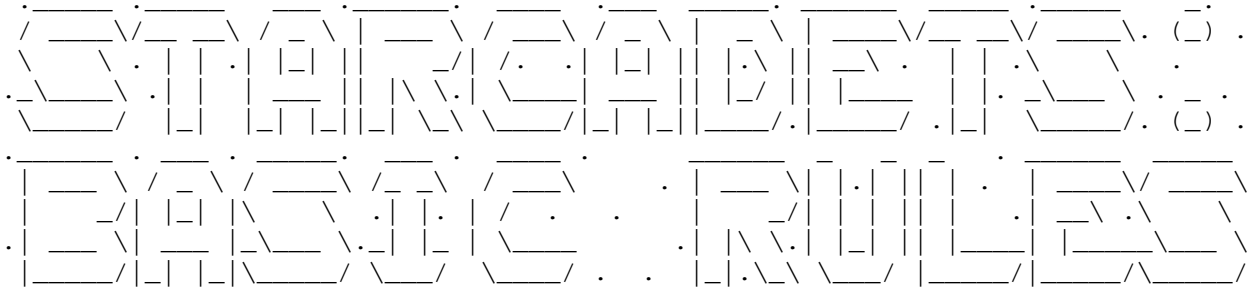


This game is Free! Really! Give copies to your friends! (Written: Apr-17-1998)  
 Printing Instructions: This is an PDF document. Just load and print.  
 Needed materials: 6-sided dice, paper, writing tools, and 2 or more players.



A Quarter-Page Role-playing Game by Donald Hosford (Donzerm@Yahoo.com)  
 Filename: SCADETS.DOC With comments by Edward Golupski.

-----<Game Rules>-----

<p>CREATING CHARACTERS: Think of a name. Roll 2d6 for each attribute (Strength and Brains) Hits=Strength. Move is 1/2 Strength (round up) Choose a number of skills, no more than Brains score. Make one skill level 3, the rest are at level 1. Character has 70 credits to buy stuff. Think up a history.</p> <p>SKILLS: Computer, Driver, Fight, Medic, Repair, Science, Shoot. Add more as needed.</p> <p>SKILL DIFFICULTIES: Easy things: +2, Average things: +0, Hard things: -2.</p> <p>SKILL ROLLS: Roll 2d6, add skill level, subtract difficulty. If the total is 8 or more, skill attempt was successful. Rolls of 7 or less are failures.</p>	<p>COMBAT: All characters get a chance to do something each turn. Attacks are at Average difficulty. Characters may move upto 1/2 move, and shoot at -2 to skill skill roll.</p> <p>DAMAGE: Subtract armor defence, apply remainder to character's hits. Any character with zero hits has died.</p> <p>NPC's: Basics: ST 7, BR 7. Has only needed skills (level 2), and needed stuff. Experts: worked out like characters.</p> <p>EXPERIENCE: All characters get 1 point per adventure. Give 2 points for good role playing. 5 points may be spent to increase a skill by 1 level.</p>
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-----<Equipment>-----

Item	Cost	Notes	Item	Cost	Notes
Backpack	10	10 small items.	Ship passage	15	per day.
Cell recharger	30	recharges in 4 hours.	Luxury passage	40	per day.
Comm-unit	5	5km range, 4 hours.	Flack Vest	25	Def 3. Chest/back.
Datacube	5	Holds 8 levels data	Patrol Suit	55	Def 5. Whole body.
Flashlight	5	20 hours, 15m range.	Spacesuit	80	Def 2. 10 hrs use.
Geo-scan	40	Finds chemicals, ect.	Skimmer(4 man)	1500	Speed 100kph, 10hour
Hand Computer	50	4 levels active, 1hr	Skimmer-truck	3500	Speed 60kph, 5hours
Hotel room	25	per day.	Weapon		Damage Shots Range
Medikit	40	8 uses.	Blaster	30	2d6 4 40m
Power cell	5	Rechargeable.	Blaster rifle	60	3d6 6 80m
Rations	6	food for 1 man.	Knife	5	1d6 --- ---
Toolkit	18	+2 on skill rolls.	Sword	20	1d6+3 --- ---
Utility Cord	15	strong, 50m long.	Spear	15	2d6 1 20m

-----<Toronto Sector Map>-----

<p>. . E . . . . .   A) Toronto-Sector capital,          . . . . . F .   High Population, High          . D . . . . .   Industry, Trade center.          . . . . . A . . .   B) Benton-High Pop, Med Ind          H . . . . . . .   C) Karolos-Med Pop, Low Ind          . . . . . . . B   D) Atlas fleet base-Large          . . . C . . . .   military base. Fourteen          . . . . . G . .   fleet ships are here.          +-----+ E) Poverty-Med Pop, Farming          1 square=1 Light   F) Standish-Low Pop, med Ind          Year. All ships   Ship yards.          move at 1 light   G) Clor-Med pop, Low Ind.          year per day.   H) Tempus-Med pop, Low Ind.</p>
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-----<Adventure>-----

SETUP: The players are at the main Toronto spaceport. They are out of work. Later they are approached by Jans Miller (Human Male, middle aged, business suit). He wants them to guard an important cargo delivery. He will pay 40 credits each. They meet at a starship, and ride with the cargo aboard the two trucks. Someone may ride up front with the driver in each truck.

WAREHOUSE: At the warehouse, the trucks are attacked by a group of thieves. (Basic NPCs 1 per player, Shoot 2, Blaster.) (Cargo is valuable medicines.)