For the Game Master in

Beacon of Doom

A 3D printable Role Playing Game
Version 1.2

For the Game Master in Beacon of Doom
A 3D Printable Role Playing Game
1st Edition/Version 1

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For the Game Master (GM)

Generic List of Opponents for Campaigns

1. **Common NPCs**
   - 1.a. Using that Race's Base Attack Stat; the NPC Race to involve should correspond with the setting (the Race inhabiting the world where the campaign takes place, and so on).
   - 1.b. Using that Race's Base Defence Stat
   - 1.c. Special: Give the NPC a special weapon or body armour, or both, to raise their stats and give the players more of a challenge (optional)
2. **Boss NPCs**
   - 2.a. Base Attack Stat plus some (the rise is at the GM's or writer-of-the-campaign's discretion)
   - 2.b. Base Defence Stat plus some
   - 2.c. Rewards for defeating the Boss can be simple or complex.
3. **Machines**
   - 3.a. The machine (tank, truck, or other) should be drawn from the world where the campaign takes place.
   - 3.b. The vehicle's Base/Starting stats should be applied until the campaign involves an improved-vehicle's status, hence, the machine's strength would be improved.
4. **Difficulty Modes**
   - 4.a. Traveller
   - 4.b. Normal
   - 4.c. Shirts or Skins?
   - 4.d. Not Quite Right (in the head)
   - 4.e. When calculating stats for these difficulty levels, use the following sense (copied from a previous section):
     - 4.e.i. Take the "normal" stat calculations that would apply to what we normally present for this game (the attack, defence, and other stats for the machines, weapons, and battle in general) – that is the "normal" or the N.

4.e.ii. When the instructions say that, for your chosen Difficulty Mode, the Damage Taken is N-20%, that means you take the "normal" and only count 80% of that attack coming at you. Only count 80% of that truck's defense when you attack it. It will likely also mean that you're only getting 80% of the experience and loot from that fight of course, but if you're after an easier fight, you'll have it.

4.e.iii. This means that we're not going to be changing the stats of the machines and weapons that we put out for this game. The player or the Game Master will be altering those "normal" stats to fit with the difficulty level preferred by the team.

4.e.iv. It is a matter of Group and Game Master decision whether or not a player can take a character made (and hardened) in Traveller Mode up into a Normal Difficulty game. It is certainly the Game Master's decision if a player can take a Normal or higher Difficulty Mode character down into a Traveller Difficulty scenario.

4.e.v. The quality of the game and dynamics of the group need to be taken into account in each case. Will either make the game too easy? Will it start arguments and the like? It's the Game Master's call on that end.

5. **Limit Making**

5.a. There are many foods and recipes (including potions and the like) that affect gameplay. Certainly the recipes and foods prepared and procured on each world have effects:

5.a.i. Night Vision

5.a.ii. Fight the effects of Sleep

5.a.iii. Put target guards Asleep

5.a.iv. Distract the target guards

5.a.v. And so on

5.b. It is within the Game Master's prerogative to **Limit** those effects. If your team is facing a serious contender, and you feel a simple recipe wouldn't put that target to sleep, you are in the position to make the call that the Sleep Effect only staggered the enemy, so the team gets 2 free hits, but the enemy is still fighting.

5.c. You are in the position to say that the player tried to distract the guard, but the guards around the Capitol Building are too smart for that and now know they have intruders or that they just simply ignored it.

6. **Trade or Sell**

6.a. If someone wishes to trade or sell an item from their inventory, value of that item can be determined by the Game Master (original value of the item divided by 2 – or another calculation as the Game Master prefers), or it can be left to the two parties to decide on the value of the items being discussed/traded.

7. **Gravity**

7.a. The application of Science (like Gravity) is an optional extra you can make use of in your game. Essentially, the point is that if you're born and raised on a planet with, let's say, 1G gravity, and you head out into space, you're dealing with Artificial Gravity, which won't be the same. When you land on another world, that world won't have the same Gravity, so things will be different for you there too.

7.b. The differences in Gravity will affect player Movement, Attack, Defence, Speed/Distance Covered, and the need for Rest Breaks (my science may be off on all this; correct me if I'm wrong):

7.b.i. Movement: A person battling heavier-than-Normal gravity will move more slowly; a person confronting lesser gravity will have an easier time moving and have a better jump (as long as the oxygen count remains workable).

7.b.ii. Attack: A person dealing with heavier-than-usual gravity will find swinging a weapon harder, so their hit will be less effective; a person with lesser gravity will be lopping off heads with more ease.

7.b.iii. Defence: A person battling heavier-than-Normal gravity will take more damage from a hit since their bodies aren't accustomed to the impact ratio. A person dealing with lesser gravity will take less damage (depending of course on what they're hit with).

7.b.iv. Speed/Distance Covered: A person in heavier-than-Normal gravity will move more sluggishly and take longer to get from Point A to Point B; a person in lesser gravity will have more ease covering more ground and going more quickly towards their goal.

7.b.v. Need for Rest Breaks: A person in heavier-than-Normal gravity will be more tired and need more rest breaks. A person in lesser gravity will not.

7.c. These are generalizations, and there are way too many factors to figure into this game, so I accept the limitations I'm working with here. The point is that you can work this logic into your game calculations and game play.

7.c.i. **The Process**:

7.c.i.1. Take the planet's G-code (what their gravity is being listed off as).

7.c.i.2. Compare where you're going to or through to Normal; Normal is different for each Character Race (each listed in its own chart that follows).

7.c.i.3.   Normal is also defined what you as GM and your team feel would be normal; if you feel a person could normally run for ten days without resting, then there likely isn't anything I can really do to convince you otherwise, but a more reasonable sense of Normal would be that a person would need to stop running after a short while and then jog, and then stop to take a break. In your gameplay, you can determine how long any Quest or Campaign takes and how many breaks you require based on Normal sensibilities.

7.c.i.4.   Apply the adjustments accordingly.

7.c.i.5.   In other words, if you're heading off world from 1G, and you're entering Artificial Gravity, you'd calculate actions differently while in Artificial Gravity (let's say: N-10% since Artificial Gravity is never as good as the real thing). What happens in Artificial Gravity will need an adjustment. Heading then onto a new world would change your calculations to that new world's G-code (N+20% let's say because that world is heavier or has more gravitational pull from nearby pulsars).

7.c.i.6.   And so on.

7.c.i.7.   Check this Gravity Math on the next page.

Gravity Math:

Table Code for what follows:	
G-code= Gravity Factor in Gs E=Effect of this G-code in relation to Normal M= Movement A=Attack	D=Defence SD=Speed/Distance B=Need for Breaks

Beacon of Doom Character Race: **85's (8529B)**
"Normal" for this Character Race: **0.8 Gs**

Planet Where action is Taking Place	G-code	E	M	A	D	SD	B
* Artificial Gravity		N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
8529B	0.8						
Appelse Beta 32	1.4	N+60%	N-60%	N-60%	N-60%	N-60%	N+60%
Ashtar	0.9	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
B259	0.5	N-30%	N+30%	N+30%	N+30%	N+30%	N-30%
Plavea	1	N+20%	N-20%	N-20%	N-20%	N-20%	N+20%
Hanel-Pho	1.3	N+50%	N-50%	N-50%	N-50%	N-50%	N+50%
Cholvolen	1.4	N+60%	N-60%	N-60%	N-60%	N-60%	N+60%
Cholvolen (Neinverse)	1.3	N+50%	N-50%	N-50%	N-50%	N-50%	N+50%
Chox	1.1	N+30%	N-30%	N-30%	N-30%	N-30%	N+30%
Diarram	1.2	N+40%	N-40%	N-40%	N-40%	N-40%	N+40%
Kalaxios	1.4	N+60%	N-60%	N-60%	N-60%	N-60%	N+60%
Kelmut	1	N+20%	N-20%	N-20%	N-20%	N-20%	N+20%
Kelm-Ti (Neinverse)	1.5	N+70%	N-70%	N-70%	N-70%	N-70%	N+70%
Planetoid K'Tash	1.1	N+30%	N-30%	N-30%	N-30%	N-30%	N+30%
K'Tash-Ti (Neinverse)	1.4	N+60%	N-60%	N-60%	N-60%	N-60%	N+60%
Laxiot	1.3	N+50%	N-50%	N-50%	N-50%	N-50%	N+50%
Laxiot-Ge (Neinverse)	1.5	N+70%	N-70%	N-70%	N-70%	N-70%	N+70%

This Math does not take into account Mechanical Aides used by a Race to compensate for Deficiently (including the machines they're conducting), basically turning a Deficiency back to Normal or, even better, to an Advantage.

Planet Where action is Taking Place	G-code	E	M	A	D	SD	B
Beacon of Doom Character Race: **Appelsians (Appelse Beta 32)** "Normal" for this Character Race: **1.4 Gs**							
* Artificial Gravity		N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
8529B	0.8	N-60%	N+60%	N+60%	N+60%	N+60%	N-60%
Appelse Beta 32	1.4						
Ashtar	0.9	N-50%	N+50%	N+50%	N+50%	N+50%	N-50%
B259	0.5	N-90%	N+90%	N+90%	N+90%	N-90%	N-90%
Plavea	1	N-40%	N+40%	N+40%	N+40%	N+40%	N-40%
Hanel-Pho	1.3	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Cholvolen	1.4						
Cholvolen (Neinverse)	1.3	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Chox	1.1	N-30%	N+30%	N+30%	N+30%	N+30%	N-30%
Diarram	1.2	N-20%	N+20%	N+20%	N+20%	N+20%	N-20%
Kalaxios	1.4						
Kelmut	1	N-40%	N+40%	N+40%	N+40%	N+40%	N-40%
Kelm-Ti (Neinverse)	1.5	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Planetoid K'Tash	1.1	N-30%	N+30%	N+30%	N+30%	N+30%	N-30%
K'Tash-Ti (Neinverse)	1.4						
Laxiot	1.3	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Laxiot-Ge (Neinverse)	1.4						

This Math does not take into account Mechanical Aides used by a Race to compensate for Deficiently (including the machines they're conducting), basically turning a Deficiency back to Normal or, even better, to an Advantage.

Planet Where action is Taking Place	G-code	E	M	A	D	SD	B
Beacon of Doom Character Race: **Ashtarans (Ashtar)** "Normal" for this Character **Race: 0.9 Gs**							
* Artificial Gravity		N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
8529B	0.8	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Appelse Beta 32	1.4	N+50%	N-50%	N-50%	N-50%	N-50%	N+50%
Ashtar	0.9						
B259	0.5	N-40%	N+40%	N+40%	N+40%	N-40%	N-40%
Plavea	1	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Hanel-Pho	1.3	N+40%	N-40%	N-40%	N-40%	N-40%	N+40%
Cholvolen	1.4	N+50%	N-50%	N-50%	N-50%	N-50%	N+50%
Cholvolen (Neinverse)	1.3	N+40%	N-40%	N-40%	N-40%	N-40%	N+40%
Chox	1.1	N+20%	N-20%	N-20%	N-20%	N-20%	N+20%
Diarram	1.2	N+30%	N+30%	N+30%	N+30%	N+30%	N-30%
Kalaxios	1.4	N+50%	N-50%	N-50%	N-50%	N-50%	N+50%
Kelmut	1	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Kelm-Ti (Neinverse)	1.5	N+60%	N-60%	N-60%	N-60%	N-60%	N+60%
Planetoid K'Tash	1.1	N+20%	N-20%	N-20%	N-20%	N-20%	N+20%
K'Tash-Ti (Neinverse)	1.4	N+50%	N-50%	N-50%	N-50%	N-50%	N+50%
Laxiot	1.3	N+40%	N-40%	N-40%	N-40%	N-40%	N+40%
Laxiot-Ge (Neinverse)	1.4	N+50%	N-50%	N-50%	N-50%	N-50%	N+50%

This Math does not take into account Mechanical Aides used by a Race to compensate for Deficiently (including the machines they're conducting), basically turning a Deficiency back to Normal or, even better, to an Advantage.

Beacon of Doom Character Race: **B2s (B259)**
"Normal" for this Character Race: **0.5 Gs**

Planet Where action is Taking Place	G-code	E	M	A	D	SD	B
* Artificial Gravity		N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
8529B	0.8	N+30%	N-30%	N-30%	N-30%	N-30%	N+30%
Appelse Beta 32	1.4	N+90%	N-90%	N-90%	N-90%	N-90%	N+90%
Ashtar	0.9	N+40%	N-40%	N-40%	N-40%	N-40%	N+40%
B259	0.5						
Plavea	1	N+50%	N-50%	N-50%	N-50%	N-50%	N+50%
Hanel-Pho	1.3	N+80%	N-80%	N-80%	N-80%	N-80%	N+80%
Cholvolen	1.4	N+90%	N-90%	N-90%	N-90%	N-90%	N+90%
Cholvolen (Neinverse)	1.3	N+80%	N-80%	N-80%	N-80%	N-80%	N+80%
Chox	1.1	N+60%	N-60%	N-60%	N-60%	N-60%	N+60%
Diarram	1.2	N+70%	N-70%	N-70%	N-70%	N-70%	N+70%
Kalaxios	1.4	N+90%	N-90%	N-90%	N-90%	N-90%	N+90%
Kelmut	1	N+50%	N-50%	N-50%	N-50%	N-50%	N+50%
Kelm-Ti (Neinverse)	1.5	N+90%	N-90%	N-90%	N-90%	N-90%	N90%
Planetoid K'Tash	1.1	N+60%	N-60%	N-60%	N-60%	N-60%	N+60%
K'Tash-Ti (Neinverse)	1.4	N+90%	N-90%	N-90%	N-90%	N-90%	N+90%
Laxiot	1.3	N+80%	N-80%	N-80%	N-80%	N-80%	N+80%
Laxiot-Ge (Neinverse)	1.4	N+90%	N-90%	N-90%	N-90%	N-90%	N+90%

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Planet Where action is Taking Place	G-code	E	M	A	D	SD	B
Beacon of Doom Character Race: **Plaveans (Plavea)** "Normal" for this Character Race: **1 G**							
* Artificial Gravity		N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
8529B	0.8	N-20%	N+20%	N+20%	N+20%	N+20%	N-20%
Appelse Beta 32	1.4	N+40%	N-40%	N-40%	N-40%	N-40%	N+40%
Ashtar	0.9	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
B259	0.5	N-50%	N+50%	N+50%	N+50%	N-50%	N-50%
Plavea	1						
Hanel-Pho	1.3	N+30%	N-30%	N-30%	N-30%	N-30%	N+30%
Cholvolen	1.4	N+40%	N-40%	N-40%	N-40%	N-40%	N+40%
Cholvolen (Neinverse)	1.3	N+20%	N-20%	N-20%	N-20%	N-20%	N+20%
Chox	1.1	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Diarram	1.2	N+20%	N+20%	N+20%	N+20%	N+20%	N-20%
Kalaxios	1.4	N+40%	N-40%	N-40%	N-40%	N-40%	N+40%
Kelmut	1						
Kelm-Ti (Neinverse)	1.5	N+50%	N-50%	N-50%	N-50%	N-50%	N+50%
Planetoid K'Tash	1.1	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
K'Tash-Ti (Neinverse)	1.4	N+40%	N-40%	N-40%	N-40%	N-40%	N+40%
Laxiot	1.3	N+30%	N-30%	N-30%	N-30%	N-30%	N+30%
Laxiot-Ge (Neinverse)	1.4	N+40%	N-40%	N-40%	N-40%	N-40%	N+40%

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Beacon of Doom Character Race: **Chasain or Jianee (Hanel-Pho)**
"Normal" for this Character Race: **1.3 Gs**

Planet Where action is Taking Place	G-code	E	M	A	D	SD	B
* Artificial Gravity		N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
8529B	0.8	N-50%	N+50%	N+50%	N+50%	N+50%	N-50%
Appelse Beta 32	1.4	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Ashtar	0.9	N-40%	N+40%	N+40%	N+40%	N+40%	N-40%
B259	0.5	N-80%	N+80%	N+80%	N+80%	N-80%	N-80%
Plavea	1	N-30%	N+30%	N+30%	N+30%	N+30%	N-30%
Hanel-Pho	1.3						
Cholvolen	1.4	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Cholvolen (Neinverse)	1.3						
Chox	1.1	N-20%	N+20%	N+20%	N+20%	N+20%	N-20%
Diarram	1.2	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Kalaxios	1.4	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Kelmut	1	N-30%	N+30%	N+30%	N+30%	N+30%	N-30%
Kelm-Ti (Neinverse)	1.5	N+20%	N-20%	N-20%	N-20%	N-20%	N+20%
Planetoid K'Tash	1.1	N-20%	N+20%	N+20%	N+20%	N+20%	N-20%
K'Tash-Ti (Neinverse)	1.4	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Laxiot	1.3						
Laxiot-Ge (Neinverse)	1.4	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%

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Beacon of Doom Character Race: **Cholvo (Cholvolen)**
"Normal" for this Character **Race: 1.4 Gs**

Planet Where action is Taking Place	G-code	E	M	A	D	SD	B
* Artificial Gravity		N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
8529B	0.8	N-60%	N+60%	N+60%	N+60%	N+60%	N-60%
Appelse Beta 32	1.4						
Ashtar	0.9	N-50%	N+50%	N+50%	N+50%	N+50%	N-50%
B259	0.5	N-90%	N+90%	N+90%	N+90%	N-90%	N-90%
Plavea	1	N-40%	N+40%	N+40%	N+40%	N+40%	N-40%
Hanel-Pho	1.3	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Cholvolen	1.4						
Cholvolen (Neinverse)	1.3	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Chox	1.1	N-30%	N+30%	N+30%	N+30%	N+30%	N-30%
Diarram	1.2	N-20%	N+20%	N+20%	N+20%	N+20%	N-20%
Kalaxios	1.4						
Kelmut	1	N-40%	N+40%	N+40%	N+40%	N+40%	N-40%
Kelm-Ti (Neinverse)	1.5	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Planetoid K'Tash	1.1	N-30%	N+30%	N+30%	N+30%	N+30%	N-30%
K'Tash-Ti (Neinverse)	1.4						
Laxiot	1.3	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Laxiot-Ge (Neinverse)	1.4						

This Math does not take into account Mechanical Aides used by a Race to compensate for Deficiently (including the machines they're conducting), basically turning a Deficiency back to Normal or, even better, to an Advantage.

Planet Where action is Taking Place	G-code	E	M	A	D	SD	B
* Artificial Gravity		N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
8529B	0.8	N-50%	N+50%	N+50%	N+50%	N+50%	N-50%
Appelse Beta 32	1.4	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Ashtar	0.9	N-40%	N+40%	N+40%	N+40%	N+40%	N-40%
B259	0.5	N-80%	N+80%	N+80%	N+80%	N-80%	N-80%
Plavea	1	N-30%	N+30%	N+30%	N+30%	N+30%	N-30%
Hanel-Pho	1.3						
Cholvolen	1.4	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Cholvolen (Neinverse)	1.3						
Chox	1.1	N-20%	N+20%	N+20%	N+20%	N+20%	N-20%
Diarram	1.2	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Kalaxios	1.4	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Kelmut	1	N-30%	N+30%	N+30%	N+30%	N+30%	N-30%
Kelm-Ti (Neinverse)	1.5	N+20%	N-20%	N-20%	N-20%	N-20%	N+20%
Planetoid K'Tash	1.1	N-20%	N+20%	N+20%	N+20%	N+20%	N-20%
K'Tash-Ti (Neinverse)	1.4	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Laxiot	1.3						
Laxiot-Ge (Neinverse)	1.4	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%

This Math does not take into account Mechanical Aides used by a Race to compensate for Deficiently (including the machines they're conducting), basically turning a Deficiency back to Normal or, even better, to an Advantage.

Beacon of Doom Character Race: **Oxchan (Chox)**
"Normal" for this Character Race: **1.1 Gs**

Planet Where action is Taking Place	G-code	E	M	A	D	SD	B
* Artificial Gravity		N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
8529B	0.8	N-30%	N+30%	N+30%	N+30%	N+30%	N-30%
Appelse Beta 32	1.4	N+30%	N-30%	N-30%	N-30%	N-30%	N+30%
Ashtar	0.9	N-20%	N+20%	N+20%	N+20%	N+20%	N-20%
B259	0.5	N-60%	N+60%	N+60%	N+60%	N-60%	N-60%
Plavea	1	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Hanel-Pho	1.3	N+20%	N-20%	N-20%	N-20%	N-20%	N+20%
Cholvolen	1.4	N+30%	N-30%	N-30%	N-30%	N-30%	N+30%
Cholvolen (Neinverse)	1.3	N+20%	N-20%	N-20%	N-20%	N-20%	N+20%
Chox	1.1						
Diarram	1.2	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Kalaxios	1.4	N+30%	N-30%	N-30%	N-30%	N-30%	N+30%
Kelmut	1	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Kelm-Ti (Neinverse)	1.5	N+40%	N-40%	N-40%	N-40%	N-40%	N+40%
Planetoid K'Tash	1.1						
K'Tash-Ti (Neinverse)	1.4	N+30%	N-30%	N-30%	N-30%	N-30%	N+30%
Laxiot	1.3	N+20%	N-20%	N-20%	N-20%	N-20%	N+20%
Laxiot-Ge (Neinverse)	1.4	N+30%	N-30%	N-30%	N-30%	N-30%	N+30%

This Math does not take into account Mechanical Aides used by a Race to compensate for Deficiently (including the machines they're conducting), basically turning a Deficiency back to Normal or, even better, to an Advantage.

Beacon of Doom Character Race: **Diarr (Diarram)**
"Normal" for this Character Race: **1.2 Gs**

Planet Where action is Taking Place	G-code	E	M	A	D	SD	B
* Artificial Gravity		N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
8529B	0.8	N-40%	N+40%	N+40%	N+40%	N+40%	N-40%
Appelse Beta 32	1.4	N+20%	N-20%	N-20%	N-20%	N-20%	N+20%
Ashtar	0.9	N-30%	N+30%	N+30%	N+30%	N+30%	N-30%
B259	0.5	N-70%	N+70%	N+70%	N+70%	N-70%	N-70%
Plavea	1	N-20%	N+20%	N+20%	N+20%	N+20%	N-20%
Hanel-Pho	1.3	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Cholvolen	1.4	N+20%	N-20%	N-20%	N-20%	N-20%	N+20%
Cholvolen (Neinverse)	1.3	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Chox	1.1	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Diarram	1.2						
Kalaxios	1.4	N+20%	N-20%	N-20%	N-20%	N-20%	N+20%
Kelmut	1	N-20%	N+20%	N+20%	N+20%	N+20%	N-20%
Kelm-Ti (Neinverse)	1.5	N+30%	N-30%	N-30%	N-30%	N-30%	N+30%
Planetoid K'Tash	1.1	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
K'Tash-Ti (Neinverse)	1.4	N+20%	N-20%	N-20%	N-20%	N-20%	N+20%
Laxiot	1.3	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Laxiot-Ge (Neinverse)	1.4	N+20%	N-20%	N-20%	N-20%	N-20%	N+20%

This Math does not take into account Mechanical Aides used by a Race to compensate for Deficiently (including the machines they're conducting), basically turning a Deficiency back to Normal or, even better, to an Advantage.

Planet Where action is Taking Place	G-code	E	M	A	D	SD	B
Beacon of Doom Character Race: **Kalaxians (Kalaxios)** "Normal" for this Character Race: **1.4 Gs**							
* Artificial Gravity		N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
8529B	0.8	N-60%	N+60%	N+60%	N+60%	N+60%	N-60%
Appelse Beta 32	1.4						
Ashtar	0.9	N-50%	N+50%	N+50%	N+50%	N+50%	N-50%
B259	0.5	N-90%	N+90%	N+90%	N+90%	N-90%	N-90%
Plavea	1	N-40%	N+40%	N+40%	N+40%	N+40%	N-40%
Hanel-Pho	1.3	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Cholvolen	1.4						
Cholvolen (Neinverse)	1.3	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Chox	1.1	N-30%	N+30%	N+30%	N+30%	N+30%	N-30%
Diarram	1.2	N-20%	N+20%	N+20%	N+20%	N+20%	N-20%
Kalaxios	1.4						
Kelmut	1	N-40%	N+40%	N+40%	N+40%	N+40%	N-40%
Kelm-Ti (Neinverse)	1.5	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Planetoid K'Tash	1.1	N-30%	N+30%	N+30%	N+30%	N+30%	N-30%
K'Tash-Ti (Neinverse)	1.4						
Laxiot	1.3	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Laxiot-Ge (Neinverse)	1.4						

This Math does not take into account Mechanical Aides used by a Race to compensate for Deficiently (including the machines they're conducting), basically turning a Deficiency back to Normal or, even better, to an Advantage.

Beacon of Doom Character Race: **Kelmutians (Kelmut)**
"Normal" for this Character Race: **1 G**

Planet Where action is Taking Place	G-code	E	M	A	D	SD	B
* Artificial Gravity		N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
8529B	0.8	N-20%	N+20%	N+20%	N+20%	N+20%	N-20%
Appelse Beta 32	1.4	N+40%	N-40%	N-40%	N-40%	N-40%	N+40%
Ashtar	0.9	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
B259	0.5	N-50%	N+50%	N+50%	N+50%	N-50%	N-50%
Plavea	1						
Hanel-Pho	1.3	N+30%	N-30%	N-30%	N-30%	N-30%	N+30%
Cholvolen	1.4	N+40%	N-40%	N-40%	N-40%	N-40%	N+40%
Cholvolen (Neinverse)	1.3	N+20%	N-20%	N-20%	N-20%	N-20%	N+20%
Chox	1.1	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Diarram	1.2	N+20%	N+20%	N+20%	N+20%	N+20%	N-20%
Kalaxios	1.4	N+40%	N-40%	N-40%	N-40%	N-40%	N+40%
Kelmut	1						
Kelm-Ti (Neinverse)	1.5	N+50%	N-50%	N-50%	N-50%	N-50%	N+50%
Planetoid K'Tash	1.1	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
K'Tash-Ti (Neinverse)	1.4	N+40%	N-40%	N-40%	N-40%	N-40%	N+40%
Laxiot	1.3	N+30%	N-30%	N-30%	N-30%	N-30%	N+30%
Laxiot-Ge (Neinverse)	1.4	N+40%	N-40%	N-40%	N-40%	N-40%	N+40%

This Math does not take into account Mechanical Aides used by a Race to compensate for Deficiently (including the machines they're conducting), basically turning a Deficiency back to Normal or, even better, to an Advantage.

Beacon of Doom Character Race: **Kelm (Kelm – Neinverse)**
"Normal" for this Character Race: **1.5 Gs**

Planet Where action is Taking Place	G-code	E	M	A	D	SD	B
* Artificial Gravity		N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
8529B	0.8	N-70%	N+70%	N+70%	N+70%	N+70%	N-70%
Appelse Beta 32	1.4	N-10%	N-10%	N-10%	N-10%	N-10%	N+10%
Ashtar	0.9	N-60%	N+60%	N+60%	N+60%	N+60%	N-60%
B259	0.5	N-90%	N+90%	N+90%	N+90%	N-90%	N-90%
Plavea	1	N-50%	N+50%	N+50%	N+50%	N+50%	N-50%
Hanel-Pho	1.3	N-20%	N-+20%	N+20%	N+20%	N+20%	N-20%
Cholvolen	1.4	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Cholvolen (Neinverse)	1.3	N-20%	N-+20%	N+20%	N+20%	N+20%	N-20%
Chox	1.1	N-40%	N+40%	N+40%	N+40%	N+40%	N-40%
Diarram	1.2	N-30%	N+30%	N+30%	N+30%	N+30%	N-30%
Kalaxios	1.4	N-10%	N-10%	N-10%	N-10%	N-10%	N+10%
Kelmut	1	N-50%	N+50%	N+50%	N+50%	N+50%	N-50%
Kelm-Ti (Neinverse)	1.5						
Planetoid K'Tash	1.1	N-40%	N+40%	N+40%	N+40%	N+40%	N-40%
K'Tash-Ti (Neinverse)	1.4	N-10%	N-10%	N-10%	N-10%	N-10%	N+10%
Laxiot	1.3	N-20%	N-+20%	N+20%	N+20%	N+20%	N-20%
Laxiot-Ge (Neinverse)	1.4	N-10%	N-10%	N-10%	N-10%	N-10%	N+10%

This Math does not take into account Mechanical Aides used by a Race to compensate for Deficiently (including the machines they're conducting), basically turning a Deficiency back to Normal or, even better, to an Advantage.

Beacon of Doom Character Race: **K'Tash (Planetoid K'Tash)**
"Normal" for this Character Race: **1.1 Gs**

Planet Where action is Taking Place	G-code	E	M	A	D	SD	B
* Artificial Gravity		N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
8529B	0.8	N-30%	N+30%	N+30%	N+30%	N+30%	N-30%
Appelse Beta 32	1.4	N+30%	N-30%	N-30%	N-30%	N-30%	N+30%
Ashtar	0.9	N-20%	N+20%	N+20%	N+20%	N+20%	N-20%
B259	0.5	N-60%	N+60%	N+60%	N+60%	N-60%	N-60%
Plavea	1	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Hanel-Pho	1.3	N+20%	N-20%	N-20%	N-20%	N-20%	N+20%
Cholvolen	1.4	N+30%	N-30%	N-30%	N-30%	N-30%	N+30%
Cholvolen (Neinverse)	1.3	N+20%	N-20%	N-20%	N-20%	N-20%	N+20%
Chox	1.1						
Diarram	1.2	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Kalaxios	1.4	N+30%	N-30%	N-30%	N-30%	N-30%	N+30%
Kelmut	1	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Kelm-Ti (Neinverse)	1.5	N+40%	N-40%	N-40%	N-40%	N-40%	N+40%
Planetoid K'Tash	1.1						
K'Tash-Ti (Neinverse)	1.4	N+30%	N-30%	N-30%	N-30%	N-30%	N+30%
Laxiot	1.3	N+20%	N-20%	N-20%	N-20%	N-20%	N+20%
Laxiot-Ge (Neinverse)	1.4	N+30%	N-30%	N-30%	N-30%	N-30%	N+30%

This Math does not take into account Mechanical Aides used by a Race to compensate for Deficiently (including the machines they're conducting), basically turning a Deficiency back to Normal or, even better, to an Advantage.

Beacon of Doom Character Race: **K'Tash (K'Tash – Neinverse)**
"Normal" for this Character Race: **1.4 Gs**

Planet Where action is Taking Place	G-code	E	M	A	D	SD	B
* Artificial Gravity		N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
8529B	0.8	N-60%	N+60%	N+60%	N+60%	N+60%	N-60%
Appelse Beta 32	1.4						
Ashtar	0.9	N-50%	N+50%	N+50%	N+50%	N+50%	N-50%
B259	0.5	N-90%	N+90%	N+90%	N+90%	N-90%	N-90%
Plavea	1	N-40%	N+40%	N+40%	N+40%	N+40%	N-40%
Hanel-Pho	1.3	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Cholvolen	1.4						
Cholvolen (Neinverse)	1.3	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Chox	1.1	N-30%	N+30%	N+30%	N+30%	N+30%	N-30%
Diarram	1.2	N-20%	N+20%	N+20%	N+20%	N+20%	N-20%
Kalaxios	1.4						
Kelmut	1	N-40%	N+40%	N+40%	N+40%	N+40%	N-40%
Kelm-Ti (Neinverse)	1.5	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Planetoid K'Tash	1.1	N-30%	N+30%	N+30%	N+30%	N+30%	N-30%
K'Tash-Ti (Neinverse)	1.4						
Laxiot	1.3	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Laxiot-Ge (Neinverse)	1.4						

This Math does not take into account Mechanical Aides used by a Race to compensate for Deficiently (including the machines they're conducting), basically turning a Deficiency back to Normal or, even better, to an Advantage.

Beacon of Doom Character Race: **Laxiot (Laxiot)**
"Normal" for this Character Race: **1.3 Gs**

Planet Where action is Taking Place	G-code	E	M	A	D	SD	B
* Artificial Gravity		N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
8529B	0.8	N-50%	N+50%	N+50%	N+50%	N+50%	N-50%
Appelse Beta 32	1.4	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Ashtar	0.9	N-40%	N+40%	N+40%	N+40%	N+40%	N-40%
B259	0.5	N-80%	N+80%	N+80%	N+80%	N-80%	N-80%
Plavea	1	N-30%	N+30%	N+30%	N+30%	N+30%	N-30%
Hanel-Pho	1.3						
Cholvolen	1.4	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Cholvolen (Neinverse)	1.3						
Chox	1.1	N-20%	N+20%	N+20%	N+20%	N+20%	N-20%
Diarram	1.2	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Kalaxios	1.4	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Kelmut	1	N-30%	N+30%	N+30%	N+30%	N+30%	N-30%
Kelm-Ti (Neinverse)	1.5	N+20%	N-20%	N-20%	N-20%	N-20%	N+20%
Planetoid K'Tash	1.1	N-20%	N+20%	N+20%	N+20%	N+20%	N-20%
K'Tash-Ti (Neinverse)	1.4	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Laxiot	1.3						
Laxiot-Ge (Neinverse)	1.4	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%

This Math does not take into account Mechanical Aides used by a Race to compensate for Deficiently (including the machines they're conducting), basically turning a Deficiency back to Normal or, even better, to an Advantage.

Beacon of Doom Character Race: **Laxiot (Laxiot – Neinverse)**
"Normal" for this Character Race: **1.4 Gs**

Planet Where action is Taking Place	G-code	E	M	A	D	SD	B
* Artificial Gravity		N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
8529B	0.8	N-60%	N+60%	N+60%	N+60%	N+60%	N-60%
Appelse Beta 32	1.4						
Ashtar	0.9	N-50%	N+50%	N+50%	N+50%	N+50%	N-50%
B259	0.5	N-90%	N+90%	N+90%	N+90%	N-90%	N-90%
Plavea	1	N-40%	N+40%	N+40%	N+40%	N+40%	N-40%
Hanel-Pho	1.3	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Cholvolen	1.4						
Cholvolen (Neinverse)	1.3	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Chox	1.1	N-30%	N+30%	N+30%	N+30%	N+30%	N-30%
Diarram	1.2	N-20%	N+20%	N+20%	N+20%	N+20%	N-20%
Kalaxios	1.4						
Kelmut	1	N-40%	N+40%	N+40%	N+40%	N+40%	N-40%
Kelm-Ti (Neinverse)	1.5	N+10%	N-10%	N-10%	N-10%	N-10%	N+10%
Planetoid K'Tash	1.1	N-30%	N+30%	N+30%	N+30%	N+30%	N-30%
K'Tash-Ti (Neinverse)	1.4						
Laxiot	1.3	N-10%	N+10%	N+10%	N+10%	N+10%	N-10%
Laxiot-Ge (Neinverse)	1.4						

This Math does not take into account Mechanical Aides used by a Race to compensate for Deficiently (including the machines they're conducting), basically turning a Deficiency back to Normal or, even better, to an Advantage.

8. **General Movement**
    8.a. This has basically been covered already, but it's at the discretion of the GM to control and guide when the team stops to camp and how quickly or slowly a team moves through a quest/campaign.
    8.b. Jumping and the application of fatigue to movement is another area where the GM has a good measure of control.
9. **Spinners**
    9.a. The Back Plate of your Spinner should have 6 to 8 Choices. In other words, there should be 6 or 8 different choices for the Spinner to stop on. If you're trying to choose what planet to visit for a given quest, use a Back Plate for planets. Spin it and see what world you're visiting.
    9.b. If you're trying to decide which enemy you're facing, load in/on the "enemy backplate" and spin it. It will tell you what enemy just appeared out of the fog.
    9.c. If you're trying to decide how many of those enemies, you can use a di for that, but you can have different Back Plates for whatever choice you have to make throughout these quests, and the Spinner will give you a definite randomness to your adventures. This might be a welcomed or unwelcomed thing. You and your team will decide on that one.
10. **Loot Boxes**
    10.a. Loot Boxes are what they sound like: boxes that have loot in them! They may be wooden chests or iron safes. They might be mouldy cardboard boxes for that matter! The point is that they're Loot Boxes, and the **Spinner** can help you decide what a player has won.
    10.b. Create several different Back Plates with prize choices on it; the player or GM spins it, and the player has won a piece of armour or a gun or maybe a specific piece of armour or gun. Maybe it's just plain money they've won!
11. **Local Animal Attack and Harvest Stats**

11.a. Each Animal has two "stat bars"; one shows its effects and uses when harvested. The second shows its base attack and strength.

11.b. When a player is fighting an animal in their travels, both stat selections need to be taken into account. If poison or other effects are in play, the animal will pose more danger than just a base attack concern. It will be the GM's place to measure how these this animal encounter goes down and how much of each Stat Selection is applied.

12. Flame throwers and other Mods

12.a. People love to personalize their weapons and gear, and arms dealers just can't keep up most of the time, so they don't really try. They just sell aftermarket and marked up extras for people to purchase online, in store, in the back alley. The people put these goods to use and personalize their items to help in their Adventuring and Warring efforts.

12.b. Players in this game can do the same. Attached is a Starter List of Weapon and Gear Mods players can purchase through the online and Black Market sources to add to their goods; the GM is, of course, both.

12.b.i. **Flame Thrower Mod:** +59 Attack; burned target takes +25 HP damage for 3 turns; $800; range 15 feet.

12.b.ii. **Pins and Needles Mod:** +75 Attack; shrapnel mod shoots broken bits into target which/who takes +25 HP damage to remove them; $1000; range 10 feet.

12.b.iii. **Charged Wire Mod:** +59 Attack; shocked target takes +25 HP damage for 5 turns; $1200; range 20 feet.

12.b.iv. **Holographic Projector Mod:** +0 Defense; project a false image of yourself to distract or trap enemies; $900; range 15 feet.

12.b.v. **Anti-Grav Mod:** +0 Defense; hover for 10 minutes or 20 feet; function normally in Zero G; $2300.

13. Servers:

    13.a. The Servers seem to come from the very core of the planets, and they gather around Dombul deposits. That very precious gemstone mineral is what they will defend with their very "lives" – the same Dombul that is also coveted by all races for its energy output and quality calibre.

    13.b. They build gates that will open a path to a place no one wants to visit. They are often used as sub-bosses and bosses, and the GM or a player can roll for the Servers when they appear in a fight.

    13.c. They have their own section later on in this document showing their stats and likenesses.

14. The Races:

    14.a. At the point of this publication, the worlds of the Neinverse are not open for play – simply because I've yet to write the campaigns that would open the portal to the Neinverse. Anyone choosing one of the four races from the Neinverse can battle and explore in their own space, but as of yet, cannot mingle with the Universe Proper. This will change in time.

    14.b. The Outer Planets (Appelse Beta 32, Planet 8529B, Planet Farshin B259, and Planet Plavea) are, as of this publication, only available to Adventure Tales/Quests. With a limited selection of 3D-scannable machinery for those worlds at present, they're best for visiting by other races, not the other way around. There will be campaigns and targeted quests written for those worlds in the future as 3D prints become available.

Generic "Obstacles" and Extras in Gameplay
All in One List

85s (*); Appelsian (*); Ashtaran (*); B2s (*); Chasain (*); Cholvo (*); Oxchan (*); Diarr (*); Jianee (*); Kalaxian (*); Kelm-Ti (*); Kelmutian (*); K'Tash (*); Laxiot (*)

1. **Terrain**
   1.a. **Water**
      1.a.i. 85s (*); Appelsian (-5 Attack); Ashtaran (-5 Attack); B2s (-10 HP); Chasain (+10 Attack; +10 HP); Cholvo (-5 Attack; -5 HP); Oxchan (*); Diarr (-10 Attack); Jianee (+10 HP); Kalaxian (+10 Attack; +10 HP); Kelm-Ti (*); Kelmutian (*); K'Tash (*); Laxiot (+10 HP)
   1.b. **Desert**
      1.b.i. 85s (*); Appelsian (*); Ashtaran (+10 Attack); B2s (-10 HP); Chasain (-5 Attack; -10 HP); Cholvo (*); Oxchan (-5 HP); Diarr (*); Jianee (-10 HP); Kalaxian (-5 HP); Kelm-Ti (*); Kelmutian (*); K'Tash (*); Laxiot (*)
   1.c. **Space**
      1.c.i. 85s (-10 HP); Appelsian (*); Ashtaran (*); B2s (*); Chasain (*); Cholvo (+5 Attack); Oxchan (+5 Attack); Diarr (+10 Attack); Jianee (*); Kalaxian (-5 Attack); Kelm-Ti (+10 Attack); Kelmutian (+5 Attack); K'Tash (+10 Attack); Laxiot (*)
   1.d. **Mountain**
      1.d.i. 85s (*); Appelsian (*); Ashtaran (*); B2s (*); Chasain (*); Cholvo (*); Oxchan (-5 HP); Diarr (*); Jianee (*); Kalaxian (-5 HP); Kelm-Ti (*); Kelmutian (*); K'Tash (*); Laxiot (*)
   1.e. **Ice Terrain**
      1.e.i. 85s (*); Appelsian (*); Ashtaran (-5 Attack); B2s (-10 HP); Chasain (+5 HP); Cholvo (*); Oxchan (*); Diarr (-10 Attack); Jianee (+5 HP); Kalaxian (-5

Attack); Kelm-Ti (-10 Attack); Kelmutian (*); K'Tash (*); Laxiot (*)

1.f. **Cavern/Mine**

    1.f.i. 85s (*); Appelsian (+10 Attack; +5 HP); Ashtaran (*); B2s (*); Chasain (*); Cholvo (*); Oxchan (*); Diarr (+10 HP); Jianee (*); Kalaxian (*); Kelm-Ti (*); Kelmutian (*); K'Tash (+10 HP); Laxiot (+10 HP)

2. **Weather**

  2.a. **Thunder**

    2.a.i. 85s (*); Appelsian (*); Ashtaran (*); B2s (*); Chasain (-5 HP); Cholvo (-5 HP); Oxchan (*); Diarr (*); Jianee (-5 HP); Kalaxian (-5 HP); Kelm-Ti (*); Kelmutian (*); K'Tash (*); Laxiot (*)

  2.b. **Ion Storm**

    2.b.i. 85s (-10 HP); Appelsian (*); Ashtaran (*); B2s (-10 HP); Chasain (*); Cholvo (-10 HP); Oxchan (*); Diarr (*); Jianee (*); Kalaxian (*); Kelm-Ti (*); Kelmutian (*); K'Tash (*); Laxiot (*)

  2.c. **Rain**

    2.c.i. 85s (*); Appelsian (*); Ashtaran (*); B2s (+5 HP); Chasain (+5 HP); Cholvo (*); Oxchan (*); Diarr (*); Jianee (+5 HP); Kalaxian (*); Kelm-Ti (*); Kelmutian (*); K'Tash (*); Laxiot (*)

  2.d. **Snow**

    2.d.i. 85s (-5 HP); Appelsian (*); Ashtaran (*); B2s (*); Chasain (*); Cholvo (*); Oxchan (*); Diarr (*); Jianee (*); Kalaxian (*); Kelm-Ti (*); Kelmutian (*); K'Tash (*); Laxiot (*)

3. **Time of Day**

  3.a. **Night**

    3.a.i. 85s (*); Appelsian (*); Ashtaran (+5 HP); B2s (*); Chasain (*); Cholvo (+5 HP); Oxchan (*); Diarr (+5 HP); Jianee (*); Kalaxian (*); Kelm-Ti (+5 HP); Kelmutian (*); K'Tash (*); Laxiot (+5 HP)

  3.b. **Day**

    3.b.i. 85s (*); Appelsian (*); Ashtaran (*); B2s (+10 HP); Chasain (*); Cholvo (*); Oxchan (*); Diarr (*); Jianee (*); Kalaxian (*); Kelm-Ti (*); Kelmutian (*); K'Tash (*); Laxiot (*)

4. **Length of Fight**
    4.a. **Over 5 Turns**
        4.a.i. **-10 HP and – 5 Attack per player**
    4.b. **Over 10 Turns**
        4.b.i. **-20 HP and -10 Attack per player**
5. **Reinforcements Called (?)**

Optional: NPCs can be allowed to call for reinforcements as the Game Master (GM) feels is necessary (but not indefinitely just to farm for loot)

General Goods Items for Purchase by Players
Though there's nothing "generic" about our quality!

brought to you by

Food Stuffs
and Dry Goods

Load up and Head Out with Lk Goods in your pack!

Item	Cost	Effect
Ham Sandwich	$50	Restores 50 HP
Fruit Preserves	$50	Restores 60 HP
Blue Raspberry Sinthe Yoo	$75	Restores 80 HP
Local Bread Dish	$60	Restores 60 HP
Tribal Food Stuffs	$35	-10 HP +1 re-roll
The Works	$75	Restores 90 HP
Kaxa Knapper Fish Steak	$90	Feeds 3 for a total of 130 HP
Protein Bar	$45	+10 Attack for 2 Turns; Double Carry Weight for 2 Turns
Stimulant Drink	$45	+10 Attack for 1 Turn; Double Speed/Movement for 2 Turns
Spice: Paprika	$15	60 mg – Cooking Recipes
Spice: Thyme	$15	60 mg – Cooking Recipes
Spice: Rosemary	$15	60 mg – Cooking Recipes
Spice: Cinnamon	$15	60 mg – Cooking Recipes
Spice: Nutmeg	$15	60 mg – Cooking Recipes
Spice: Catamazoo	$15	60 mg – Cooking Recipes
Spice: All Spice	$15	60 mg – Cooking Recipes
Spice: Shikaloose	$15	60 mg – Cooking Recipes
Spice: Nom	$15	60 mg – Cooking Recipes
Spice: Tiersay	$15	60 mg – Cooking Recipes
Spice: Meegosh	$15	60 mg – Cooking Recipes

Generic Weapons   *because LK Goods is here for you!*

Item	Cost	Effect
Joy Buzzer	$60	+30 Attack
Boxing Gloves (must own Joy Buzzer; increase is cumulative)	$75	+40 Attack
Sharp Pencil (must own Boxing Gloves; increase is cumulative)	$89	+40 Attack

Item	Range	Cost	Detail 1	Detail 2
Literal Slug Thrower	30m	unknown	Variable	2 Rounds per Magazine
Combustion Pistol	150m	$230	+12 Attack	7 Rounds per Magazine
Combustion Carbine	300m	$450	+25 Attack	14 Rounds per Magazine
Combustion Rifle	500m	$500	+30 Attack	20 Rounds per Magazine
Mono-Filament Sword	Melee	$50	+12 Attack	Must recharge after 1D6 Strikes Roll per Use

Combustion Carbine
https://social.thangs.com/m/109220

Combustion Rifle
https://social.thangs.com/m/107053

Shipyards!

The Planets of **Hanel-Pho**, **Chox**, and **Cholvolen** now offer competent Ship Yards should you be blasting around and are in need of repair or short-term upgrade for your space faring vessel. Their services are limited as yet; these Ship Yards are just now opening up after all; they'll be offering better and more permanent upgrade services in time – most likely with different pricing.

Shipyard	Full Overhaul	Weapons Recharge	Engine Boost	Paint Job	Shielding Generator	Fuzzy Dice
	Full Ship Stats	+50 Attack for 4 Turns	x2 Speed for 4 Turns	Your Choice of Colour	+50 St for 4 Turns	+ pair of Fuzzy Dice
Hanel-Pho	$2000	$950	$750	$400	$1200	$25
Chox	$1500	$1100	$600	$300	$1400	$30
Cholvolen	$1850	$900	$550	$500	$1250	$20

Item	Cost	Effect
Bed Pan – Head Protection	$25	+12 HP
Metal Bucket – Head Protection (Must Own Bed Pan; increase is cumulative)	$56	+45 HP
Proper Helmet - Head Protection (Must Own Metal Bucket; increase is cumulative)	$89	+78 HP
Umpire's Vest – Chest Armour	$43	+39 HP
Hub Cap – Chest Armour (Must Own Umpire's Vest; increase is cumulative)	$65	+54 HP
Flack Jacket – Chest Armour (Must Have Hub Cap; increase is cumulative)	$89	+97 HP
Gravity Enhancers – Basic (for use when Gravity Math is being enacted)	$150	Reduces Gravity Difference between worlds and Artificial Gravity by 10% - breaks after 20 applied turns (turns where these Enhancers are in use)
Gravity Enhancers – Intermediary (for use when Gravity Math is being enacted)	$500	Reduces Gravity Difference between worlds and Artificial Gravity by 30% - breaks after 20 applied turns (turns where these Enhancers are in use)
Gravity Enhancers – Advanced (for use when Gravity Math is being enacted)	$950	Reduces Gravity Difference between worlds and Artificial Gravity by 50% - breaks after 20 applied turns (turns where these Enhancers are in use)
Gravity Enhancers – Extreme (for use when Gravity Math is being enacted)	$1500	Reduces Gravity Difference between worlds and Artificial Gravity by 90% - breaks after 20 applied turns (turns where these Enhancers are in use)

Loot Boxes
A Quick Mention

Loot Boxes are what they sound like: boxes that have loot in them! They may be wooden chests or iron safes. They might be mouldy cardboard boxes for that matter! The point is that they're Loot Boxes, and the use of a **Spinner** (covered in more detail in Campaigns For Beacon of Doom) can help you decide what a player has won through any one of the contests/quests that follow.

Create several different Back Plates with prize choices on it; the player or GM spins it, and the player has won a piece of armour or a gun or maybe a specific piece of armour or gun. Maybe it's just plain money they've won!

The Spinner can help be the randomizer deciding on Loot Boxes.

Base Construction Items   *Available after completing: "Starter" Quest!*

Item	Cost	Effect
Communication Satellite RG-435X	$500	Range: 300K km
Communications Satellite Cable	$20/foot	
Wi-Fi Modem	$200	Must-Have
Shielding Node 4.3 Omega S	$150/node	50 Str for 20 Foot Stretch
Shielding Node Cables	$40/foot	
Bluetooth Capability	$100	Nice Little Black Box
Motion Capture Camera	$70/camera	RGB
Perimeter Turret Link-D	$100/node	Range: 20 feet +50 Attack
Perimeter Turret Remote Access	$200	
Mine (Set of 5)	$100	Range: 2 Feet +20 Attack
Astroturf	$250	Free installation
Watchtower Cube	$200	The box you climb up into
Watchtower Supports	$150	Legs to stand on
Watchtower Ladder	$50	Useful
Watchtower Gun	$150	Range: 50 meters +50 Attack
Watchtower Cup Holder	$65	Everyone likes cup holders
Port-a-John	$100/John	Nothing like the original!
Qualified Labour	$100/hour	Hard to come by some days

Space Station Construction Items
Available after completing: "Starter" Defense Quest!

Item	Cost	Effect
Space Station Body	$6500	Main station bulk
Antenna Relay	$7500	Pointy top-part
Equilibrium Core	$7200	Bottom balancing thing
Gravity Core	$5500	Holds things together
Main Thruster Unit	$4500	Puts Station into orbit
Chair	$150	Goes all the way back
Table	$300	Touch screen displays
Port-an-Evaporator	$3500/Floor	Smell remains
Cleaning Bot V4.3	$400	No Money Back

Shipyards Construction Items *- For when you want to build your own!*

Available after completing: "Starter" Station Quest

Item	Cost	Effect
Gravity Coil	$2500	You need two coils per Docking Port you want for your Shipyards layout
Docking Arms	$300	You need two Arms per Docking Port you want for your Shipyards layout
Locking Mechanism	$1500	To keep the ships from floating off into space; you need one per Docking Port
Repair Disc	$2000	Does Minor Work – paint and minor scratches
Repair Bots	$2500	Does Major Repair Work – oil changes, new tires, refueling
Thruster Control	$3500	Moves the place around; keeps it from crashing to the planet; that sort of thing
Shield Node	$250	You need 4 per Docking Port
Storage Shed	$1500	Parts Storage
Bot Service Module	$2000/bot	Keeps your crew running
Antenna Relay	$4500	To pick up cable
Rotating Neon Directional Sign	$300	Purple, Yellow, or Red
Advertisement	$59	Newspapers, Facebook Ads, Tattoos, Etch-a-Sketch patterns

The Stats Tables that Follow

TyK'TAKK artificial Pred V1

TL	Weapon	Damage	Cost	Weight	ST	Notes
17	Submarine	165	$245	343	130	

These Stats Tables follow a more traditional layout and lingo.

- TL – Technical Level: this is a measure of how technologically advanced the tank, truck, or other is and how much Technical Skill the player needs to have to learn and operate it.
- Weapon – self-explanatory
- Damage – this works as Attack for this machine.
- Cost – self explanatory
- Weight – this factor won't be an issue in space, but during a campaign, getting some machinery into space might be an issue, and if a vehicle is blocking their path, players may start to care about the weight of an object
- ST – Strength: In the case of vehicles, this counts as HP. When this ST is depleted, the vehicle is destroyed. If a player is inside the vehicle when it explodes, that player is likely dead as well
- Notes – any important relative information on this vehicle

Battle Force Fighting
Battling with Groups of 30+.

Battle Force Units:

Army:

Personnel:

Radio Communications |30 | Specialized Soldier Unit | 60 | $430 | weight 290 | 100 |
Message Relay – Communications with "extended" units is possible
Reinforcements Call – Roll 4 or 5 on 1d12 to Call In 10 more Soldier Units
1 Unit

Soldier |20 | Soldier Unit | 75 | $275 | weight 230 | 120 |
Force Block – Defensive Shield called to protect Direct Group from attack;
Defensive Shield Strength equals 50 Strength times the
Number of Soldier Units in that Direct Area; soldiers cannot attack on
the same turn as they Defend in this manner
40 Units (two 20-Soldier Units)

Unit Commander |30 | Soldier Captain | 60 | $300 | weight 220 | 130 |
Command Influence – Soldiers in Unit gain 20 Attack
Force Upgrade – Defensive Shield Strength gains 30 Strength each use
2 Units (2 Commanders for two 20-soldier Units)

Scout |20 | Specialized Soldier Unit | 55 | $250 | weight 200 | 100 |
Scouting Gift – Targeting from Reports means Group Attacks don't miss
Scout Influence – Defensive Shield Strength gains 30 each use
2 Units

Medic |30 | Specialized Soldier Unit | 70 | $500 | weight 200 | 100 |
Healing Touch – Roll 3 on 1d6 to Heal Battle Units 30 HP; limit one Roll per Turn
HP Potions – Roll 4 or 5 on 1d6 to Heal one Unit 50 HP; limit one Roll per Turn
Medicinal Mind – Harvest area's plants on "green" terrain;
HP Potions do 10 HP restorative power more
1 Unit

Sergeant |30 | Soldier Captain | 60 | $300 | weight 250 | 140 |
Command Influence – Unit Commanders gain 30 Attack
Reinforcement Numbers increase to 25 Units when successfully called
1 Unit

Quarter Master |30 | Support Unit | 70 | $350 | weight 250 | 110 |
Repair Services – Roll 3 or 4 on 1d6 to Repair 1 Weapon or Machine
Skilled Hands – Melee Weapons gain 20 Attack; projectile or explosive weapons
gain 25 Attack
1 Unit

Captain |30 | Soldier Captain | 70 | $450 | weight 280 | 150 |
Command Influence – Sergeant Units gain 20 Attack
Reinforcements Boost - Roll 4 or 5 on 1d6 when Calling for Reinforcements
1 Unit

General |25 | Soldier Captain | 60 | $450 | weight 300 | 150 |
Command Influence – Captain Units gain 20 Attack
Terrain Pounding – Roll 2 or 3 on 1d12 to Call in an Air Strike;

does 15 HP damage per enemy unit on the field

1 Unit

Mech Assistance:

*Supplied in an Official Battle Group

* Units

*Selected when Creating your own Battle Group from that world's Larger Mechs

1 Unit

Armoured Ground Support (i.e. Tanks):

*Supplied in an Official Battle Group

* Units

*Selected when Creating your own Battle Group from that world's Ground Mechs

4 Units

Navy:

Personnel (per Navy Vessel):

Deck Crew|20 | Sailor Unit | 75 | $275 | weight 230 | 120 |

Force Block – Defensive Shield called to protect Direct Group from attack; Defensive Shield Strength equals 50 Strength times the Number of Soldier Units in that Direct Area; soldiers cannot attack on the same turn as they Defend in this manner

40 Units (two 20-sailor Units)

Skipper|30 | Sailor Captain | 70 | $450 | weight 280 | 150 |

Command Influence – Sailor Units gain 20 Attack

Reinforcements Boost - Roll 4 or 5 on 1d6 when Calling for Reinforcements

2 Units (2 Skippers for two 20-sailor Units)

Tracers|20 | Specialized Sailor Unit | 55 | $250 | weight 200 | 100 |

Scouting Gift – Targeting from Reports means Group Attacks don't miss

Scout Influence – Defensive Shield Strength gains 30 each use

2 Units

Riggers|30 | Support Unit | 70 | $350 | weight 250 | 110 |

Repair Services – Roll 3 or 4 on 1d6 to Repair 1 Weapon or Machine

Skilled Hands – Melee Weapons gain 20 Attack; projectile or explosive weapons gain 25 Attack

2 Units

Galley Bugs|20 | Support Unit | 60 | $220 | weight 180 | 90 |

Navy Vessel gains 5 Strength/Galley Bug/Turn to Vessel's Original Strength Value Resource Allocation – Food, cloth, and related supplies gathered while docked at Resource-Rich setting: 10 for each Unit per Galley Bug

10 Units

Captain|30 | Sailor Captain | 60 | $300 | weight 220 | 130 |

Command Influence – Skippers in Unit gain 20 Attack

Force Upgrade – Defensive Shield Strength gains 30 Strength each use

1 Unit

Medic |30 | Specialized Sailor Unit | 70 | $500 | weight 200 | 100 |

Healing Touch – Roll 3 on 1d6 to Heal Battle Units 30 HP; limit one Roll per Turn

HP Potions – Roll 4 or 5 on 1d6 to Heal one Unit 50 HP; limit one Roll per Turn

Medicinal Mind – Harvest area's plants on "green" or "reef" terrain; HP Potions do 10 HP restorative power more

1 Unit

Specialist|30 | Support Unit | 70 | $350 | weight 250 | 110 |

Specialist Boost – Supply Sergeant, Medic, Tracer, and Mission Control Units gain 30 Strength and 10 Attack

1 Unit

Supply Sergeant|30 | Support Unit | 70 | $350 | weight 250 | 110 |

Repair Services –Roll 3, 4, or 5 on 1d6 for successful Repair Efforts

Skilled Hands – Melee Weapons gain 25 Attack; projectile or explosive weapons gain 30 Attack

1 Unit

Mission Control|30 | Specialized Command Unit | 60 | $430 | weight 290 | 100 |
       Message Relay – Communications with "extended" units is possible
       Reinforcements Call – Roll 4 or 5 on 1d12 to Call In 10 more Sailor Units
       More Guts – Roll 5 or 7 on 1d12 to Call in 1 more Sea Faring Vessel full of
           Reinforcement Units
       1 Unit
Leftenant|30 | Soldier Captain | 70 | $450 | weight 280 | 150 |
       Command Influence – Captain Units gain 20 Attack
       Reinforcements Boost - Roll 4 or 5 on 1d6 when Calling for
           Sailor Reinforcements and 5 or 7 on 1d6 for Sea Faring Vessel
           Reinforcements
       1 Unit
Admiral|25 | Soldier Captain | 60 | $450 | weight 300 | 150 |
       Command Influence – Leftenant Units gain 20 Attack
       Surf Pounding – Roll 2 or 3 on 1d12 to Call in an Air Strike;
           does 15 HP damage per enemy unit on the "field"
       1 Unit

Air Support:
       *Supplied in an Official Battle Group
           * Units
       *Selected when Creating your own Battle Group from that world's larger Flying Mechs
           3 Units

Air Force:

> Personnel:

>> Flyer|20 | Jockey Unit | 75 | $275 | weight 230 | 120 |
>>> Force Block – Defensive Shield called to protect group's closer-knit Ship
>>>> Squadron from attack; Defensive Shield Strength equals 50 Strength
>>>> times the Number of Jockey Units in that Squadron; Flyers cannot
>>>> attack on the same turn as they Defend in this manner
>>> 40 Units (two 20-jockey Units)

>> Wingman|20 | Jockey Unit | 75 | $275 | weight 230 | 120 |
>>> Support Hands – Flyer Vessel Attack gains 15 Attack
>>> Message Relay – Communications with "extended" units is possible
>>> 1 Unit

>> Striker|20 | Jockey Unit | 75 | $275 | weight 230 | 120 |
>>> Sharp Shot – Roll 2 on 1d6 for Sniper Shot Damage: +35 HP Damage
>>> 1 Unit

>> Squirrel|20 | Specialized Jockey Unit | 55 | $250 | weight 200 | 100 |
>>> Scouting Gift – Targeting from Reports means Group Attacks don't miss
>>> Scout Influence – Defensive Shield Strength gains 30 each use
>>> 2 Units

>> Air Hog|20 | Jockey Unit | 75 | $275 | weight 230 | 120 |
>>> Rad Timing – Roll 3 or 4 on 1d6; Bombing Runs do 20 HP Damage
>>>> to all ground-based enemy units on the "field"
>>> 2 Units

>> Trainer Tom|25 | Specialized Jockey Unit | 75 | $275 | weight 230 | 120 |
>>> Gym Time – "Jockey" Units gain 30 Strength
>>> 2 Units

>> Medic|30 | Specialized Jockey Unit | 70 | $500 | weight 200 | 100 |
>>> Healing Touch – Roll 3 on 1d6 to Heal Battle Units 30 HP
>>>> when Jockey Units are landed in the same space as the Medic;
>>>> limit one Roll per Turn
>>> HP Potions – Roll 4 or 5 on 1d6 to Heal one Unit 50 HP; limit one Roll per Turn
>>> Medicinal Mind – Harvest area's plants on "green" terrain;
>>>> HP Potions do 10 HP restorative power more
>>> 1 Unit

>> Air Control Command (ACC) |30 | Specialized Command Unit | 60 | $430 | 290 | 100 |
>>> Message Relay – Communications with "extended" units is possible
>>> Reinforcements Call – Roll 4 or 5 on 1d12 to Call In 10 more Jockey Units
>>> More Guts – Roll 5 or 7 on 1d12 to Call in 3 more Flyer Vessels full of
>>>> Reinforcement Units
>>> 1 Unit

Cage Master|30 | Support Unit | 70 | $350 | weight 250 | 110 |
        Repair Services –Roll 3, 4, or 5 on 1d6; Vessels in Squadron gain 35 Strength
            when landed/parked
        Enhanced Targeting – Air-borne Attacks do not miss their targets;
            when on land or onboard an enemy vessel, Melee Weapons gain
            25 Attack; projectile or explosive weapons gain 30 Attack
        1 Unit
Marshall|30 | Jockey Captain | 60 | $300 | weight 220 | 130 |
        Command Influence – Jockeys in Unit gain 20 Attack
        Force Upgrade – Defensive Shield Strength gains 30 Strength each use
        1 Unit
High Marshall|30 | Jockey Captain | 70 | $450 | weight 280 | 150 |
        Command Influence – Marshall Units gain 20 Attack
        Reinforcements Boost - Roll 4 or 5 on 1d6 when Calling for
            Jockey Reinforcements and 5 or 7 on 1d6 for Flyer Vessel
            Reinforcements
        1 Unit

Mech Assistance:
        *Supplied in an Official Battle Group
            * Units
        *Selected when Creating your own Battle Group from that world's Larger Flying Mechs
            1 Unit
Sea Faring Support (Support or Air-Force-landing-Mechs):
        *Supplied in an Official Battle Group
            * Units
        *Selected when Creating your own Battle Group from that world's Sea Faring Mechs
            1 Unit

Space Corps:

>Personnel:

>>Pilot|20 | Grunt Unit | 75 | $275 | weight 230 | 120 |

>>>Force Block – Defensive Shield called to protect group's closer-knit Ship
Squadron from attack; Defensive Shield Strength equals 50 Strength
times the Number of Grunt Units in that Squadron; Pilots cannot
attack on the same turn as they Defend in this manner

>>>40 Units (two 20-grunt Units)

>>Bait|20 | Specialized Grunt Unit | 55 | $250 | weight 200 | 100 |

>>>Scouting Gift – Targeting from Reports means Group Attacks don't miss

>>>Scout Influence – Defensive Shield Strength gains 30 each use

>>>2 Units

>>Target Support|20 | Grunt Unit | 75 | $275 | weight 230 | 120 |

>>>Support Hands – Pilot Vessel Attack gains 15 Attack

>>>Message Relay – Communications with "extended" units is possible

>>>1 Unit

>>Gunner|20 | Grunt Unit | 75 | $275 | weight 230 | 120 |

>>>Silent Shot – Roll 2 on 1d6 for Sniper Shot Damage: +35 HP Damage

>>>1 Unit

>>Tech Master|25 | Specialized Grunt Unit | 75 | $275 | weight 230 | 120 |

>>>Gym Time – "Grunt" Units gain 30 Strength

>>>Alien Touch – Roll 3, 4, or 5 on 1d6 to convert "Alien" tech to something the
Home Team can readily use

>>>2 Units

>>Radar Control|30 | Specialized Command Unit | 60 | $430 | 290 | 100 |

>>>Message Relay – Communications with "extended" units is possible

>>>Reinforcements Call – Roll 4 or 5 on 1d12 to Call In 10 more Grunt Units

>>>More Guts – Roll 5 or 7 on 1d12 to Call in 3 more Pilot Vessels full of
Reinforcement Units

>>>1 Unit

>>Splicer (Gene) |30 | Specialized Jockey Unit | 70 | $500 | weight 200 | 100 |

>>>Healing Touch – Roll 3 on 1d6 to Heal Battle Units 30 HP
when Grunt Units are landed in the same space as the Medic;
limit one Roll per Turn

>>>HP Potions – Roll 4 or 5 on 1d6 to Heal one Unit 50 HP; limit one Roll per Turn

>>>Medicinal Mind – Harvest area's plants on "green" planet or asteroid terrain;
HP Potions do 10 HP restorative power more

>>>1 Unit

>>Quarter Master|30 | Support Unit | 70 | $350 | weight 250 | 110 |

>>>Repair Services –Roll 3, 4, or 5 on 1d6; Ships in Squadron gain 35 Strength
when docked in a friendly airlock or landing bay

>>>Enhanced Targeting –Attacks do not miss their targets;
when onboard an enemy vessel, Melee Weapons gain
25 Attack; projectile or explosive weapons gain 30 Attack

>>>1 Unit

Captain |30 | Grunt Captain | 60 | $300 | weight 250 | 140 |
        Command Influence – Grunt Units gain 20 Attack
        Reinforcement Numbers for planet-side incursions increase to
                20 Units when successfully called
        1 Unit

Commander |30 | Grunt Captain | 70 | $450 | weight 280 | 150 |
        Command Influence – Captain Units gain 20 Attack
        Reinforcements Boost - Roll 4 or 5 on 1d6 when Calling for Reinforcements
        1 Unit

Admiral |25 | Grunt Captain | 60 | $450 | weight 300 | 150 |
        Command Influence – Commander Units gain 20 Attack
        Terrain Pounding – Roll 2 or 3 on 1d12 to Call in an Orbital Strike;
                does 20 HP damage per enemy unit on the field
        1 Unit

Mech Assistance:
        *Supplied in an Official Battle Group
                * Units
        *Selected when Creating your own Battle Group from that world's Larger
                Outer Space Mechs
                1 Unit
Armoured Ground Support:
        *Supplied in an Official Battle Group
                * Units
        *Selected when Creating your own Battle Group from that world's Ground Mechs
                4 Units

Battle Force Fighting Prep

*This is the point where you stop using Standard Battle Force Units. In this case, 5 different Battle Forces will be fighting one another. Normally, you will only have two, one fighting another, but the Steps to Follow when Battle Forces fight will be the same whether you have two or 5 Battle Forces fighting one another.

So let's get to it.

Step 1: Equip your Battle Force with world Appropriate extra weapons (one extra weapon per "soldier" unit). When equipping a Battle Force, any weapon that is recognized as being from that world, can be selected as the extra weapon. As the game expands, the options for equipping your Battle Forces will therefore also expand. This is where they stop being Standard and become a World-Accurate Battle Force to be reckoned with.

For example, when equipping the Kalaxian Battle Force, you might choose:

Harpoon Launcher | 6 | 25+d6 Damage | $86 | 14 kg | 20 Strength | Pins target on roll of 6
Ice Saw | 9 |65 Damage | $120 | 40 kg | 32 Strength | Able to cut through almost anything

When equipping a Kelmutian Battle Force, you might choose:

Drone Sniper | 10 Damage | 25 | $160 | 15 kg | 20 Strength | Limit 3 per Player
Heat Seeker Rockets | 5 | 30 | $110 | 25 kg | 20 Strength | Limit 3 per Player

And so on.

Step 2: Accessorize your Battle Force with Mechs. These Mechs are, again, World Specific, and the Battle Forces you download may already come with selected Mech Support. You will otherwise get to choose your Mech Support. As before, as the game expands, the options for accessorizing your Battle Forces will therefore also expand. This is where they gain true individuality amongst others.

When equipping the Kalaxian Battle Force, you might choose:

23 | Hover Chariot | 85 | $250 | 82 | 65 |
15 | TyK'TAKK Worker Bot| 95 | $145 | 65 | 65 |

When equipping a Kelmutian Battle Force, you might choose:

19 | Vihelmo Imperial Tracked Truck | 99 | $99 | 105 | 65 | Free Movement on Difficult Terrain
23 | Mobile Tunnel Rat Rockets | 156 | $225 | 125 | 120 |

And so on.

Step 3: Assign Each Battle Force a Number. Or use a Spinner. Either allot each Battle Force a number on a Dice of your choice, or create a Spinner Plate with your battling Battle Forces thereon. When it comes time to see who is attacking each round, the Dice or Spinner will be put to use.

Battle Force Fighting

Round 1

Step 1: Assign the First Battling Attacker. Roll the Dice or apply your Spinner. Select which Battle Force is on the Attack for this Round. That Attacking Battle Force can choose who they're attacking, which sets up the first Battling Pair (always two-at-a-time). Will you attack a weaker Force? Will you strike out at someone who might go after you next, pre-emptively?

Will you choose, instead of attacking, to Hunker Down instead? In this case, there is no Step 2-3 for this Round. Skip straight to Step 5 and start over at Step 1 again for the next Attacker. If you choose to Hunker Down, your Force will have a +200 Strength Shield for the next 3 Rounds.

If your number is rolled before those 3 Turns are up, you'll have the option of continuing your defensive stance or to go Offensive and Attack someone else.

Where you only have two Battle Forces, the **Step 1** becomes the following: a Dice is rolled to see who gets a higher number. That higher number goes first. The Turn-Taking then switches back and forth thereafter.

Step 2 (Optional): Call of Nature. Create a Spinner Plate with Weather Options for this Battle. If the Battle is taking place on a plain, options can include a Dust Storm, Rain, Wind Storm, Harsh Sun, and such. If the battle is taking place on an ice sheet, weather options might include Ice Storm, Hail, Rain, and Monsoon. If you're battling on a lava planet, the weather options can include Fire Storm and Heat Wave. When, if, you use this Spinner and involve the Call of Nature, character units that are affected, weakened or strengthened, by that Nature Event, will either gain or lose Attack/Strength.

Step 3: Attack and Counter-Attack Phase for Units. Battle Forces have Specialized Unit Attacks. They can attack individually, or they can make use of these individual attacks. Defenders can ready shared or individual defences against each chosen attack in turn. Any Counter-Attack options available for the Defenders would be applied at this time.

> *Take Him Out*! This attack has each non-Mech unit in the Battle Force attacking the same Target. Even with the other Battle Force putting up a shield, this Shared Attack will likely get through and do a fair bit of damage.

> *Careful Picking*! This attack has the Battle Force picking 3 or 4 Targets. The Force is grouped as to which non-Mech units will attack each of the 3 or 4 Targets. This allows for greater damage to more than one Target, but less damage to each.

If the Defender has home turf (if the battle is taking place on their planet, planetoid, or "owned" off-world site), that Battle Force has a **Defender Bonus**. Their Strengths is raised by 40 each Turn spent defending. If the Attacker is on their own turf, the attacking units have an **Attack Bonus** of +25 Attack.

Step 4: Attack and Counter-Attack Phase for Mechs. Mechs can attack individually or share a combined attack as well. During this Step, the Mechs step in to do some damage, and Defenders can ready defences against these attacks. Any Counter-Attack Options available for the Defenders would be applied at this time.

Step 5: Repeat. Go back to Step 1, starting off the next Round. Continue in this fashion until there is only one Battle Force remaining. That Battle Force is the Victor!

Army Clash Prep

The basics of Army Class Prep is to know what forces you're dealing/working with. Know what Battle Forces you're deploying (and be conscious of how many and what Battle Forces the opponent is using as well. Go through the steps of equipping and accessorizing your Battle Forces and any single units you'll be deploying in this battle, and where applicable, know the board you're using. Some boards you end up fighting on will either help or hinder your movement.

The War Log – A Reminder
Campaigns

1. This is the Mini War Game or Battle Game as we like to call it. It's where you use your character to effect a battle or scenario. Your characters' skills and talent may even turn the tide of battle.
2. Each Battle uses a 48-inch by 48-inch or 48-inch by 36-inch game board; the board is divided into four even sections.
3. Each player then Rolls a D6 to determine who will chose to deploy terrain and any special items first; each player takes turns thereafter.
4. Roll a D6 to determine who will chose to deploy units first; each player takes turns deploying their units with 6 inches of the board edge but may not be with 20 inches of an opponent units.
5. Then all weather and special effects are calculated against each players unit; after this, Players will roll for who chooses to go first.
6. After all Pre-battle effects have taken place, its time to battle. Using you units you will complete tasks or battle it out to the end; you may divide your movement and who you are shooting at per unit, but you may not return to that unit that turn. Your turn ends when you are unable to move, shoot or fight. You may end your turn early.
7. It is not required for the Game Master to battle for the Server Units (covered later); any player may play them but always remember one thing: the Servers serve only The Super Core.

Army Clash Movement

Army Clash movement is rather simple. Keeping in line with many other games, the War Campaign, and the 3D-printed War version of this game, movement works on the rule that the figurine/unit moves the length of its base each turn on a 48 by 48-inch board. This equals to about an inch each move since most bases are an inch in diameter.

The pen-paper game, the Quests and Campaigns in these books for instance, don't have a physical base size to work by, so I'm introducing the following measure. I'm making use of the 48 by 48-inch board size, and I'm including the following image (following page, the whole following page).

I'll be posting the original image which is 48 by 48-inches on the Beacon of Doom website for download. There literally isn't enough room to post it all the way here, but if you like, you can simply print this board image off and use a pen or marker to mark where your Battle Forces and the enemy are.

As the Battle Forces move, add a new marking point. Or get something really small and move it around the printed-off board.
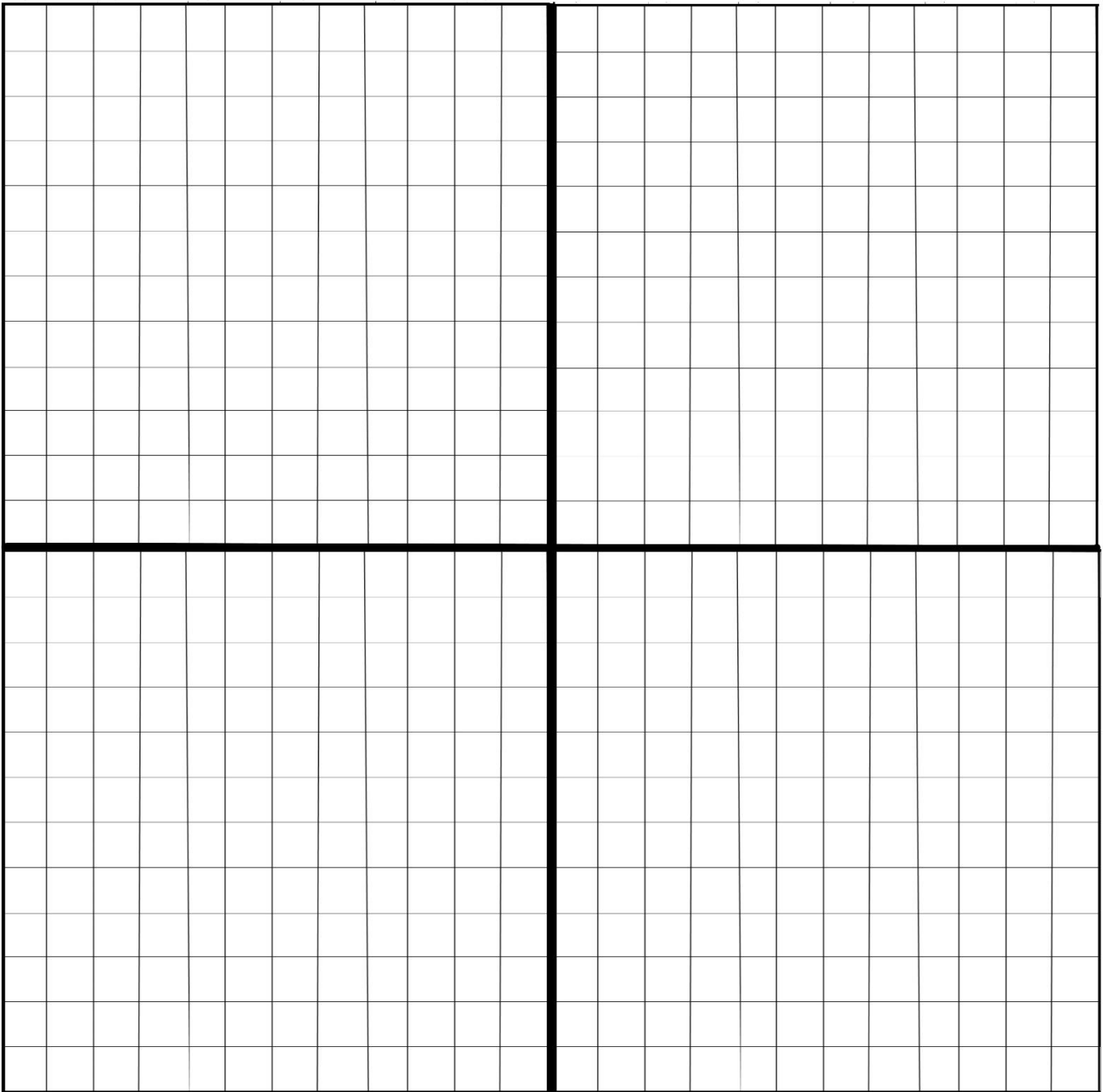
       If you download the board image from the webpage, and if you can print it off in halves? That would allow you a full-sized board to move tokens (marbles, 3D-printed minis, or other) around on. If I can succeed in making the board image transparent, you will also be able to overlap the board image onto a canyon floor and be moving your tokens around on canyon floor while you battle this enemy. The same overlap could be use for any future Army Clash set up!

       In this fashion, you can play this pen-paper Battle out in full 3D fashion even if you don't actually have the figurines printed off!

With all this now introduced, for the purposes of this pen-paper War Clash (and future pen-paper War Clashes), your Battle Forces can each move one 2-inch square on the printed-off board. If the Game Master and players want the Battle Forces to move more squares per Turn, they can of course agree on a different number.

Movement can, of course, be forward, sideways, or in retreat.

Army Clash Non-Movement

On your turn, you can choose to not move any Battle Force. You can choose instead to have them **Set Up Camp**. If they do this, units in this Camp will regain 100 HP, so long as they're not attacked until their next Turn.

You can choose instead to have them **Forage for Supplies**. This will allow your Medic to restock on Potion Parts (Roll 1d6 – gather up enough supplies for that many Potions). Any Wizard who is tagging along will be able, most likely, to uncover a much-needed element to exact a necessary spell (Roll 1d12 – find that many ores in your search; Roll 4 or 5 on that 1d12 to find the exact ore/element you're looking for).

You can also have them **Lay Traps** for any pursuers. Snares and other traps will do harm to anyone landing on that square in the future. Roll 1d12; if the result is greater than 10, those landing on that square and any square in direct contact with it in the future takes +30 HP Damage upon landing on the given space. If the result is between, and including, 5 and 9, those landing on the exact square in the future takes +20 HP Damage upon landing on the given space. If the result is otherwise, those landing on the exact square in the future takes +10 HP Damage upon landing on the given space.

Army Clash Fighting

Turn 1

       Step 1: Decide who goes First. A Dice is rolled to see who gets a higher number. That higher number goes first. The Turn-Taking then switches back and forth thereafter.

       Step 2: Movement Phase. This is when the Player gets to move their Individual Units or Battle Forces around the board, one square (or size of base) at a time. During this phase, the Player can also choose to have different units Set Up Camp, Forage for Supplies, or Lay Traps instead of Moving.

       You can also manipulate Individual Units. Battle Forces are split up or mostly slain, and only a few Units remain. Those units are now Individual Units, and Individual Stats apply all the more in battle. At this point, you will be moving Battle Forces and Individual Units around the field/board.

       Step 3: Attack? If you're in position to make an Attack on another unit/units, apply the basics of *Battle Force Fighting* or *Individual Combat* if you're now (or have always been) dealing with Individual Units. Points are dealt and received accordingly.

       Step 4: Recalculate HPs and Strengths. Take into account and re-calculate the HPs and Strengths of those in your Battle Forces and for those Individual Units on your board. For those units now dead, we mourn. But the battle rages, and we must fight on in their name!

       Step 5: End Turn. Next/other person's Turn.