| RANGE MALUS | |
|---|---|
| **Range** | **Malus** |
| Close | 0 |
| Short | -5 |
| Average | -10 |
| Long | -20 |

# Detection and Location

Whether it is within sight or sensor range, a **Perception -5** or **Sensor Operation** roll is required to locate the target. At this point, the Target Size Factor (TSF) should be added.

# Space maneuvers

Just like melee combat, a pilot can undertake certain Maneuvers according to the **REF** code he has.

## Acceleration

Increase the speed of the ship. Each round where this maneuver is used, the speed of the spacecraft increases (from Steady to Slow, then from Slow to Cruise ...), and up to its maximum speed (or less if that is the desire of the pilot). This maneuver is very useful for hunting a target. On the other hand, once this one reached, it will be necessary to take the care of decelerating (otherwise exceed or hit the target). No roll is necessary to achieve this maneuver.

## Deceleration

The reverse of *Acceleration* that allows the ship to lower its speed by going to the lower level, until it stops. No roll is necessary to achieve this maneuver.

## Power Boost

Allows the ship to crease or decrease not one speed level, but of two levels. A *Piloting* roll is necessary to achieve this one. In case of failure, the spacecraft stays at its initial speed. If successful, the ship increases or decreases its speed not for one but for TWO levels.

This maneuver is only possible once per round and by spacecraft. In case of critical failure, very unfortunate consequences can happen (the cyclotron is cut off, for example).

*The pilot of a starfighter prepares for the attack, and uses this maneuver to rapidly accelerate. With a successful roll, he will move from Steady to Cruise instead of Slow speed. In case of failure, the ship will only crease for ONE level its speed (Slow). On a critical failure, the starfighter will stay Steady.*

## Attack position

This is an optimization attempt that a pilot makes against his target. To succeed, both spacecraft must be of the same class (starfighter, escortship, sloop, etc.), with *Close* or *Short* range and with a Opposed Roll of *Piloting* undertaken by the initiator of the Maneuver. If successful, the pilot get advantageous position compared to his target who can only Dodge, and wins the *Accuracy* of his main weapon. The target having failed his Dodge, it is trapped in this maneuver for at least two rounds.

## Escape

This is a maneuver aimed to break the benefits of an Attack Position adopted by enemies. The pilot must succeed a roll in *Piloting* against his opponent(s). If successful, the pilot breaks the attack position that his enemies had adopted. In case of failure, the position is maintained.

## Attack

A classic maneuver while the pilot uses his weapons to hit his target. To achieve this, a *Piloting* roll must be successful. This maneuver can also be adopted by a Gunner, or a Tactical Officer not necessarily occupying the cockpit (in this case, the roll will below the *Shooting Weapon* skill). Note that at this attack roll the **Target Size Factor** must be added and must be subtracted from the range malus.

### Total Attack

As above, but cancels any possibility of Defense. During a *Total Attack*, the pilot must choose one of both following options:

- Bring a **+2** bonus on a target's attack;

- Double his attack on a target.

### Dodge

It is the action of avoiding an attack or a space object. To achieve this, a roll in [(*Piloting* / 2) +/- *Maneuverability* of the ship] must be successful. In case of failure, the ship is hit and damaged. Note that a **Fatigue Point** can be spent not to half the *Piloting* code. This lasts for the whole round.

### Total Defense

This is the reverse of the *Total Attack* where the defender decides not to attack to maximize his chances of not being hit. The pilot then increases his Defense by **+2**, that's to say his Dodge.

### Hyperdrive escape

This is the most judicious but desperate resort when a battle or a space pursuit turns bad. This maneuver is however not available for starfighter.

Two things are essential to achieve this.

At first, it is necessary to concede to the Navocomputeur the necessary time for the jump. The smaller the ship, the shorter the delay. After the lapse of time, a *Navigation* roll must be successful. In case of failure, the whole operation is to resume from the beginning. The time in round is **1D** for escortships, **2D** for shuttles and sloops and **4D** for cruisers and destroyers.

### Sensor Operation

This is all actions to use a spacecraft equipment: sensor, intercoms ... A roll under Sensor Operation to get the right information is needed.

### Repair

To begin a repair thanks to the competence of the same name in order to overcome a deficiency (breakdown of the cyclotrons, depressurization of a compartment etc ...).

### Free Action

Speaking (but without the use of a skill, in which case it would be the *Concentration* maneuver), insulting his enemy or tearing his hair out of stress are examples of so-called free actions and do not maneuvers.

## Damage roll

If an attack is successful and aborted defense attempts, then it has become time to cause damage to the target. The concept remains the same. Thus, dice of damage (code-dice) are rolled and added: of this figure is subtracted the **Shield Points** (SP) of the targeted spacecraft. The difference represents the points of damage inflicted on the **Hull Points** (HP) of the spacecraft, such as the **HP** of a character.

When half of the **HP** is reached, then it is up to perform a **3D** roll in the next table. Note that all damages inflicted below this threshold, involve a roll in the same table.

## SPACECRAFT DAMAGE

| Dice | Damaged device |
|---|---|
| 3 – 6 | **Stabilizers: -2** on *Piloting* rol and *MANeuverability*. |
| 5 – 6 | **Shield plates: SP** is limited to half its level until repair. |
| 7 – 8 | **Sensors:** *Sensor Operation* rolls are with **-4**. |
| 9 – 10 | **Computeur :** the *Navigation* and *Sensory Operation* rolls are with **-2**. |
| 11 – 12 | **Cyclotron :** the maximum speed is reduced by one level. |
| 13 | **Weapon System:** To be randomly determined by the GM. |
| 14 | **Hyperdrive:** the duration of the jump in hyperspace is tripled. |
| 15 | **Computeur OUT:** Hyperspace jump impossible and attacks suffer a permanent malus of **-2**. |
| 16 | **Cyclotron OUT:** the spacecraft cannot fly anymore (*Steady*). |
| 17 | **Shield plates OUT:** no more **SP**. Damage directly hit **HP**. |
| 18 | **Weapon System OUT:** the spacecraft cannot attack anymore. |

To know if this damage is permanent or not, it will be appropriate at the end of the combat, and insofar as the spacecraft is not destroyed, to make a roll of the dice under the code of **HP**. This represents the equivalent of the **STA** but for a vessel, or any object. In case of failure of the roll, the damage is permanent and will must repaired in a Technical Relay. If successful, a simple roll under ***Repair*** will be enough to bring the deficient system back to working order.

## Damage scale

Looking at the Spacecraft table in the chapter **Vessels**, there is little difference between **Shield Points** (SP) and **HP** between a sloop and a destroyer, while their sizes are totally different. Thus, for the calculation of the damage, the spacecraft were classified in three classes of tonnage, according to their **TSF**:

- **TSF** below **+10**. Low tonnage (starfighter, escortship, shuttle);
- **TSF** up **+10** to **+14**. Average tonnage (cargo ship, sloop);
- **TSF** over **+14**. Heavy tonnage (cruisers, destroyers).

Thus, each spaceship of the same class of tonnage can attack using the dice codes of their main weapons. On the other hand, a spacecraft attacking another one of a higher tonnage class, must divide the damage of its principal weapon by **10**. However, for a better credibility, spacecraft separated from two classes of tonnages can not fight (except using missiles).

In the same concept, if a warship attacks a lower tonnage spacecraft, the damage of its main weapon will be multiplied by **10**. Similarly, this same warship can not attack another classes of lower tonnage ship of two. .

*A TD-25 starfighter can attack an XC-5 escortship by inflicting up to 90 points of damage per shot, but can not attack a Destruktor class cruiser. On the other hand, the TD-25 can attack a CTC-300 sloop while inflicting him only maximum 9 points of damage per shot. But the HP of the sloop is 66 …*

*Following the same concept, the Destruktor class cruiser can attack a Nautilator class cruiser by inflicting up to 192 points of damage per shot, but can not attack the TD-25 starfighter. In the same way, this cruiser can attack a UTS-700 sloop by inflicting this time up to 1,920 points of damage in a shot.*

This concept of space combat only applies to the main weapons (laser guns, Turbolasers, Megalasers). Missiles both damage both **SP** as **HP**. In defense against low tonnage ships, cruiser turrets are equally effective, without any modifiers.

## Repair

To repair a damaged spaceship, it is necessary to have a Technical Relay (terrestrial or orbital), or appropriate tools and spare parts. An emergency repair should result in a malus of **-5** on the ***Repair*** rolls, and **-10** if the ***Astronautic*** skill is not acquired.

The duration of the repair as well as the costs are generally considered in optimal conditions (Technical Relay + skilled labor + tools + spare parts). The GM is free to slow down the progress of repairs if all of these conditions are not met.

Thus, it allows a recovery equivalent to 10 % of the initial **HP** per day of repair. The cost must represent 10 % of the total cost of the spacecraft (at the price bought, obviously). As for the number of technicians, it should go from 1 to 5 for a starfighter or an escortship, a dozen for a shuttle, fifty for a sloop, up to a hundred people for a cruiser or a destroyer (in orbital relay only).

In this book, the price of spacecraft has not been indicated (see the chapter **Vessels**) for the sake of clarity in the tables. Also, roughly, we can estimate the price of a spacecraft by multiplying by **10** the price of a repulsivelift vehicle with an equivalent **TSF**.

## Specific damage

Some weapons have special abilities. This is the case with ion weapons that deactivate the systems of spacecraft, and the tractive rays that capture them, or simply pull them.

### Ion cannon

A spaceship that has undergone fire of this type of weapon must succeed in a **SP** roll or be totally inoperative until a *Repair* roll is made. Ionization is possible only on a spacecraft of the same tonnage category or a lower level. Thus, a space shuttle with an ion cannon can paralyze another shuttle but not a sloop. On the other hand, a sloop can ionise another sloop as well as a shuttle ...

The ionized spacecraft drifts into space and can do nothing.

### Magnetolaser

When a tractor beam or Magnetolaser strikes a spaceship, it must make an Opposed roll of *Firepower* [FIP] (see the next table).

| FIREPOWER | |
|---|---|
| **Spacecraft** | **FIP** |
| Starfighter – escortship | **10** |
| Shuttle | **12** |
| Sloop | **14** |
| Cruiser | **16** |
| Destroyer | **18** |

If the target gains their *Firepower* roll, then they escape the tractor beam and can act freely. If, on the other hand, she has missed its roll, then the Magnetolaser can move it from a range in the direction that suits itself (usually on its own side). The roll can be retried every round. The *Firepower* of a Magnetolaser and a spacecraft trying to escape depends on the size of it (see table above).

**Thus, if a sloop uses a Magnétolaser on a starfighter, the respective Firepowers will be 14 and 10.**

Namely, the Magnetolaser is also used as a towing beam on rescue shuttles responsible for recovering allied spacecraft after a battle. There is no Opposed roll, but the *Firepower* of the shuttle must be equal to or greater than the towed ship.

## Air combat

Air combat means fighting between hovercraft or repulsorlift vehicles. All spaceships smaller than a sloop can fight in atmosphere by using the space combat mode and with the **MAN** code for all their maneuvers).

In the logic of the game **TTM**, we will not get far from melee combat.

As in space combat, it is assumed that the vehicle is an extension of the driver.

## Maneuvers

They are substantially similar like maneuvers in space combat, apart both maneuvers mentioned below.

### Acceleration

Unlike space combat, it is equal to its acceleration level per turn (level in mps), until it reaches its maximum speed level.

### Deceleration

A repulsivelift vehicle decreases its speed by 5 mps per round. A hovercraft decreases its speed by 10 mps per round. It is possible to decelerate more but by attempting an attribute roll in the appropriate skill (*Driving* or *Piloting*).

## Damage

Once again, it will be the same logic as for space combat.

Once half of the **HP** reached, perform for every additional damage a **3D** roll and check in the following table.

| Dice | Damaged device |
|------|----------------|
| 3 – 6 | **Stabilizers:** -2 to the jets of Driving (hovercraft) or Piloting (Celer) as well as for the MAN. |
| 5 – 6 | **Shield plates: SP** is limited to half its level until repair (redo the roll for an unarmed vehicle). |
| 7 – 8 | **Sensors:** the Sensor operation rolls are with **-4.** |
| 9 – 10 | **Computeur :** the Navigation and Sensory operation rolls are with **-2**. |
| 11 – 12 | **Turbines:** the maximum speed is reduced by two levels. |
| 13 – 14 | **Weapon System:** To be randomly determined by the GM (redo the roll for an unarmed vehicle). |
| 15 | **Turbines OUT:** the vehicle is no longer moving forward. |
| 16 | **Computeur OUT:** automatic weapons (without Gunner) no longer work, attacks suffer a permanent malus of **-2**. |
| 17 | **Shield plates OUT:** the vehicle has no more armor. The damage directly affects **HP**. |
| 18 | **Weapon system OUT:** the vehicle can no longer attack. |

Table title: **VEHICLE DAMAGE**

## Repair

This skill involves a team of technicians (from 1 to 20 people, depending on the vehicle size), a Technical Relay, tools and spare parts. Consider a repair cost of 10 % of the purchase price of the vehicle for a recovery of **HP** of 10 % of the maximum total points a day.

# Psionic

In protogalaxy Andromak, lost in the depths of the universe, any intelligent creature has psychomagnetic faculties from birth. The brain of an Andromon (inhabitant of Andromak) constantly bathes in a solution of pure energy, natural component of the biological metabolism of living beings in this universe.

Solicited in this way, the brain emits psychomagnetic waves capable of influencing its immediate environment.

But the Psionic, resulting from the "channelling" of this energy, remains a special faculty that only humans can master innately. Their spiritual masters, the LLodas, remain, in turn, experts in the exercise of this paranormal power.

The Psionic is an energy inherent in the body of each creature that can control and control it only if it both has in it and admits its true existence.

After channeling and controlling his psychomagnetic energy, a Priest can act on life, mind and matter.

There are several forms of practice and disciplines that are related to Psionic, but the best known in the galaxy is that the Millenium Order. Some worlds far removed from imperial roads may experience the practice of Psionic which is more equated with magic for primitive cultures or telepathic powers for the more advanced. The use of Psionic in **TTM** will be treated from three angles: the Millenian Way (MW), commonly practiced by the Millennian Priests the Llodas; the Obscure Powers (OP) by the Priests of the Dark Force; and finally the Neutral Psionic (N), used by all Priests and initiates.

## Sensitivity to Psionic

In order to actively use the skills of Psionic, you must first take this Advantage. This is an essential prerequisite for the use of Psionic. Except extraordinary case, it can be taken only at the creation of the character.

On the other hand, this Advantage, subject to a successful secret roll in **PERception -5**, can act as the advantage of the *Sense of danger*, once per hour of play.

The GM may also grant premonitory visions to the character, a secret roll of **PERception -5** is still necessary to draw concrete evidence (a success of **5** corresponding to a good understanding while a failure of **5**, a misinterpretation (the GM can tell anything).

## Powers of Psionic

A Psionic power is in fact an acquired skill using one of the psychomagnetic energy abilities of a Priest.

The Psionic code (PSY) is a prerequisite code, written on each record Template (Species and Special). Psionic skills have no default roll and initially have the same code as the **PSY**. Not having a Psionic skill is not being able to use it.

The use of a **PSY** skill often requires the expenditure of **FP**, which varies according to the power used.

**A critical success in PSY's power exempts the Priest from FP spending and guarantees a superb effect.**

**A critical failure leads to the expense of double FPs and an unexpected or even catastrophic result results.**

Using a **PSY** skill (or power) counts as a Maneuver in combat.

The maximum code that a **PSY** skill can reach is double that code, which in turn depends on the Priest's rank (see the following tables).

## Using Psionic in Defense

Any character in **TTM** has a **PSY** code, except for Betadroid and robots in general. For non-Priest characters, this code is only used for Defense against the attack of a Priest, usually in Opposed roll. It is the Priest who designates the character (the GM for an NPC) who attacks him. The GM makes therefore a secret roll below **PSY**. On a success, the priest's attack fails. The GM can make a *Perception* roll to find out if the victim is aware of the attack.

In fact, most of Psionic's actions are done in secret by the GM, without first informing the victims.

## Psionic training

Once this quality has been acquired, there are several cases in which the player will have to choose what characterizes his character:

- The character's talents were located very early by the Millenium Order (MO), which integrated and trained the student (Millenian Priest).

- The talents were detected by Obscure Priests who educated the student (Obscure Priest).

- The character sensitive to Psionic has grown up in a primitive society (Androgunes), and has developed gifts that he thinks are related to magic (Shaman).

The authoritative skills at creation as well as the qualities that the practitioner of Psionic can take, are variable and differentiate on a case by case basis, as indicated below.

## Millenian Way

From the age of five standard years, a person with Psionic sensitivity can be integrated into the Millenian School to become a Priest or an Engineer.

The training is very long and difficult. The less talented will occupy more administrative positions (Engineers) while the elite will provide Millenian Priests, peace advocates and diplomats of the Millenian Empire.

At troubling when the **TTM** starts campaign the Millenian School is the best brand of training, even if it has already lost some of its former knowledge. Nevertheless, the formation of a Priest on the Millenian Way is very academic and allows very little "fantasy". Thus, the knowledge of a Millenian Priest depends directly on his rank within the Millenian School.

The table below shows the different advantages and the number of skills that a Millenian Priest will acquire during his career. Thus, the rule of Advantage does not apply to a Priest because it can dispose of it in the same way, but in addition to those acquired at the school. We can notice that the **PSY** code increases along with the Priest's rank to reach its maximum of **18**, but also beyond (this concerns only exceptional characters that can only be met in NPC: the Emperor, for example). As with standard skills, Psionic skills can only double the **PSY** code, which depends on the priest's rank.

| MILLENIAN WAY MASTERSHIP | | | |
|---|---|---|---|
| **Rank** | **Advantage** | **Number of skills** | **PSY** |
| **Initiate** (student admitted) | **FP+2** | 3 | **10** |
| **Disciple** (with mentor) | Danger Sense | 6 | **12** |
| **Mentor** (Confirmed Priest) | Duty Sense | 9 | **14** |
| **Spirit** (member of the imperial senate) | Pacifism | All known powers | **18 and +** |

## Obscure Powers

To speak of school as part of the Obscure Priests is a big word. In fact, the servants of Darkness theoretically follow the empirical precept of a teacher and a pupil.

Like a Millenian Priest, an Obscure Priest must have Psionic sensitivity, but the similarity stops there. An Obscure Priest is above all a disciple of the **MO** who has switched to the Obscure Powers of Darkness (OPD). Thus, he naturally becomes an

agent of Evil. But some Initiates allow themselves to be influenced by Obscure Priests and thus become their apprentices. Unlike Millenian Priests who can only take one Disciple per session, Obscure Priests can take two Disciples as Master and three as Avatar.

The Powers of Darkness give longevity to his servants because one can see on the table below that an Obscure Priest in the rank of Avatar acquires **2 HP**.

| OBSCURE POWERS MASTERSHIP | | | |
|---|---|---|---|
| **Rank** | **Advantage** | **Number of skills** | **PSY** |
| **Initiate** (student admitted) | FP+2 | 3 | 10 |
| **Disciple** (with Master) | Resistance to pain | 6 | 12 |
| **Master** (Confirmed Priest) | Combat Reflexes | 9 | 14 |
| **Avatar** (Hillerr and Ortellia) | bloodthirsty, **HP+2** | All known powers | 18 and + |

The discipline of the **OPD** rests on a spiritual base, but is completed by the war and magical teaching of the Obscure Priests.

But unless you play a Obscure Priest infiltrated and condemn the character in the short term, it is recommended to keep this role for NPCs.

## Shamanic way

It can be assumed that peoples who have not yet been colonized by the Millenian Empire within the galaxy still use their Psionic powers as magic.

But as far as the game is concerned, only one people is concerned with the magical use of the Psionic: Androgunes. Cousins of Humans, the Androgunes are however less sensitive to Psionic and rare are those who become Priests. Among Androgunes, this "magic" is shamanic. Androgunes shamans use their powers above all to predict the future, predict the weather and, never to change their environment because they are very respectful of nature, not for the attack. In fact, when a Psionic sensitive Androgunes reaches the breeding age, it renounces it by devoting itself to the shamanic way and lefting the Way of Warrior. Thus, while aging normally, the apprentice will learn to control his powers with a Mentor for many years. Then he will return to his clan and become Shaman.

It is said that a certain Shimodae was influenced by the Obscure Powers and becomes a Sorcerer (Obscure Shaman) and manipulated the dark magic of Darkness. This same legend says that he would have educated a young Priest who would become the dreaded prince Hiller, lieder of the Dark Force ... But this is just a legend.

As for the Shamanic way, an Androgune disciple of Psionic has only three ranks:

- **Disciple.** The Androgunes gains **+2 FP** and two skills, with a **PSY** of **10**.

- **Padawan.** The disciple acquires four skills and a **PSY** of **12**.

- **Shaman.** The Shaman can only acquire half of the known powers, with a **PSY** of **14**.

Throughout his life, the Shaman acquires no advantage (except those chosen at the creation of the character). The Shamanic way only allows the use of "Neutral" powers (see following).

Thus, an Androgunes character can choose this status change, in agreement with the GM.

## Psionic powers

From the Psionic attribute arises a set of skills called "powers". In order to use Psionic power, one must first have acquired it. At the beginning, each Priest has a number of skills according to his rank (consult the table **Millenian way mastership**).

To activate a power, a second of concentration is necessary, then a successful aptitude roll under the power from which the skill is derived, as well as the expenditure in **FP** related thereto. Note that the second concentration can be canceled by spending **1** additional **FP**.

For every power is indicated:

## POWER NAME

As indicated by his name.

## WAY

Some powers are directed to the Obscure Powers (OP), their use results in the gain of a **OPD** points. An **N** stands for Neutral and **MW**, Millenian Way. An Obscure Priest attempting to use Millenian power suffers a malus of **-2** to his skill roll. This orientation is indicated in gray.

## DESCRIPTION

Description of the power.

## FATIGUE POINTS

This is the cost in **FP** that must be spent in order to use power.

## DURATION

This is the period during which power remains active. It may be renewed if the **FP** are spent, so a new skill roll is not useful.

## Absorb Energy                                     N

The Priest can absorb the energy of a battery, a droid, or an object with energy storage capabilities. The margin of success corresponds to the number of stolen points that can be converted into **FP** at the rate of **1 point** for **1 FP** or **HP**. For example, a success of **4** allows regaining **4 FP** or **HP**.

*A Holopad, for example, has 2 energy points, a Pistolaser 4, a Plasmasaber 6, a Lasma 8, an Energy Cell 12.*

**1 FP**            Instant

## Absorb Knowledge                             OP

The Priest must concentrate for five minutes and be in contact with his victim. An Opposed roll below *Absorb Knowledge* for the Priest and below **PSY** for the victim. If the Priest succeeds, he temporarily absorbs an **INT** skill possessed by his victim (choice of the GM).

The margin of success determines the level of the skill mastership:

- 1-3 = **INT-1**;
- 4 to 6 = **INT**;
- 7 and + = **INT + 1**.

However, the Priest can not have a code higher than his target one. Thus, if the victim has the skill at **12**, regardless of the success of the Priest, the max will be **12**. The victim suffers a day loss of **1D3** points in **INT**. He regains them at the rate of **1 point** per rest day.

**3 FP**            **5 minute**

## Astrogation                                       N

The Priest can use this power to avoid the malus associated with the Navocomputer's destruction or malfunction before calculating a hyperspace jump.

**3 FP**            Instant

## Kinetic Attack                                   OP

Allows the Priest to push through the Psionic a group of characters (up to five). Perform a *Kinetic Attack* Opposed roll against the **STA** of the targets. In case of failure of the targets, they are thrown back and fall on the ground. A **STA** roll must be undertaken so that each target is not stunned.

**1 FP**            Instant

## Energy Shield                                    MW

This power allows the Priest to deflect an energy attack of mass, spear, bowcaster ... The Priest makes an ability Opposed roll at the attack roll of his enemy. If he succeeds by more than **5** margin, the code-die of the used weapon does not have his bonus (the number after the +). This is considered a Defense maneuver.

**0 FP**            **1 round**

## Psionic Heat     MW

This millenian power can produce thermal energy from the Priest then that needs it. This energy can counter an atmospheric manifestation, but not overcome the absolute cold of space void. The triggering of power is only psychological and facilitated by external aggression, so it is a Defense power.

**0 FP**          **Instant**

## Clear-sightedness     N

Allows a vision of the past, the present or the future. To do this, the character must meditate between 1 and 10 minutes. The *margin of success* determines the reliability of the information:

* **1-3:** confused and difficult to interpret;

* **4-6:** a beginning of understanding but always free to interpretation;

* **7 and +:** relatively understandable, worthy of interest and certainly viable.

**2 FP**          **See above**

## Contortion     N

Provides the same effects as advantage *Flexibility* for a number of minutes equal to the *margin of success*.

**1 FP**          **Margin of success**

## Control Mind     PO

Allows the Priest to take possession of the victim's brain. The latter becomes a sort of puppet whose Priest controls the actions. If the Priest tries to kill his victim using this power, the victim can be protected on a **PSY** roll with a **+3** bonus. If successful, the Priest loses control of his victim.

**3 FP**          **1 minute**

## Enhanced Run     N

Allows the Priest to add a bonus to his move for the round. Applies only to the **MOV** code (not the **REF** code). The bonus is equal to the *margin of success*.

**2 FP**          **1 minute**

## Psionic concealment     N

This power allows the Priest to hide his **Sensitivity to Psionic** (both on the side of the Millenian Way and the Obscure Powers), his ability to control it, and even sometimes to hide his presence in relation to other Priests. It is the only power capable of counteracting the Vital and Psionic senses.

**1 FP**          **1 minute**

## Terror     OP

Allows the Priest to surround himself with an Evil aura that intimidates people interacting with him. A Opposed roll must be made, the power of *Terror* against the **PSY** of the victim. If the victim fails, the latter is scared, the interactions are **+2** for the Priest, and if the victim strikes back, all his rolls will be at **-3**, the Defense suffering from a malus of **-2**.

**1 FP**          **5 minutes**

## Kinetic Energy     OP

The Priest throws with his hands flashes of pure energy that strike an area of 3 meters around the target. The damage is **2D** per point of *margin of success*. The range is 100 meters maximum, **1 / 2D** to 50 meters.

**3 FP**          **Instant**

## Rage     OP

The Priest calls the Obscure Powers of Darkness to enter the rage. Per invested **FP**, the Priest gains **+1** in Attack and **+1** in Defense per round. He is also immune to the effects of the backlash and can not be collapsed or stunned.

**FP (see above)**          **5 secondes**

## Accelerate Healing  MW

Allows the Priest to heal **1 HP** per *success margin* point.

**1 FP**          Instant

## Control Another's healing  MW

Heal a character in the amount of **1 HP** per *success margin point*. This power is usable once a day and by character.

**1 FP**          Instant

## Illusion  N

The Priest can use this power to create an illusion. To the extent that the victim is aware of the possibility of illusion, a **PSY** roll can be made. In case of success of the victim(s), the illusion disappears. In case of failure, or if the victim(s) did not integrate the inception, the illusion is substituted for the reality during the duration of its effect.

The *margin of success* determines the size of the illusion:

- **1 to 3:** to imitate a person, a place of small size;

- **4 to 6:** the illusion can represent up to a hundred people, over a perimeter of more than 5 km;

- **7 and +:** the illusion makes it possible to influence a perimeter of more than 20 km and has no limitation as far as it represents.

**5 FP**          1 minute

## Inflict Pain  OP

Allows Priest to inflict intolerable pain on the victim. The latter must make a roll under his **STA**. In case of failure, he is in terrible pain. This gives a **+3** for all attempts at interrogation or intimidation and **1D** for **FP** (for each **FP** lost in this way, the victim loses **1 HP** also). A critical failure of the victim can lead to cardiac arrest and death.

Used during a combat, this has the same effects as a backlash equal to the user's *margin of success* (maximum **4**). The **Resistance to pain** halves the malus (default).

**2 FP**          Instant

## Influence

If successful, the priest implements a suggestion in the mind of his victim. The latter is unaware of the manipulation and acts as if the idea came from him. This power can also be used to make the victim perceive sounds that are not real. The victim resists with a **PSY** roll.

**2 FP**          Instant

## Combat Meditation  N

This is a particular manifestation of the Psionic whose goal is to galvanize the troops by giving them courage (**+2** on the Attack rolls) then, that among the enemy troops, this power reduces their willpower to fight (**-2** on the Defense rolls). This power, whose sphere of influence depends on the **FP** spent (**1 FP** = 100 meters radius) and therefore requires an absolute concentration, proves very useful for winning battles, sometimes by pouring only a small amount of blood.

The duration in seconds of this power is equal to the number of points of the *margin of success*.

**3 FP**          Success margin

## Short-Term Memory Enhancement  N

This power allows the Priest to recall a detail, an innocuous information at a very high level of precision. The *margin of success* indicates the quality of the information:

- **1 to 3:** details without more;

- **4 to 6:** the character visualizes the scene that interests him and can exploit the details;

- **7 and +:** the user reviews the scene in great detail with great precision.

**3 FP**          **Instant**

## Kinetic Kill                                                    OP

This power is used to murder a person by compressing his vital organs (Prince Hillerr's favorite attack). The range is that of sight. After a successful Opposed roll against the **STA** of the victim, the latter begins to wither. Per turn, the victim loses **2 FPs** per *success margin* point.

**2 FP**          **Instant**

## Neutralize Disease                                              MW

Allows the Priest to cancel the effects of a disease on himself. Perform an ability roll with a **-1** malus for damage that the disease would normally cause. If the latter has debilitating or other effects, make the roll normally. In case of failure, the Priest can still try a **STA** roll.

**3 FP**          **Instant**

## Neutralize Poison                                               MW

Similar to *Neutralize Disease.*

**3 FP**          **Instant**

## Neutralize Another's Disease                                    MW

Helps cancel the effects of a disease on a character. Perform a skill roll with a malus of **-1** per die of damage that would normally cause the disease. If the latter has debilitating or other effects, make the roll normally. In case of failure, the character can always try a **STA** roll. This power is usable once a day and by character.

**3 FP**          **Instant**

## Neutralize Another's Poison                                     MW

Similar to *Neutralize Another's Disease.*

**3 FP**          **Instant**

## Enhanced Extra Perception                                       N

Permit the Priest to possess a meaning that he does not normally possess. This can take several aspects: perception of the radio waves / laser, infra red vision, etc ... (to be defined with the GM once and for all).

**2 FP**          **1 minute**

## Recover                                                         N

This power allows the Priest to recover **1 PdF** per *success margin* point. This power is usable once a day.

**0 FP**          **Instant**

## Recover Another                                                 MW

This power makes a character recovering **1 FP** per point of *margin of success*. This power is usable once a day and by character.

**1 FP**          **Instant**

## Resist Shock                                                    N

This power allows the Priest to escape the effects of a backlash for the round.

**2 FP**          **Instant**

## Resist Coma                                                     N

Since the Priest can still act, this power makes it possible not to suffer the effects of a failed roll to stay awake.

**1 FP**          **Instant**

## Kinetic Protection                                              N

A successful roll allows the Priest to ignore the effects of a environment nuisance. Heat or intense cold, radiation. In case of success, the character avoids the inconveniences (loss of **FP**, **HP**) related to these phenomena.

**1 FP**              **1 hour**

## Revulsion                                              MW

It is a Psionic power that allows a Priest to destabilize his opponent by causing him significant vertigo and nausea without inflicting permanent damage. Used properly, this power is a powerful defense technique.

**1 FP**              **Instant**

## Enhanced Jump                                              N

Adds to the usual jump distance the *margin of success* under the skill in meters.

**1 FP**              **1 second**

## Combat Sense                                              OP

Allow one additional maneuver per round (usually an attack). Can only be used once per round.

**2 FP**              **5 seconds**

## Psionic and Life Sense                                              N

Allows the Priest to feel the turmoils of his psychomagnetic energy, life monitor. In this sense and in a perimeter ranging from sight distance to 2 km for the case of approximate senses, the Priest can make a roll to feel the presence of living beings.

This power can also be used to feel the Psionic, to know the presence of characters within a radius of 5 km around the Priest. A potential victim may try to hide from the perception by making a **PSY** roll. A Priest can use Psionic Web to hide from this power.

**1 FP    1 minute**

## Telekinesis                                              N

Allows an object to be moved by psychomagnetic energy, with the *margin of success* indicating the maximum weight that can be moved.

- **1 to 2:** less than 5 kilos;
- **3 to 4:** between 6 and 10 kilos;
- **5 and 6:** between 101 kilos and one ton;
- **7 and +:** between 1 and 6 tons.

It is possible to attack using this power, the Attack roll being done under the skill, with the rules of *Collision*, the speed of **MOV** being of 10 mps. The malicious use of this power brings a point of **OPD** and costs a maneuver.

**1 FP**              **1 second**

## Telepathy                                              N

The Priest can make telepathic contact with a character within a range of kilometers equal to the *Margin of Success*. Note that the *Telepathy* roll is increased by **+1** for **MO** members.

If an Obscure Priest uses his *Telepathic* power to probe the mind of a PC, it is considered an attack and the victim can be protected from a **PSY** roll.

**1 FP**              **1 minute**

## Teleportation                                              N

Teleportation is a power that allows the Priest to move his body at a speed close to the light. Its action is comparable to that of *Telekinesis* but on oneself.

The Priest mentally determines his point of destination and calls his psychomagnetic energy to make it disappear and reappear in a flash at that position. The distance that can be done does not exceed a few meters, around a target. The advantage of this power is that one can attack one's opponent from behind quickly or avoid a death hit.

**3 FP**              **Instant**

## Cataleptic trance N

Allows the Priest to enter deep hibernation for a period commensurate with the success of the roll. Apart from slowing down the biological system, consider the ability to live with the equivalent of one hour in trioxyn (oxygen in **TTM**) for a time per hour equal to the *margin of success*.

When a Priest enters *Cataleptic Trance*, the player must tell the GM what will wake him up. He can also tell how long he wants to stay in hibernation, or what stimulus will cause him to wake up (example: "When the life capsule will open and I will see light on my eyes").

Waking a priest in *Cataleptic Trance* at another time than the one he has chosen is not easy. Generously distributed slaps may be effective, but it may take hours. Another Priest may use the *Influence* power, but also make an Opposed roll against the Priest's **PSY** to wake up.

**5 FP** **See above**

## Psionic Web N

It is a Psionic power with very practical applications, especially if the Priest wishes to go unnoticed. This power consists in diverting the rays of light which arrive on the Priest to prevent that they are reflected and thus, that the person is visible.

However, this power has its limits and an observer character can discover the deception on a *Perception* or *Psionic and Life sense* roll for another Priest.

**3 FP** **1 minute**

## Astral Travel MW

This singular power allows the Priest to momentarily leave his body so that his mind "travels" without moving.

For this, the Priest must be in a quiet place and never be disturbed. He then goes into cataleptic trance. His mind is detached from the body and moves in a given direction. *Astral travel* allows the Priest to go in scout in a specific place without necessarily knowing it, and without the characters present in this place do not

realize it. Only another Priest can guess his spiritual presence under *Psionic and Life Sense*.

The duration of this trip in minutes is equal to the **PSY** code of the Priest.

However, this power can be extremely dangerous for the Priest performing this type of extrasensory trip. Indeed, if someone manages to wake him up (see *Cataleptic Trance*), his mind does not have time to return to his original body and the Priest is considered dead while his spirit will forever wander in the limbs of the Astral.

**3 FP** **PSY code**

# Millenian Way and Obscure Powers

Although there is a balance, the game is only interested in the Manichean side of the Psionic: Light (Good) and Darkness (Evil).

The Priest controlled by a player is necessarily Millenian (Human) or Shamanic (Androgunes), and he starts the game with a gauge on the Millenian side equal to his **PSY** and an **OPD** gauge at **0**. The use of these points are detailed below. .

## PSY

The code of **PSY** represents in the game the control of a Priest (Millenian or Obscure) of its psychomagnetic energy coming from its frontal lobe, also called pineal gland. This code can only increase with the acquisition of the higher rank of Priest.

Any character in the **TTM** universe can use their **PSY** code to protect themselves from the psionic attack of a Priest.

Except in exceptional cases, the **PSY** code for a Priest-Player can not exceed **18**, and in no case more than double.

However, the value of this code can be affected by the use of some psionic powers, other than Neutral.

# Obscure Powers of Darkness

**OPD** code represent the propensity of a Millenian Priest to Evil using his powers in malicious way. At this point, the Millenian Priest will gain a **OPD** point:

- using a power directed by Dark Powers;
- using a Neutral power to do evil (like the power of *Telekinesis*, for example);
- by performing a bad action (kill in cold blood, torture a person ...).

When the **OPD** gauge of the character reaches half of the code of his **WILLpower** (integer), he is tempted by the Obscure Powers of Darkness. At this point, the corrupted Priest will have to cast a *WILL* to not use a power in an act of malevolence. When the **OPD** gauge of the Priest reaches the code of his **WILLpower**, the character sinks definitively into Evil, and becomes an Obscure Priest.

In a campaign where the characters play Imperial missionaries, this results in the player losing his character as an enemy NPC, or Dark Agent.

At each earned **OPD** point, a Millenian Priest must roll under his **WILL** to not become a Dark Agent. This is the corrupting effect of the Obscure Powers. The maximum number of **OPD** points a Priest can have is equal to his **WILLpower**.

The evil of the points of **OPD** is that they add to the code of **PSY** as long as the character uses an obscure skill (a score of **18** to the dice always causes a failure). Of course, an Obscure Priest NPC basically has a **POT** code equal to that of his **PSY**. This is how Obscure Priests are always more powerful than their millenian counterparts.

## Genius of Evil

Like millenian Priests, Engineers also gain **OPD** points by committing malicious acts or unnatural experiments (for example, the creator of the Silimen breed). Under the same conditions, an Engineer is tempted by the Obscure Powers with a **OPD** code equal to half his **WILL**, and becomes a Genius of Evil when this code reaches that of his **WILL**.

However, this obscure acquisition brings nothing in the use of the **PSY**, because the Engineer has only one psionic power (VM or N) which can not improve.

# Redemption

In **TTM**, an Obscure Priest can lose **OPD** points using Neutral powers for benevolent purposes or millenian powers. This is true in the context of a Redemption.

It is possible for a repentant Priest or Engineer to lose **OPD** points. At the end of a game where the corrupted character has shown benevolence, control and a real desire to return to the Good, the GM may allow the loss of a **OPD** point. This is a long operation that can take several months (in the game) or even several game sessions (in the real world).

Redemption is nonetheless impossible when the characters' **OPD** have reached their **WILL** code. He has become irremediably an agent of Evil.

## Time Required

The following is a guideline for the time to remove **OPD** points. Atonement must begin again if a **OPD** Point is received during atonement.

- 1 **OPD** Point = 40 days
- 2 **OPD** Point = 60 days
- 3 **OPD** Point = 80 days
- 4 **OPD** Point = 100 days
- 5 **OPD** Point = 120 days

# Equipment

This chapter presents a non-exhaustive list of equipment available to an Imperial Missionary in the **TTM** roleplaying game. For a more complete list, it is recommended to see to the *LTM: Sourcebook*.

## Props

The large table on the next following pages is a list of the material most commonly used by the Imperial Missionaries. Some of these props are automatically acquired according to the Species or Activity of an Template character.

### Item

Indicates the kind of props.

### Cost

Corresponds to the average universal price expressed in Pecun (Þ) in most Imperial Cessions. This price can be doubled or half in Clandestine Market.

### Weight

As the name suggests, it is the props weight enters the calculation mode of the Encumbrance.

### Autonomy

Corresponds to the period when the props can remain ON non-stop before undergoing a change of its battery or energy cell.

## Description

The particularities related to the use of the props.

| MISSIONARY's PROPS | | | | |
|---|---|---|---|---|
| **Item** | **Cost** | **Weight** | **Autonomy** | **Description** |
| **Slate** | 400 Þ | 500 g | 5 hours | Holovideo screen tablet with memory cartridge reader (not provided). |
| **Auricom** | 50 Þ | 20 g | 10 hours | Ear transmitter / receiver with integrated microphone (maxillary sensor) with a range of 1 km. |
| **Biopak** | 100 Þ | 500 g | | Sterile kit that can be used once to provide first aid. Concretely, allows the use of *Bioenergy* or DEX-5. it allows to regain **1D+1 HP**. |
| **Biorations (10)** | 50 Þ | 500 g | | Macrobiotic rations each equate to one meal. |
| **Bioscann** | 800 Þ | 500 g | 20 hours | Medical diagnostic scanner giving **+5** in *Bioenergy*. |
| **Bipor** | 250 Þ | 100 g | 1 day | Personal transponder distress beacon that can be picked up by any radio receiver located 10 km away. |
| **Blister** | 50 Þ | 50 g | Random | Disposable energy battery for most equipment. |
| **Memory cartridge** | 50 Þ | 10 g | | Smart card for containing computer data. |
| **Energy cell** | | | Random | Rechargeable high power battery suitable for all types of equipment. |
| **Compumap** | 800 Þ | 600 g | 5 hours | Holovideo screen tablet with topographic scanner and holographic map viewer (card / disc readers). |
| **Colmax + cartridge** | 100 Þ | 500 g | | Special resin gun designed to seal cracks in a spacecraft cabin to prevent depressurization. Hardening is instantaneous. One cartridge costs 15 Þ. |
| **Thermal converter** | 300 Þ | 10 kg | 12 hours | Versatile radiator that can heat or cool a confined space of 3 m³. Works on energy cell only. |
| **Survival blanket** | 100 Þ | 3 kg | 12 hours | Sleeping bag with warmer lining. Works on blister. |
| **Thermal crucible** | 50 Þ | 400 g | 2 hours | Energy stove. |
| **Digital disc** | 10 Þ | 20 g | | Optical drive compact disc for storing computer data. High capacity. |
| **Survival dome** | 50 Þ | 3 kg | 12 hours | Automatic individual tent with warm and fireproof lining. Works on blister. |
| **Fluogen** | 50 Þ | 500 g | 2 hours | Fission torch illuminating at 100 m |

| | | | | | |
|---|---|---|---|---|---|
| **Focus** | 20 Þ | 300 g | 1 hours | Rechargeable energy lighter. |
| **Holocam** | 600 Þ | 500 g | 2 hours | Holovideo camcorder with digital storage disk. Plasma screen and digital viewfinder. 20 × optical zoom. |
| **Holocap** | 400 Þ | 300 g | 12 hours | Holographic camera with memory cartridge. Plasma screen and digital viewfinder. 20 × optical zoom. |
| **Holomobile** | 100 Þ | 100 g | 8 hours | Plasma-screen mobile videophone with a range of 5 kms. |
| **Holopad** | 100 Þ | 100 g | 3 month | Small touch-screen plasma tablet (stylaser), used only to write and store data (name, address, directories, etc.). |
| **Laptop** | 600 Þ | 2 kg | 4 hours | Portable computer with digital disk drive and memory cartridge. Can connect to the Holotel network. |
| **Macrosensor** | 200 Þ | 600 g | 1 day | Holovideo binoculars with 20 × zoom. Allows in game terms to make *Perception* rolls (View) over 100 meters range. |
| **Magnetocoupler (pack of 6)** | 100 Þ | 600 g | | Magnetic keys for tightening rivets and bolts. |
| **Magnetograb** | 50 Þ | 500 g | | Magnetic grab with 15 m of cable, used with a special pistol (roll under *Throw*). Brings a bonus **+3** in *Athletics* during a climb. |
| **Memocard** | 50 Þ | 10 g | | Recorded memory cartridge used as identity card and credit card. It includes a data chip (encrypted for agents) and a hologram. |
| **Nanocel** | 100 Þ | 100 g | | Non-rechargeable nucleic cell. |
| **Pak (empty)** | 100 Þ | 600 g | | Waterproof and insulated backpack of 30 liters. |
| **Survival Pak** | 200 Þ | 1 kg | 3 days | Backpack containing all the necessary survival in hostile environment (dome, compumap, cover, fluogen, focus, static pointor, biopak, biorations) |
| **Perfolite** | 200 Þ | 1 kg | 1 hour | Rotary lightblade drill (diameter and adjustable length). |
| **Pointor** | 50 Þ | 100 g | 1 day | Compass with telemetry and plasma screen. |
| **Boltor** | 200 Þ | 1 kg | 1 hour | Universal soldering gun. |
| **Technopak** | 300 Þ | 20 kg | | Specific toolbox (including a Tekscan) to repair a precise system (according to the specific competence of the Technician). Gives **+2** in *Repair*. |
| **Tekscan** | 800 Þ | 1 kg | 20 hour | Technical analysis scanner. Allows a better analysis of an electronic or mechanical device. **+2** in *Repair*. |

# Shooting Weapons

Most of the weapons presented in the **Shooting Weapons** table include laser weapons (individual or heavy), but also thrown weapons, more archaic. It will be necessary for the latter to add the launcher's **Strength Factor** (SF) by referring to the corresponding table in the chapter *Characters fighting*.

These weapons are determined as follows, according to their firepower and other characteristics.

### Model

Corresponding to the name of the weapon or a category of weapons.

### Damage

Corresponds to the number of dice to roll (code-die). The term (SF) indicates that the launcher's Strength Factor must be added. A (!) means that the individual armor does not protect. Special Suit can mitigate the effects of certain damage: between () the type of protection that can reduce damage.

### ACCuracy

Gives the bonus to the Attack code when a sighting maneuver has been made. If the weapon has a viewfinder and the aiming maneuver is undertaken, then the bonus is added after the +.

*For a 3 + 2 Accuracy, the viewfinder adds an extra +2 to the Attack roll.*

### 1/2D

Distance from which, the damage is divided by two.

### Max

Indicates the maximum distance that the range of the weapon covers .

## Weight

As its name suggests, the weight of the weapon that will imply its Encumbrance.

## RoF

This is the Rate of Fire, the number of projectiles (rays or other) that can shoot the weapon in a round of combat. For a high Rate of Fire, a bonus to the Attack roll is made as shown in the table below.

| SHOT BONUS | |
|---|---|
| **RoF** | **Bonus** |
| 1 to 4 | **0** |
| 5 to 8 | **+1** |
| 9 to 12 | **+2** |
| 13 to 16 | **+3** |
| 17 to 24 | **+4** |
| 25 to 49 | **+5** |
| 50 and + | **+6** |

## NoS

This is the Number of Shots that can make the weapon before having to be reloaded (blister or projectile).

## Cost

Corresponds to the average universal price expressed in Pecun (Þ) in most Imperial Cessions. This price can be doubled or half in clandestine markets.

## Malfunction

When **18** is obtained, it must be considered that the weapon has "jammed" or is malfunctioning. The interpretation is free for the GM, but the weapon should be inoperative until a *Repair* roll is done.

| SHOOTING WEAPONS | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **Model** | **Damage** | **Acc** | **1/2D** | **Max** | **Weight** | **RoF** | **NoS** | **Cost** |
| Energy bowcaster | 1D (PC+PE) | 4+2 | 35 m | 40 m | 8 kg | 1 | 1 | 3 400 Þ |
| Javelin | 1D (FF, PC) | — | — | — | 400 g | — | — | 300 Þ |
| Energy spear | 1D+1 (FF, PC+PE) | — | — | — | 500 g | — | — | 600 Þ |
| Bolega | 1D+1 (PE) | — | — | — | 400 g | — | — | 700 Þ |
| Javelite | 1D+2 (FF, PL) | — | — | — | 400 g | — | 20 | 1 200 Þ |
| Thrown Vibroblade | 1D+1 (FF, PC) | — | — | — | 200 g | — | 50 | 600 Þ |
| Minilaser ML-45 | 1D (PL) | 2 | 10 m | 25 m | 500 g | 3 | 30 | 2 200 Þ |
| Pistolaser PL-55 | 2D (PL) | 2+1 | 25 m | 50 m | 1 kg | 3 | 20 | 3 000 Þ |
| Turbolt TB-34 | 3D (PL) | 2+1 | 50 m | 100 m | 1,5 kg | 2 | 10 | 4 000 Þ |
| Rifle Elit-5 | 3D (PL) | 4+4 | 150 m | 300 m | 1,8 kg | 1 | 10 | 4 200 Þ |
| Assault Gun Lasma LM-32 | 4D (PL) | 8+4 | 150 m | 300 m | 2,2 kg | 2 | 20[1] | 4 800 Þ |
| Impulsion Assault Gun Hamajacer HJ-45* | 4D (PC) | 8+4 | 150 m | 300 m | 3,5 kg | 1 | 10[1] | 5 000 Þ |
| Laser machine gun Scorpio LM-35 | 4D/3D* (PL) | 10+2/0[2] | 150 m | 300 m | 1,6 kg | 2/6[2] | 10 | 10 600 Þ |
| Infantery laser gun *Boninn* 2L55 | 5D (!) | 4+2 | 450 m | 1 000 m | 18 kg | 1 | 50 | 15 000 Þ |
| Grenade launcher Typhon (for gun ou machine gun) | 3D×3 (!) | 2 | — | 100 m | 800 g | 1 | 1 | 750 Þ |
| Missile launcher Vulcain TR-72 (rifle and gun) | 3D×3 (!) | 2 | — | 3 000 m | 17 kg | 1 | 1 | 6 600 Þ |

(1) with 2 Blisters. (2) One shot mode / en Burst. (*) only works in the aquatic environment.

## Explosives

There are few different models of explosives but their damage is just as devastating as they use antimatter technology.

Most of these explosives have two trigger modes: snapshot and self-timer. Some can even be triggered remotely with a radio transmitter (range: 100 m). The player using an explosive must specify to the GM the trigger mode chosen.

The table below shows the main explosives used by ground troops, such as the Imperial Missionaries. However, it is never easy to carry explosives unless you pack them in a backpack (Pak).

| EXPLOSIVES | | | | |
|---|---|---|---|---|
| **Model** | **Damage** | | **Weight** | **Trigger** | **Cost** |
| | **Ø L** | **Ø T (LP)** | | | |
| Grenade de lancer | 1 m | 5 m | 800 g | 0 | 400 Þ |
| Grenade de tir (lance-grenades) | 1 m | 5 m | 300 g | 0 | 400 Þ |
| Charge de démolition | 5 m | 50 m | 7 kg | 10 / RC | 1 200 Þ |
| Mine antipersonnel | 1 m | 5 m | 1 kg | 0 / RC | 400 Þ |
| Mine antivéhicule | 3 m | 30 m | 4 kg | 0 / RC | 1 000 Þ |

Nucleic explosives are also found in rocket and missile warheads launched by vessels and are described in the relevant chapters.

## Model

Model of explosive.

## Damage

This double column shows the lethal radius (Ø L) of the weapon, as well as the thermal radius (Ø T) whose damage code-die is always **3D × 3**, minus the LP of the combat armor. The *Lethal ray* is the 0-ground of the antimatter explosion (micro nova) that destroys all known material, let alone a character. The *Thermal Radius* is the area of explosion effect where any target is subject to a sharp rise in temperature. Only combat armor can protect the target with its LP.

## Weight

As its name suggests, the weight of the weapon that will imply its *Encumbrance*.

## Trigger

It is the value of the timer in seconds that will trigger the explosion after activation of the explosive. **0** means an explosion less than 3 seconds or instant (on impact). If there are multiple trigger modes, they are separated by a slash. An **RC** means a possibility of remote triggering (radio remote control).

## Cost

Corresponds to the average universal price expressed in Pecun (Þ) in most Imperial Cessions. This price can be doubled or half in clandestine markets.

# Throw a grenade

In **TTM**, grenades have a handle that allows them to be thrown far enough. On a successful roll below *Throw*, a grenade always reaches its target. The range of a throwing grenade is **2 × STA** from the thrower. It is up to the GM to estimate the impact according to terrain relief.

Shooting grenades have a range equal to that of the grenade launcher used.

# Setting demolition charge

Explosives intended to dynamite a structure have a magnetic base enabling them to be fixed on any metal surface.

## Mines

Antipersonnel mines act like grenades and demolition charges. On the other hand, the anti-vehicle mines cause particular damage. Indeed, a nucleic explosion systematically destroys both the hull of the vehicle and its eventual anti-laser shield. The damage of an anti-vehicle mine, in addition to overriding the armor code (not

subtracted) of the target, affects this code in the same way as the **HP**. During a nucleic explosion, the affected vehicle will be subtracted the damages of the weapon, as well to its **HP** as to its code of **SP**.

A vehicle affected by a nucleic explosion involves consulting the **Vehicle Damage** table in the chapter <span>**Vessel Combat**</span>.

# Melee weapons

The characteristics of these remain similar to ranged weapons (see table opposite).

## Item

Corresponding to the name of the weapon or a category of weapons.

There are three types of melee weapons: archaic, energetic and lightblades.

**Archaic weapons.** These are weapons mainly used by indigenous and local tribes. They are mostly blunt or sharp. Vibroblades, whose cutting edge is processed at the molecular scale, are also considered archaic. The **SP** of armor is a protection against this type of weapon.

**Energy weapons.** These are weapons often used by natives and have the particularity of inflicting an electric shock at impact, after a so-called "kinetic" charge. For thrown weapons, the charge is automatic (air speed). For melee weapons, an Accuracy maneuver is required to charge the weapon before hitting, otherwise the damage code bonus will not be taken into account. The **EP** of the armor is a protection against this type of weapon.

**Lightblade Weapons.** The lightblade consists of a powerful electric arc made of pure energy whose shape is given by a powerful magnetic field. These energy blades usually dot daggers and swords. They are also found on some spears. The standard protection against a lightblade is the same as that against lasers (**LP**).

| MELEE WEAPONS | | | | | |
|---|---|---|---|---|---|
| **Item** | **Damage** | **STA** | **Weight** | **NoS** | **Cost** |
| Stick, Vandil | SF, SP | 10 | 500 g | — | — |
| Metal bar, mass, scourge | 1D (SF, SP) | 12 | 4 kg | — | 200 Þ |
| Vibroblabe | 1D (SF, SP) | 6 | 100 g | — | 300 Þ |
| Energy Nightstick | 1D+1 (SF, SP+EP) | 10 | 500 g | — | 100 Þ |
| Energy mass | 1D+1 (SF, SP+EP) | 12 | 4 kg | — | 400 Þ |
| Energy scourge | 1D+2 (SF, SP+EP) | 14 | 5 kg | — | 500 Þ |
| Lightdagger[1] | 1D (LP) | 6 | 500 g | 30 | 1100 Þ |
| Lightfoil[1] | 2D (LP) | 6 | 600 g | 20 | 2 000 Þ |
| Lightsword[1] | 3D (LP) | 6 | 700 g | 10 | 3 000 Þ |
| Plasmasaber (see the text) | 4D (!) | 10 | 1 kg | 10[2] | 15 000 Þ |

(1) Lightblade. (2) nanocell.

## Damage

Corresponds to the number of dice to roll (code-die). The term (SF) indicates that the launcher's Strength Factor must be added. Special outfits can mitigate the effects of damage, except for Plasmasaber (!). Between () appears the type of protection that can reduce this damage.

## STA

Some weapons, by their weight, require natural strength to handle them properly. It is indicated in this column the minimum **STA** code which must have the character. Otherwise, the damage will be divided by two.

## Weight

As its name suggests, the weight of the weapon that will imply its *Encumbrance*.

## NoS

This is the number of ignitions that can cash the weapon before having to be reloaded (blister). This topic only applies to Lightblades weapons.

## Cost

Corresponds to the average universal price expressed in Pecun (Þ) in most Imperial Cessions. This price can be doubled or half in clandestine markets.

## Plasmasaber

The Plasmasaber is, for excellence, the weapon of the warrior Androgunes. It is characterized by its particularly high destruction capacity. In general, Plasmasaber damage is **4D**. No known individual armor can withstand such a weapon.

An additional bonus to weapon damage is provided based on the user's Plasmasaber skill. This represents the ability of the warrior Androgunes to use his martial art to optimize the power of Plasmasaber (see table below).

The initiation of the warrior Androgunes goes through the manufacture of his own Plasmasaber, usually it takes place in several steps.

| Plasmasaber | |
|---|---|
| **Skill** | **Bonus** |
| 14 | **0** |
| 15- 18 | **+1** |
| 19 – 22 | **+2** |
| 23 – 26 | **+3** |
| 27 – 30 | **+4** |
| 31 et + | **+5** |

The young warrior must find his crystal that will define the power of his weapon. He must then go through a meditation session in order to agree with it. He must then build Plasmasaber, which will become an extension of himself.

## Crystal seek

The type of crystal influences the abilities of Plasmasaber. As such, the color is not trivial. The young warrior must make a **Perception** roll to simulate his insight in search of his crystal. This seek can take between 1 hour to sometimes years! The table below provides information on the capabilities of the find crystal.

| PLASMA CRYSTAL | | |
|---|---|---|
| **Perception roll** | **Crystal** | **Effects** |
| Failed | Spath (white) | The crystal is of mediocre quality and gives -1 in Attack and Defense. |
| Success up 0 to 2 | Silicum (yellow) | The crystal is of standard quality and gives nothing. |
| Success up 3 to 6 | Smaragdyt (red) | The crystal is of good quality and gives +1 in Attack and Defense. |
| *Successful 7 and critical* | Actinium (blue) | The crystal is exceptional and gives +2 in Attack and Defense. |

## Meditation

This is the agreement between the spirit of the warrior Androgunes and the Plasmasaber's crystal. A meditation phase of **1D × 4** hours must be undertaken. At the end of the latter, a **WILL** roll must be made. On a hit, the Androgunes warrior can use safely his weapon. In case of failure, the meditation phase must be started again, because the young warrior would be mortally wounded using his weapon. In case of critical success, the weapon definitely has **+1** in Attack and Defense.

## Building Plasmasaber

This is the last step for the initiation of the young warrior. It's about getting a roll under **Repair**. A *critical success* definitely brings additional **+1** in Attack and Defense, because its realization is a masterpiece. In the event of failure, it will be necessary to reroll later (there is no limit as to the number of rolls). In any case, the Androgunes is not a warrior without his weapon ...

The operation takes **1D** hour(s).

## Using Plasmasaber

In the game, only an Androgunes initiate can use a Plasmasaber without amputeing! Indeed, every roll carries a *major injury* and amputates the affected climb (*instant death* for the head).

Thus, to use a Plasmasaber, a character must have **Melee Weapons** with a minimum code of **12**. However, he will not receive any bonus.

# Special Suits

In **TTM**, it is possible for the Imperial Missionaries to wear Special Suit that give them different protections, both in terms of climate and combat (see table below).

| SPECIAL SUIT PROTECTIONS | | | | | |
|---|---|---|---|---|---|
| **Special Suit** | **Protections** | | | **Weight** | **Cost** |
| | **SP** | **EP** | **LP** | | |
| Technical Suit | 0 | 6 | 0 | 1 kg | 900 Þ |
| Spacesuit | 6 | 9 | 0 | 8 kg | 1 200 Þ |
| Flight Suit | 6 | 9 | 0 | 10 kg | 1 500 Þ |
| Mercenary Suit | 0 | 6 | 6 | 700 g | 2 000 Þ |
| Commando Suit | 9 | 9 | 9 | 12 kg | 2 500 Þ |
| Combat Armor | 12 | 12 | 12 | 16 kg | 3 000 Þ |

## Special Suit

Provide information on the name of the Special Suit.

## Protections

It's damage resistance. This code is deducted from the damage points. Every Special Suit offers various protections:

- **SP.** Shock Protection is intended to reduce the damage of an archaic melee weapon (stick, bar, mass, vibroblade).

- **EP.** Energy Protection reduces the damage of a kinetic energy weapon, such as an energy mass, a bowcaster bolt, an energy spear.

- **LP.** Laser Protection protects laser shooting weapons, but also lightblade melee weapons.

*Note that the damage is deduced by number of hits or impacts. If the value of a protection is 10, and two laser shots are 7 and 8 respectively, the armor will protect completely (which would not have been the case for an impact of 15).*

Special Suit must be worn (overall, gloves, helmet, boots: except the technical suit) to be effective.

After an injury, it is considered that the Special Suit is damaged and no longer protects the area of the affected body. It is therefore necessary to make repair or change the outfit.

## Weight

Although most special outfits have negligible weight and are fully anatomical, armor and other suits are rather bulky.

## Cost

Corresponds to the average universal price expressed in Pecun (Þ) in most Imperial Cessions. This price can be doubled or half in clandestine markets.

# Vessels

In **TTM**, vessels include vehicles (land and air) and spacecraft. Thus, in generic terms, the vessels have similar characteristics in game data.

## Vehicles

In general, two types of vehicles are considered:

- **Hovercraft** that are land vehicles traveling on air cushion and propelled by solar turbines. The driving skill (DEX-5) is enough to control them.

- **Aircraft** that are actually land vehicles moving by magnetic levitation above the ground, higher or lower, and are much faster than hovercraft. They are also powered by solar turbines. However, the *Piloting* skill (no default attribute) is required to control them, at the risk of a fatal accident.

Vehicles (civilian and military) therefore have game characteristics (see the following table).

### Model

This is the vehicle manufacturer's code followed by a designation.

### Type

This is the use that is usually attributed to the vehicle.

### HP

These are the Hull Points that correspond to the health points of the vehicle.

| VEHICLES | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| Model | Type | HP | MAN | Speed | TSF | SP | Cost | Weapons |
| X-3 Pulex | Motoceler | 24 | +2 | 20 / 50 | 0 | 0 | 8 kÞ | |
| ZR-900 Rodster | Motoceler | 24 | +2 | 30 / 80 | +1 | 0 | 12 kÞ | |
| Y-64Velox | Motoceler | 24 | +2 | 30 / 80 | +1 | 6 | 12 kÞ | Lasma LM-32B, Net launcher |
| Z6-P Raptor | Motoceler | 24 | +2 | 30 / 90 | +2 | 0 | 18 kÞ | |
| Shark* | Motoceler | 24 | +2 | 30 / 80 | +3 | 6 | NC | Laser gun, Lasma LM-32B ×2 |
| XP-38 Lubricor | Aircraft | 30 | +1 | 15 / 50 | +1 | 0 | 12 kÞ | |
| XT-47 Karter | Aircraft | 30 | +1 | 20 / 80 | +1 | 0 | 18 kÞ | |
| TX-3 Arakyd | Hovercraft | 30 | +1 | 5 / 20 | +2 | 0 | 8 kÞ | |
| PX-10 Tarentul | Hovercraft | 30 | +1 | 5 / 20 | +2 | 12 | 16 kÞ | Laser gun, Grenade launcher Plexus ×2 |
| HC-55 Hover* | Aircraft | 30 | +1 | 15 / 50 | +2 | 12 | 36 kÞ | Laser gun |
| C-43 Aerodyn | Aircraft | 30 | +1 | 20 / 80 | +1 | 0 | 21 kÞ | |
| V-8 Komet | Aircraft | 30 | +1 | 20 / 80 | +2 | 0 | 18 kÞ | |
| SL-9 Levinav | Submersible | 36 | 0 | 15 / 80 [1] | +4 | 0 | 36 kÞ | |
| RG-6 Milicar | Submersible | 36 | 0 | 15 / 80 [1] | +4 | 18 | 72 kÞ | Laser gun ×2, Impulsion gun ×2, Rocket launcher ×2 |
| LS-11 Leviceler | Aircraft | 36 | 0 | 15 / 80 | +3 | 0 | 24 kÞ | |
| T-47 Celer | Aircraft | 36 | 0 | 15 / 80 | +3 | 18 | 48 kÞ | Laser gun |
| AT-50 Karus* | Aircraft | 42 | -1 | 5 / 20 | +4 | 24 | 96 kÞ | Turbolaser TL-55, Laser gun, Rocket ×6, Grenade launcher Plexus ×2 |
| RAT-874* | Aircraft | 42 | -1 | 5 / 20 | +3 | 24 | NC | Turbolaser TL-55, Proton Howitzer ×2 |
| Vyper* | Aircraft | 42 | -1 | 5 / 20 | +4 | 24 | NC | Turbolaser TL-55, Laser gun ×2, Grenade launcher Plexus ×6 |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| LC-12 Leviporter | Hovercraft | 48 | -2 | 3 / 20 | +7 | 0 | 96 kЂ | |
| NG-8 Porter | Hovercraft | 48 | -2 | 3 / 20 | +7 | 36 | 190 kЂ | Laser turret B2-G Turbolaser TL-55 ×2, Laser gun ×2, Turret B2-G |
| SPA-7 Gargant* | Aircraft | 48 | -2 | 3 / 20 | +7 | 36 | NC | |
| Prism* | Aircraft | 48 | -2 | 3 / 20 | +6 | 36 | NC | Turret B2-G ×2 |
| CAB-05* | Aircraft | 48 | -2 | 20 / 160 | +6 | 36 | 580 kЂ | Turbolaser TL-55 ×2, Turret B1-G ×2 |

(*) Vehicle very rare to purchase. (1) Divide the speed by 2 in the aquatic environment.

## MAN

This is the **MANeuverability** of code that brings a bonus or a penalty when Driving or Piloting the vehicle.

## Speed

This is indicated in meters per second (mps). The first digit corresponds to the acceleration (level per round), the second gives the maximum speed in mps.

## TSF

**Target Size Factor** that indicates the bonus associated with the longest dimension of the vehicle.

## SP

This is the laser Shield of the vehicle (military only).

## Cost

Corresponds to the average universal price expressed in Pecun (Þ) in most Imperial Cessions. This price can be doubled or tripled in clandestine stores.

## Weapons

Gives an indication of the type of weapon set on board. The characteristics are the same as for ranged weapons. This category mainly concerns military vehicles.

## Weapons

Most military land vehicles have laser guns mounted on the lookout, such as the *Broninn 2L-55* (laser cannon). Only tanks are equipped with a more specific armament.

The table below describes the weapons on board military vehicles. The terms in parentheses are similar to those used for conventional ranged weapons (see previous chapter).

| WEAPONS ON BOARD VEHICLES | | | | | |
|---|---|---|---|---|---|
| **Model** | **Damage** | **ACC** | **1/2D** | **Max** | **RoF** |
| Lasma cannon LM-32B | **4D (LP)** | 12 | 150 m | 300 m | 2 |
| Laser cannon Broninn 2L55 | **5D (!)** | 6 | 450 m | 1 000 m | 1 |
| Impulsion gun* | **4D (SP)** | 12 | 150 m | 300 m | 1 |
| Turret B1-G | **5D (!)** | 6 | 450 m | 1 000 m | 1 |
| Tyrret B2-G | **5D×2 (!)** | 12 | 450 m | 1 000 m | 1 |
| Turbolaser TL-55 | **6D (!)** | 12 | 1 000 m | 2 500 m | 1 |
| Grenade launcher Plexus | **3D×3 (!)** | 2 | — | 500 m | 1 |
| Rocket launcher | **3D×3 (!)** | 12 | — | 1 000 m | 1 |
| Proton Howitzer | **5D (!)** | 6 | 450 m | 1 000 m | 1 |

(*) only works in the aquatic environment.

The ACC column has only one bonus because it is estimated that the viewfinder is always integrated. This is valid for all embedded weapons.

## Rockets

They are self-propelled projectiles with nucleic warhead. Damage is calculated as for an anti-vehicle mine (see the **Explosives** table in the previous chapter). Rockets do not have a **1/2D** range because the damage is not affected by the target distance.

The damage of a rocket automatically passes the anti-laser shield of a vehicle, affecting both its **HP** and **SP** code.

### Proton Howitzer

This particular weapon, created in the laboratories of the Dark Force, has the particularity of projecting a beam of protonic energy able to cross any armor. Thus, just like rockets, proton howitzers override the **SP** code of the affected vehicle by assigning both the same code and its **HP**.

## Land travel

All land vehicles on imperial territory are equipped with a computer. The latter fully manages the various equipment and navigation.

Thus, two imperial cities can be connected via the magnetic channels specially designed for repulsive vehicles (not recommended for hovercraft). However, the distance between two cities is considerable and the journey may be long. There are, of course, motels along the routes, but Missionaries will often be in a hurry and should opt for a regular flight.

Nevertheless, if the characters decide to use a vehicle (military or not), they will be able to use intercity buses which are fast and comfortable for the modest price of a transport ticket (see the table in opposite).

Clearly, a vehicle is mainly used to transport the group of Missionaries in town or on short trips only.

In **TTM**, vehicles operate with solar energy and only use their batteries in case of deterioration of helium collectors or for traveling at night.

| TRANSPORTS | |
| --- | --- |
| **Type – Transport / Duration** | **Tarif** |
| Urban – bus / hour | 3 Þ |
| Urban – taxi / hour | 15 Þ |
| Interurban – bus / hour | 6 Þ |
| Interurban – taxi / hour | 30 Þ |
| Interurban – monorail / hour | 15 Þ |
| Interurban – shuttle / minute | 6 Þ |
| Interplanétary – shuttle / minute | 12 Þ |
| Interstellar – shuttle / flat rate | 300 Þ |
| Cruise – space liner / day | 1,000 Þ |

## Spacecraft

The spacecraft are therefore spaceships capable of flying in space. However, the smallest of them can also fly in atmosphere. Thus, in terms of game, they have the same data as for vehicles (speed in mps). The table **Speed** column on the next page shows both the Spatial Speed (game variable) and the meter / second for an atmospheric flight.

The **Cost** column has been replaced by **CF** which is the **Celerity Factor** of the spacecraft (see **Spatial Travel** further).

In **TTM**, the spacecraft are much more numerous than the vehicles, and for good reason, it is above all a space opera universe.

| SPACECRAFT | | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Model** | **Type** | **HP** | **MAN** | **Speed** | **TSF** | **SP** | **CF** | **Weapons** |
| CAB-03 | Micronav | 36 | +3 | CRUISE 40 / 300 | +5 | 0 | 2 | |
| CAB-02 | Micronav | 36 | +3 | CRUISE 40 / 300 | +5 | 0 | 2 | |

| Name | Type | | | Speed | | | | Weapons |
|---|---|---|---|---|---|---|---|---|
| VP-16s Vespar | Spacecraft | 36 | +4 | CRUISE 120 / 400 | +5 | 0 | 1.4 | |
| VP-16A Venum | Starfighter | 36 | +3 | ATTACK 70 / 400 | +4 | 18 | 1.4 | Laser cannon 2L55 ×2* |
| TD-25 Tempest | Starfighter | 42 | +3 | ATTACK 120 / 700 | +5 | 24 | 1.1 | Turbolaser LB-57 ×3* |
| Cyclon | Starfighter | 36 | +3 | ATTACK 50 / 250 | +6 | 24 | 2 | Laser cannon ×2*, mine NM-74 |
| CR-117 Cobra | Starfighter | 48 | +3 | ATTACK 170 / 1000 | +5 | 30 | 1.1 | Turbolaser LB-57 ×2*, Howitzer ×2* (can fire together) |
| Vs-29 Hypercor | Starfighter | 48 | +3 | ATTACK 170 / 1000 | +5 | 30 | 1 | Turbolaser LB-57 ×4*, missile MAC-10 ×2 |
| F-14 Falcor | Escortship | 54 | +2 | ATTACK 50 / 400 | +7 | 36 | 1 | Turbolaser TL-55, missile MAC-10 ×2 |
| F-14m Vampyr | Escortship | 54 | +2 | ATTACK 50 / 400 | +7 | 36 | 1 | Turbolaser TL-55, missile MAC-10 ×2, missile MAC-50 ×2, mine NM-74 ×4 |
| XC-5 Contumax | Escortship | 60 | +2 | ATTACK 90 / 700 | +7 | 42 | 0.9 | Turbolaser TL-55B, Turret B2-G ×2, missile MAC-10 ×2, missile MAC-50 ×2, mine 2M-410 ×3 |
| X-2002 Radius | Shuttle | 72 | +1 | CRUISE 30 / 400 | +9 | 0 | 1.1 | |
| GXM-500 Gama | Shuttle | 72 | +1 | CRUISE 30 / 400 | +9 | 54 | 1.1 | Turbolaser TL-55 ×4, missile MAC-50 ×4 |
| X-23 Incom | Barge | 72 | 0 | CRUISE 30 / 300 | +9 | 54 | 3.3 | Turret B2-G |
| BS-99 Aquila | Barge | 72 | +1 | CRUISE 30 / 300 | +9 | 0 | 3.3 | |
| BS-58 Opifex | Barge | 72 | 0 | CRUISE 20 / 300 | +10 | 0 | 3.3 | |
| AT-4 Axium | Cargoship | 84 | -1 | SLOW | +11 | 0 | 3.3 | |
| CVL-900 Caravell | Shuttle | 84 | -1 | SLOW | +11 | 0 | 1.4 | |
| SCR-130 Spaciocargir | Cargoship | 90 | -1 | SLOW | +14 | 0 | 10 | |
| C-3 Ferrybot | Liner | 90 | -1 | SLOW | +14 | 0 | 10 | |
| CTC-300 Glokost | Sloop | 84 | -1 | SLOW | +11 | 66 | 1.4 | Turbolaser TL-55B ×4*, Turret B2-G |
| UTS-700 Scula | Sloop | 84 | -1 | SLOW | +12 | 66 | 1.4 | Turbolaser TL-55B ×4*, Turret B2-G ×2, missile MAC-10 ×4, missile MAC-50 ×4 |
| CDR-500 Comodor | Cruiser | 102 | -2 | SLOW | +16 | 84 | 1.1 | Megalaser GTL-55 ×2*, Turret B2-G ×16, missile MAC-10 ×12, missile MAC-50 ×6 |
| DKR-500 Destruktor | Cruiser | 108 | -3 | SLOW | +16 | 90 | 1.1 | Megalaser GTL-55 ×4*, Turret B2-G ×16, missile MAC-10 ×16, missile MAC-50 ×8 |
| NTR-707 Nautilator | Cruiser | 114 | -3 | SLOW | +18 | 96 | 1 | Megalaser GTL-55 ×3*, Turret B2-G ×18, missile MAC-10 ×20, missile MAC-50 ×10 |
| BTR-800 Brontosor | Cruiser | 120 | -4 | SLOW | +18 | 102 | 1 | Megalaser GTL-55 ×4*, Canon à ions ×2, Turret B2-G ×18, missile MAC-10 ×12, missile MAC-50 ×25 |
| DTR-330 Gallium | Destroyer | 126 | -5 | SLOW | +19 | 108 | 1 | Megalaser GTL-55 ×4*, Ion cannon ×2, Turret B2-G ×20, missile MAC-10 ×28, missile MAC-50 ×14 |
| Mantagor 22 | Destroyer | 138 | -6 | SLOW | +20 | 124 | 0.8 | Megalaser GTL-55B ×4*, Ion cannon ×20, Howitzer ×20, Turret B2-G ×40, missile MAC-10 ×32, missile MAC-50 ×16 |

(*) Paired.

## Weapons

All war spaceships have specific embedded weapons. However, hunters are still armed with laser cannons derived from the famous *Broninn* 2L55.

Some main weapons mounted on combat ships operate simultaneously, that is to say, multiply the score of the damage dice of the weapon presented in the following table by the number of paired weapons (after ×).

*The three Turbolasers of the starfighter TD-25 are paired. So you have to roll 5D and multiply the score by three.*

## WEAPONS ON BOARD SPACECRAFT

| Model | Damage | ACC | SR | 1/2D / Max | RoF |
|---|---|---|---|---|---|
| Canon laser 2L55 | **5D** | 6 | COURTE | 450 / 1000 | 2 |
| Canon laser LB-57 | **5D** | 12 | COURTE | 450 / 1000 | 2 |
| Tourelle B2-G | **5D×2** | 12 | COURTE | 450 / 1000 | 2 |
| Obusier à protons | **5D** | 6 | COURTE | 450 / 1000 | 1 |
| Turbolaser TL-55 | **6D** | 12 | MOYENNE | 1000 / 2500 | 1 |
| Turbolaser TL-55B | **7D** | 12 | MOYENNE | 1200 / 3000 | 1 |
| Megalaser GTL-55 | **8D** | 18 | LONGUE | 3000 / 8000 | 1 |
| Megalaser GTL-55B | **10D** | 24 | LONGUE | 7000 / 15000 | 1 |
| Lance-mine NM-74 | **3D×3** | — | COURTE | 1 000 | 2 |
| Lance-mine 2m-410 | **3D×3*** | — | COURTE | 1 000 | 2 |
| Missile MAC-10 | **3D×3** | auto | MOYENNE | 3 000 | 2 |
| Missile MAC-50 | **3D×3** | auto | LONGUE | 15 000 | 1 |

(*) Dommages perpétuels.

The table above also shows two new columns. **SR** is the Space Range for space battles. Column **1/2D / Max** brings together both ranges in meters of the weapon for a fight in atmosphere (air-air or air-ground).

## Missiles

Like rockets, missiles do not have a 1/2D range because the damage is not affected by the distance from the target. In addition, they do not have a **ACC** code either because the missiles have sensors that automatically guide them to their target.

In **TTM**, there are two types of missiles:

- The **MAC-10** anti-aircraft missile that can reach any target whose **TSF** is greater than **+3**. Damages calculated as a rocket;

- The **MAC-50** anti-cruiser missile, which can only hit targets whose **TSF** is greater than **+9**. Damage is calculated as demolition charge (see the **Explosives** table in the previous chapter).

**The damage of a missile automatically passes the antilaser shield of a spacecraft, affecting both its HP and its SP code.**

## Spatial Mines

Mine launchers behave exactly like grenade launchers and do not have a **1/2D** range. However, mines do not behave like grenades because they do not seek any targets. In fact, the pilot sends one or more mines in the wake of his aircraft, on his trajectory. If it is pursued, the mine is likely to hit the attacker without the latter can avoid it. It's up to the GM to judge the situation. On the other hand, a thrown mine becomes wandering and drifting in space. On a secret roll of the GM, an unlucky Astropilot can hit a space mine.

In **TTM**, there are two types of space mines:

- The **NM-74** mine is a nucleic mine whose damage is identical to that of an anti-vehicle mine (see the **Explosives** table in the previous chapter).

- The magnetic mine **2M-410** "bursts" into a hundred metal shrapnel to the passage of an enemy spaceship. Then the shrapnel come back to gravitate around a magnetic core. It is therefore a "perpetual" mine that is never destroyed. Unlike a nucleic weapon, this space mine only has a radius of damage equivalent to the thermal radius of a **MAC-10** missile.

**The damage of a space mine automatically passes the antilaser shield of a spacecraft, affecting both its HP and its SP code.**

## Proton howitzers

Like the howitzers mounted on Dark Force vehicles, these destructive weapons override the affected spacecraft's **SP** code, while affecting both the same code and its **HP**.

In the case of the **CR-117 Cobra** starfighter, the laser guns can fire simultaneously with their proton howitzers. However, laser damage is first done in the standard way, then the proton howitzers are done. Thus, the target can take advantage of its **SP** code before its eventual annihilation.

# Spatial travel

In **TTM**, most spacecraft fly in sublight speed, close to the light. The most popular are the shuttles which fly as much into the stratosphere to quickly reach two large imperial cities, as between each planet. All this is done in regular flight, either on the simple purchase of a ticket (see the **Transport** table at the beginning of the chapter). These different travels are made in a few minutes and therefore do not affect the continuity of a mission.

In order not to affect the game system, the table below only indicates the duration of travelling between the first and last planet of each known system, in light speed.

| INTERPLANETARY TRAVEL | | |
|---|---|---|
| System | Travel between ... | Duration |
| Orlesia | Hermece and Antarius | 25 minutes |
| Omega | Tyrania and Calcinera | 29 minutes |
| Tablinea | Frombola and Hosta | 45 minutes |

## Celerity Factor

All interplanetary travels are made only in sublight speed (Celerity or **Ce**), other speeds are not taken in the game.

In the large **Spacecraft** table, each spaceship has a **Celerity Factor** (FC). It is just to multiply this coefficient by the initial duration of the travel from the previous table to know the actual duration. However, the higher the speed of the spacecraft, the lower the **CF**. Conversely, the higher the **CF**, the longer the travel will be.

But in the case of an interplanetary flight, speed-light not being authorized, the **CF** used will be at least **1.1**.

# Hyperspace travel

The spacecraft of the **TTM** universe are for the most part able to travel in hyperspace (except the starfighters). It is actually the ability to fly at the speed of light, or even beyond, using a hyperdrive. At the passage of the hyperspace "bar", the spacecraft passes into a kind of space-time universe where the celestial bodies are only shadows, even if these "shadows" are just as solid. The table below shows the duration of a travel between two stellar systems. In hyperspace flight, these durations are identical or lower with a spacecraft exceeding the lightspeed.

| INTERSTELLAR TRAVEL | | | |
|---|---|---|---|
| Travel between ... | Orlesia | Omega | Tablinea |
| Orlesia | — | 90 days | 234 days |
| Omega | 90 days | — | 144 days |
| Tablinea | 234 days | 144 days | — |

To avoid hitting a hyperspace shadow, spacecraft flying at lightspeed take the interstellar route between stellar systems (interespace).

## Hyperspace accident

Of course, it happens during a space fight that a character tries to escape a tough opponent who threatens to shoot him (see the chapter *Vessel Combat*). In a desperate move, while in a stellar system, the character attempts a hyperspace jump. Given the number of celestial objects (meteorites, asteroids, planets, etc.) wandering in a stellar system, one can expect a hyperspace accident. At best, meteorites will damage equipment, at worst the ship will clash a full planet ...

During a hyperspace jump during a "forced" interplanetary travel, the GM must secretly roll **1D** and consult the following table.

## HYPERSPACE ACCIDENT

| Die | Accident |
|-----|----------|
| 1 | Hyperdrive cut-off |
| 2 | Detour |
| 3 | Energy fluctuation |
| 4 | Cavasorix |
| 5 | Serious breakdown |
| 6 | Collision |

**Hyperdrive cut-off.** Spacecraft flying in lightspeed are propelled by hyperdrive cyclotrons. When a micro-meteorite breaks through an energy wire, the Navocomputer instant cuts the hyperdrive, sending the spaceship back into normal space. The pilot must therefore identify and recalculate his route in sublight speed to its final destination. The duration of the travel will be multiplied by **ten**.

**Detour.** The spacecraft brushes a wandering planetoid, undergoing a spatiotemporal distortion. The spaceship is diverted from its original route and performs a parabolic flight considerably lengthening its route. The duration of the travel will be multiplied by **twenty**.

**Energy fluctuations.** The breeder reactors of the hyperdrive undergo fluctuations of supply. This may have the effect of lengthening the travel duration (at the discretion of the GM), but does not take the spaceship out of hyperspace. The duration of the travel is multiplied by **twenty** (see the previous calculation).

**Cavasorix.** Cavasorix are creatures loooking like bats that live in space (see the mission *The Ghost Vessel*). They often cling to spaceships passing by and nibble their energy wires. This has the effect of disrupting the power supply of ion breeder reactors. If the players do not realize this problem, the journey takes **20 times** longer than expected. Cavasorix can be removed once at the destination. If the damage caused by these creatures on the energy cables supplying the hyperdrive is too serious (a secret roll of **HP**), the breeders can be cut off automatically. The characters are thus found in the case of a **hyperdrive cut of**.

**Serious breakdown.** A rain of meteorites damaged equipment of the spacecraft other than propulsion. The travel continues, but repairs must be made. To the GM to determine which device is damaged (see the **Spacecraft Damage** table in the chapter *Vessel Combat*).

**Collision.** During a programming error or detour, the spacecraft collides with a wandering star. The impact literally pulverizes the spaceship, as well as all its passagers ... The adventure stops here.

### Spacetime Gates

This is another proof of the great technology of the Millenian Empire. Indeed, since the imperialists discovered space travel, they had to cover considerable distances with extremely long journey times. The distance separating two stellar systems is of the order of hundreds of billions of kilometers. In lightspeed, it takes hours to connect them in hyperspace.

The prominent Imperial engineers RessNostrann and KerrNiwmann have designed a kind of "wormhole" that connects the two imperial systems Orlesia and Omega. The front portail of this hyper-celerity tunnel is a kind of "black hole" and the exit portail like a "white hole". These doors are of course reversible so that the trip is done in both directions, but not at the same time.

Any imperial spaceship identified by this artificial wormhole is propelled at speeds much higher than the light, without the least recourse of any Navocomputer or hyperdrive. This huge "wormhole" with a double flow (round trip) is what we call Spacetime Gates.

Since their installation, it is only necessary that a few hours of travel to connect both imperial systems, Orlesia and Omega, and this without any programming.

*Thus, the reading of the Interstellar Travel table is done, not in days, but in hours for travel between Orlesia and Omega.*

# Additional Characters

## Template Enemies

Among the NPCs which meet the Imperial Missionaries, some represent whole communities whose worship is directly related to the Darkness. These characters will never be controlled by the players because they are the potential enemies of the Millenian Empire, that is to say the "vilains".

Since the advent of the Evil forces within the Third Quadrant of Andromak, various seditious groups have formed and deserted the Forces of the Empire ranks to compose those of the Dark Force. Thus, the main military and civil activities of the Millenian Empire are now opposed to a new form of society whose motivation is to serve purely and simply the obscure designs of Prince Hillerr, supreme leader of the Dark Force. Here are the main template NPCs that players will encounter most of the time during their adventures.

***It is desirable that the information presented in this chapter is known only to the GM in order to that players can discover them during their various missions.***

In the different tables of this chapter presenting each enemy NPC, is inscribed his template species and imperial social activity. It is of course possible to change the species of the character to extend the panoply of enemies. But, however, it is better to stay in the spirit of the **TTM** universe by choosing only non-human species - preferably mutants - which make up the majority of Dark Force partisans.

## Clandestine

The advent of the forces of Evil has created a new type of black market to that of the Millenian Empire. This traffic, controlled by the Clandestines, is intended mainly to divert imperial devices for the secret bases of the Dark Force and to introduce illegal goods. This fraudulent market is currently the gangrene of the imperial economy in Omega system, and even imperial Mercenaries are struggling to stem it.

| CLANDESTINE | | Silimen<br>Trader | Height<br>Genre | 1.70 m<br>male/female | Weight<br>Longevity | 70 kg<br>60 |
|---|---|---|---|---|---|---|
| **STA 10** | Throw | | **PROPS** | | | |
| SF 1D | | | Vêtements standards | | | |
| HP 10 | | | Cartalyseur | | | |
| FP 10 | | | Ardoise HV | | | |
| **DEX 14** | Athletics, Driving | | **WEAPONS** | | | |
| REF 14 | | | Pistolaser (blister) | | | |
| MOV 6 | | | | | | |
| **INT 10** | Influence, Illegality<br>**+ 1 skill of Speciality** | | **ADAVANTAGE / DISADVANTAGE** | | | |
| WILL 10 | | | Shell | | | |
| PER 10 | | | Flexibility<br>Enhanced sense (sight) | | | |
| **PSY 6** | Telepathy (species) | | **VESSEL** | | | |
| | | | Leviceler | | | |

The role of the Clandestine is often held by a Silimen, the hereditary enemy of Humans. He is usually the manager of a regular shop and, in back room, has a store of illegal and stolen goods with which he smuggles. It sometimes happens that he is protected by Dark Force agents, or even by droid-killers (see futher). It also uses the

goods sold to circulate coded messages between the different antennas of the Secret Services of Darkness (SSD).

## Bungler

Since recently, the Dark Force has recruited many technicians to contribute to its tremendous technological development; all this in order to quickly supplant the military forces of the Millenian Empire.

| Bungler | Seniorhott Technician | Height 1 m Genre male/female | Weight 30 kg Longevity 200 |
|---|---|---|---|
| STA 6 | Throw | PROPS | |
| SF 1D-3 | | Combinaison technique Technopak | |
| HP 6 | | | |
| FP 6 | | | |
| DEX 10 | Repair | WEAPON | |
| REF 10 | | Minilaser (blister) | |
| MOV 4 | | | |
| INT 10 | Building, Diagnostic, Hide, Energy, Fauna, Flora, Influence, Illegality, Woki, **+ 1 skill of Speciality** | ADAVANTAGE / DISADVANTAGE | |
| WILL 10 | | Balance sense Enhanced sense (hearing) | |
| PER 10 | | | |
| PSY 8 | | VESSEL | |

At the same time, a majority of Seniorhotts have been corrupted to form Bungler battalions within the **SSD**. These obscure technicians, called as "kabotts" by the imperial agents, have already paralyzed many Imperial Forces installations and destroyed a multitude of military and civilian gears. Recently, some Bunglers have specialized themselves in the Mediatics and begin to inoculate "viruses" inside the computer systems of the imperial companies. With these new agents of Darkness, Prince Hillerr plans to paralyze the whole imperial system and, in particular, neutralize headquarter of the Forces for a large-scale offensive.

## Terminator

The Obscure Troops are the land component of the Dark Force under the command of the taciturn Lord Vaderr, the right arm of Prince Hillerr. Within this force are the terrible Shock Troops of Darkness, whose aim is the close protection of the headquarter.

| TERMINATOR | Homocanin Soldier | Height 2 m Genre asexual | Weight 120 kg Longevity 60 |
|---|---|---|---|
| STA 16 | Athletics Wrestling | PROPS | |
| SF 3D | | Combat armor THC-6H Survival pack | |
| HP 16 | | | |
| FP 16 | | | |
| DEX 12 | Driving Assault rifle Mass Bowcaster | WEAPON | |
| REF 12 | | Lasma LM-32 (blister ×2) Thrown grenade | |
| MOV 7 | | | |
| INT 10 | Army, Bioenergy, Hide, Explosives, Navigation, Fauna, Flora, Influence, Glyfork, Survival | ADAVANTAGE / DISADVANTAGE | |
| WILL 10 | | bloodthirsty Duty sense | |
| PER 10 | | | |
| PSY 6 | | VESSEL | |

Composed only of Homocanins, this infantry regiment is used for brilliant actions and one-off missions with high impact. These shock commandos, called "Terminators", are ruthless and totally devoted to Darkness. The Terminators are recognizable by their dark combat armor whose characteristic helmet fits the canine forms of the holder.

## Hunter

Since the advent of the forces of Evil, a multitude of imperial pilots has insidiously joined the ranks of the Dark Force, guided by the Obscure Powers of Darkness. While Humans formed the notorious Spacejackers (see further), the other pilot races came to take their place in the fleets of the Dark Fleet.

| HUNTER | | Silimen Astropilot | Height 1,70 m Genre male/female | Weight 60 kg Longevity 60 |
|---|---|---|---|---|
| STA 10 | Throw | | PROPS | |
| SF 1D | | | Flight suit Biopak | |
| HP 10 | | | | |
| FP 10 | | | | |
| DEX 14 | Athletics Pistol Piloting cat. A | | WEAPON | |
| REF 14 | | | Pistolaser (blister) | |
| MOV 6 | | | | |
| INT 10 | Army Astronautics Navigation Survival Sensor operation | | ADAVANTAGE / DISADVANTAGE | |
| WILL 10 | | | Enhanced (sight) Temerity Apnea | |
| PER 10 | | | | |
| PSY 6 | Télépathy (species) | | VESSEL | |
| | | | CR-117 Cobra | |

Recently, Prince Hillerr's armada acquired heavily armed starfighters: the dreaded CR-117 Cobra. These fast and armored starfighters require a particular address.

Thus, Silimen astropilots were recruited to form the terrible Purple Wing, the elite corps which form the close escort of Prince Hillerr's cruiser-admiral.

## Smuggler

The Homocanins are among the creatures most influenced by the Obscure Powers of Darkness because their weak Psionics does not allow them to long resist a psychic conversion; while their intellectual abilities are not enough to make them aware of the danger. Thus, it found a multitude of these canine mutants in the ranks of the Army of Darkness.

| SMUGGLER | | Homocanin Mercenary | Weight 2 m Genre asexual | Weight 120 kg Longevity 60 |
|---|---|---|---|---|
| STA 16 | Athlétics Wrestling | | PROPS | |
| SF 3D | | | Common clothes Biopak | |
| HP 16 | | | | |
| FP 16 | | | | |
| DEX 12 | Bowcaster Pistol, Piloting cat.A, Repair | | WEAPON | |
| REF 12 | | | Bowcaster Turbolt (blister) | |
| MOV 7 | | | | |
| INT 10 | Fauna, Flora, Influence, Glyfork, Astronautics, Illegality, Survival, Navigation, Sensor operation | | ADAVANTAGE / DISADVANTAGE | |
| WILL 10 | | | Immunity Temerity Honor code | |
| PER 10 | | | | |
| PSY 6 | | | VESSEL | |
| | | | Low tonnage spacecraft, Vehicle | |

Smugglers are Mercenaries whose cult is dedicated to evil and lust. They are the determining factors in the smooth operation of the illegal goods trade maintained by the Clandestines. The bellicose charism of the Homocanins makes smugglers of beings that one fears more than one respects. Their blind obedience makes them fearful and ruthless agents of Evil. They often work beside Spacejackers.

Like the Imperial Mercenaries, the Smugglers are at the forefront of the Purple Wing aboard Falcor class escortships.

## Reaper

The Secret Services of Darkness (SST) is the neural center of the Dark Force. Its staff is essentially composed of Dark agents, whose elite body is made up of the "Reapers". These are mainly Androgunes whose role is infiltration and elimination.

Numerous are already isolated antennas of the Imperial Intelligence Services (2IS) which have undergone the insedious attack of these agents without fear or pity. Reapers are unpredictable and strike anytime, anywhere. Even their superiors are unable to predict their attack from the moment they are assigned a mission. The martial philosophy of the Androgunes makes the Reapers real effective killing machines and precise, whose failure rate is extremely low.

| REAPER | | Androgunes Agent | Height | 1,90 m | Weight | 90 kg |
|---|---|---|---|---|---|---|
| | | | Genre | Androgynous | Longevity | 40 ou + |
| STA | 12 | Wrestling Throw | PROPS | | | |
| SF | 2D+1 | | Overall (SP=6), Pointor, Bipor, Focus, Fluogen, Intercom, Biopak, Macrosensor | | | |
| HP | 14 | | | | | |
| FP | 14 | | | | | |
| DEX | 12 | Athletics, Plasmasaber, Shooting weapons, Driving, Melee weapons, Piloting cat.A or B | WEAPONS | | | |
| REF | 12 | | Plasmasaber (nanopile), Minilaser (blister), Vibroblade, Demolition charge | | | |
| MOV | 6 | | | | | |
| INT | 10 | Investigation, Fauna, Flora, Twileki, Bioenergy, Hide, Energy, Explosives, Illegality, Mediatics, Navigation, Survival, Technics | ADAVANTAGE / DISADVANTAGE | | | |
| WILL | 10 | | Combat reflexes Addiction bloodthirsty | | | |
| PER | 10 | | | | | |
| PSY | 10 | | VESSEL | | | |

## Genius of Evil

Even if an Imperial Priest ceased all progress along the Millenian Way to devote himself to technology as an Engineer, he is nonetheless vulnerable to the Obscure Powers of Darkness.

A Genius of Evil – or Genius – is therefore an Imperial Engineer who worked for the forces of Evil, often without his knowledge. His destiny now being dominated forever by the Obscure Powers, this greedy and greedy servant can only use his technological knowledge to do evil and only on behalf of Prince Hillerr.

| GENIUS of EVIL | Obscure Ingeneer | Height 1,70 m | Weight 70 kg |
|---|---|---|---|
| | | Genre andron/gynon | Longevity 100 |

| STA | 10 | | PROPS | |
|---|---|---|---|---|
| SF | 1D | | Tunic or overall | |
| HP | 10 | | | |
| FP | 10 | | | |

| DEX | 10 | | WEAPON | |
|---|---|---|---|---|
| REF | 10 | | Minilaser (blister) | |
| MOV | 5 | | | |

| INT | 14 | Andromon, Milen, Diagnostic, Ingeneering | ADAVANTAGE / DISADVANTAGE | |
|---|---|---|---|---|
| WILL | 10 | | Psionic sensitivity | |
| PER | 10 | | | |
| | | *+1 skill of Speciality* | | |

| PSY | 10 | *1 not improvable power (OP ou N) to pick* | VESSEL | |
|---|---|---|---|---|
| OPD | 10 | | | |

| OBSCURE PRIEST | INITIATE | Height 1,70 m | Weight 70 kg |
|---|---|---|---|
| | | Genre andron/gynon | Longevity 200 |

| STA | 10 | Wrestling | PROPS | |
|---|---|---|---|---|
| SF | 1D | | Tunic | |
| HP | 10 | | | |
| FP | 10 | | | |

| DEX | 10 | Melee weapons Shooting weapons | WEAPONS | |
|---|---|---|---|---|
| REF | 10 | | Loightfoil (blister) | |
| MOV | 5 | | Pistolaser (blister) | |

| INT | 14 | Andromon, Milen, Bureaucraty, Influence, Milieu | ADAVANTAGE / DISADVANTAGE | |
|---|---|---|---|---|
| WILL | 10 | | Psionic sensitivity | |
| PER | 10 | | Combat reflexes | |
| | | | bloodthirsty | |

| PSY | 10 | *3 powers (OP ou N) to pick* | VESSEL | |
|---|---|---|---|---|
| OPD | 10 | | | |

Corrompu et cupide, cet ingénieur des Ténèbres peut désormais évoluer avec ses compétences en Psionic (rang *Initié*) et acquérir des pouvoirs obscurs, du moment qu'il devient le disciple d'un Prêtre obscur.

## Obscure Priest

In general, an Obscure Priest is first a Millenian Priest who has switched to the Obscure Powers. Prince Hillerr was one of the first Millenian Priests to be guided to Darkness. In those times his power was already great; what makes him today, the most powerful Priest that the Millenium Order is never worn.

The Obscure Priest is therefore an individual entirely devoted to the Obscure Powers of Darkness and whose actions are all malicious. He is also a warrior and a close combat specialist. His favorite weapon is Lightfoil. He uses his Psionic powers only for the purpose of attacking and destroying his opponent. He does not hesitate to kill to satisfy his plans of might and power.

Today, the Obscure Priests are certainly more numerous than their counterparts of the Millenium Order and are for the most part much more powerful. This is because the Obscure Powers of Darkness are very accessible and bring powers much faster than the Millenian Way (see chapter **Psionic**).

# Enemy Factions

Since the forces of Evil have invaded the system Omega, many people have succumbed to the Obscure Powers of Darkness and have left the Millenian Empire as deserters or heretics; while a tall, fallen Priestess was setting up an army of bloodthirsty warriors under the tufts of Darkness.

## Spacejackers

Thirty years ago, a special escort squadron never returned from its patrol. For cause, powerful psionic waves from a cosmic breach – the Anomaly – penetrated the brains of the pilots who became the first followers of Darkness. Invested in Evil, other Imperial Astropilots deserted the Forces and joined the corpuscle of renegades to form a community of buccaneers: Spacejackers. These space corsairs began to loot military and civilian convoys in order to refuel and seize new war ships. Under the tutelage of their leader, a certain Kalaguerr, the Spacejackers took refuge on an unexplored planet of the system Omega, the star Vega I, which later became Tyrania. They established a makeshift base in one of the deepest canyons. Bellica, a paramilitary base that has recently, became the planetary capital and today houses the Pirate Fleet of Tyrania, the Spacejacker's armada.

The Spacejackers obeys a code of honor that consists in plundering and robbing only the great fortunes of the Millenian Empire without spilling blood. These rules of flibusterie were erected by the pirate Kalaguerr, sworn enemy of all the imperial Mercenaries, and in particular of a certain TomaxBrenn.

The Spacejacker, exclusively human, is easily recognizable by his shaved head, where a large crest, sometimes terminated by a ponytail or a simple braid. It is a mark of allegiance to their leader Kalaguerr who, paradoxically, is the only one who has not shaved.

| SPACEJACKER | | Human Smuggler | Height Genre | 1,70 m andron/gynon | Wieght Longevity | 70 kg 100 |
|---|---|---|---|---|---|---|
| **STA** | **10** | Wrestling | | **PROPS** | | |
| SF | 1D | | | Common clothes | | |
| HP | 10 | | | | | |
| FP | 10 | | | | | |
| **DEX** | **10** | Shooting weapons Athletics | | **WEAPONS** | | |
| REF | 10 | Piloting cat.A | | Pistol (blister) | | |
| MOV | 5 | Repair | | Thrown grenade | | |
| **INT** | **10** | Astronautics Illegality | | **ADVANTAGE / DISADVANTAGE** | | |
| WILL | 10 | Influence | | Temerity | | |
| PER | 10 | Navigation Sensor operation | | Code of Honor | | |
| **PSY** | **10** | | | **VESSEL** | | |
| | | | | Starfighter or Escortship (+ vehicle) | | |

But recently, a new leader challenged Kalaguerr to take his place: Vandalis. Of unknown origin, this humanoid imposing on the green skin is setting up a new community of bloodthirsty pirates: the Hakers.

## Stellar Amazons

About a century ago, a great Millenian Priestess named OreTellia was banned from the Millenium Order for heresy. Her penance was to complete her redemption on Vega III, a world destined to become the future penitentiary planet of imperium Omega. Time passed and OreTellia the Damned was forgotten. But when the forces of Evil advented in the young imperium, the fallen Priestess was invested by the Obscure Powers of Darkness as she agonized, old and weak. This new energy allowed her to survive, and after acquiring the Black Magic of Darkness, Ortellia set

out to create his own army from a biophotonic cloning module of her own design. Thus was born the first Stellar Amazon, Orpha, on the planet named Gynesia.

| STELLAR AMAZON | Humain Soldier | Height 1,70 m Genre gynon | Weight 65 kg Longevity ? |
|---|---|---|---|
| **STA 10** | Wrestling | **PROPS** | |
| SF 1D | | Combat tunic | |
| HP 10 | | | |
| FP 10 | | | |
| **DEX 10** | Melee weapons Athletics Piloting cat.A | **WEAPONS** | |
| REF 10 | | Lightsword (blister) | |
| MOV 5 | | | |
| **INT 10** | Bioenergy, Hide, Explosives, Navigation, Fauna, Flora, Influence, Survival | **ADVANTAGE / DISADVANTAGE** | |
| WILL 10 | | Animal enpathy | |
| PER 10 | | Touch Bloodthirsty | |
| **PSY 10** | Telepathy (native) | **VESSEL** | |
| **OPD 10** | | Cyclon | |

Over the years, other clones of Ortellia and Orpha came out of the biophotonic converter, all invested with the hatred from their creator and the Obscure Powers. Trained by Orpha, the Amazons learned how to handle the Lightsword and the art of war. With the help of the Spacejackers, Ortellia built her fleet at the head of which she built a sumptuous destroyer, the *Gallium*: thus were born the Royal Gynesia Forces.

A Stellar Amazon is an athletic and very skillful warrior. She knows neither pity nor fear. The Stellar Amazon is most often dressed in a black and purple tunic. On her hips still hangs the handle of her Lightsword. Her blond hair differentiates her from the classic human model.

## Psionic power?

By virtue of their clone nature of Queen Ortellia and to possess a psychic and vital link with her, Stellar Amazons are able to use the power of *Telepathy* to communicate with each other, without knowing how to improve it. It is therefore a Psionic skill frozen in time and endemic.

However, being totally devoted to their queen and the services of the Darkness, Stellar Amazons are above all Agents of Evil and have in addition to their PSY code, the same value in **OPD**, allowing them to use *Telepathy* (or their psychic defense) under a code of **20**.

# Droids

In **TTM**, there are also a lot of more or less intelligent robots. Their only common point is their somewhat anthropomorphic form, an imperial concept aimed at not altering human nature.

Apart from the Betadroid that can be controlled by players, other robots are often used as secondary characters – allies, enemies or neutral (NPC) – or only as objects to advance the plot of an adventure.

## Cyberdin

Cyberdin are basic droids that have received primary programming to instill a specific task in a single area. These droids are rarely aimed with speech and only communicate with the outside through synthetic sounds or virtual messages. Most Cyberdin have Betadroid as interpreters or preceptors and rarely communicate with Humans.

**Unlike Betadroid, the Cyberdin can not be played by a player.**

Cyberdin are advanced robots that can repair computers, run mediatic files, and maintain vessels. They can work in hostile environments, such as space void. Small, stocky, and most often in the form of an assembly of metal segments folded in several parts, they are equipped with a self-propelled support with rollers or, for the most recent models, of a repulsorlift system.

## Droids and combat

All Imperial droids are programmed to avoid hurting Humans, and living beings in general. If they are ordered to use a weapon or kill, they do not obey. Indeed, a computer key, called "Directive 47", immediately blocks their vital circuits and stops their operation. You must reprogram a droid that "accidentally" violates this directive. There are, however, security droids in the **2IS** or the Imperial Militia, but they are armed only with energy nightstick, intended to neutralize a renegade. Their use is strictly controlled and limited.

But since the advent of the Dark Force, it is not uncommon to meet a droid armed with lasers and able to launch grenades. This type of combat robot is totally illegal, now begins to haunt the imperial cities.

### *Droid-killers*

The most commonly encountered "killer" droid today is as known as **Sentinel**. This machine of war is programmed to assassinate an individual and it stops only when its mission has been accomplished. If for some reason beyond its control, the **Sentinel** can not reach its goal, its logical circuits are disrupted. But no one can predict what happens in this case ...

The **Sentinel** is a Cyberdin-type killer droid frequently employed by the Secret Service of Darkness to shoot down a particularly shrewd imperial agent or recalcitrant high-ranking official of a local government. Its silent magnetic repeller gives it a stealthy ride and allows it to create a striking surprise effect during its attack. Its high-performance sensors allow it to locate its target several kilometers with a precision of less than three meters.

| DROID-KILLER | | Cyberdin Agent | Height | 1,70 m * | Weight | 90 kg |
|---|---|---|---|---|---|---|
| | | | Genre | nil | Longevity | 200 and + |
| **STA** | 12 | Throw | | | PROPS | |
| **SF** | 1D+2 | | Metal body (SP=9, EP=9) | | | |
| **HP** | 12 | | Manomodules | | | |
| **FP** | 12 | | | | | |
| **DEX** | 14 | Shooting weapons Driving | | | WEAPONS | |
| **REF** | 14 | Piloting cat. A | Pistolasers ×2 (separate) | | | |
| **MOV** | 5 | Repair | Thrown grenade | | | |
| **INT** | 10 | Mediatics, Biotechnics, | | ADVANTAGE / DISADVANTAGE | | |
| **WILL** | 10 | Diagnostic, Hide, | Addiction | | | |
| **PER** | 10 | Energy, Explosives, Illegality, Navigation | | VESSEL | | |

(*) on walk.

# Imroving character

At the end of each game session, the GM may grant experience points or **XP** to players these points are primarily intended to increase the skill codes in which the character has shone particularly. He receives points for having "played well"; "playing well" means advancing the mission and having been well interpreted its character (roleplaying).

**XPs** are distributed separately to each player. In general, the player concerned rolls **1D**, the score being the skill points he has just gained. Note that **XP** is never earned at the end of a game session in which one of the group members is dead, seriously injured or removed due to misinterpretation.

# Improving and acquiring skills

When using the **XP** to improve the character's acquired skills and acquire new ones, these points are normally added. When improving a specific skill, it is enough to add one or more points to its code which is, initially, that of the attribute on which the competence depends, and within the limit of the double of this same code.

**Fatigue Points**, **PERception**, **REFlex** and **Willpower** abilities can also be upgraded up to double the code of the corresponding attribute.

In no case may an attribute code be improved except in the exceptional case where the outcome of a particular mission so requires.

Once a skill has reached twice the attribute code on which it depends, the character becomes an expert in that skill (he is still subject to the critical roll of **18**). The player can choose a new skill under the same attribute.

*Any skill – even Attribute – whose code-die exceeds 18, is tested either with 3D, but with 4D. A failure remains at 18; and becomes Critical when the dice score is equal to the corresponding die code.*

In the case of acquiring new skills (one per character per game session maximum, and never more than **4** per Attribute, for a single character), it must be skills of significant use in the campaign, and in relation to the race or activity of the character. In this case, this new acquired skill will have of course the default code of the Attribute on which it depends, but not being a specific skill, its code can never exceed **18 points**, throughout the life of the character.

Of course, these rules can be applied to important NPCs with a key role in the campaign.

# NPC creation

As for the PCs, this chapter offers ennemy Templates characters. But the GM may very well want to create his own Imperial NPC or Dark Force follower.

For starters, the GM has a number of points that are used to "buy" Attributes and Skills. This rules can also concern the expert players wishing to design their own character.

All along this creation, the GM will have to refer to the chapter *Character Creation*.

## Attributes

To form the basic characteristics of the NPC, a number of points must be distributed among the attribute codes. To do this, simply consult the table below to establish the level of the character.

| CHARACTER POINTS | | |
|---|---|---|
| **Points** | **Character type** | **Example** |
| **30 and -** | Weak | Child, zombie |
| **30 to 40** | Average | Common person, Humain, Seniorhott, Silimen |
| **40 to 50** | Competent | Athlete, military, Priest, Engeneer, Androgunes, Homocanin |
| **50 to 60** | Exceptional | High level athlete, overtrained military |
| **60 to 70** | Hero | VIP, war chief |

## Abilities

Abilities are determined in the same way as when creating a PC.

## Personality & Appearance

All you have to do is refer to the back of the character Templates at the end of this document to get an idea of the NPC's personality and appearance, according to his species and his social activity.

Next, refer to the **Physical Appearance** table in the chapter *Character Creation* to determine the reaction modifiers.

# Richness and influence

In **TTM**, the richnecc of a character is determined by his income (**3D × 1,000**). For a NPC, the latter has, at the time of meeting the imperial missionaries, a certain money amount resulting from his activities, honest or not.

The standard of living within the Millenian Empire is determined by the **Annual Minimum Income** (AMI). The table below is used to determine the level of richness and the social rank of the NPC.

| RICHNESS | | |
|---|---|---|
| **Incomes** | **Social rank** | **Description** |
| 3 000 Þ | Misery | Homeless and unemployed person |
| 6 000 Þ | Poverty | Without social activity (WSA) |
| 12 000 Þ | Class of work | Employe |
| 18 000 Þ | Middle class | Salried or military employee. |
| 180 000 Þ | Upper class | Company Director, notable, officer |
| 1 800 KÞ | Millionnaire | Director de Cartel |
| 1 800 MÞ | Billionaire | Powerful businessman |

# Advantages & Disadvantages

Advantages and disadvantages are determined in the same way as when creating a PC.

# Skills

To give skills to the NPC, just refer to Template records picked which the code of each skill acquired can not exceed twice the Attribute code on which it depends.

Over the course of adventures, a recurring NPC may acquire other skills under the Attributes where there is at least one skill whose code is equal to twice that Attribute.

If the GM determines a important NPC in an adventure (such as those determined in the **TTM** scripts), the skill codes can be adjusted to their corresponding Attribute,

depending on their age equivalent to a die-code. We can therefore consult the table below to create the experience of such a character.

| EXPERIENCE | | |
|---|---|---|
| **Age** | **Level** | **Skill codes** |
| **1D** | Child | 1 |
| **2D** | Student | Attribute / 2 |
| **3D** | Graduate | Attribute |
| **4D** | Initiate | Attribute + 25 % |
| **6D** | Experienced | Attribute + 50 % |
| **7D** | Expert | Attribute + 75 % |
| **9D** | Mentor | Attribute ×2 |
| **12D** | Aged (retired) | -1D per skill |

**For example, a 30 stellars old character has Initiate experience (4 × 6 = 24) and all of his skill codes are increased by 25% from the corresponding Attribute code.**

# Equipment

To determine NPC equipment (clothing, accessories, weapons, vehicle, etc.), refer to the chapter **Equipment**. Do not forget to calculate the *Encumbrance*.

# How to Gamemaster

## What exactly does a Game Master have to do?

The Game Master, or GM, presents adventures to the delight of his players. The latter play Missionaries of the Millenian Empire: they embody picturesque characters, make wise reflections, confront opponent increasingly powerful and more and more vilains, slay obscure soldiers, detonate black starfighters, with the greatest casualness. It's up to the GM to take care of all of this: villains, foe soldiers, intrigue, secondary characters that the players face, the Galactic Third Quadrant and everything within. He behaves like a referee, deciding whether the PCs can do what they intend to do.

When the GM describes a situation to the players, they decide what they want to do and tell him of their intentions. Then the GM rolls (or he asks to do so) and, using the rules of this document and his own conception of what is possible or not, he decides whether the PCs succeed or fail. He then tells the players what is happening, before asking them what they are doing next. At the same time, the GM plays the roles of all non-player characters, or NPCs they meet; deciding how they act and determining whether their actions are successful or not.

The GM must do even more: he must link the action scenes with a story and provide a goal, obstacles, interesting matches to the players before staging a grand finale.

Mastering a roleplaying game like **TTM** is more difficult than just playing it. All that a player has to do is put himself in the role he embodies; he does not need to know the rules well. He can trust the GM and experienced players to get him back on track if he makes a mistake.

But being GM can also be extremely rewarding. He is the only one who knows what is really going on, while offering a completely imaginary world with the complicity of his players.

Basically, the GM's task is broken down into three activities: refereeing, playing NPCs, and maintaining the credibility of the game universe.

## Gamemastering

"Gamemastering" means ensuring that players adhere to the game rules, interpret the latters and dispel disputes impartially and reasonably.

As a referee, the GM is supposed to know the rules as well as his players and preferably better than them. His decisions are final in case of conflict. When the rules do not specifically consider a given situation, we expect him to decide what happens.

The PCs are heroes of the story that the GM follows with their help. There must be employers, bad guys and extras. It is up to the GM to play all these roles. Like players, it is supposed to give an original personality, character traits and individual beliefs, for every character he plays.

The universe of **TTM** is entirely imaginary. Yet, playing requires players and the GM to disregard his disbelief, to act as if everything is real. The more the world and the characters seem "real", the better will be the roleplaying game.

The biggest part of the GM's job is to make the universe and NPCs credible. It is he who tells his players what they see and hear; he is the set / atmosphere designer. Adventures ready to play like **The Ghost Vessel** help in describing the encounters the players make. But it's up to the GM to spread life into these descriptions. He has to be ready to improvise quickly. If the players capture an agent of the Dark Force and threaten him with death so that he reveals to them the position of a secret base, one must be inventive; the GM tells them a fake place, lets the officer spit in their faces, or tries to impress them with possible retaliation. A ready-to-play adventure can not provide all those little "what's true" details, it's up to the GM to bring them.

Do not forget that players have five senses. When the GM tells a player what he sees, he also tells him what he hears – the sound of nature, machines, voices – what he feels and feels. Sensory perceptions maintain credibility. He has to be consistent. The universe, even inside Andromak, is not subject to arbitrariness; if there is a damaged starfighter in one hangar corner at any given time, it will still be there, or if he is no longer there, there will be a good reason for that. If the GM rules that a player can not use a skill to perform a particular action during a mission, do not tell him that he can do it in the next one, unless he has a rational explanation to provide. .

The GM must pay attention to his player's needs. If they obviously want additional explanations, the GM will give them more details about what they see. If they fall asleep during a brilliant speech or peeffent impatiently to take action, the GM accesses their desire. Answer all reasonable questions with a smile (or, at least, refrain from sending objects to the heads of those who ask useless questions).

# Setting the mood

There is one more thing the GM needs to do: keep the game in a **TTM** mood. This game takes place in a space opera universe, a world of science fiction that involves planets and entire star systems.

**But how can we act so that this game is reminiscent of this kind of mood?**

Here are some suggestions:

- **Pick elements from similar movies.** As soon as we have the opportunity, use in an adventure characters taken in Sci-Fi movies. Pick places and events when you have the opportunity.

- **Extraterrestrials.** Players control characters that are fundamentally different from Earthlings and some of whom have non-human appearances. They will need to – and the GM – pay some attention to how to interpret them. Give the PCs and NPCs an original mode of expression, credible behavior, etc. (see in following).

- **Sci-fi sets.** When the GM describes a desert landscape to the characters, he does not take the banal cliché of the Sahara; he thinks rather of the vast sandy and arid lands of a desert planet. When the characters enter a bar, it does not look like the cantina of his street corner. It's a hyper-modern tavern in which we find aliens, creatures sniffing orange gas, a thing in a corner that chuckles while having fun with a small pocket computer and a canine-looking, sinister monster who asks what we want to drink. When the PCs stand out, the set does not look like London or New-York on a beautiful spring morning. There is a red sun, and the city is made up of hundreds of glass pyramids. Players can not care less – and continue to behave as if they were in England or USA – but the scenery remains, and by reminding them of their memory, the GM can make them aware that they are definitely not on Earth ...

- **Huge scale.** In **TTM**, everything is big. Bridges are not blown up, but squares the size of a small town. So GM has to always make things big.

- **Pseudo-scientific lingo.** In **TTM**, the spacecraft do not have radars, but sensors. Robots do not have mechanical wheels, they have biotechnic systems. Astrotechnicians do not use wrenches, but magnetocouplers. Never call a repeller vehicle a car, if it can be called a Leviceler; even a simple notebook is called Holopad. To use "earthly" terms is trivial; instead use invented words.

# Running aventures

We can play **TTM** using pre-designed missions (like the one presented in the next chapter). Inventing adventures to the delight of the players can be very fun. Nevertheless, prepared missions can be useful for several reasons:

- When conducting its first sessions of **TTM**, using a created storyline will help it better understand this particular science fiction universe.

- This kind of adventure is an excellent example of how organizing and preparing the elements it will need to play.

- Creating a mission can take a lot of work and excellent knowledge of the **TTM** universe. This can be difficult because the campaign of this game follows a particular spirit which, if it is not respected properly, could alter the final of this saga for which the Third Millenium was conceived and achieved.

- However, one can insert in the **TTM** campaign some missions of his own. It is particularly advisable to take inspiration from scripts of space opera roleplaying games, espionage or pure sci-fi, widely available nowadays, especially on the Web.

## Preparing a game session

### *What should we do to prepare to play LTM?*

Read entirely the plot of the mission. Make sure you understand the main events of the script and get an idea of the characters we will have to interpret during the game session. Do not bother to remember everything, we just fly over the mission and remember the essential elements. We can improvise points of detail, or look for them when the need arises.

Make sure we have copies of everything that is needed. If it possible, print the Template characters cards so that the players have only to choose them without circulating the rule book. If it is not possible to print the **Character Sheet**, at least make sure we have enough paper and pencils. Other than that, we make copies of everything we might need.

Make sure we have enough dice, paper, pens or pencils. Invite multiple friends to participate in a game session. Prepare food and drink. Role-playing is a fun activity, after all. When friends arrive, they are made to pick and customize cards. We decide with them the existing relationships between their characters. We are now ready to start.

## Game session duration

We have to prepare to spend three to five hours playing. A short adventure – counting only two or three episodes – may last less. Do not forget that the first night of a group of novice players will only be used to present the roleplaying game and the **TTM** universe in broad outline; unless we have a whole night ...

## Introducing characters

Before the session begins, the GM asks each player to introduce his character to the group. We arrange for the presentations to be brief and effective. Players must limit comments to details such as:

- **The name and type of character.** If players talk to each other by using the names of their characters, it will contribute to the game mood. Thus, it is good to ask each player to enter the name of his character in clear on his Card and show it to other players. To keep the spirit of **TTM**, it would be desirable the name of the characters sound Greek or Latin with a minimum of two syllables and split into two particles by a capital letter (kind of name-surname assembly). In addition, the ending of the name is relatively important because it generally determines the ethnic and social origin of a character, within the Millenian Empire. Latin or Greek terminations like "-uss" or "-oss" (note the doubled consonant) are commonplace in **TTM**. The first exception is held by Millenian Priests whose name always ends with "-ann". The female characters are the second exception because their name always ends in "-a". And finally, the Androgunes have names ending like diphthong "-ae", to distinguish themselves from female names. It is inadvisable to use Germanic or Slovak-sounding names that are often reserved for vilains. However, in the case of enemy NPCs, the GM prepares an imperial name (as cover) and their shadowy pseudonym that the PCs will later discover by unmasking them. These wicked names are most often made in one piece, without particles.

- **Appearance.** Height, weight, gender, or any other distinctive sign, clothing, armor, weapons, equipment, etc.

- **Behavior, attitudes, the talking way.** A well-designed character will always have one or two original personality traits. A Mercenary, for example, may have the habit of carefully studying his environment, before always sitting with his back to the wall. A Seniorhott will be able to finish his sentence by repeating often "nice!". A Homocanin may smile in sinister way. An Androgunes will always tell an elder quote in a critical situation. For dialogues, mutant races have difficulty speaking Andromon (in English in the text) because of their oral appendages. Thus, a Homocanin pronounces all "v" in "w", while a Silimen transforms "s" into "sh".

When playing with novice players, it is possible to do the presentation itself, giving examples of the conciseness, attention to detail and humor with which it could present the character once they will be more experienced.

# Start the plot

A problem that often arises is to get players into an adventure. This requires them to be interested and emotionally involved. In the preconceived scripts, two techniques are used.

## Briefing

In mission **The Ghost Vessel**, you will find the first passage dedicated to the PCs' briefing by the imperial authorities. This type of start is the most commonly used in **TTM** scripts because it allows players to take into account the situation and the nature of the mission for which they will invest. It is up to the GM to develop this paragraph to motivate his players with a formal mood.

As the PCs are all Missionaries recruited by emperor NotoRiuss, the majority of their briefings will be either in the Great Hall of the Imperial Senate, on Barthelima, or in one of the offices of the Imperial Intelligence Services (2IS), with the same presentation, and most often, with the same authorities so that the players become familiar.

## In medias res

*In medias res* (from Latin meaning literally "in the middle of things") is a literary process that consists of placing the reader, or the spectator, within an action, the preceding events not being recounted until after stroke. Starting a mission *in medias res* is a delicate but useful technique. In this way, the players are immersed in the action core. They start from the beginning with an interesting situation, instead of losing an hour or more to listen to a briefing that can sometimes be soporific; and then to ask where to begin the investigation.

More importantly, the GM does not have to worry about leading his players in the right direction. When someone shoots them, they are not wondering whether they accept the mission, or what options are available to them.

## Keep it fast

Sometimes players take a long time to get started. Sometimes, events slow down the game course. At other times, players find themselves in a dead end, can not find a way to get what they want or procrastinate to know who will keep a piece of equipment that they found.

Sometimes players are too slow. The problem often comes from the fact that the GM has given too many options to his players. They are then paralyzed or intimidated by the choice they must make, and can not decide what to do next. The GM can then relieve them of their embarrassment by forcing them to act.

If it seems like things are going on forever and the game is getting boring, we're certainly right. After all, **TTM** is a game whose action never slows down and it should be the same for a roleplaying game. It's up to the GM to boost the action. What can he do for that?

## The Dark Force arrives

The vilains (whether the Dark Force or someone else) can still arrive. Nothing is more monopolizing the attention of the players than an opponent.

## New information

The GM gives his players new important information that gives them a reason to choose one option over another.

*The cyclotronic hyperdrive have just broken down and the player's spaceship is drifting in space. The GM tells the player have a choice of three destinations. They argue about who they should choose, but have no reason to prefer one over another and can not make a decision. The GM then tells them that the Computor gives them an additional indication: the first of the three planets has a breathing atmosphere, or it is home to a bloodthirsty warrior civilization, or it is here that Homocanin tribes live ...*

## Alert !

The spacecraft breaks down, or a droid goes wrong, or the asteroid on which the characters are proving unstable ... It can happen whatever the GM wants.

Confront players with a new problem. It will occupy their attention and they will have to think about the best way to solve it.

## Time goes by ...

In most **TTM** missions, time is an important factor. Players will often have to commute between the two star systems Orlesia and Omega, and this type of trip is counted in hours (see the chapter **Vessels**). If the players lose too much time, the Dark Force will attack an Imperial base before warned, or the wanted bandit will have finally vanished in the wild, or a VIP of the Millenian Empire will be assassinated before the players can protect him ... If things go too slowly, the GM must arrange for an NPC to remind players that time is running out. He does not speak "himself", it's through a character from the **TTM** universe. If the players do not react, it will be time to take the necessary measures: the Dark Force will indeed attack the Imperial base, or the bandit will definitely escape, etc.

## That does not tell me anything worth ...!

If a Priest or Engineer is member of the group, the GM tells one of the players that he or she is experiencing a disturbance of his Psionic energy. He does not know exactly what it is, but he is convinced that it would be better to hurry up. Or, he has the sensation of being observed ...

One of the great advantages of having a Millennium Order member in the group is that the GM does not have to be very persuasive. Priests possess intuitive powers and are often in telepathy with the LLodas. Players have enough respect for them, so as not to override such premonitions.

## Unexpected event

An unexpected event occurs. The trader of a Clandestine the Dark Force network interactes and makes the characters a proposal that (apparently) has nothing to do with the current adventure. Or the media news comment on an event that changes the situation. Or a droid goes off without warning and the players realize that they have not seen it for hours ...

No matter what really happens, as long as it monopolizes the attention of the players and pushes them to continue the mission.

# Lead players on track

Sometimes players do not want to do what the GM wants. It may happen that they want to go on the planet Sierra, while the script requires they go on the dead planet Calcinera.

### What to do in this case?

There are several options.

### Droids as NPCs

In **TTM**, droids have two main functions: they serve as comics elements and make the plot.

- **Comics.** The droids, and especially the Cyberdin, are a little foolish. As they are ultra-specialized, as soon as they want to perform an action for which they have not been programmed, they often ridicule themselves. Thus, if we ask an Astrodroid to serve in a tavern, it may quickly turn to broken glass. **TTM** is not a funny game, but a moment of relaxation sometime does not betray – quite the contrary – the mood of this space opera saga. If things are dragging on and nothing has happened in a long time, the GM can make a droid speak or act stupidly. If he manages to make his players laugh, he will raise their interest and the game will be able to resume.

- **Elements of plot.** What if players get into trouble and fail to find a way out? The GM must punish them. After all, creatively solving problems is part of the fun you can get from the game. When the time comes to distribute the XP (see the previous chapter), the GM can penalize them by giving them only half of the points. On the other hand, the GM will certainly not want to stop a game simply because its players are a little slow. If the plot demands that they release themselves, disconnect a security system, or anything else, and if they are not able to fend for themselves, then it's up to him imagine a plausible way for them to come out. A good method for this is to use a droid, preferably Betadroid. The latter, while limited in its possibilities, can nevertheless show initiative. He is therefore a good intermediary for GM interventions.

*A Human, a Homocanin and a Betadroid walk in the Gynesia forest, when the mutant triggers an amazon trap. Everyone is caught in a metal net and finds himself suspended between earth and sky. The human can not grasp his vibroblade to cut the net. Then the Betadroid suddenly reveals a Laser drill and begins to slice the net. Nobody knew that the droid had this tool before it was used.*

## Improvisation

If the GM is sure he can lead an adventure without secure, let him do it. He forgets the mission he had prepared and he improvises on the moment. If his players really wanted to go on Sierra and he made them go on Calcinera, it might make them unhappy.

It would not be funny for anyone.

Of course, improvising is a bit risky, especially while discovering for the first time the **TTM** universe. The GM has no set, no character and no plot prepared. Perhaps he can then save some elements of the mission originally planned. But at best, he would have to imagine many things as and when. If he is inspired and his players are in the mood, he can experience one of the most exciting experiences of his GM career. But, there is also a good chance that he wades miserably, being unable to imagine better than a banal plot, uninteresting characters and stereotyped sets. Unfortunately, it is not possible to give much advice so that the GM can improvise properly.

The inspiration comes randomly. Also, it is necessary to prepare, as much as possible, its missions in advance. Most of the time, the players will be cooperative. But it is better to follow the missions exactly as they were written, the first times the GM leads a session game. The ability to improvise comes with time and experience, and the GM will need some practice first.

## Call of Duty

However, in **TTM**, most characters are member of a military institution: the Empire's Forces. In the army, soldiers are not allowed to go where they want to do what they like. So, if his chief says to go on the planet Calcinera – by the Great Creator – we go on Calcinera!

If the GM wishes, he can trivialy say things.

*Suddenly, comodor IntroPann arrives and says: "I order you to go immediately to the fake planet Calcinera. Those who do not agree, are sent to the Antarius penitentiary planet for disciplinary reasons."*

On the other hand, players can rise up against such authoritarian practices. After all, a player is supposed to control the actions of his character. And then, the Millenian

Empire is supposed to be a democracy. Shocking so his players can make them snarling.

Instead, the GM can also arrange so that his players are – of their own free will and without anyone taking their hand – forced to do what he wants.

This is the law of free will.

If all goes well, the GM can even stay on course without having to intervene directly, just by providing the right information at the right time, in the right way. Thus, players always "decide" their own actions, it just happens that they always take the "right" decisions.

# Conclusion

Normally, a session game ends when the players have completed their mission (or sabotaged it beyond hope). But when things drag on and the GM is tired, he may want to put the higher gear.

Some adventures must be the subject of several parts. The GM then has the opportunity to choose a suitable time for an interruption, to stop the session game in progress. The players and himself can meet again the following week to resume the adventure and bring it to an end. There are two types of moments that are conducive to an interruption: interludes and critical situations.

Most of the preconceived missions are divided into a number of episodes or acts. Each confronts the players with an important problem that they must solve. The end of any episode lends itself perfectly to an interruption.

Critical situations can occur at any moment of tension in the mission ... Pirate spacefighters go on the attack; the propulsion of the spacecraft has broken down and it falls into atmosphere of a hostile planet with increasing speed; Dark Force armored vehicles crawl the bush as players squat to hide, etc.

## Good! It's time to go home!

If the GM decides to stop at the moment of a critical situation, he must expect to support a shootout from his players. They will want to know what will happen next ... and that's exactly why the GM stopped in the middle of a critical situation.

To find out, players will have to come back for the next session game. In the meantime, they will beg their GM to continue playing, at least until the current problem is resolved. Interrupting a session game at the moment of a critical situation is quite in the teaser's tradition, rushing series hold millions of viewers in suspense ...

# The Ghost Vessel

**The first adventure in the TTM universe**

## Introduction for players

We are in the Star System Orlesia, home of the Millenian Empire. On a discreet survey of the Imperial Chamber, a group of Missionaries was formed.

From now on, these citizens are all totally autonomous Missionaries of the Emperor and constitute one of the volunteer teams dedicated to the Millenian Empire cause. They must obey only the Imperial Chamber and work directly with the Imperial Intelligence Services (2IS).

**The GM can read the following as it is, or use it as a speech through a 2IS officer.**

If the life of a Missionary is full of adventures, it is also littered with dangers. He must constantly flush out and confront the Dark Force agents. The servants of the prince of Darkness Hillerr are infiltrated everywhere within the Millenian Empire, especially in the system Omega, stronghold of the forces of Evil.

Despite this, throughout the Third Quadrant, courageous people dedicated to the Millenian Empire enlist in missionaryship, determined to put an end to the expansion of Darkness. But these Missionaries first prove themselves.

This first test offers the PCs the opportunity to do so during a routine mission in the Orlesia major system's asteroid belt.

It will not be easy and it may not happen as expected. The result will depend on how the group reacts, its ingenuity, the accuracy of its shots and, no doubt, the speed at which each of its members runs!

## Caution

**Only the game master (GM) should read this adventure before playing it. The concept of role-playing is that players should not read a script. Much of the fun that an adventure can bring comes from the fact that we do not know what will happen. Players who continue to read will spoil this pleasure by eliminating the suspense, surprise and excitement caused by the unknown, encountered in this mission.**

## Introduction reserved for the GM

Before the GM starts playing this adventure, he has to read it all the time, especially if he has never led a role-playing game before. The script is not long and if he reads it in advance, he will always know what will happen and how will evolve the plot.

In this way, he will be better prepared when his players take an unexpected action; what they will certainly do. When he's ready to play, he'll help his players pick their Template cards (they'll find them after this chapter) and customize them according to the rules in the chapter **Character Creation**. Then, he can help the players to reflect on the existing relationships between their characters, following the advice given in this same chapter. Each PC should at least know another one before the mission begins.

The PCs begin this mission without much equipment. Only the military owns their service weapon and that of their tribe originally. As a civilian, owning a weapon is illegal and subject to a journey in the Imperial mines of Antarius. Nevertheless, the characters may have on them personal items, such as standard clothing or specific to their craft (social activity), a Fluogene or a Holocap, but this must be limited to what is reasonably possible to transport in a survival Pak. Standard equipment must be picked from each Template character card.

**The skill code under which one must roll the dice is always written in square brackets [].**

## Adventure gear

**Sixed-side dice and paper.** In addition to character cards, you'll need dice to play, pencils, and a few sheets of paper to take notes or sketches of what the PCs see.

We will also need the plan presented at the end of this adventure. It represents a section of the space shuttle *Cerberus* stranded at the bottom of a cave, in the asteroid Equinus.

This plan can be disclosed to the players if one of their characters is supposed to know this type of astronaut [Astronautics]. This plan shows the space transport in the status it is in when the PCs arrive at the scene of the crash, including the positions of the cells occupied by the Spacejacker and the Stellar Amazon. During the game session, this plan will be used to track the movements of the PCs.

## Introducing the mission

Recently, the 2IS of Andros, capital of the Sierra government-planet, Omega imperium, thanks to the intervention of another group of Missionaries, have to get the data concerning a certain Karebarr. This person has interesting abilities. The imperial agents have indeed discovered its biophotonic cells could, in theory, stop and even reverse the genesis degeneration.

Some scientists even consider advancing research on the phenomenon, provided to get their hands on his body. The only problem is Karebarr is a criminal paid by the Dark Force sentenced to twenty standard years of prison in the imperial penitentiary of Antarius. Five months earlier, during his transfer to Ergastul's main prison, the

Sierra Militia shuttle carrying him, along with dozens of other detainees, fell into the beltegeuse asteroid belt. The X-2002 shuttle *Cerberus*, its 36 crew members and 30 prisoners, could not be located until today.

A few days ago, a Wing patrol from the Montesly Space Base luckly discovered the wreck was stranded in the TeneRiff area, on a twenty kilometers diameter asteroid.

The PCs are contacted by the 2IS of Centralis, capital of Bathelima. They are responsible for getting inside and bringing back Karebarr's body, dead or alive.

If the PCs do not have spacecraft, the 2IS will lend them an X-2002 space shuttle. The group will have to go on the asteroid BG-7 Equinus, in the stellar sector TeneRiff. This asteroid is exactly 21,600 meters in diameter and takes 900 standard days to orbit around the star Orles. It is accessed relatively easily by avoiding some wandering celestial bodies that surround it [Piloting]. The PCs will have to rush into a huge cave (probably the old lair of a large worm space) to more than 900 meters deep, for an opening of 60 meters in diameter.

# Act 1

## Exploring the "Cerberus"

### Summary

This episode will introduce the PCs to the prison shuttle *Cerberus* and will expose them to possible dangers. They will also notice the famous Karebarr can not be found and only two prisoners survived the accident.

### Technical visit

The *Cerberus* is an X-2002P shuttle, a convoy transport version. These rare models are only chartered on the platform of the Ergastul penitentiary center, capital of the prison planet Antarius. The main features, however, are identical to the *Radius* line shuttle (see the chapter **Vessels**).

A study of the wreck (only in space suits) reveals the following information:

- For some unknown reason, the shuttle hit the edge of the cave, which pulverized her bow. It then slowly slid – due to the low gravity – along the wall, until the front hit the bottom on which it now rests.

- The cockpit and the engines were destroyed. They are now only clusters of twisted sheets. The left wing has been torn off, so that the corresponding side of the *Cerberus* is inaccessible and is stuck to the wall of the cave. The escape barge, located under the hull, is also out of reach. The spacecraft can only be accessed by the "passenger" side door or by the rubble at the front and at the rear, which allows access to the service hatches on the prison cell.

- The *Cerberus*, being unshielded, has suffered significant damage to its structure. It would be suicidal to attempt a piercing of the hull to enter the shuttle (roll a die: on a **6**, a bulkhead collapses on the PCs [4D damage]).

# Encounter 1

### The space bats!

If the PCs try to enter the shuttle through the bow or the engines, they must make their way through the rubble. The front is the area is the most unobstructed. The labyrinth of crushed sheets allows access to the service lock.

| CAVASORIX | Wingspan | 2,90 m | Weight | 15 kg |
|---|---|---|---|---|
| | Genre | asexual | Longevity | ? |

| | | **PLAYING THE CAVASORIX** |
|---|---|---|
| **STA** | **6** | These star bats are unable to attack the PCs. They will therefore be content to stick to their suits to absorb the energy. If a Cavasorix manages to stay on a suit for at least 6 rounds (consecutive or not), the suit will become totally inert. |
| SF | 1D+2 | |
| HP / FP | 6 | |
| **DEX** | **12** | |
| REF | 12 | |
| Speed | Slow | |
| **INT** | **6** | |
| WILL / PER | 6 | |

To open one of the doors, it is necessary to make a roll under *Photonics* to shunt the lock (in the case of a *critical failure*, the door will be unusable). At the opening of the airlock, the PCs must make sure to close the outer door before opening the door to the service room of the Militia Guards [Survival]. A maneuvering error would create an explosive depression that would crush the rest of the shuttle like a simple eggshell (no one can survive in this incident).

Be that as it may, if the PCs venture by the bow or stern of the ship, a little surprise will await them. Indeed, 2 Cavasorix (see framed Cavasorix below) have taken refuge in optical wiring. They will be happy to add energy units (those of the suits: on a **5** die, they will lose their homeotherm property: see the chapter **Character Combat**) on their menu.

If the PCs want access to the shuttle through the passenger door, they need to open a nearby panel and connect a laptop to disable the encrypted lock (*Mediatics*).

## Encounter 2

### Survivors!

**The cockpit.** Most control consoles have been destroyed. Emergency lighting (blue Fluogens) is still active. The cabin is littered with 4 skeletons. The Computor is partially in working order. It still controls the spacecraft's life support, blocking detention blocks, emergency lighting, the cosmographic data bank for navigation, control of escape pods and life boats, and control of turrets-lasers of the high security area. On a roll under *Mediatics*, we can take control of the computor to ask reporting the events which caused the shuttle destruction. The only interesting information that can be drawn is that there was a violent explosion in the engine compartment just before the spacecraft hit the asteroid. It can also be asked for the complete list of crew and prisoners. This shows that Karebarr was detained in Block **D1** of the prison cell. The internal communication of the shuttle is still working.

**The prison cabins.** It includes the guard room, the armory and the detention blocks (see the plan at the end of the chapter). There are 30 cells each containing a high security prisoner. The latter is placed in a cryogenic bed in hibernation. Each cell measures 1.50 meters by 3. The PCs can see by looking at the Bioscans integrated in the cryogenic beds that all the prisoners are dead, except two who were not killed by Karebarr. One is a strong fourty years old man (see framed **Bracovell**), the other a thirty years old woman (see framed **Laelia**). Some prisoners' bodies all have holes in their throats on each side, like if they had been hit with slightly curved blades [Diagnostic]. The laser turrets attached to the ceiling of both safety gates are in action. Karebarr blocked their deactivation code when they woke up (roll under *Mediatics* to disable them via the computor). The turrets automatically open fire on everything in both corridors of the prison cabin (see framed Laser Turret).

**The engine rooms.** The energy chambers of the three cyclotrons are still active. They can be down by the Computor [*Mediatics*].

## LASER TURRET

| DAMAGE | The laser turrets are made up of 2 Turbolt which fire simultaneously and can rotate on 180°. |
|---|---|
| 3D×2 (PL) | |
| **ACC** | |
| 3 | |
| **1/2 D** | |
| 50 m | |
| **MAX** | |
| 100 m | |
| **RoF** | |
| 2 | |

# Act 2

## Saving the prisoners

### Encounter 3

#### UNEXPECTED ALLIES

To activate the wake up commands of both cryogenic beds, we have to make a *Mediatics* roll using the computor. The process takes about 8 minutes.

The first survivor is the man who called Bracovell, a Spacejacker. He is a solid two-meter tall man, bald with the regulatory crest of Tyrania's Pirate Fleet (see chapter *Additional Characters*). Very friendly nature (common among former lieutenants of the famous pirate Kalaguerr). He will be extremely grateful to the PCs. His main skills are *Wrestling* and *Shooting Weapons*, specifically the *Broninn* Laser Cannon (see chapter *Equipment*).

The female prisoner is relatively seductive. She was an agent of the Secret Service of Darkness (SSD). Laelia, this is her name, is a rather reserved person, but very intelligent, and who knows how to play perfectly of its charm. However, she is also

an expert in assassination and in the handling of *Melee weapons*, especially the *Lightdagger*.

Both can become very useful relationships for the PCs if they defend them before the High Court of Justice of the Millenian Empire for a possible grace.

| BRACOVELL | | Height 1,70 m<br>Genre andron | Weight 70 kg<br>Age 41 |
|---|---|---|---|
| **STA 10** | Wrestling | **PROPS** | |
| **SF 1D** | | Prison suit | |
| **HP / FP 10** | | | |
| **DEX 10** | Shooting weapons 12<br>Athletics 12<br>Piloting cat.A 12<br>Repair 12 | | |
| **REF 10** | | | |
| **MOV 5** | | | |
| **INT 10** | Astronautics 12, Illegality 12,<br>Influence 12, Navigation 12,<br>Sensor Operation 12 | **ADVANTAGE / DISADVANTAGE** | |
| **WILL / PER 10** | | Temerity, Code of Honor, Cynophobia | |
| **PSY 10** | | | |

**Presentation**: Bracovell is a former member of the pirate group led by the famous Kalaguerr. During a convoy attack in the Omega system, his squadron came face to face with the 5thSierra Escort Special Wing commanded by the Imperial Mercenary TenoSua.
**Personality**: Bracovell remained faithful to the buccaneers dogma pricey to his former leader, Kalaguerr. He is a determined but firm character in his decisions. He is scared of Homocanins, and Nieks in general.
**Appearance**: Like all his congeners, Bracovell has retained the traditional crest of space buccaneers.

| LAELIA | | Height 1,70 m<br>Genre gynon | Weight 65 kg<br>Age ? |
|---|---|---|---|
| **STA 10** | Wrestling | **PROPS** | |
| **SF 1D** | | Prison suit | |
| **HP / FP 10** | | | |
| **DEX 10** | Shooting weapons 12<br>Athletics 12<br>Piloting cat.A 12 | | |
| **REF 10** | | | |
| **MOV 5** | | | |
| **INT 10** | Bioenergy 10, Hide 12,<br>Explosives 12, Fauna 10, Flora 10,<br>Influence 12, Navigation 12,<br>Survival 12 | **ADVANTAGE / DISADVANTAGE** | |
| **WILL / PER 10** | | Animal Empathy, Touching,<br>Bloodthirsty | |
| **PSY 10** | Télépathy 20<br>(species) | | |
| **OPD 10** | | | |

**Presentation**: Laelia is a seasoned warrior who decided to leave her homeworld, Gynesia, to join the SSD. This young woman has become a mistress in assassination, especially of senior dignitaries within Omega imperium.
**Personality**: Despite her appearance as a pretty woman, Laelia does not appreciate the presence of males, even if she does not hesitate to sell her body to get her way.
**Appearance**: Like all her congeners, Laelia is a stellar Amazon, and she hides it today having tinted her hair black.

# Encounter 4

### Vampire, did you say vampire?

Karebarr is still alive, and wanders in the *Cerberus*. He knows the shuttle by heart, that gives him a definite advantage. The wreck is full of obscure corners ... Karebarr is infected by a Vampiric virus (see **Appendix**), which makes him a formidable opponent. It will try to kill all the intruders one by one (and all this in the atmosphere of a terrible closed camera).The PCs should be able to recover it, dead or alive, but it will be a real challenge ... Once their mission accomplished, the PCs will only have to join the office of the 2IS of Barthelima.

| KAREBARR | | |
|---|---|---|
| | Height 1,80 m | Weight 45 kg |
| | Genre andron | Age 58 |
| **STA 20** | Wrestling | |
| SF 2D | | **PROPS** |
| HP / FP 20 | | Prison suit |
| **DEX 10** | | |
| REF 10 | | |
| MOV 7 | | |
| **INT 10** | | **ADVANTAGE / DISADVANTAGE** |
| WILL / PER 10 | | Enhanced sense (all) |
| **PSY 10** | | |

**Presentation**: Karebarr is an extremely agile Human. He has undergone a mutation which allows him to regenerate his injuries very quickly. Its aging is also interrupted. His first goal is to feed himself, then to seize any ship that will allow him to reach a populated area.

**Personality**: Karebarr is an impassive being who knows neither pity nor fear. the virus has completely transformed it into a predatory animal whose sole purpose is to feed on vital energy to survive.

**Appearance**: Karebarr has the appearance of a glassy-eyed zombie and rickety body. He is tall and slender. His nails are long and sharp.

# Conclusion

The Imperial Senate gives each character a sum of 3,000 pecuns if they bring back Karebarr's body; 1000 pecuns if they bring back only information. All the wounded will be treated in the best bioenergy center (hospital) of Centralis. All costs of repairing damaged personal equipment will be covered.

On the other hand, if the ship on loan is damaged, the award will be canceled and the costs will not be refunded. If the PCs have saved the surviving prisoners from *Cerberus*, the latter will be eternally grateful to them and may eventually be part of the group (NPC: discretion recommended).

However, the PCs may decide to hand them over to the imperial court. If the Shuttle *Cerberus* has not been destroyed, the PCs will be able to acquire it, after an

inspection of the 2IS, for the modest amount of 10,000 pecuns. If the PCs decide to repair the spaceship, they must have a minimum code of **14** in *Astronautics*. In the case of a repair made in a Technical Relay, it will cost them not less than 30,000 pecuns, and this in a period of about a month.

## SHOTS AND EXPLOSIONS

Any shot or explosion that may affect one of the shuttle bulkheads may damage the structure sufficiently for it to collapse. Consider the bulkheads have no Shield and therefore directly lose the Hull Points [72]. All parts affected by an assault rifle (Lasma) or explosive (Grenade or Charge) are destroyed. If a bulkhead fails, the security doors will lock automatically if they are still controlled by the computor. Otherwise, it is the explosive decompression of the affected area.

# Appendix

## Kelognia

### Or vampiric virus

*This particular disease may very well be used in another script, at the discretion of the GM.*

A person contaminated with Kelognia undergoes some changes. His **STAmina**, and therefore his **Health Points**, are doubled. He can not be collapsed or stunned, it is immune to poisons, toxic gases and aging. His weight is halved. His body regenerates any serious injury in 4 rounds and a major injury in 8 rounds. The void does not kill him, but puts him in lethargy. To neutralize such a being, it must be able to inflict damage above his **HP** in a single attack (instant death) or throw in the space void to place him in lethargy. It is almost impossible to totally destroy it.

The only way to kill one of these creatures forever is to starve it. Placed in lethargy, it does not need to feed itself; on the other hand, if it suffers continuous damage for a number of hours equal to her **STA**, it dies.

To survive, a contaminated person must feed himself. For this, he must neutralize his victim (not kill it), then spend a few minutes (duration equal to the code of the victim's **WILL**) to drain his energy essence. He plants his nails in the throat of his prey. This allows him to increase his **HP**, **STA** and **DEX** by a number of points equal to half of those of his victim. It can not, however, increase its basic characteristics by more than two times (do not forget that the **HP** and the **STA** codes are already doubled). If the vampire does not eat, he loses **2 HP**, **2 STA** and **2 DEX** per day. When his **HP** falls to zero, he dies.

These mutant beings inflict double the basic damage in close combat. It is extremely rare they spare their victims. If they do not have time to finish their prey, it may be contaminated. Every day, after an assault, the victim must make a **INT-2** roll. Each *failure* reduces its **HP** by **1 point**. A *critical failure* indicates that the character immediately undergoes vampire transformation. A critical *success* indicates that the virus is neutralized by its body; but it will be necessary for the character to spend a journey in a Biophotonizer for a number of days equal to his *margin of success* plus or minus his **SF**. Thus, the virus can be totally annihilated.

When Contaminate's Health Points are halved, the character becomes one of these vampiric creatures.
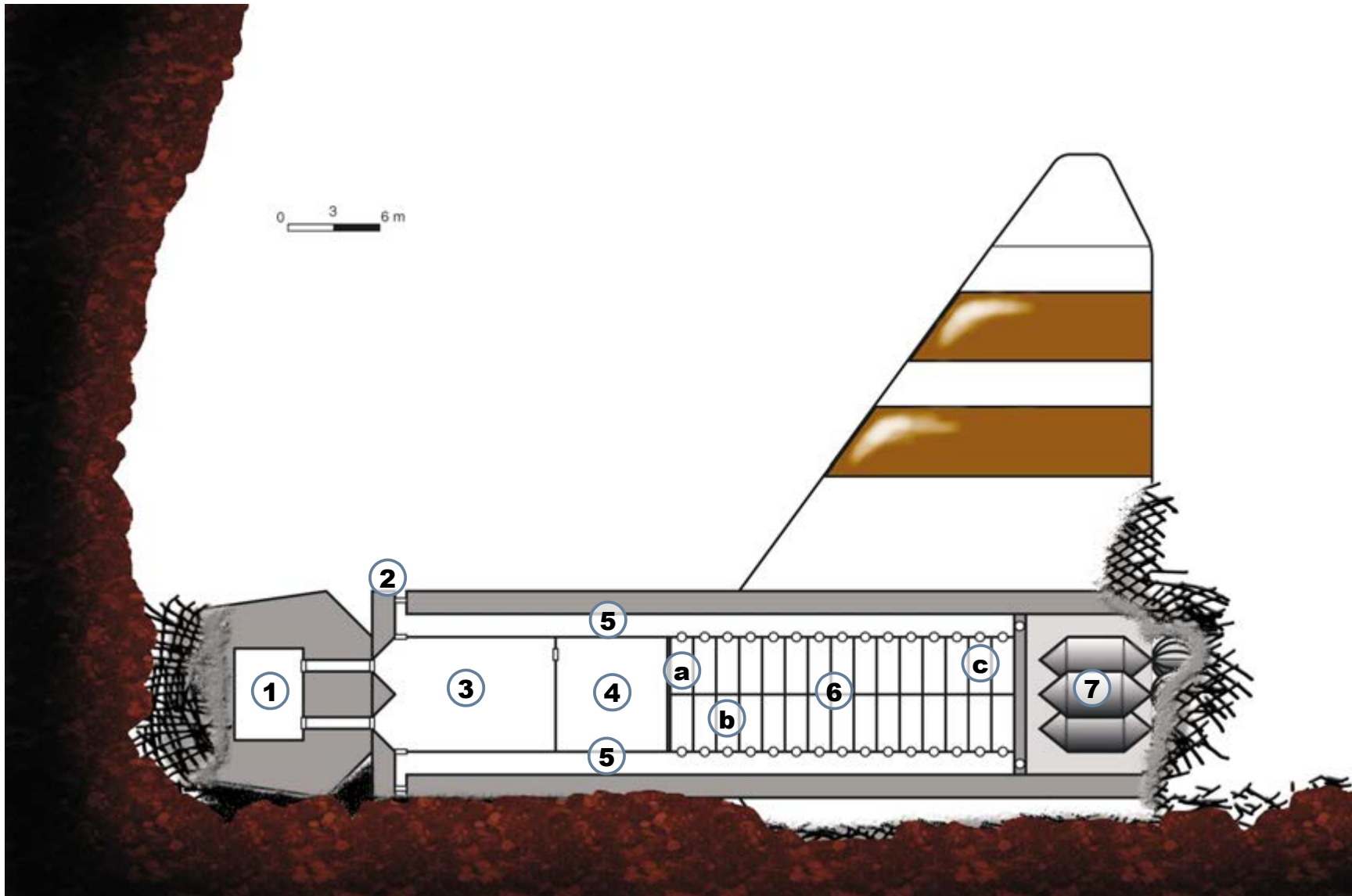
1. Piloting cabin
2. Passenger door
3. Guard room
4. Armory
5. Secure corridors
6. Prison cells
    a-Bracomvell
    b-Laelia
    c-Karembarr
7. Engine room

# CHARACTER SHEET

-15 -14 -13 -12 -11

-10 -9 -8 -7 -6 -5

-4 -3 -2 -1 **0** 1

**Character Name**

Species       Activity

2 3 4 5 6 7

Height    Weight    Genre    Age

8 9 10 11 12 13

Special Sign

14 15 16 17 18

| STAmina | | DEXterity | | INTelligence | | PSY | |
|---|---|---|---|---|---|---|---|
| Strength Factor | | Reflexe | | Willpower | | Rank | |
| Fatigue Points | | Move | | Perception | | OPD | |
| | | | | | | | |
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| ADVANTAGE | NOTES |
|---|---|
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| | |
| | |
| **DISADVANTAGE** | |
| | |
| | |
| | |
| **RICHNESS** | |
| | |
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| | |

| WEAPONS | | | | | | | |
|---|---|---|---|---|---|---|---|
| Type | Damage | ACC | 1/2D | MAX | Weight | RoF | NoS | Strenth |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |

| EQUIPMENT | | |
|---|---|---|
| Type | Weight | Autonomy |
| | | |
| | | |
| | | |
| | | |
| | | |

| VESSEL | | | | | | |
|---|---|---|---|---|---|---|
| Model | ONBOARD WEAPONS | | | | | |
| Type | Type | PREC | Ran. | 1/2D | MAX | RoF |
| Cat. | | | | | | |
| Auton. | | | | | | |
| Speed | | | | | | |
| Maneu. | | | | | | |
| SP | | | | | | |
| HP | | | | | | |
| TSF | | | | | | |

## HUMAN

| | |
|---|---|
| Height | 1,70 m |
| Genre | andron/gynon |
| Weight | 70/60 kg |
| Longevity | 100 |

TROISIEME MILLENIUM

| | | |
|---|---|---|
| STA | 10 | |
| SF | 1D | |
| HP/FP | 10 | |
| DEX | 10 | |
| REF | 10 | |
| MOV | 5 | |
| INT | 10 | Andromon |
| WILL | 10 | |
| PER | 10 | |
| PSY | 10 | |

**PROPS**
Common clothing

**WEAPONS**

**ADVANTAGE/DISADVANTAGE**

**Presentation:** Humans are intelligent bipeds. These are Andromons (inhabitants of the galaxy Andromak) by default. Since the settlement of the Millenian Empire, humans have colonized two star systems, thus constituting two distinct peoples with slightly different cultures. Humans are the only creatures in the galaxy, after LLodas, to be sensitive to Psionic and to become Priests. Human is a viviparous mammal whose wife – or gynon – can give birth to one to three children during her lifetime. By their moral ethics, Humans are practically all followers of the Millenium Order – so-called "mos" - not to mention the Millenian Priests. This peculiarity made Humans the chosen people of the Great Universal Creator.
**Personality:** By its nature, the Human is a sociable being, wise and fundamentally good. However, if the human being is generally pacifist, he knows how to be most formidable when it comes to protecting his goods and his relatives. By its morality, the Human respects all intelligent creatures populating the Third Galactic Quadrant and knows no form of racism or xenophobia.
**Appearance:** The human andromon is a bioenergetic being like all creatures in the Andromak galaxy. Its skeleton is made of translucent resin, its flesh is ligamentous and in its veins flows a fluorescent blood. In general, the man – or andron – and the gynon are rarely differentiated by their size and constitution, but especially by their genitalia. The andron has a chestnut hair system and green eyes, while its congener is rather brown with blue eyes. Influenced by an ancestral culture, Humans consider people with blond hair as evil beings (Stellar Amazons) and redheads as people inspiring both respect and a mistrust (Androgunes).

## ANDROGUNES

| | |
|---|---|
| Height | 1,80 m |
| Genre | androgynous |
| Weight | 80 kg |
| Longevity | 40 |

TROISIEME MILLENIUM

| | | |
|---|---|---|
| STA | 12 | |
| SF | 1D+2 | |
| HP/FP | 12 | |
| DEX | 14 | Athletics |
| | | Plasmasaber |
| REF | 14 | |
| MOV | 6 | |
| INT | 10 | Fauna |
| | | Flora |
| | | Twileki |
| WILL | 10 | |
| PER | 10 | |
| PSY | 10 | |

**PROPS**
Archaic clothing
Scabbard (Plasmasaber)

**WEAPONS**
Plasmasaber (nanocell)

**ADVANTAGE/DISADVANTAGE**
Combat reflexes

**Presentation:** The Androgunes are intelligent androgynous bipeds, cousins of Humans, and native of planet Barthelima. The language of the Androgunes is Twileki. However, most also know how to speak Andromon, the official language of the Millenian Empire. All primitive androgunes tribes live in the vast wooded area in western Primalis, but originate from the Lutecia Forest, near the capital Centralis. Androgunes are vegetarians and cultivate mostly mushrooms and molds, and raise Auroks for their milk. The moral culture of these humanoid beings is based on a religion which establishes a certain serenity of body and mind, within a very elaborate martial art. Like the Millenian Priests, the androgynous shamans use their psychomagnetic energy but following a different code that uses the art of war, without necessarily beside the obscure powers. Each androgunes warrior has a formidable weapon, the Plasmasaber. Androgunes breeding is special since they are hermaphroditic beings. Around the age of forty stellars, the Androgunes may decide to give birth to their own successor or else, may decide to grow old in order to learn psionic energy mastership and become a shaman. This last solution is however very rare.
**Personality:** Unlike their human cousins, the Androgunes are haughty and proud people. They often despise small peoples, like the Seniorhotts, but respect powerful beings like Homocanins. However, the Androgunes beside Humans very well and currently occupy important positions within the Millenian Empire. Androgunes are also sentient beings to beauty and can not stand the sight of ugly things, like the Silimen, for example.
**Appearance:** The Androgunes are half-male, half-female beings whose misleading shape has deceived more than one seducer. Most of them have long red hair with a ponytail and under their athletic look, there is a beautiful body of a woman, sometimes competing with the most beautiful human.

## SENIORHOTT

| Height | 1 m | Weight | 30 kg |
| Genre | male/female | Longevity | 200 |

| STA | 6 | Throw |
|---|---|---|
| SF | 1D-3 | |
| HP/FP | 6 | |
| DEX | 10 | Repair |
| REF | 10 | |
| MOV | 4 | |
| INT | 10 | Building |
| WILL | 10 | Hide |
| PER | 10 | Fauna / Flora / Influence |
| PSY | 8 | Woki |

### PROPS
Archaic clothing

### WEAPONS
Energy spear

### ADVANTAGE/DISADVANTAGE
Enhanced sense (hearing)

**Presentation:** The Seniorhotts are small intelligent bipeds humanoid native from the desert planet Carrius. Of a fearful nature, the Seniorhotts are generally wary of other races, but get along very well with the humans they admire their great technology. It is more the curiosity than the courage that pushed the Seniorhotts to join the civilized peoples of the Millenian Empire. Seniorhotts understand very well the language of Humans, but are more comfortable to trade with them in their own language: Woki. The primitive Seniorhott is a farmer, hunter and builder. This gift of manual has allowed him to occupy important technical positions within the tremendous technological power of the Millenian Empire. It is not uncommon to meet a Seniorhott in a working suit aboard a ship. By their culture, the Seniorhotts are very little interested in religion and are rather tight to the Millennium Order; but they respect, however, their priests. The Seniorhotts are oviparous beings whose female lays a single egg during her long life. The seniorhott couple usually form a very united home and love each other most often for life.

**Personality:** Despite his fearful look, the Seniorhott is not afraid of people taller than him, while being suspicious of them. He is always in a good temper and can set the mood at a party. It's not a joke for these comrades and, in the presence of other characters from outside the group, proves to be an excellent pickpocket.

**Appearance:** The Seniorhotts are small humanoids with green skin and large ears in "cabbage leaves" which also gives them excellent hearing. These puny beings are, however, very agile and dexterous in their hands with only four fingers. When the first imperial colonists discovered these people, they first believed in a descendant race of LLodas.

---

## HOMOCANIN

| Height | 2 m | Weight | 120 kg |
| Genre | asexual | Longevity | 40 |

| STA | 16 | Wrestling / Athletics |
|---|---|---|
| SF | 3D | |
| HP/FP | 16 | |
| DEX | 12 | Mass / Bowcaster |
| REF | 12 | |
| MOV | 7 | |
| INT | 10 | Fauna / Flora / Influence / Glyfork |
| WILL | 10 | |
| PER | 10 | |
| PSY | 6 | |

### PROPS
Archaic clothing

### WEAPONS
Energy mass
Energy bowcaster (10 bolts)

### ADVANTAGE/DISADVANTAGE
Immunity

**Presentation:** Homocanins are humanoid creatures with canine physiognomy. Their brutal strength and primitive culture make them excellent soldiers. Their nature of canids gives them an unusual sense of smell which makes them formidable predators. The Homocanins understand very well the common language of the Millenian Empire, but the confrontation of their vocal organs forces them to express themselves with difficulty. Their language is Glyfork. These mutant creatures are native from the planet Gynesia, homeworlg of Stellar Amazons. In the vast tropical forests live countless homocanine tribes divided into several clans. Easily influenced, the Homocanins quickly became Prince Hillerr's faithful servants and now form his personal guardian: the infamous Terminators, the soldiers of death. Their genetic mutation has an artificial origin linked to the disturbing disappearance of male humans treading the soil of the planet Gynesia. A persistent rumor makes Ortellia, queen of the Amazons responsible. Still, despite the fact that Homocanins can not reproduce, there is no significant population decline among the clans identified on Gynesia.

**Personality:** Even in society, Homocanins keep their tribal instincts and their dirty temper can make it an unpleasant company. Their bellicose tendency is that they prefer to knock first and then discuss – at least if the victim is still able to do so. Homocanin is a real thick brute. However, these bloodthirsty warriors have a sense of honor and, if in battle, another individual of different race saves their lives, he becomes their battle brother for the rest of their lives.

**Appearance:** Homocanins are large muscle half-men half-wolves, covered with a red coat and sometimes adorned with a mane of fire. Their imposing musculature made them give up more than one. Their sharp eyes speak a lot and exempt them from expressing themselves verbally. They are more feared than respected ...

| | | Height | 1,70 m | Weight | 60 kg | TROISIEME MILLENIUM | SPECIES |
|---|---|---|---|---|---|---|---|
| | | Genre | andron/gynon | Longevity | 40 | | |

| STA | 10 | Throw | |
|---|---|---|---|
| SF | 1D | | PROPS |
| HP/FP | 10 | | Archaic clothing |
| DEX | 10 | Athletics | WEAPONS |
| REF | 10 | | Lightjavelin (blister) |
| MOV | 5 | | |
| INT | 10 | | ADVANTAGE/DISADVANTAGE |
| WILL | 10 | | Enhanced sense (sight) |
| PER | 10 | | |
| PSY | 10 | Telepathy (species) | |

**Presentation:** Silimens are mutant insectoid creatures whose origin is perfectly known. Indeed, these mutants are the result of genetic manipulation carried out illegally by a mad scientist, Professor GoroMann. After several generations, the Silimens have acquired their present appearance. Arriving on Hermes, many Silimen perished, and the most resistant became accustomed to the deadly atmosphere of Hermes. But another plague decimated the families of these creatures: a kind of mutagenic virus resulting from their transgenic evolution. On Hermes, the Silimen tribes live exclusively hunting by riding giant lizard species. Because of their insectoid nature, Silimens can communicate with each other using some form of telepathy, similar to that used by priests. Because of their ancestral hatred of Humans, the Silimen who left their homes and immediately joined the forces of Darkness. It is therefore not uncommon to encounter Silimen agents of the Dark Force.
**Personality:** Because of their origins, Silimens hate humans. But they also despise other races and do not like what is beautiful. Their minds are as sneaky as they are devious, and their actions are often evil, even fundamentally bad. However, there are some rare individuals of the last generation who begin to forgive Humans. But it happens that these "rebels" are quickly called to order by the oldest.
**Appearance:** Silimens now look more like manta than humans, and their inner nature fades from generation to generation. Their chitinous carapace is purple and extremely hardy. Their big faceted eyes allow them excellent vision on nearly 360° and are sensitive to all the spectrum of light. Thus, a Silimen can see both day and night and can discern a living creature behind an obstacle. Finally, their long prehensile and clawed fingers allow them to climb on most non-smooth walls with incredible agility.

| | | | | TROISIEME MILLENIUM | ACTIVITY |
|---|---|---|---|---|---|

| STA | | | |
|---|---|---|---|
| | | | PROPS |
| | | | Common clothing |
| | | | Cartalysor (card reader) |
| | | | HV Slate |
| DEX | Driving | | WEAPONS |
| INT | Influence | | ADVANTAGE/DISADVANTAGE |
| | *+ 1 picked Speciality skill* | | |
| | | | VESSEL |
| | | | Leviceler |

**Presentation:** The Trader is a person who works a retail business (independent shop) or works in an Imperial Cession (Company). The trader buys goods, with the intention of reselling them with a profit. This is the difference with the craftsman, or more generally the professionals who sell their own production, and are not considered as traders. As a result, their activity is considered standalone. However, they must register in the Imperial Registry of Commerce (IRC), and therefore have a tax to donate to the Millenian Empire. Only Imperial Mercenaries owe no tax. Imperial laws put many things out of trade, that is to say, it forbids selling them, buying them for money (clandestine trade or contraband). The Trader comes from the Polytechnic School of the Empire (PSE), having followed a "common core" within the Normal School (NSE).
**Personality:** The Trader is above all a talker and his eloquence is rarely matched. He has of course an incomparable business acumen and if he has a good experience, he is able to sell a vulgar corkscrew to the most septic of customers.
**Appearance:** The Trader is often dressed in a tunic or technical suit. He still wears his Cartalysor, a small electronic module designed to read Memocards and cash the credits available on the buyer's account.

## TECHNICIAN

| | | | PROPS |
|---|---|---|---|
| **STA** | | | Technical suit<br>Technopak |
| **DEX** | Repair | | **WEAPONS** |
| | | | |
| **INT** | Diagnostic<br>Energy<br><br>**+ 1 picked Speciality skill** | | **ADVANTAGE/DISADVANTAGE** |
| | | | **VESSEL** |

**Presentation:** The Technician is a practically indispensable person in a technological world as advanced as that of the Millenian Empire. In fact, the most sophisticated computer or the most complex machine needs a specific maintenance that only the Technician can perform. Depending on his specialty, the latter can quickly repair a vessel, a weapon, or treat a wounded person. That's why he always carries with him his Technopak, a kind of conditioned toolbox containing the specific intervention material including a scanner, an electronic diagnostic module, which is able to detect and analyze any type of breakdown or injury. The Technician comes from the Polytechnic School of the Empire (PSE) after having followed a "common core" within the Normal School (NSE).

**Personality:** The Technician is more at ease to troubleshoot a device than to begin a philosophical speech before a scientific assistance. This character is very sociable as long as he can repair or tinker with something, and therefore feel useful within the group. He is sometimes accompanied by a Cyberdin-type Technodroid, with whom he undoubtedly has more conversation than with common people!

**Appearance:** The Technician is often dressed in a overall stuffed with tools with his Technopak slung over his shoulder.

## MILITIAN

| | | | PROPS |
|---|---|---|---|
| **STA** | Wrestling | | Technical suit |
| **DEX** | Pistol<br>Driving | | **WEAPONS**<br>Pistolaser PL-55 (blister)<br>Energy Nightstick |
| **INT** | Investigation<br>Illegality<br>Mediatics<br>Milieu | | **ADVANTAGE/DISADVANTAGE** |
| | | | **VESSEL**<br>Vehicle |

**Presentation:** The Militian belongs to the Imperial Militia corps, Millenian Empire police. The Militian, which constitutes the unit of this military administration, exercises the powers that are exceptionally conferred on it by the Code of Criminal Procedure of the High Court of Justice and the regulations specific to its service. He assures the command of the agents of the intervention corps (militia soldiers in light armor). It is mainly responsible for judicial and criminal investigations, as well as information and surveillance missions throughout the imperium. In addition to discipline and training, the Militia may also be entrusted with particular missions or commands to the Imperial Militia. He has authority over all the staff assigned to his office. The Militian exercises his missions exclusively in civilian clothes, but he has light combat armor for "muscle" interventions. The Militian comes from the Polytechnic School of the Empire (PSE) – with an internship at the Imperial Troops Academy – after having followed a "common core" within the Normal School (NSE).

**Personality (deontology):** The Militian is an agent of the Imperial Militia who must be loyal to the institutions of the Millenian Empire. He is honest and impartial; he does not depart from his dignity under any circumstances. Placed in the service of the citizen, the Militian behaves towards him in an exemplary behavior. He has the absolute respect of people, whatever their origin, their social condition or their political, religious or philosophical convictions. When authorized by law to use force and, in particular, to use his weapon, the Militian can only use it strictly necessary and proportionate to the threat. Self defense is the main condition for using a service weapon.

**Appearance:** The Militian usually wears a CT-7 type overall with a blazer. He only wears his service weapon during an investigation or intervention mission. However, he is allowed to wear his energy nightstick in all circumstances.

## SOLDIER

| STA | Wrestling |
|-----|-----------|
| DEX | Assault rifles<br>Athletics<br>Driving |
| INT | Army<br>Bioenergy,<br>Hide<br>Explosives,<br>Navigation<br>Survival |

### PROPS
THC-6 Combat Armor
Survival pack (dome, bipor, compumap, life cover, fluogen, focus, pointor, biopak, biorations)

### WEAPONS
Lasma LM-32 (blister ×2)
Thrown Grenade

### ADVANTAGE/DISADVANTAGE
Duty Sense

### VESSEL

**Presentation:** The Soldier is the elemental unit of the land forces of the Millenian Empire. It is the Soldier in the pure status. Disciplined, effective and impartial. There are soldiers both in the Imperial Fleet and in the Militia; but it is in the Troops that they make legion. The Soldier knows how to handle weapons as well as to fight in hand-to-hand combat. He is also an excellent tactician who knows how to prepare an ambush in the blink of an eye. But it is above all an accomplished sportsman who always maintains his physical condition. His knowledge of operational survival allows him to mount an improvised bivouac with the means of the edge, on the most hostile planets. The Soldier is a committed soldier who completed his classes at the Imperial Forces Military School (IFMS) after completing a "core curriculum" at the NSE (Normal School of the Empire). The promotion majors can finish as officers after an internship at the Imperial Troops Academy (ITA).

**Personality:** the Soldier is above all a warrior. For him, the action often takes precedence over reflection, except when it comes to developing a tactic of assault. He can quickly analyze a situation, which allows him to keep his cool in the worst moments of stress. He is also a real leader when the situation demands it and he is always ready to help the weakest.

**Appearance:** The Soldier is dressed in combat armor, a true homeothermic suit, and is still armed with a plasma laser assault rifle. He also wears on his belt a thrown grenade with a nuclear warhead.

## ASTROPILOT

| STA | |
|-----|--|
| DEX | Pistol<br>Athletics<br>Piloting (**Cat. A ou B**) |
| INT | Army<br>Astronautics<br>Navigation<br>Survival<br>Sensor operation |

### PROPS
Flight suit **CHV-3**

### WEAPON
Pistolaser **PL-55** (blister)

### ADVANTAGE/DISADVANTAGE

### VESSEL
Starfighter (**Cat. A only**)

**Presentation:** The Astropilot is the basic unit of the Imperial Fleet; but it is also indispensable in the civilian sector as a transport pilot. Within the Millenian Empire, there are mainly two categories of Astropilots:
- The "Fighter Pilot" who is at the helm of the fleet's starfighters and escortships, but also on board the shuttles.
- The "Transporter" who fly all large spacecraft such as Sloop, cargoships and cruisers.

The Astropilot is a high level technician, but also a confirmed athlete, just like the military. He must constantly maintain his physical and physiological condition in order to withstand the flight constraints that engender, for example, a sublight ship like the starfighter. The Fighter Pilot also knows how to fly all the repulsive vehicles, whose controls are similar to those of the hunters. The Fighter Astropilot gained his pilot's license at the Imperial Fleet Academy (IFA) after classes at a military base of the Empire's Forces. However, he first studied at the Normal School (NSE) and completed a technological development internship at Polytechnics School (PSE). The Transporter, meanwhile, obtained his pilot's license, either within the IFA to take control of a cruiser, or within the Polytechnic Academy to be aboard a ship of transport civil. The Military Carrier followed the same classes as the Fighter Pilot, while the civilian studied in the PSE after his "common core".

**Personality:** The Astropilot is an individual who is quite self-possessed and often impetuous – especially among the young recruits of the Imperial Wing. He also knows how to show off and likes the company of pretty girls of his species.

**Appearance:** On mission, the Astropilot is always dressed in his flight suit or uniform, depending on his assignment.

# MERCENARY

| STA | Wrestling |
| --- | --- |
| **DEX** | Pistol<br>Athletics<br>Piloting **cat.A**<br>Repair |
| **INT** | Army<br>Astronautics<br>Illegality<br>Influence<br>Navigation<br>Survival<br>Sensor operation |

**PROPS**

Mercenary suit **THV-3**

**WEAPONS**

Turbolt **TB-34** ×2 (blisters)

**ADVANTAGE/DISADVANTAGE**

Code of Honnor

**VESSEL**

Escortship **F-14 Falcor**
Leviceler (cargo bay)

**Presentation:** The Caste of Imperial Mercenaries is the elite of the Fight Wing. These paramilitaries, all devoted to the Millenian Empire, are at once daring traders, hacker technicians, fiery soldiers, impetuous pilots, and shrewd agents. As the main unit of the Special Escort Wings, the Mercenary is primarily responsible for the close protection of interstellar cruisers and other Fleet ships. Apart from fighting and patrolling, he practices a particular activity that consists of controlling a "collateral" market while selling unsold products more or less honestly. In addition to his military pay, he can rent his services to wealthy people like taxi or for the transport of precious objects. This set of independent activities constitute the Mercenaryship which has taken on a particular importance today with the ever more threatening presence of Spacejackers. The Mercenary has completely made his classes in the Caste, after all still follow a basic school activity at the Normal School of the Empire (NSE). But as a rule, the Special Escort recruits its members among the best Astropilots in the Fleet, often "black sheeps".
**Personality:** when you see the various outfits that the Mercenary can endorse, it is understandable that this character has a certain charisma. This is how he surrounds himself with respectable and influential people; but also the most beautiful women of the Millenian Empire. One might even think that seduction is a sixth sense for this impetuous fighter.
**Appearance:** The Mercenary is dressed in a flying outfit recognizable by its large metallic plastron. In civilian clothes, he is always well dressed, but he is constantly wearing his Turbolt on his belt; this only under a special derogation of the Imperial Senate. This does not bother this seasoned fighter to be recognized in the street, even the most wicked, because the Imperial Mercenaries do not form a caste for nothing ...

# AGENT

| STA | Wrestling<br>Throw |
| --- | --- |
| **DEX** | Shooting weapons, Melle weapons, Athletics, Driving, Piloting (**cat. A or B**) |
| **INT** | Bioenergy, Hide,<br>Energy, Investigation,<br>Explosives,<br>Illegality, Mediatics,<br>Navigation, Survival,<br>Technics |

**PROPS**

Common clothing, Bipor, Macrosensor, Focus, Biopak

**WEAPONS**

Vibroblade
Minilaser **ML-45** (blister)

**ADVANTAGE/DISADVANTAGE**

Endure Pain

**VESSEL**

**Presentation:** The Agent is the main unit of the Imperial Intelligence Services (2IS), the institution specialized in counterintelligence and homeland security. It's a kind of versatile commando, able to infiltrate any environment and knowing how to use all forms of combat. During a special mission, the Agent becomes a perfectly standalone citizen and can hide behind any trades. He often uses many gadgets (weapons, means of communication, etc.) using advanced technology, especially in miniaturization. Its main role is to detect and infiltrate one of the many Dark Force networks, particularly in the seditious system Omega, now the theater of enemy operations. The Agent is a complete athlete received extensive military training in the Academy of imperial troops (AIT), having been educated in the empire of the Normal School (NSE) and an internship within the Polytechnics School (PSE).
**Personality:** through his psycho-therapeutic training, the Agent knows how to remain impassive and rarely reveals his emotions (poker face). It is very resistant to pain and can survive some common poisons with specific vaccines.
**Appearance:** the Agent has no particular appearance, because it looks like "everyone"!

| ENGINEER | | Height 1,70 m Genre andron/gynon | Weight 70/60 kg Longevity 100 | TROISIEME MILLENIUM | SPECIAL |
|---|---|---|---|---|---|

| STA | 10 | | PROPS |
|---|---|---|---|
| SF | 1D | | Tunic |
| HP/FP | 10 | | Laptop |

| DEX | 10 | | WEAPONS |
|---|---|---|---|
| REF | 10 | | |
| MOV | 5 | | |

| INT | 10 | Andromon, Milen, Diagnostic, Engineering **+ 1 picked Speciality skill** | ADVANTAGE/DISADVANTAGE |
|---|---|---|---|
| WILL | 10 | | Psionic Sensitivity |
| PER | 10 | | |

| PSY | 10 | **1 picked not improvable power (MW or N)** | |
|---|---|---|---|

**Presentation:** the Engineer, or "priest-engineer", represents the scientific caste of the Millenian Empire's scientists. This brain elite feels more at home in a design office than on a construction site. The Engineer is there to create, innovate, design to advance imperial science and technology, even in armament, with a goal still defensive. The Engineer is above all an initiated Priest having renounced all progress in the Millenian Way to his initiation into the Llodas leader school. He then attended an instruction in one of the departments of the Polytechnic School of the Empire (PSE) to prepare a thesis in science and technology. Given its scientific status, the Engineer can no longer evolve in the Psionic control, but can still use it. Also, against the Priest, he can earn a living and earn a salary like any official of the Millenian Empire. However, despite all these differences, the Engineer remains a member of the Millenium Order and true to its dogma.

**Personality:** the behavior line of the Engineer is identical to that of the Priest. This does not prevent him from constantly having the brain boiling, in search of a scientific or mystical answer to a given situation. He is always ready to put his immense knowledge at the service of others and can be accompanied by a Betadroid who sometimes helps him in his complex calculations.

**Appearance:** The Engineer is often dressed in a tunic or a light colored blouse. Unlike his millenian brothers, he is not obliged to wear the inevitable tonsure, especially among women.

| PRIEST | | Height 1,70 m Genre andron/gynon | Weight 70/60 kg Longevity 100 | TROISIEME MILLENIUM | SPECIAL |
|---|---|---|---|---|---|

| STA | 10 | | PROPS |
|---|---|---|---|
| SF | 1D | | Canvas toga |
| HP/FP | 10 | | Silk robe |

| DEX | 10 | Melle weapons | WEAPONS |
|---|---|---|---|
| REF | 10 | | Bolega |
| MOV | 5 | | Lightdagger (blister) |

| INT | 10 | Andromon, Milen, Academy, Influence, Milieu | ADVANTAGE/DISADVANTAGE |
|---|---|---|---|
| WILL | 10 | | Psionic Sensitivity |
| PER | 10 | | |

| PSY | 10 | **3 picked powers (MW or N)** | |
|---|---|---|---|

**Presentation:** The Priest is a Human who has chosen the Millenian Way to control his psychomagnetic energy: the Psionic. After strict and rigorous instruction in the Millenian School of the planetary capital Centralis, he acquires wisdom and knowledge above all else. His lifestyle follows a specific and exacting code of behavior; but mastering a power like the Psionic is at this price. Throughout his exemplary life, the Priest can evolve in the handling of his powers to become a Spirit, that is to say a Master in Psionic, a kind of spiritual knight. But to reach this point, the Priest must constantly be careful not to be tempted by the Obscure Powers. By this code, he can not make use of any war weapon. As a Priest can not get richness, he does not have any personal fortune and takes full advantage of the imperial citizen's generosity, while being fed, housed, and whitewashed by the great community of the Millennium Order. However, the millenian code does not forbid the priest to found a family, on the contrary. A Human who will become a Priest returns directly to the Millenian School without performing a normal school cycle, from the age of 5 stellars.

**Personality:** by his human qualities, the Priest is very sociable and deeply respects all the other creatures of this world. By his wisdom, he ignores his enemies and thus inhibits their design by his influence. By his knowledge, he knows all the dangers and knows how to deal with them.

**Appearance:** The Priest is a Human who is characterized by a capillary tonsure. He wears the traditional canvas toga, often covered with a robe, all tight at the waist by a silk belt (its color represents the rank). At his hips hang a Bolega and a Lightdagger.