

**STAR CORPS** is part of the *One Night Stand* range of games – fast-playing and entertaining role playing games that you can pick up and play with a minimum of preparation. This “play right out of the box” approach makes *One Night Stand* games perfect for those times when you don’t have enough players to continue your regular game, or when you just feel like a change of pace. While the rules are simple enough to facilitate one-off games, you will also find enough detail and options to allow you to use this product for longer adventures or even campaigns.

All you need to play are a few friends, a handful of d6 and a character sheet for each player. It is assumed that at least one player has some experience with role playing games.

For more *One Night Stand* games, as well as additional scenarios and rules for **STAR CORPS**, check out our website at [www.attackofthegame.com](http://www.attackofthegame.com).

## THE BASICS

The **STAR CORPS** rules are fast, action-oriented and real easy to learn.

Characters, monsters, animals and everything else have a set of attributes that let you know how good they are at doing stuff. Each attribute is ranked from 1 to 6. When you want to do something you have to make a *Test* by rolling two dice and adding the result to your attribute rank. If the total is equal to or higher than a target number (TN) the test is successful. The default TN for any task is 9.

### SPECIALTIES

Attributes are fairly broad areas of ability and characters can specialise in one or more “sub areas” within an attribute. If a character has a specialty that relates to a task being attempted they add +2 to their Test.

### RAISES

Rolling equal to or greater than the TN gives you a *success*, and every 3 points greater than the TN earns you a *raise*. A raise is an indicator of how successful your Test was and can provide you with some bonus above and beyond what you were attempting.

### DOUBLE 6

If when making a Test you roll double 6 you may immediately roll another d6 and add it to your total. If that die rolls a 6, you can roll another d6. You can continue to roll and add until you roll a number other than 6. In this way you can get very high Test results.

### DOUBLE 1

Rolling double 1 is called a *botch*, and results in your Test automatically failing, no matter what your attribute rank is or how many modifiers apply. Sometimes, rolling a botch can result in something really bad happening!

## GLOSSARY

**Attribute:** a description of a part of a character’s physical, mental or spiritual makeup.

**Character:** any individual or creature that has a role in an adventure.

**d6:** a six-sided die. A number in front means roll that many dice and add them together.

**Gimmick:** a special ability that provides a character with some advantage or interest.

**GM:** game master - the person in charge of running adventures.

**Hero:** a character controlled by a player.

**Raise:** when you roll 3 or more points higher than the target number of 9.

**Test:** when you roll 2d6 + Attribute and try to equal to beat a target number (TN) in order to achieve something dramatic.

**TN:** target number, the number you must roll equal to or greater than to succeed at a Test.

**Trait:** an ability of a character derived from their attributes and/or equipment.

**Villain:** the main bad-guy of an adventure. They can be a character, monster or anything else!

## ACTION POINTS

Heroes have an edge over lesser individuals, represented by action points. You start each game with 5 action points and can “spend” them to re-roll any Test. Action points can also be used to do other cool stuff, which we’ll talk about in the full rules.

**Hey! You now know the basic rules!**

## CHARACTER

### GENERATION OUTLINE

1. Come up with a concept
2. Allocate attribute ranks
3. Determine Traits
4. Select Species
5. Choose Gimmicks
6. Choose an equipment package

## CHARACTERS

All characters are defined by a set of attributes that indicate how good they are at a variety of tasks. Each attribute is a broad area of ability or knowledge that defines some important part of the character's physical, mental or spiritual make-up. Each attribute can be further broken down into one or more specialties that indicate areas of expertise that a character might be skilled in. In STAR CORPS there are 16 attributes. Each is described below, along with some suggested specialties.

**Aim** (pistol, rifle, ship weapons, crossbow, sling): the ability to accurately use a ranged weapon.

**Athletics** (run, jump, climb, ride, space walk): Any physical activity requiring a degree of fitness or strength.

**Awareness** (listen, track, spot, search, lip read): The knack of noticing things and keeping track of what is going on around you.

**Bearing** (intimidation, seduction, bluff, disguise): A measure of a character's charm, presence, charisma and social graces.

**Creativity** (musical instrument, art, poetry, acting): The talent or insight to create works of art that others can appreciate.

**Education** (math, languages, writing, computers, history): Knowledge and learning from both formal studies and informal observation.

**Empathy** (sense motives, animal ken, interrogate): An understanding of how your own and others minds and emotions work.

**Fighting** (sword, axe, trip, grapple, club, spear): The ability to fight with weapons or bare hands in close combat.

**Might** (lift, carry, push): A character's sheer strength and physical power.

**Reflexes** (dodge, pilot, catch): Hand-eye coordination and reaction speed.

**Science** (biology, xenobiology, physics, medicine,

geology): The study and understanding of the way the universe works.

**Stealth** (hiding, sneaking, pick pockets, slight of hand): The ability to perform stealthy tasks.

**Survival** (gather food, set snares, fish, start fires): The knowledge and skill to survive in the outdoors.

**Tech** (weapons, engineering, demolitions, robots): the knowledge and ability to analyse, repair, or otherwise use complex machines or devices.

**Toughness** (endurance, poison resistance): Stamina, fortitude and general grit.

**Willpower** (courage, hide emotions, resist temptation, resist pain): A character's self-control and strength of will.

## ATTRIBUTE GROUPS

Attributes are divided into three groups that indicate whether they require physical, mental or social aptitude. These groups do not affect character generation, but are used in determining the effects of some injuries or special powers.

### Body Attributes

Aim  
Athletics  
Fighting  
Might  
Reflexes  
Stealth  
Toughness

### Mind Attributes

Awareness  
Education  
Science  
Survival  
Tech  
Willpower

### Social Attributes

Bearing  
Creativity  
Empathy

## RANKS

Attributes are rated with a score between 1 and 6, with higher scores indicating greater skill, training or natural aptitude. We call this rating a *rank*. This chart illustrates the differences between ranks.

RANK	DESCRIPTION
1	<b>Poor:</b> your ability is minimal, bordering on disabled.
2	<b>Typical:</b> the average for any fit or educated individual. This is the default rank for any attribute.
3	<b>Good:</b> a degree of training or skill above that of the normal person.
4	<b>Excellent:</b> an uncommon level of training or ability. This is the maximum rank for "normal" people.
5	<b>Amazing:</b> almost super-human skill, rarely demonstrated by any but the most talented or dedicated heroes.
6	<b>Beyond:</b> a degree of ability well beyond the comprehension of normal folk. Truly superhuman or godlike talent.

### RANK YOUR ATTRIBUTES

Choose one attribute to be rank 1 (poor), two to be rank 3 (good) and another to be rank 4 (excellent). All remaining attributes have a rank of 2 (typical).

Choose a single specialty for any one of your attributes.

## TRAITS

Not all aspects of a character are defined by their attributes. Traits define how fast a character moves and how lucky and healthy they are.

### SPEED

Speed determines how fast a character can move. For every point of speed a character has they can move 1 yard during a round, or 1 mile over the course of a day. A character's speed is equal to three-times their Reflexes attribute (Reflexes x 3 = speed).

### DEFENCE

Defence indicates how well you can avoid, parry or block attacks made against you. A character's defence trait is equal to the average of their Awareness and Reflexes (rounded up), plus 6.

## ACTION POINTS

Action points represent a little bit of luck or determination that can help a character out of a tight spot. Characters begin each adventure with 5 action points and "spend" them when and where they are needed.

### SOAK

Soak indicates how much damage a character can sustain without suffering any ill effects - it is literally how much pain and injury they can soak up. A character's soak value is equal to their Toughness attribute, plus any bonuses for armour worn, plus 6.

### HEALTH

Health represents how much serious damage a character can sustain before they fall unconscious (or dead). A character's health is measured on the health bar; as you lose wounds and sustain injuries just mark off the boxes.

## SPECIES

The Alliance is made up of hundreds of worlds, many of which support a variety of unique cultures. The Star Corps, however, is very stringent in its recruitment program and only allows three distinct species into its ranks; Humans, Androids, and Betazoids.

### HUMANS

The dominant species found throughout Alliance Space, humans can be found in all their variety throughout the colonies. Humans may choose one extra gimmick from the Gear, Bonus or Action lists.

### ANDROID

Advanced artificial lifeforms have been used as advisors and living computers to aid Star Corps for more than a decade. They look for all intents and purposes like any human being, though they are in fact made up of biomechanical parts and synthetic tissues that make them much more durable than real humans. Androids can spend an Action Point to automatically pass any Toughness Test.

### BETAZOID

In the early days of space colonisation the terraforming process was less than perfect and mutations were common. Over several generations these mutations stabilised and several new "sub-species" emerged. The most stable of these, Brutes, Belters and Stretch are eligible for service in the Corps.

**Brutes** evolved from colonists that made their home on high gravity worlds. As a consequence their muscle and bone structures are much stronger, granting them a +1 bonus to their Might. Brutes average 4.5 feet in height and tend to be stockier than humans.

**Belters** are the descendents of the early asteroid miners who spent years in the cold darkness of space, mining the floating rocks. They have excellent low light vision and do not suffer the normal -2 penalty for acting in low light. Also, they gain a +2 bonus to Toughness Tests to resist the effects of cold.

**Stretch** evolved on very-low gravity worlds, or are the descendents of long-haul freighter crews that spent much of their lives in the weightlessness of space. They are typically tall - around 7' - but lithe, with incredibly light bone structures. They have a +4 bonus to Speed, weigh half as much as a human of the same size, and halve the distance of any fall when determining damage.

## SPECIES

Choose a species for your character.

## GIMMICKS

Gimmicks are knacks, talents, special abilities or amazing qualities that a character might have. They have been divided into 5 broad groups.

### CAREER GIMMICKS

**Commander:** you are a leader of men, an able motivator and "take-charge" kind of soldier. With a few inspiring words or terse commands you can get the soldiers under your command to get the job done. By spending an Action Point all allies that can hear or see you gain a +2 bonus to their next Test.

**Empath:** you have an innate talent for "reading" the emotional state of a subject. By concentrating for a full round on the speech or actions of a character or creature that you can see you can automatically determine their current emotional state (happy, sad, angry). After making this analysis you gain a +2 bonus to any Empathy Test made against the subject, until the end of the scene.

**Grease Monkey:** by spending an action point you can patch together any broken or damaged machine or mechanical device so that it will work just a little longer. The repaired item will function for another d6 turns (or scenes, at the GM's discretion), before needing to be properly repaired.

**Grunt:** you are one of the highly trained and motivated soldiers that make up the Corps. You depend on your squad for support, and they know that they can depend on you. This determination grants you +1 Action Points.

**Medic:** you are a skilled combat medic and doctor, able to heal even very serious injuries in remarkable

time. Any successful Science (medicine) Test you make will heal twice as many wounds as normal.

**Scout:** you are adept at moving into forward positions and conducting covert recon. You begin with any two Awareness, Stealth or Survival specialties.

**Spokesman:** you are a media officer, spin-doctor or public-relations expert adept at liasing with soldiers, company personell and civilians. You begin with the Bearing specialty, *diplomacy* and any one other Bearing or Empathy specialty.

**Transporter:** there is nothing you can't drive or pilot, and very few things you can't pilot well. By spending an Action Point you can automatically pass any Reflex (pilot) or Reflex (drive) Test.

### GEAR GIMMICKS

**Binoculars:** a small pair of vision enhancers used to scan distant targets. It provides a +4 bonus to Awareness Tests to see things at long ranges.

**Custom Weapon:** you have a unique weapon built to your own specifications. Choose a weapon you own; you may either increase its damage bonus by +2 or double its range.

**Enviro-fatigues:** a synthetic undergarment that works to to keep the wearer at a stable and comfortable temperature. +2 to Toughness Tests to resist the effects of extreme temperature.

**First-Aid Kit:** a small but well equipped kit, box or pack with emergency stimulants, bandages and other essentials. It provides a +2 bonus to Science (medicine) Tests.

**Grapnel:** a 100 yard spool of strong cord and attachable grappling hook, ideal for climbing or descending, or even binding prisners.

**Motion Scanner:** a hand-held device that detects movement. Creatures or objects that move more than a yard in a round will be detected on the scanner as a small "blip" or dot. It has a range of 20 yards.

**Multi-visor:** a pair of goggles or a visor for your helmet that makes seeing in adverse conditions much easier. A multi-visor provides a +2 bonus to seeing in poor light conditions (reducing the darkness penalty to -2 and negating the low-light penalty altogether).

**Pass Card:** an electronic skeleton key that aids the user in overriding electronic locks. It provides a +2 bonus to Tech Tests to overcome security devices.

**Reactive Fatigues:** a suit of advanced camouflage that changes colour to match the local environment. It grants a +4 bonus to Stealth Tests made to hide.

**Survival Kit:** a small pouch filled with fire-starters,

fishing line and other items essential for wilderness survival. It provides a +2 bonus to Survival Tests.

**Tool Belt:** you have a utility belt or small tool kit with a range of useful tools and parts that make repairing things much easier. +2 bonus to any Tech Test made to repair an object.

**Tracer:** this is a small tracking device that can be stuck onto an object or person, and a receiver about the size of a wrist watch. The receiver has a compass face that indicates the general direction and distance to the tracking device, up to a range of 1 mile.

**Stimpak:** a small patch that releases pain-killers to allow a soldier to resist pain for a short period. Each stimpak lasts d6 rounds and negates negative modifiers caused by wounds. You have d6+1 stimpaks.

## ARMOURY GIMMICKS

**Companion Pistol:** the favoured sidearm of all Star Corps personnel, this heavy pistol is large enough to intimidate civilians while still small enough to conceal under a jacket.

Weapon	Range	Dam-	Clip Size	Notes
Compan-	30	+3	10	Autofire

**Frontier Shotgun:** this pump-action shotgun is favoured by the miners and ranchers that make their home on the frontier colonies. It's reliability and sturdiness make it ideal for military service.

Weapon	Range	Dam-	Clip	Notes
Frontier	10 yards	+3	10	1-yard Area per range increment

**Grenades:** you have small number of high explosive hand grenades. You have d3+1 grenades.

Weapon	Range	Damage	Clip Size	Notes
Grenade	Thrown	+3	-	5-yard Area

**Hardsuit:** constructed from reinforced ploy-kevlar, the hardsuit offers excellent protection but limits manoeuvrability and vision. +4 Soak bonus, -1 Defence penalty.

**Intimidator MG:** this machine gun, with its large magazine capacity and fearsome appearance, has been in service for more than two decades and is still as feared and respected today as it ever was.

Weapon	Range	Dam-	Clip	Notes
Intimidator	50 yards	+5	30	Autofire

**Laser Sight:** a small optical aid designed to fit most non-area effect weapons. It provides a +1 bonus

to hit targets, though it may make the firer easier to spot when used.

**Long Blade:** an archaic weapon that has proven effective since the beginning of time in quickly dispatching enemies in close combat.

Weapon	Range	Dam-	Clip	Notes
Long Blade	Combat	Might +1	-	AP 1

**Penetrator Rifle:** the long barrelled sniper rifle is made for one thing, and it does its job well.

Weapon	Range	Dam-	Clip	Notes
Penetrator	100 yds	+3	5	AP 4

**Power Assisted Combat Armour (PAC Armour):** the most advanced armour available to soldiers in the Corps, this heavy and bulky suit limits movement but provides unprecedented protection. +6 Soak bonus, -1 Reflexes, -1 Awareness.

**Scorcher:** the standard military flame-unit, used to purify areas of disease or infection, and an effective deterrent for some critters. A target hit by a scorcher must pass a Willpower Test or immediately fallback out of range or into cover, up to their Speed.

Weapon	Range	Dam-	Clip	Notes
Scorcher	10 yards	+2	5	AP 2 1-yard Area

**Stun Baton:** used by riot police and corporate security the galaxy over, the stun baton is an ideal tool for subduing targets. On a successful hit the baton does no damage but the target must pass a Toughness test or fall prone due to the convulsing electric shock.

Weapon	Range	Dam-	Clip	Notes
Stun Baton	Combat	-	-	knock prone

**Web Gun:** this weapon shoots a stream of sticky foam designed to entangle a target. On a successful hit the target takes no damage but has their Speed reduced to zero and they suffer a -2 penalty to Defence and any attack made. It requires a successful Might Test to break free from the foam.

Weapon	Range	Dam-	Clip	Notes
Web Gun	10 yards	-	5	Special

## BONUS GIMMICKS

**Contacts:** you know people – people that owe you. By spending an action point and communicating with your contact you gain a +4 bonus to a single Education, Survival, Science or Tech test.

**Cyberware:** you have some kind of unique cybernetic enhancement. This enhancement is obvious and cannot be easily concealed, but provides you with an edge over those without the cyberware. Choose either Cyber Vision (+2 bonus to Awareness Tests based on vision), Cyber Limbs (+2 to Might Tests to lift or carry) or Cyber Legs (speed is Reflexes x5).

**Fearless:** You have seen so much danger and lived through such nightmares that nothing scares you anymore. You automatically pass any Willpower Test to overcome the effects of fear.

**Junk:** you have a habit of picking up seemingly useless objects, or collecting “interesting” stuff. By spending an Action Point you can draw from a pocket, pouch or pack any small mundane object (string, suntan lotion, shiny beads, mirror, etc.) that you might need.

**Lucky:** you are the luckiest person in the galaxy - at least that’s what people say about you. When the chips are down, things just seem to go your way. You have +1 Action Points.

**Neural Enhancement:** you have had extensive surgery to enhance your reaction speed and response times. You gain a +2 bonus to Initiative rolls.

**Sixth Sense:** you have a knack for knowing when your about to step into danger. You never count as being surprised in combat.

**Winning Smile:** people find it hard to resist your honest face and great charm. You may re-roll any Bearing test made to bluff others.

## ACTION GIMMICKS

**Ambidextrous:** You do not suffer the penalty for using a weapon in your off hand.

**Controlled Burst:** when making an autofire attack you only use ammo equal to the weapon’s damage bonus, not the normal damage bonus +2.

**Dodge:** You can make a “full defence” action as a standard action, meaning you gain a +2 bonus to defence and can still move.

**Fast Shot:** As a full action you can make two shots with a weapon. You may not use the autofire option when using this gimmick.

**Escape Artist:** You can spend an action point to escape any bindings or bonds.

**Grit:** you are tough, when it comes to pain. You

never suffer the negative modifiers caused by wounds.

**Heroic Leap:** You are able to leap great distances with ease. You may re-roll any Athletics Test made to jump or leap.

**Martial Artist:** you gain a +2 bonus to defence when engaged in close combat.

**Preferred Weapon:** choose a specific weapon (e.g. the Companion Pistol). You gain a +1 damage bonus when using that weapon.

**Rapid Reload:** it is a free action for you to reload your weapon, not a normal action.

**Rock ‘N’ Roll:** you don’t suffer the -2 penalty when you use the autofire option on your weapons.

**Slippery:** You can automatically disengage from combat as a standard action - no test is necessary.

**Sure Footed:** you are very steady on your feet. You do not suffer the movement penalty for crossing rough terrain.

## GIMMICKS

Choose one gimmick from each category.

## EQUIPMENT

All characters begin with a standard kit;

Fatigues, boots & wet weather gear; Webbing and light pack; Comm Unit with throat mike and ear piece; Flashlight and under-barrel mount. Also;

Combat Armour (+2 Soak bonus) - a lightweight poly-kevlar armour that includes breast plate, shoulder guards, grieves and helmet.

Peace Keeper Rifle - the standard issue sub-machinegun, it fires 10mm titanium-alloy caseless rounds and is made of rugged polymer that allows it to continue to operate in all but the most hostile of conditions.

Weapon	Range	Dam-	Clip	Notes
Peace Keeper	50 yards	+3	20	Autofire

Combat Knife - a balanced, long-bladed knife equally useful as a tool, hand weapon or thrown weapon.

Weapon	Range	Dam-	Clip	Notes
Combat Knife	Combat/ 10 yards	Might	-	