

Blasters, Aliens, Spaceships, Adventure, Hitech

A Space



Now Without Variable Gravity Lasercrosse™
A Live-Action Roleplaying Event

Originally Produced by Virginia Interactive Arts

Written by Ken Brown,
and Gordon and Stephanie Olmstead-Dean



The Rules:

Every Live Action Role Playing Game has a few rules about it. This game is no exception. Here is a quick outline of our rules. Please remember that as well as the listing below, any rules stated by the Gamemasters, particularly rules concerning the site, are in force.

Characters:

Many characters have the “goal” of interacting with another character, rather than solving a mystery, or hunting for a widget. We firmly believe that the emphasis of Live Action Role Playing is on **Live Action** and **Role Playing**. Not on goal playing. Goals are reasons to interact. In many cases the character does not have a specific task to accomplish. The goal in these cases is ROLE PLAYING; that is, to become and portray a character.

The Site:

Do not fold, spindle or mutilate the site. This may require some slight curtailment of complete realism. For example, no matter how frustrated your character is, you should not begin tossing the crockery about in a rage. Starships are incredibly tough. Game sites are not. Pull your punches accordingly.

Out of Game Locations:

On doors, exits, etc. leading to places that do not exist within the framework of the game, there may be a card telling you what you see instead. I.E.: “This is the access panel to an active fusion furnace. Entering will reduce you to your molecular components.”

Combat:

Combat is how we simulate mayhem without destroying property, lives, etc. Just for the insurance records: **YOU MAY NOT PHYSICALLY ATTACK ANYONE IN THE COURSE OF THE GAME.** You may not even touch anyone without their consent.

Combat is conducted in the following manner:

1. Each player rolls 1d6
2. Add the total to your combat score
3. High number wins. If there is a tie, both parties are hurt

Combat Stuff

Hand-to-Hand Damage Chart

Alsarii	2
Human	3
Vergosi	4
Yorr	6
Android	7

Weapon Damage Chart

Protein Depolarizer	12
Laser	12
Heavy Laser	14
Light PASER	10
<i>Stun Only</i>	
Medium PASER	14
Heavy PASER	16
Ion Disruptor	14
Plasma Weapons	14
Photon Weapons	16
Particle Annihilator	18
Asst. Heavy Weap.	18
Ship's PASER Array	234,987

Running Away:

In space no one can hear you hyperventilate....

If you want to run away from an opponent, conduct a combat as you normally would. If your result is higher, the same, or one lower, you may run away. If there is no place to go, you may not run away.

Mechanical Systems:

Here and there about the ship you will see mechanical systems, represented by component cards. Components are useless within themselves, but together they make up something that can be used for a purpose.

Repairing things:

You may find, from time to time, that there are systems which do not function correctly. It may be possible to replace damaged components with components from another system which are functional.

Status:

Components have a status dot, indicating their condition.

Green - Normal

Yellow - Damaged

Red - Nonfunctional

Nonfunctional components must be replaced.

Damaged components may be repaired. (Though they may also be replaced) Repairs may only be conducted by an Engineer with Engineering or Technical Experience. The chance of a damaged component working correctly is based on the Engineering/Technical skill of whoever repaired it. Engineering skills are not cumulative.

Widget Hunting

Some reasonable attempt has been made to make the various components in the game sensible. They are not random widgets that go together to make up a device. On the other hand, it is not possible to exactly duplicate a futuristic starship's technical systems.

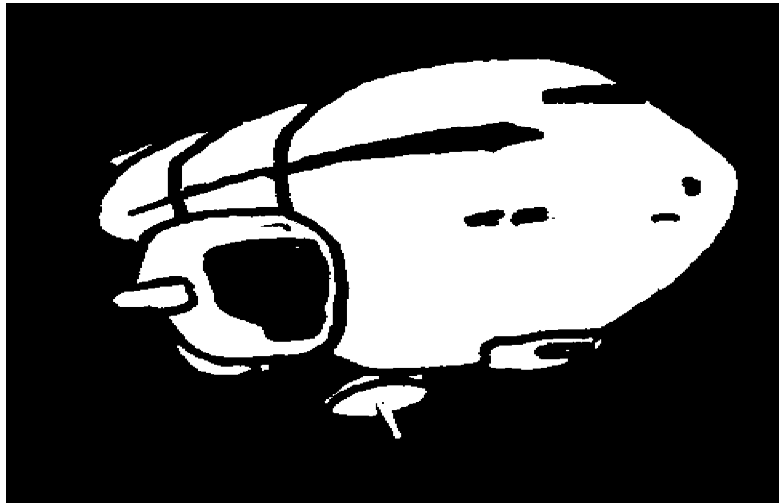
If you cannot find an exact match to replace a component, try and find something similar. Your Engineering/Technical skill may be sufficient to adapt it for your needs.

Building new machinery

Machinery put together from components that are not held together in a proper casing is very delicate. You may build machinery out of parts, without placing it in a casing, but it may be rather unstable, and certainly will not survive much punishment.

Software

A computer is made up of two envelopes. One represents storage space. This envelope contains programs that are not running. It cannot contain more programs than are indicated on the outside. The other envelope represents the capacity of the computer to run programs. If software does not have an envelope to reside in, it will cease to exist.



UPC Starship Copernicus

Background

UPC History

All the things that everyone actually remembers

Interstellar travel was discovered in the latter half of the 21st century by Unicorp, a commercial subsidiary of the United Nations Space Agency "In two thousand and ninety-one, Unicorp discovered another sun...da duh da duh da duh da duh..." Over the next one hundred years, the UNSA made a serious stab at moving most of the population of the Earth to interstellar colonies. Unfortunately, though an eventual one hundred million emigrants left Earth, this made no significant dent in the population of the spawning ground of the human race.

The first sentient race discovered by humans were the Alsarii. The Alsarii were a group of artistic humanoids who had discovered star travel several decades earlier, and were exploring their local stellar neighborhood at a leisurely pace.

The discovery of the Alsarii by a starship from Earth led to a set of major crises, as it became clear that the immigration program sponsored by UNSA was not only a failure, but would likely be limited by the distribution of other species. A wealth of problems brought the United Nations staggering to a halt, and during the twenty-second century the Earth broke down in chaos and ruin. The colonial worlds were largely left to "do for themselves" or perish.

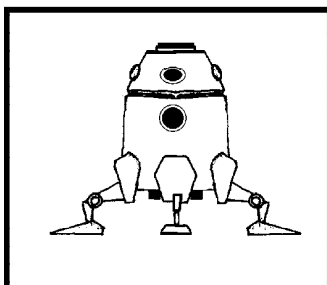
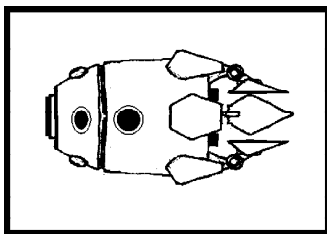
The discovery of the Vergosi race in the mid 22nd century did not make for an overwhelming improvement. The Vergosi were only slightly more technologically advanced than humankind, though they had possessed star travel for millennia.

The Vergosi were traders, with many useful things to sell to colony worlds, no longer being supplied by dysfunctional mother Earth. The Vergosi demanded high prices, and offered attractive credit terms. Because of their economic power, and the threat of the Vergosi Mafia, few humans dared either fight the Vergosi, or organize against them.

The Yorr War

In the first decade of the 23rd century, humankind encountered the Yorr. This race was antagonistic and barbaric. It was a miracle that the Yorr possessed star travel at all. After several years of skirmishing, conflict with the Yorr exploded into a savage and brutal war that dragged on from 2214-2218

After the war, human statesmen attempted to form the loose alliance that had opposed the Yorr into a strong galactic government. Human statesmen organized the Union of Planetary Councils (UPC). Though Alsarii contributed some advanced knowledge of sciences, and tactical arts, it was generally conceded among humans that they were pikers who did not carry their weight during the "Great War." Because they had only a few planets, and were known by all races as having the cleanest toilet facilities and most edible food, they were given the "honor" of housing the UPC Government.



The Type 27 Life Pod was developed during the Retull Wars for use by the UPC Fleet. This type of Lifesaving vessel carries a Subspace Radio, and is capable of landing on a planetary surface. UPC flagged vessels are required to carry at least two such pods

The Vergosi and Yorr never actually joined the UPC, but they did sign a set of Peace Treaties with the UPC Parliament.

During the Yorr War, the Alsarii had contributed some advanced knowledge of sciences, and tactical arts, though it is generally conceded among humans that they are pikers who did not carry their weight during the "Great War." Because they had only a few planets, and were known by all races as having the cleanest toilet facilities and most edible food, they were given the "honor" of housing the UPC Government. The Yorr never actually joined the UPC, but they did sign a set of Peace Treaties with the UPC Parliament.

Between the Wars

Peace continued for about a decade after the Yorr Armistice in 2218. There was progress everywhere. The UPC consolidated the great educational systems into an inefficient and cumbersome system of "Universities of the United Councils of Planets." Only UUCP Algol V, and UUCP Epsilon Eridani IX survived with any sort of credible reputation.

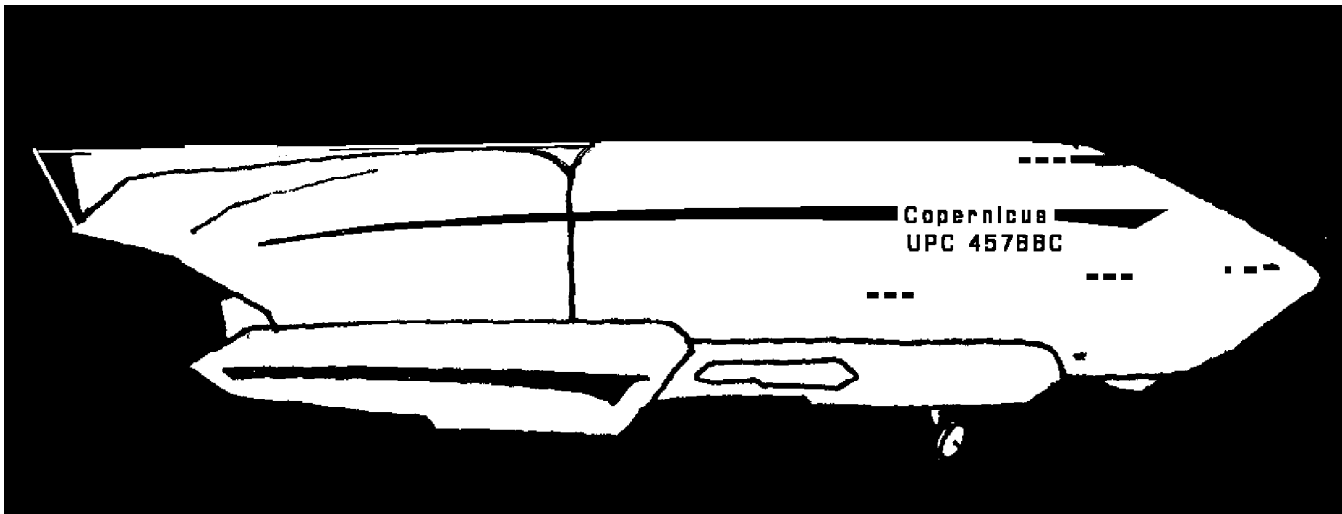
The Great Depression

In 2229, the UPC Economy collapsed, resulting in a massive galactic depression. Even the Vergosi were hard hit. Some Humans turned against the UPC, which since the War had maintained a fairly powerful grip. Excesses were cited - in 2232, after a fairly minor rebellion on the tiny forgotten colony of New Haven, the UPC dropped hydrogen bombs and wiped out the ten thousand or so inhabitants. New Haven had excited xenophobic fears among the UPC hierarchy because the population were mutated by radiation when their stardrive failed, and their descendants had bizarre psychic powers.

The UPC industrial complex survived the depression, and scandals like the destruction of New Haven, however, and under increasingly liberal leadership the economy recovered. Since the '32 elections, a series of Galactic Presidents curbed the powers of the Bureau for Interstellar and Galactic Offworld Trade Security, a powerful intelligence agency with vast internal powers. By the late thirties, all was nearly back to normal.

The Retull War

Unfortunately for most of the known sentient races, at about this time, the pernicious Retull began to spread



UPC Starship Copernicus - Profile

across known space. The Retull, unlike the other races thus far discovered, were not humanoids with some cute and offbeat variant on human features. They were large chittering crosses between insects and lizards, which no one had much in common with. To make matters worse, they were a hive mind, and while sentient, they had no use for, or comprehension of, other species. Their unimaginatively designed starships dropped colonies onto inhabited worlds. The Retull then began to farm, build roads and nests, and create industry without the slightest regard to the existing inhabitants. When attacked, they defended themselves with quiet and deadly weapons.

The Retull onslaught in 2238 was at first ignored by the majority of worlds. It was not until 2239, when the Retull began to touch on those worlds inhabited by, or owned by, the Vergosi, that a solid opposition emerged. Even the Yorr suffered from the onslaught of the Retull, though fighting communistic insectoids who did not hoard wealth or luxury items did not hold a great deal of enchantment for them. By 2241, all of the Allied races: Human, Alsarii, Yorr, and Vergosi, were at War with the Retull.

The war was long and grim. In 2242, Protocera, and then Thalidium, fell just before Holiday Number 12. The fall of two major UPC industrial bastions left the UPC heart exposed, and resulted in widespread panic. The UPC clung to heroes like Captains Karl Wolfram and Terry Chin, or General Rikki "Blood and Steel" Allen.

Finally, the UPC made a successful stand at Tovirex, and began to turn the tide. By 2244, it was clear that the UPC was winning. Heroes like Captain Carrol Cicco, and General Uckert carried the fight into the Retull worlds, smashing the Alien's ability to carry out a war.

Because the Retull could not be reasoned with, and because they were unsympathetic bug-eyed monsters, it was decided by the UPC that the Retull should be subject to genocide - hunted down to the last egg-sac. Despite the turning tide of battle, the hive-aliens showed no sign of interest in surrender, and even the more pacifistic statesmen agreed there was little alternative to wiping them out.

The Postwar Galaxy

Eventually, as all good things must, the Great War came to an end. Even the creation of a genetically engineered "warrior strain" of Retull, with awesome physical abilities, could not sustain the race. The last Retull colony was reduced to superheated goo by the Yorr, and peace was imminent.

UPC members who had been squabbling among themselves began to realize that their neighbors had a plethora of war-surplus materials, and began hoarding accordingly. The result was a rapid disintegration process that threatened to overtake the UPC. Arms manufactories operated overtime, staffed by millions of returning war-veterans, who needed jobs anyway.

There were terrible problems. On New Detroit, one of the great UPC industrial worlds, a Gangster Party was elected to the Government, and a World Gang-War broke out. The UPC intervened, leading to a terrible scandal when it was learned that the UPC intervention had been influenced by the Vergosi Mafia

The Alsarii have a saying. "There is nothing new orbiting the sun."

In order of their “discovery” by Humans:

Human - The human race is the most numerous in the galaxy (since the extinction of the pernicious Retull). It is the standard against which all other races are judged. Humans inhabit many different worlds, most under the nominal leadership of the United Planetary Council (UPC). Humans believe themselves to be possessed of a certain drive and leadership which explains why they colonize everywhere and breed like rabbits, while other races behave more conservatively.

Alsarii - (first contact, 2123) are peace-loving intellectual humanoids with pointy ears. They have three primary sexes. The Alsarii are not numerous but are highly respected, since they of all races seem to know what is going on. Other races seem to consider the Alsarii “decadent” because of their attentiveness to arts, philosophy, and carnality.

Vergosi - (first contact, 2150) are a saurian race with the morals and practices of corrupt 14th century Florentine merchants, or modern Arab and Japanese businessmen. The Vergosi appear to be the product of an evolutionary line similar to what would have occurred had Earth's dinosaurs not been wiped out by a chance cometary collision. The Vergosi race is much older than the human, but reproduces slowly. The Vergosi have had star travel since human prehistory, but they have only a handful of permanent colonies, preferring semi-permanent trade settlements instead. The Vergosi are well known as traders, bargainers, and shrewd business practitioners.

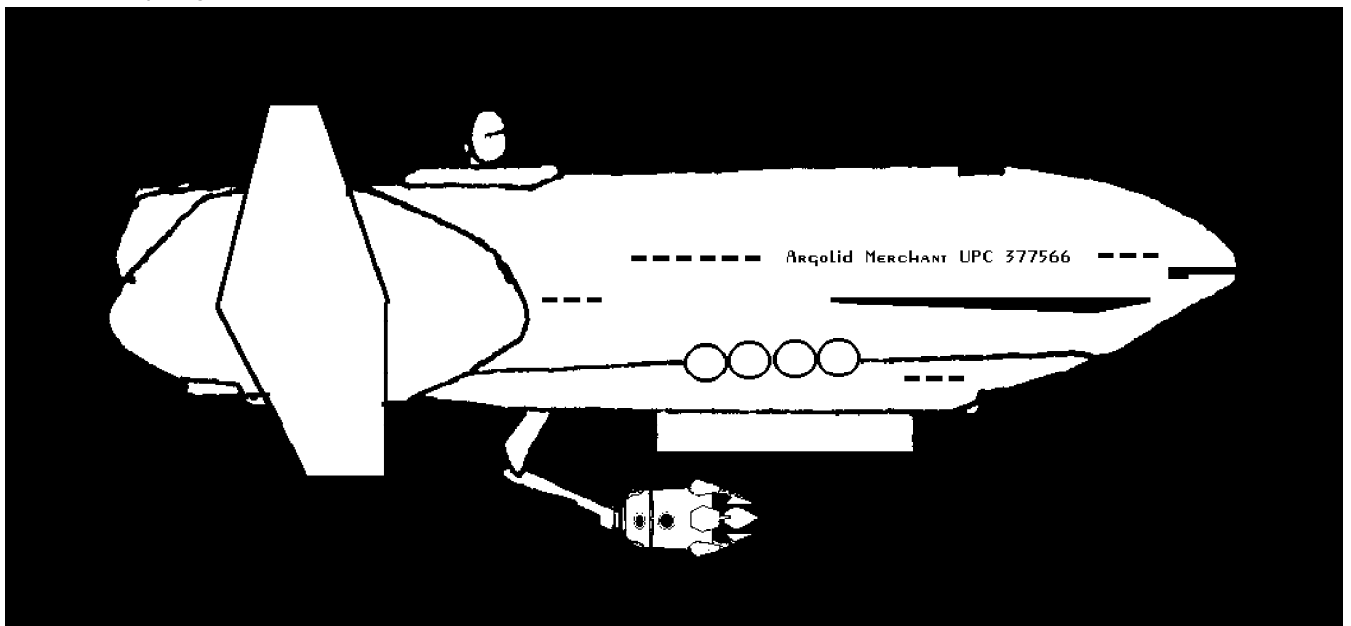
The Vergosi government is a balkanization, ruled by Corporations, and the powerful Vergosi Mafia. They are wealthy, not given to fighting, and act as brokers to the galaxy. Despite their inclination towards the bottom line, the Vergosi are proud, and can be very dangerous when cornered.

Yorr - (first contact, 2201) The Yorr consider themselves to be the greatest race in the galaxy. They are violent beyond human scope, and warfare is their primary cultural value. Their sexual habits are too gruesome to consider reproducing in print. They are concerned primarily with violence, and how to maximize it without extinction.

Retull - (first contact, 2237) polymorphous insectoids which share a single “hive mind.” All Retull are extensions of *the* Retull. Because of their apparent inability to accept the concept of beings not assimilated into their hive mind (and insectoid form), it was never possible to reach a peace settlement in the war against the Retull. The allied races, led by the Yorr, destroyed the entire race to the last egg-sack.

Android - Androids are artificially created sentient machines. They are legally considered property, though they are capable of many of the same actions as humans. Most androids are manufactured by Universal Robotics of Phi-Kappa-Epsilon 3. Androids have been manufactured since the late 21st century, though most original models are now out of service.

UPC Starship Argolid Merchant



A Space Operetta

Soforonza Bek
Vergosi Passenger - Copernicus

A Space Operetta

Commander Borru
Yorr Passenger - Copernicus

A Space Operetta

Dr. Lou Cedras
Passenger - Copernicus

A Space Operetta

Admiral Terry Chin
Passenger - Copernicus

A Space Operetta

Captain Carol Cicco
Captain - Argolid Merchant

A Space Operetta

Drew Clute
Engineer - Argolid Merchant

A Space Operetta

Tracey Cogan
2nd Engineer - Copernicus

A Space Operetta

Dana DeValan
Navigator - Copernicus

A Space Operetta

Dr. Francis Duran
Passenger - Copernicus

A Space Operetta

Honigoraza Fak
Vergosi Passenger - A. Merchant

A Space Operetta

Lindsey Galvin
Supercargo - Argolid Merchant

A Space Operetta

Liaison Garch
Yorr Passenger - Copernicus

A Space Operetta

Bonidaso Ged
Vergosi Passenger - Copernicus

A Space Operetta

Stowaway
Stowaway - Copernicus

A Space Operetta

Commander Hagh
Yorr Passenger - Copernicus

A Space Operetta

Secretary Chris Kooch
Engineer - Argolid Merchant

A Space Operetta

Dr. Lesley Lee
Ship's Doctor - Copernicus

A Space Operetta

Alison Lei
Supercargo - Copernicus

A Space Operetta

Pat Murano
Captain - Copernicus

A Space Operetta

Tondiosaro Pah
Food Prep Engineer - Copernicus

A Space Operetta

Lt. Corey Paltos
Passenger - Copernicus

A Space Operetta

Murphy Chando
First Officer - Argolid Merchant

A Space Operetta

RU-1
Ship's Android - Copernicus

A Space Operetta

Nuhar Sal'gharii
Alsarii Passenger - Copernicus

A Space Operetta

Jerri Seletti
Engineer - Copernicus

A Space Operetta

Vivian Sharon
Passenger - Argolid Merchant

A Space Operetta

Mara Trey
Passenger - Argolid Merchant

A Space Operetta

Attache Urgo
Yorr Passenger - Copernicus

A Space Operetta

Ambassador Hagen
Passenger - Copernicus

A Space Operetta

Glen Weber
First Officer - Copernicus

A Space Operetta

Soforonza Bek - HLVS
Vergosi Passenger - Copernicus

A Space Operetta

Commander Borru- BDGH
Yorr Passenger - Copernicus

A Space Operetta

Dr. Lou Cedras - LSSB
Passenger - Copernicus

A Space Operetta

Admiral Terry Chin - TLSH
Passenger - Copernicus

A Space Operetta

Captain Carol Cicco - LBSK
Captain - Argolid Merchant

A Space Operetta

Drew Clute - RQSV
Engineer - Argolid Merchant

A Space Operetta

Tracey Cogan- LHSK
2nd Engineer - Copernicus

A Space Operetta

Dana DeValan - MSSA
Navigator - Copernicus

A Space Operetta

Dr. Francis Duran - LSSI
Passenger - Copernicus

A Space Operetta

Honigoraza Fak - KZVD
Vergosi Passenger - A. Merchant

A Space Operetta

Lindsey Galvin-TUSA
Supercargo - Argolid Merchant

A Space Operetta

Liaison Garch - AFGD
Yorr Passenger - Copernicus

A Space Operetta

Bonidaso Ged - PRVG
Vergosi Passenger - Copernicus

A Space Operetta

Stowaway - MNMF
Stowaway - Copernicus

A Space Operetta

Commander Hagh - KLGH
Yorr Passenger - Copernicus

A Space Operetta

Secretary Chris Kooch - CVSR
Engineer - Argolid Merchant

A Space Operetta

Dr. Lesley Lee - RLSF
Ship's Doctor - Copernicus

A Space Operetta

Alison Lei - TMSC
Supercargo - Copernicus

A Space Operetta

Pat Murano - PRSQ
Captain - Copernicus

A Space Operetta

Tondiosaro Pah - KHVT
Food Prep Engineer - Copernicus

A Space Operetta

Lt. Corey Paltos - QKSF
Passenger - Copernicus

A Space Operetta

Murphy Chando - RSSM
First Officer - Argolid Merchant

A Space Operetta

RU-1 - TRIL
Ship's Android - Copernicus

A Space Operetta

Nuhar Sal'gharii- TTLM
Alsarii Passenger - Copernicus

A Space Operetta

Jerri Seletti - RSSV
Engineer - Copernicus

A Space Operetta

Vivian Sharon - MSSN
Passenger - Argolid Merchant

A Space Operetta

Mara Trey - QRSQ
Passenger - Argolid Merchant

A Space Operetta

Attache Urgo -DVGT
Yorr Passenger - Copernicus

A Space Operetta

Ambassador Hagen - RMSV
Passenger - Copernicus

A Space Operetta

Glen Weber - LHSF
First Officer - Copernicus

Cast of Characters *Space Opretta*

Date: _____ Time: _____

Place: _____

Imperial Yorr

- | | | |
|---------------------------------------|-------|---|
| 1. Imperial Proconsular Liaison Garch | _____ | 1 |
| 2. Imperial Strike Commander Borru | _____ | 3 |

Ghast Yorr

- | | | |
|-------------------------------|-------|---|
| 3. High Military Attache Urgo | _____ | 1 |
| 4. Strike Commander Hagh | _____ | 3 |

Alsarii

- | | | |
|---|-------|---|
| 5. First Intercultural Attache Nuhar Sal'gharii | _____ | 3 |
|---|-------|---|

Vergosi

- | | | |
|--|-------|---|
| 6. Special Fiscal Envoy Bonidaso Ged | _____ | 1 |
| 7. Exchange Deputy Comptroller Sofaronza Bek | _____ | 1 |
| 8. Honigoraza Fak | _____ | 3 |
| 9. Tondiosaro Pah (cook) | _____ | 4 |

Human

- | | | |
|------------------------------------|-------|---|
| 10. Vice-Ambassador Adrian Hagen** | _____ | 1 |
| 11. Admiral Terry Chin | _____ | 2 |
| 12. Staff Lieutenant Corey Paltos | _____ | 3 |
| 13. Undersecretary Chris Kooch | _____ | 2 |
| 14. Dr. Lou Cedras | _____ | 2 |

Copernicus

- | | | |
|----------------------------------|-------|-------------------|
| 15. Captain Pat Murano | _____ | 1 |
| 16. First Officer Glen Weber | _____ | 2 |
| 17. Navigator Dana DeValan | _____ | 1 |
| 18. First Engineer Jerri Seletti | _____ | 2 |
| 19. Second Engineer Tracey Cogan | _____ | 4 |
| 20. Supercargo Alison Lei | _____ | 3 |
| 21. Ship's Doctor Lindsey Lee | _____ | 1 |
| 22. RU-1 | _____ | 1 |
| Stowaway | | Not Cast at Start |

Crew of the Argolid Merchant

- | | | |
|----------------------------------|-------|----|
| 23. Captain Carroll Cicco | _____ | 1 |
| 24. First Officer Murphy Chando | _____ | 1* |
| 25. Supercargo Lindsey Galvin | _____ | 1 |
| 26. Engineer Drew Clute | _____ | 4 |
| 27. Bounty Hunter Vivian Sharon | _____ | 5 |
| 28. Mara Trey, Prisoner | _____ | 5 |
| 39. Dr. Francis Duran, passenger | _____ | 4 |
| 30. Honigoraza Fak | _____ | 4 |

Number to Right represents casting priority. Try to cast all the characters with the same number, then all the next ring. This will avoid "dangling" plots that cannot be fully resolved

*Murphy Chando usually re-enters the game as the Stowaway, Dale Hagen

**All characters are either Male or Female, except for Ambassador Adrian Hagen. Dale knows Adrian as his "father". If Hagen is played female, you might tip the Alsarii off that Adrian was a different gender the last time the met, so the Alsarii can remark on it in conversation. Hagen, of course, doesn't remember.