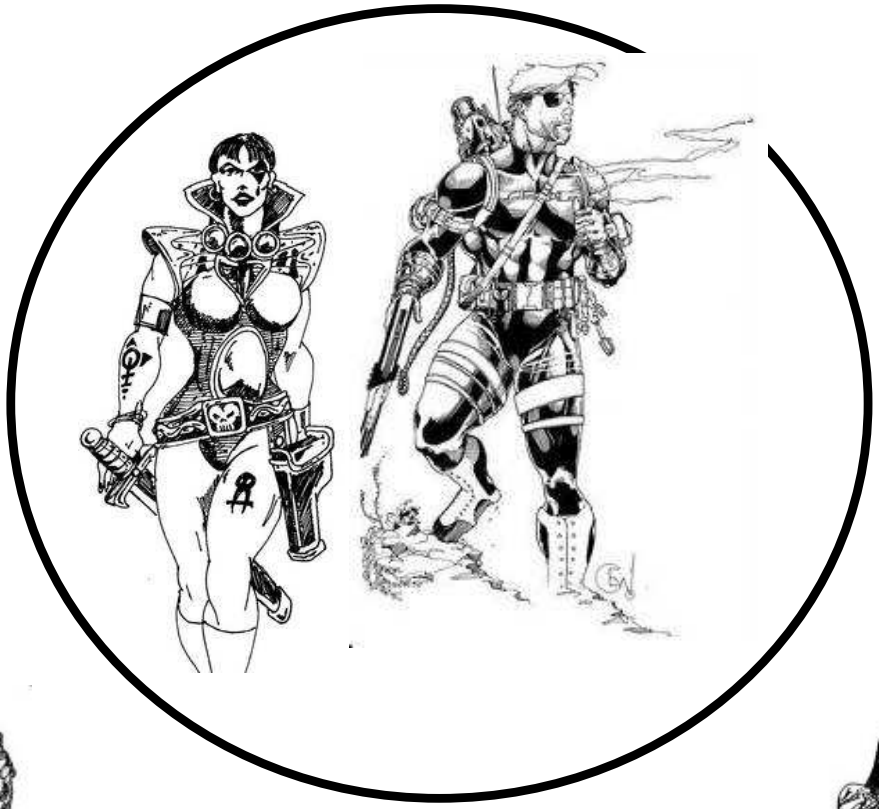
ADVENTURERS
Laserburn Companion

VERSION 1.3

AN UNOFFICIAL LASERBURN SUPPLEMENT



By NEIL COOPER

Some illustrations sourced from pictures submitted to the few gonads more website, or from the official Laserburn rules book, with thanks.

Welcome to Adventurers, a companion guide to laserburn

This volume sets out to Compliment and expand on the Laserburn set of war-game/ roleplaying rules by Table Top Games. This book has several sections:

Rules Errata: attempts to correct some of the rules mistakes which appeared in the original sets of rules, and to clarify or expand on rules where there was scope for misunderstanding or confusion. Please be aware that these errata are my own opinion of what was meant and are of course open to further discussion by way of the 'A few gonads more' website.

Rules additions: adds further rules for other situations the characters may find themselves in, and rules which I felt should have been part of the original set.

The World Of Laserburn: Gives additional information on a fictional backdrop to your games, based on the Laserburn rules and information written by members of the A few Gonads more website. Feel free to pick and mix which bits you like of course.

Galactic Maps: Is an ambitious attempt to map the Laserburn universe, including locations for all the alien home-planets etc

Character Sheets: Is a collection of character sheets for those playing Laserburn as a skirmish game, a roleplaying game, and using Imperial Commander for larger scale actions.

Thanks to:
Tabletop games for Laserburn itself!
Members of the 'A few gonads more' yahoo web group, which can be found here:
http://games.groups.yahoo.com/group/afewgonadsmore/

No infringement of any copyrighted publications or artwork was intended in this book, I will of course remove pictures/ artwork if the artists concerned are offended.

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SECTION 1 :RULES ERRATA

Rules errata are organized by TTG rules book and by page number the rules appear on.

LASERBURN Sci-fi combat rules

Page	Section	Rule amendment/ change
5	Turn sequence	A problem with the original rules was that the exact turn sequence/ actions allowed is a bit vague. Here is my interpretation: **TURN 1 (Each turn takes about 1 minute)** **A) Call initiative** Call on each individual figure when their initiative level (modified by items carried), is reached. **B) During Initiative call of figure** In a figures turn they may then move and perform actions as listed on page 7 at any point in their move, may fire at any point in their move, as long as the extra rules about running, maximum number of shots etc are not broken. **C) Close Combat phase** When ALL figures have moved and fired projectile weapons, any now within 1m of eachother may enter close combat. **D) Artillery phase** Any artillery pieces may now be fired **E) Skill rolls/ medical aid etc** Roll for any skills, medical aid chances, other in game dice rolls **TURN 2, etc, etc, etc……**
6	Initiative level modifiers	Each piece of equipment or weapon in the 'Weapons of the fringe' booklet now has an ILM, or initiative level modifier, which is applied to the individuals initiative level when carried/ used. Note initiative levels can go into negative numbers, but I suggest individuals should not be allowed to carry more than 20 points worth of gear! (but don't count armour against this)
8	Weapon breakage	Since most hand to hand combat involves weapons making contact frequently, if the 'winner' of a combat fails to hit, or rolls a double, weapons have made contact in that round. Follow the other rules for breakages as listed.
10	Changing targets	…..10% reduction in accuracy for each 10 **degrees** turned through
12	Flamer range	Consider hand flamers or Flamethrowers have a MAXIMUM range of 15 metres
12	Needle weapons	Can't find any references to armour penetration of needle weapons. I propose to use the other mêlée weapon' category on the armour penetration table for needlers (poor penetration then!)

<table>
<tr><td>12</td><td>Conversion beam projector</td><td>Propose 1mm penetration for each 1m range, but need to penetrate PA or DN by 10mm or more for a malfunction. I felt the damage tables for CBP hits on flesh was unrealistic, and suggest substituting this one:

<table>
<tr><td>Head</td><td>Up to 3mm</td><td>Light, 30% blinded</td></tr>
<tr><td></td><td>3-15mm</td><td>Serious, 50% blinded</td></tr>
<tr><td></td><td>15mm+</td><td>Kills</td></tr>
<tr><td>Body</td><td>Up to 4mm</td><td>50% of a light wound</td></tr>
<tr><td></td><td>5-20mm</td><td>Light</td></tr>
<tr><td></td><td>21mm-50mm</td><td>Serious.</td></tr>
<tr><td></td><td>51mm plus</td><td>Fatal wound, more than 150mm, person cut in half!</td></tr>
<tr><td>Limb</td><td>Up to 4mm</td><td>30% of a light wound</td></tr>
<tr><td></td><td>5-10mm</td><td>Light</td></tr>
<tr><td></td><td>11-40mm</td><td>Serious</td></tr>
<tr><td></td><td>41mm+</td><td>Serious, automatic disablement. Note if more than 60mm, arm severed, more than 100mm, leg severed.</td></tr>
</table>

The ‘beam’ of The CBP is invisible, and is fired from the gun as a metre long pulse. On hitting solid matter this converts the matter into energy instantly causing a hole with cauterized edges. Depending on how the target was moving when hit this may be a simple hole, or may have tracked along the part hit, severing limbs or causing a much greater amount of damage.</td></tr>
<tr><td>13</td><td>Firing Variations</td><td>Weapons are hopelessly inaccurate!, presumably this was done to allow figures to be used on a reasonable sized table. When you consider a 20th century Infantryman can hit targets out to 200 metres with accuracy from an assault rifle, this same range in Laserburn would entail a -400 hit modifier! Marksmen with sniper rifles can hit out to 500 m or more (-1000 modifier!)

I propose we just accept these variations for the tabletop game using figures, but when using the rules for a role-playing game, you can use a simplified table below:

<table>
<tr><th>Deduction per metre of weapon</th><th>PB
0-5m</th><th>S
6-10m</th><th>M
11-20m</th><th>L
21-50m</th><th>X
51m+</th></tr>
<tr><td>-1</td><td>0</td><td>-5</td><td>-20</td><td>-40</td><td>-70</td></tr>
<tr><td>-2</td><td>0</td><td>-10</td><td>-30</td><td>-60</td><td>-100</td></tr>
<tr><td>-3</td><td>-5</td><td>-15</td><td>-45</td><td>-80</td><td>-150</td></tr>
<tr><td>-4</td><td>-10</td><td>-20</td><td>-60</td><td>-100</td><td>-200</td></tr>
<tr><td>-5</td><td>-15</td><td>-25</td><td>-75</td><td>-120</td><td>-250</td></tr>
<tr><td>-6</td><td>-20</td><td>-30</td><td>-80</td><td>-150</td><td>-300</td></tr>
<tr><td>-0.5*</td><td>0</td><td>0</td><td>-10</td><td>-20</td><td>-30</td></tr>
</table>

* Some weapons in my Weapons of the Fringe book have been given this VPM rating to represent high accuracy.</td></tr>
<tr><td>15</td><td>Effect of Hit table</td><td>The first weapon box should read Lasers, OUTER blast areas, other melee weapons</td></tr>
<tr><td>16</td><td>Medical aid</td><td>An auto medic adds 2 to the medical aid roll</td></tr>
<tr><td>22</td><td>Sun gun</td><td>The picture of this weapon and its high damage capability lead me to class this as a shoulder weapon, so -3 to initiative when carried.</td></tr>
<tr><td>26</td><td>Price and availability</td><td>Rolls for chance of obtaining restricted equipment can be made once per scenario, or in roleplaying games, once per week.</td></tr>
<tr><td></td><td></td><td></td></tr>
</table>

ROBOT

<table>
<tr><th>Page</th><th>Section</th><th>Rule amendment/ change</th></tr>
<tr><td>9</td><td>Robot hit effect and locations</td><td>Use this table for hits on all robots, whether humanoid in shape or otherwise. For androids, cyborgs or Simulators, use the Human hit effect charts, after penetration of any armour. Ignore the ‘penetrating hits on droids’ rules in ALAA and substitute the table below instead:
<table>
<tr><th>Area hit</th><th>Human result</th><th>Effect on droid</th></tr>
<tr><td>Head</td><td>Kill
Blinded
Serious

Light</td><td>Ceases to function
Sensors destroyed, as per blinded
20% Moves and fires at random, else shuts down
60% shuts down, else -40 hit chance</td></tr>
<tr><td>Body</td><td>Kill

Serious

Light</td><td>20% chance Explodes as per HE grenade, else Android is ‘dead’
50% cease to function, else -40 hit chance, half movement
Half speed, -20 hit chance</td></tr>
<tr><td>Leg</td><td>Kill
Serious
Light</td><td>Blown off, topple over!
¼ speed
½ speed</td></tr>
<tr><td>Arm</td><td>Kill

Serious
Light</td><td>Blown off!- no use of this limb or any weapon/ device carried.
Arm useless
Weapon dropped, -20 to hit.</td></tr>
</table>
</td></tr>
<tr><td>43</td><td>Robot costs</td><td>Some amendments here.
Replecator cost 100,000 credits
Roboturret cost given DO NOT include the gun type mentioned, add the heavy weapon equivalent to the cost. E.g: Roboturret bolter would cost 700 plus 300 for a heavy bolter. (the prices just seemed too cheap!)</td></tr>
</table>

ADVANCED LASERBURN AND ALIENS

A somewhat unpopular supplement with many, in my opinion it takes the perfectly good original laserburn rules and expands on them, successfully in some areas, not in others.

Page	Section	Rule amendment/ change
2	Character generation	Great for roleplaying games. I felt there was a lot of potential variation in the sorts of characters you could get, depending what dice were rolled. I suggest rolling 9d6 and allowing characters to choose which score is applied to which.
4	Endurance and fatigue	Would have been easier if timescales were noted in hours or days, rather than turns, as the numbers are quite large! I personally don’t use these rules.

<table>
<tr><td>5</td><td>Regeneration</td><td>Alternative rules presented:

Regenerative rate (applies to creatures of RC1, others heal faster, see page 6 ALAA)

<table>
<tr><th>CCF, G
Regen rate</th><th>LIGHT</th><th>SERIOUS</th><th>MED FACILITY</th></tr>
<tr><td>1</td><td>5 days</td><td>25 days</td><td>3 days</td></tr>
<tr><td>2</td><td>4 days</td><td>20 days</td><td>2 days</td></tr>
<tr><td>3</td><td>3 days</td><td>15 days</td><td>1 day</td></tr>
<tr><td>4</td><td>2 days</td><td>12 days</td><td>18 hours</td></tr>
<tr><td>5</td><td>1.5 days</td><td>9 days</td><td>12 hours</td></tr>
<tr><td>6</td><td>1 day</td><td>7 days</td><td>6 hours</td></tr>
<tr><td>7</td><td>1 day</td><td>5 days</td><td>4 hours</td></tr>
</table>

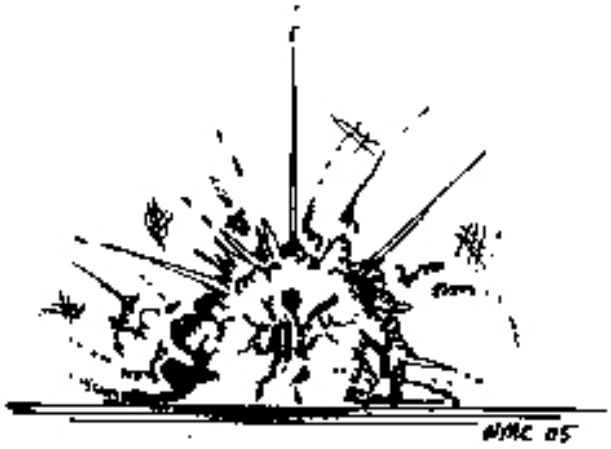
This is the time for a wound to heal completely, see page 5 ALAA if complete rest is not given.
These wound heal times assume medical aid has been given soon after the wound was received. Double healing times if this is not the case, and for serious wounds the area, once healed will still count as a light wound.
Removing a limb and replacement with cybernetics is of course an option.

The med facility column is if patient is resting until healed in a civilian hospital or military field hospital.</td></tr>
<tr><td>8</td><td>Skills</td><td>More will be given in the new rules section of this book.</td></tr>
<tr><td>10</td><td>Movement rate</td><td>Don’t know why they changed this, and there are now discrepancies between the movement of vehicles in the original laserburn rules compared to ALAA.</td></tr>
<tr><td>12-15</td><td>Combat</td><td>I personally use the original rules for close combat, and ignore these pages as they just seem an unnecessary complication</td></tr>
<tr><td>16-18</td><td>Firing and Target angle factors</td><td>I personally use the original rules, and assume targets are facing eachother, so use Target angle factor 1/5 columns for all hits.</td></tr>
<tr><td>20</td><td>Conversion beamer</td><td>I use the rules which are listed above.</td></tr>
<tr><td>24</td><td>Bolt cannon cost</td><td>1000 credits JUST for the gun, no free 300 ammo as it makes the gun pretty much free!</td></tr>
<tr><td>25</td><td>Electro sensors</td><td>Assume electro sensing capability for all military vehicles, all starships and larger civilian vehicles.</td></tr>
</table>

IMPERIAL COMMANDER

Page	Section	Rule amendment/ change
12	F3 Impact charts	The STUN chart is wrong, The column for PA should have NE not MISS in the first box, and the DN column should have NE, not STUN in the first box.
15	Demolition	In the notes at the bottom of page 15, it says….a room collapses, throw a 1D6. If the score is **2 D6** then that room also collapses. This makes no sense! Should read….. a room collapses, throw a 1D6. If the score is **1 or 2** then that room also collapses.

<table>
<tr><td>18</td><td>Ammunition and Breakdown</td><td>The way I see it, you have individuals weapons running out of ammo and breaking down all over the place with these rules. I propose when you throw a dice to see if the unit has cleared the breakdown or reloaded, dice needed depends on class:
Raw: 6 Elite: 4-6
Conscript: 5-6 Veteran: 3-6
Regular: 4-6 Guard/ Hero: 2-6</td></tr>
<tr><td>24</td><td>Robots</td><td>What is going on here? The might of the Imperium produces Robots that have program anomalies all over the place in battle! I propose you roll a dice as explained EVERY time a robot is HIT, not at the start of every turn.</td></tr>
<tr><td>25</td><td>Heroes</td><td>For those without ‘average dice’.
<table><tr><td>D6 result</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td></tr><tr><td>Average</td><td>2</td><td>3</td><td>3</td><td>4</td><td>4</td><td>5</td></tr></table></td></tr>
</table>



FORCES OF THE IMPERIUM

Page	Section	Rule amendment/ change
2	Imperial trooper	For roleplaying games, assume most troops are trained to a basic standard, treat as Regulars, with the odd Elite trooper amongst them.
8	Imp. Power armour platoon	It strikes me that the [power armoured platoon is very short ranged, troops well off in the distance with heavy bolters could tear them to shreds before they got in range, as only 1 trooper in the platoon has a heavy bolter.
9	Imp. Dreadnought armour platoon	Again, lots of built in short range weapons, with the exception of the missile launcher. If DN armour replaces the tank, where is the good ranged attack? Would suggest that some troopers carry support lasers or machineguns, or have heavy bolters with belt fed ammo supplies, to give a real boost and support to other troops at longer ranges.
15	Merc. armour	More long ranged attacks here, if troops are given one of the 'Heavy weapon' options.
20	Scorpion assault lander	Presumably the troops 'from space transports directly into action' are all wearing full armour with breathing apparatus, are immune to the roasting temperatures of re- entry into a planets atmosphere, and are strapped in somehow!, as the lander is an open topped anti- grav vehicle with no seats etc! I suggest using this vehicle in roleplaying games as a surface only lander, perhaps moving troops around the battlefield quickly, and having electro- magnetic flooring to keep them in one piece while it flies around! My beamstrike rules present the space version of this craft.
22	Scythe Jet copter	Seem quite restricted with weapons, only able to strafe with fixed pods is a bit strange, what's to stop it hovering, aiming the pods and firing at targets as it wishes? Anyway, I propose, 2 Roboturret mounts are an option, along with 'door' mount pintle gunners who have a 180 degree arc of fire. Typical pintle mounts will be any of the RF support guns.
24	Machinegun	The gun is also capable of single, semi and full auto settings.

SECTION 2: RULES ADDITIONS

New Penetration QR sheet incorporating new weapons

Presented below is a penetration chart for all original Laserburn weapons and new weapons appearing in my 'Weapons and Equipment of the Fringe' booklet

Weapon	RANGE					ARMOUR								Shots
	PB	CL	MED	LON	EXT	DN	PA	LA	FM	FB	FF	UA	PD	
Snub laser	+5	-5	-35	-45	-60				-10	-20	-15	+25	-10	15
Laser pistol	+10		-30	-35	-40				-10	-20	-15	+25	-10	20
Hvy laser pistol	+5		-30	-40	-50	+5	+5	+5		-10	-5	+25	-5	15
Autolaser	+10		-15	-20	-25				-10	-20	-15	+25	-10	60
Laser rifle	+10		-10	-15	-20				-10	-20	-15	+25	-10	50
Heavy laser	+10	+5		-5	-15	+10	+15	+15	+5	+20	+10	+50		30
Support laser	+10	+5		-5	-15	+10	+15	+15	+5	+20	+10	+50		100
Derringer			-20	-35	-50	-15	-10	-10						4
Slug revolver	+5		-15	-30	-45	-10	-5	-5						6
Autopistol	+5		-15	-30	-45	-10	-5	-5						15
Machine pistol	+5		-20	-35	-50	-15	-10	-10						30
SMG	+5		-15	-30	-45	-10	-5	-5						30
Assault rifle	+5		-5	-10	-15	-10	-5	-5						20
HVY rifle	+5	+5			-5		+5	+5	+10				+10	10
Machinegun	+5	+5			-5		+5	+5	+10				+10	50
HVY machinegun	+5	+5			-5	+15	+20	+20	+15				+15	200
Auto shotgun (Buckshot)		-5	-15	-30	-40	-15	-10	-10	-15				-15	10
Bolt pistol	-5		-10	-20	-30	+20	+30	+30	+15				+15	5
Enforcer pistol	-5		-10	-20	-30	+20	+30	+30	+15				+15	10/5
Law officer bolter	-5		-10	-20	-30	+20	+30	+30	+15				+15	4x2
Ramjet pistol	+10		-30	-35	-40	+40	+50	+50	+30				+30	1
Bolt rifle	-5				-10	+20	+30	+30	+15				+15	15
Autobolter	-5		-5	-10	-15	+20	+30	+30	+15				+15	30
HVY bolt rifle	-5	-5			-5	+35	+45	+45	+20				+20	20
Support Bolter	-5	-5			-5	+35	+45	+45	+20				+20	50
Weapon	**RANGE**					**ARMOUR**								**Shots**
	PB	**CL**	**MED**	**LON**	**EXT**	**DN**	**PA**	**LA**	**FM**	**FB**	**FF**	**UA**	**PD**	
Hand flamer						+50	+50	+30	+45	-5	-10		+45	1
Flamethrower						+60	+60	+40	+55	+5	-10		+45	1
Sun gun	Template weapons													1/6
Plasma gun														3
Gauss pistol	+10	+5	-15	-30	-45	+15	+25	+35	+20				+20	15
Gauss rifle	+10		-5	-10	-15	+15	+25	+35	+20				+20	40
HVY gauss rifle	+10	+5			-5	+15	+25	+35	+20				+20	
PGMP-12						+30	+40	+40	+40	-5	-10		+30	40
PGMP-13						+30	+40	+40	+40	-5	-10		+30	40
PGMP-14						+30	+40	+40	+40	-5	-10		+30	40
FGMP-14						+50	+50	+50	+45	-5	-10		+45	40
FGMP-15						+50	+50	+50	+45	-5	-10		+45	40
All Needlers						-50	-30	-20	-10	-10	-10		-10	Varies
Dum Dum	+10	+5				-25	-25	-25	-10				-10	
Armour piercing						+25	+30	+40	+20				+20	

Explosions: Area A Area B Area C						-15 -30 +50	-15 -30 +50	-10 -20 +50	-5 -10				-5 -10	
Smoke/flare hit						-50	-50	-50	-40	-50	-50	-25	-50	
Incendiary						+25	+25	+25	+15				+15	
Force blade						+30	+40	+40	+40	+10	+10		+10	
Mono blade							+10	+20	+30				+30	
Power glove						+40	+50	+50	+30				+30	
Other melee weapons						-50	-30	-20	-10	-10	-10		-10	

Note: Lasers deduct 15% for every 3m of smoke the beam passes through. Low power lasers deduct 20% for every 3m smoke.

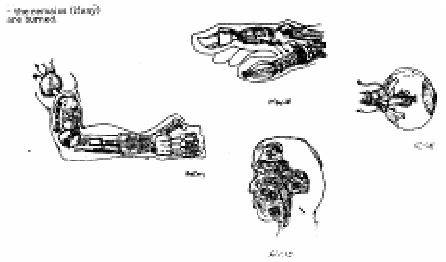
NEW SKILLS FOR CHARACTERS

In extended roleplaying games of laserburn, you may wish to include the additional skills below. All of the original skills are included as well for completeness

Dice score	Skill	Max. Levels	Details
1-3	Weapon smith		Please see Laserburn basic rulebook pages 31-33 for details of use.
4-7	Weapon skill		
8-10	Lightning reactions	4	
11-13	Fast draw	2	
14-16	Survival instinct	1	
17-20	Nerves of steel	1	
21-23	Ambidexterity	3	
24-27	Sniper	7	
28-30	Martial skill	2	
31-33	Leadership	1	
34-37	Jet cycle	5	
38-40	Jetpack	3	
41-43	Streetwise	1	
44-47	Driving	5	
48-50	Demolitions	10	See Advanced Laserburn and Aliens for use, with the modification that an individual may use extra levels gained on the technical capability (OC, MC, DC) of his choosing, not just the highest.
51-53	Robotics	10	
54-57	Computers	10	
58-60	Vehicular	10	
61-64	Weapon systems	10	
65-68	Electro sensors	10	
69-70	Communications	10	
71-74	Medical	10	
75-77	Xeno tech general	20	
78-80	" Weaponry	20	
81-84	" Biomedicine	20	
85-88	" Linguistics	20	
89-92	Bioskill	10	Encompasses biology, chemistry and other basic scientific knowledge. OC,MC,DC skill
93-97	Cybernetics	10	This is an OD, MC, DC skill as above
98	Swordsman	1	See Forces of the Redemption, unofficial supp.
99	Astronavigation	10	OD, MC, DC skill as above
00	Star pilot	6	Each level allows piloting of a ship of equal or less base aspect (See 'beamstrike' supplement)

CYBERNETICS

Cybernetics is the science or study of control or regulation mechanisms in human and machine systems, including computers. In Laserburn, cybernetic organisms, or 'Cyborgs' for short, are common place. From The Frankenstein 'Hymar' cyborgs, to the sophistication of the Replicators cyborgs and cybernetic limbs are readily available. Expanding on some examples given in ALAA, pages 35-36. Here are some more options:



ITEM	Cost	Avail	Use	Life span
Replacement Arm	500	100	No stronger or tougher than the organic original it replaces, will take wounds etc as usual and have negative wound effects as per normal limb.	10
Replacement leg	400	100		10
Replacement Tail	300	80		10
Replacement wing	750	50		10
Optical insert	850	65	1 eye is replaced by a powered, variable magnification unit equivalent to character using laser rangefinder/ pointer and Gyro binoculars	5
Powered arm	1200	5	Made of light armour, counts as power glove, LW battery gives 8 turns use. Once power is out, acts as normal cybernetic arm	10
Powered leg	1150	10	Made of light armour, one leg increases run by 4 m per turn, 2 legs gives +10 m per turn move. 1 std battery gives 10 turns use. When battery is out, use as normal cybernetic leg.	10
Filters/ mike and plugs	250	100	Surgically implanted standard equipment	20
Humanoid android body	9500	10	Complete android body accepts the brain of a human, will allow a human to live to around 120 years before the brain dies of old age. Requires 1xVAB for 5 days power. CCF C is reduced to 1, CCF D is reduced to 1, CCF F is increased to 6. Variations can include tracked base, wheeled base, permenant fixing into a spacecraft or vehicle or buildings computer system.	35
Neural Plug	300	80	Brain implant allows character to 'plug into' larger computer systems by standard wireless network to access information much faster. Note this does NOT allow access to restricted information, only that which is publicly available ,also acts as a power/ dreadnought mind liner, to allow proper manipulation of powered armour limbs.	30
Weapon implant	450 plus gun cost	As weapon availability	Any pistol weapon except flamer is incorporated into the characters arm. This is a miniaturized version and only carried ½ the amount of ammo, and has a further -20 hit penalty when used.	10

Penalties for cybernetics:
CCF,C -2 per arm, CCF,D -2 per leg, -1 per arm.
Alien cybernetics purchased within the Imperium will cost treble.

ARMOUR AND WEAPONSMITHING

Skilled and highly paid and sought after individuals can, for the right price, customize your weapons and Armour. From a simple custom engraving job, to accurising guns or increasing the protection level of armour.
Please see the rules on custom weapons on page 11-12 of the original laserburn rulebook.

WEAPON OPTIONS

Modification	Cost	Avail	Details
Selector switch	15	100	Allows switching between different magazines or barrels, see page 11 ALAA
Additional magazine	35	100	ILM loss of 1 per extra magazine, provided to allow more than 1 type of ammunition to be selected. Selector switch needed.
Additional barrel	50%	As gun	Extra barrel added to weapon, -1 ILM per barrel
Engraving	10-5000+	20	Depending on amount and detail and quality, swirling, intricate designs and custom patterns are laser engraved into the weapon, which may also incorporate precious metals, gems or rare wooden furniture.
Full strip-down and rebuild	10%	80	Weapon is stripped down, fully cleaned, relubricated and re-assembled. Essential for any gun in use for more than a few months, or there was any weapon damage (page 11 of original laserburn rules). No bonuses, but if this not done, you may consider rolling for jamming etc as per page 12 laserburn under weapon malfunction.
Lighten	70%	70	Non essential items removed from weapon, lighter alloys used where possible. For handgun ILM becomes -0.5, for shoulder arm it becomes -2, for heavy weapon it becomes -4. may not be combined with 'strengthen mod'
Accurise	170%	30	The barrel/ focusing chamber/ trigger mechanism etc are either replaced with HQ after market alternatives, or re-worked to give utmost accuracy. This upgrade is for bolt or slug or laser weapons only, and only rifles may be so modified. The laser rifles VPM is improved to -0.5 per metre and the assault rifle/bolt gun is improved to -1 per metre. The HVY rifle or Hvy bolter is improved to -0.5 per metre.
Strengthen	35%	100	Improved resistance to drops, knocks, acids, hits from other weapons etc. Counts as weapon made of power armour (see page 11 laserburn rules), has rubberized grips and edges etc. Unfortunately an extra -1 ILM penalty is introiduced as the weapon is heavier. MAY NOT be combined with 'lighten mod'

ARMOUR OPTION

Modification	Cost	Avail	Details
Paint	5-500	100	Any colour scheme is available. Suitable for any armour.
Lighten	90%	20	LA,PA,DN only. Reduces ILM for your armour. LA full suit is now ILM-1, PA is ILM-4, DN is ILM-8. Non essential items are removed, stronger. Lighter alloys used where needed and movement restrictions removed. A complete service for your armour!
Reflectorise	30%	10	LA,PA,DN only. Mirror finish on the outer armour plates. All laser weapons have additional -15% penetration . bear in mind you cannot be stealthy during the day due to the reflections ans brightness of the armour in sunlight!
Strengthen	170%	10	LA,PA,DN only. Extra -10% penetration, all weapons against armour. Extra -1 ILM when wearing it though.
Engraved	50-10000+	10	LA,PA,DN only. Custom paint and engraving job to your specifications

Where a percentage is given for the cost, this is the cost in credits as a percentage of the original items cost.

ALIEN LIST SUMMARY

A basic table giving details of all the Alien races mentioned within the Laserburn set of rules.
For the first 6 races, Human to Centalon, see Advanced Laserburn and Aliens for details, for the rest, please see below.
Miniatures for most of these are available from TableTop Games here**:** **http://www.tabletopgames.com/index.html**

Home system: The planetary system the race first originated on
Height: Average height of male individual
Lifespan: Average lifespan measured in Human years
D100 random: Random role for roleplaying games
Technological Development (TD) measures how sophisticated the races weaponry, vehicles and equipment are, along with supporting starcraft and building capability. All races presented are starfaring.
Social defense, aggression (SDA) measured how aggressively the race reacts to unknown people or places, or volatile situations.
Culture is a measure of the art, literature and general leisure development of the race.
For notes on TD and SDA see Advanced Laserburn page 6-7.

Race	Home system	Height (Feet)	Lifespan (Years)	D100 random	TD 1-20	SDA 1-20	Xeno Chart Positi	Culture 1-20
Human	Sol	6	80	1-30	16	A-E(!)	A5	14
Thulg	Thulgion	11.5	65	31-35	4	D	N2	10
Mrurz	Mrur	9	150	36-50	16	C	I11	15
Froog	Frooga	6	130	51-60	18	B	J8	17
Szithk	Szor	7.5	70	61-70	15	D	L8	12
Centalon	Centa-prime	7.5	140	71-75	8	C	O3	14
Vroof	Vran	7	120	76-80	17	C	M4	16
Daemon	X-666	9	155	81-83	2	C	unk	5
Ert	Ern	6	80	84-87	14	A	A6	12
Anog	Anorth	6	90	88-90	15	B	A7	13
Smat	Smaar	6	85	91-94	16	B	A3	17
Calmin	Cal	6	unknown	None	15	A	unk	unk
Pohe-Ned	Stonell	7	60	95-97	17	A	unk	5
Kron	Kraiel	10	80	98-99	6	D	N4	11
Snave	Snak-B	9	200	00	16	A	H2	10
Dwuv	none	5	80	none	16	A-E	A5	14

HUMAN VARIANTS

The following 4 'races' presented below can be classed as Human variants, either mutated thousands of years ago, or altered on the genetic level deliberately, the assume the basic human form but with subtle differences. Motivations and values may also be considerably different from the Human Imperium. All of the 4 Human variants below may be used as player characters, although some thought may be needed on how to integrate them into the group.

DWUV	Humans living on heavy gravity planets evolved to a form resembling Dwarves of Human mythology.	See page 36 ALAA for full details of character generation and weapons/ Hit tables
ANOG	Located in between Szithk and Vroof space, the Anorth system is a very dangerous place to live. An unstable star and periodic meterorite hits mean the radiation exposure is high and life expectancy of individuals is low. Mutations and genetic faults are the order of the day here, and individuals are only too keen to be taken into service by other races as hired guns. Many individuals have the appearance of lizard-like humans.	Weapons and character generation as Human. But may roll once on the Mutation table presented on page 35 of ALAA
SMAT	Of unknown origin , The Smat are what the Human race could have been had the influences of the Imperium not sucked the life-force from the systems under its control. Peaceful and unassuming, they have no desire to explore and overrun other worlds, finding plenty of raw material s and space to live peacefully within their own system of 5 worlds, terraforming and developing each planet to the optimum. The Smat of course can defend themselves if needed, and have potent armies and navies at their disposal. Their friendly, trading way of life however has meant that they rarely need to show arms. Smat have good relations with their Neighboring Alien races.	Energy weapons favoured, including the expensive but potent Fusion and Convertor beamers. **SMAT CCF** As Human, but CCF A+1, CCFB+2, and CCF,F,G -1
ERT	The planet Ern, out far past known Froog space seems to have been an 'experiment' to create a new race. It is not known who had done this, although some speculate the Froog had ranged into Human space many Centuries ago, during the Human races 20th Century and taken specimens to 'seed' this planet, the motivation, it is speculated was to 'breed' a companion race for war. It appears this World was abandoned when the Froog met and formed an Aliance with a stronger, more warlike race, the Szithk. The Ertians are now venturing to other worlds. Weaponry favoured are slug throwers.	Ert are a warlike race, young and vibrant and keen to expand their own empire. Found as mercenaries and Armies for hire, the Ert excel at combat skills. **ERT CCF** As human, but C,D,E +1 and F, G-1. The genetic meddling done on this race seems to have had long term effects on the healing rate of individuals. **Other factors as per human**

VROOF

Special rules and tables

Behavior
These intelligent, winged, bat like aliens are a usually peaceful star exploring race who have ranged nearly as far as the Imperium of man. Their leathery short wings are now almost vestigial, and only allow glided downward flight, or a large, jetpack- type leap.

Weapons and Equipment
Needle weapons favoured when on peaceful missions, Phase rifles and Froog type energy ball projectors when in War.

Colour
Grey through dull brown leathery skin. Eyes are black and multifaceted. Body, wiry and multijointed.

Uniform
None usually worn, the tough leathery skin counts as flak armour.Vroof recognize anothers rank or social status by smell and wing markings, which may be very elaborate for Noblemen.

CCF Table
Use Froog table

Effect of hit chart:
Use human table

Hit location table:
Use thulg table, but substitute hits on tail, or middle body as 'wing' hit.
A hit on a wing rolls for damage as per 'limb', but also any wound to a wing prevents flight of any kind including gliding descent.

BSF

1	**2 Metres**
2	**2.1**
3	**NA**
4	**1.5**
5	**2.5**

Tech Development:
17

Failed penetration modifiers:
+1 on all hits

Xenological chart position:

Social defence, Aggression: C

Movement: Walk/ run as Human, wings allow movement as a heavy jetpack. 1 jump per 5 turns as Vroof find this type of flight very tiring.

The **Vroof** have had an alliance with the **Thulg** for several centuries now, allowing thulgs to expand along with them across much of the Galaxy. They use Thulgs for bodyguarding and war situations in return for high technology.

DAEMON

Special rules and tables

Behavior
These dragon like squat, broad, beings, whilst looking mean and bad tempered are quite placid. Low technology, semi- sentient, they are used by many races as intelligent pack animals and servitors.

Weapons and Equipment
Melee weapons only, Daemons lack the sophistication to use firearms.

Colour
Red, through orange, light armour equivalent scales. Wings do not allow flight, but are remnants of an era when Daemons flew through the air.

Uniform
None. Higher beings may dress Daemons as they wish.

CCF Table
Daemons may not be used as characters

Effect of hit chart:
Use Thulg

Hit location table:
Use Thulg

Tech Development: 2

Xenological chart position: none

BSF

1	**2 Metres**
2	**2**
3	**NA**
4	**1.5**
5	**2.5**

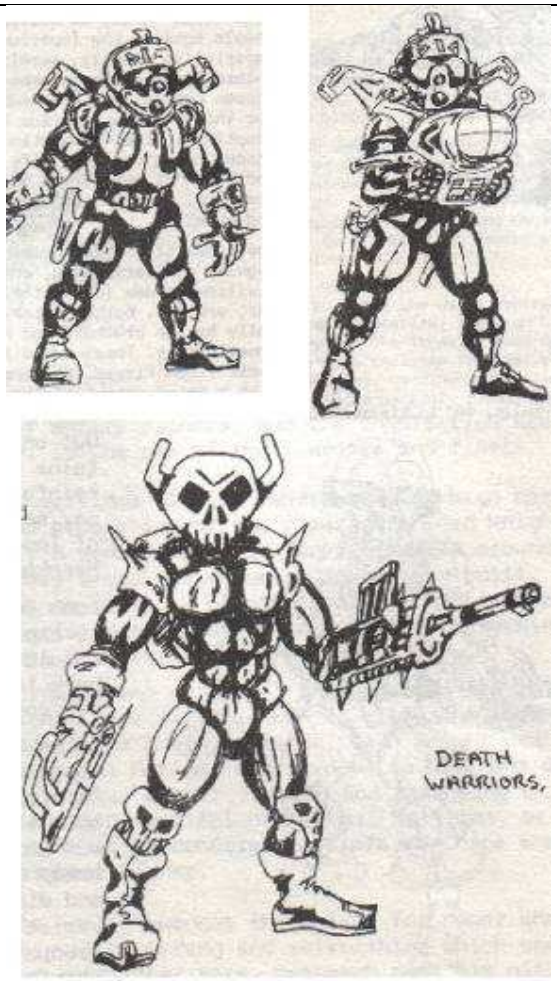
Social defence, Aggression: C

Failed penetration modifiers: -2 on all hits

Movement: Walk 8 metres
Run 15 metres

There is considerable debate amongst the higher races of the ethics involved in artificially advancing races like the Daemons, and to a lesser extent the Thulg and Centalons. Some Scholars feel this unbalances the races development and has unforeseen future implications. Less moral races of course, use these races to their advantage, tapping into either the strength or endurance or war-value these beings naturally have. In some cases, a kind of symbiotic relationship exists, where both races benefit. A classic example of this is between the Froog and Szithk, or the Vroof and Thulg.

CALMIN



Special rules and tables

Behavior
Fierce deep space raiders, warrior race with little respect for anything other than combat prowess. Unknown motives or goals. When encountered will usually be as a raiding force in space.

Weapons and Equipment
Calmin are extensive users of Gauss weapons and Electron disrupters. Melee weapons favoured are force blades and power gloves.

Colour
Calmin have black skin, and blood red lidless eyes. Skin has a brittle rough texture.

Uniform
Full armour with breathing gear included, counts a power armour for penetration, but is not electrically powered. All encountered individuals seem to evaporate to dust on any penetrating hit! Will self destruct as per HE missile if captured.

CCF Table
Calmin are not allowed as characters

Effect of hit chart:
Use human table

Hit location table:
Use human table

Failed penetration modifiers: none

Tech Development: 15
Social defence, Aggression: A

Xenological chart position: Unknown

Movement: as human

BSF

1	**2 Metres**
2	**1.9**
3	**NA**
4	**1.5**
5	**2.5**

Sample statistics for Calmins

Class	WS	CS	IL	Armour	Weapon	Melee	Cost
Infantry	130	70	14	PA	Gauss rifle	Power knife	300
Death Warrior	100	110	15	PA	Gauss pistol	Power chainsword	400
Officer	155	65	15	PA	Electron disrupter	Power glove	450
Lord	200	110	18	DN	Gauss pistol	Power knife	700

POHE-NED

Special rules and tables

Behavior
Slave traders, Pohe-Neds have little to do with other races, other than the trade of slaves and other cargo. Known to be without morals or compassion, members of this race will happily turn on each other if a profit is to be made

Weapons and Equipment
Use human equivalents, but Pohe-Neds favour large Melee weapons, often with spikes and curved blades. Projectile weapons often include powerful, exotic energy weapons financed from slave trading

Colour
Never usually seen out of protective armour and breathing apparatus.
Examined corpses have grey skin

Uniform
Black spacesuit with integral breathing apparatus. Counts as light armour full suit. Personal force bubbles worn by Slavers

CCF Table
Pohe-Neds are not allowed as characters, as integration with others would be difficult

Effect of hit chart:
Use Szithk table

Hit location table:
Use Human table

Movement: Walk: 7 metres
Run: 20 metres

Sample statistics:

Class	WS	CS	IL	Points
Slaver	120	70	7	200
Warrior	135	80	10	300
Leader	160	90	14	450
Noble	140	60	14	350

BSF:

1	2 Metres
2	2.1
3	NA
4	1.5
5	3

Xenological chart position: Unknown

Failed penetration modifiers: none

Social defence, Aggression: E
Tech Development: 17

KRON

Special rules and tables

Behavior
The Kron seem to have evolved much like the Thulg, large, thick skinned, lizard-like features.

Weapons and Equipment
Use thulg weapons, cut down heavy weapons made into pistols etc…

Colour
Browns through reds.

Uniform
Skin equivalent to Flak armour, overlapping, scaled skin. Uniform will take the form of combat webbing in a colour to suit the environment.

CCF Table
Use thulg, but +1 to dice roll for A, and -1 to dice roll for H and I

Effect of hit chart:
Use Thulg, except Tail hit treat as Body.

Kron characters automatically gain Ambidexterity as a skill, as this is a universal trait of Kron.
Nerves of steel is also gained in addition to any other skills diced for.

Hit location table:
Use Thulg

Failed penetration modifiers: -3 on all hits

Tech Development: 6

BSF: Use Thulg table

Xenological chart position: N4

Social defence, Aggression: D

Movement: Walk 20 metres
Run 25 metres

Background
Naturally aggressive and territorial, these huge creatures dominate local skirmishes and wars. More intelligent than the similar Thulg, but with a combat prowess to match, they are very sought after mercenaries. The Kron are similar to Mrurz in that if attached as a mercenary fighting force, they will not attack their own kind.

SNAVE

Special rules and tables

Behavior
Masters of cybernetics, the Snave seek immortality through science. Most individuals, especially older Snave have much of their original flesh and bone replaced by bioplastics and syntheskin. Snave are telepathic and can communicate by thought projection.

Weapons and Equipment
A wide variety found, usually sporting modifications and selector switches. Bolt weapons particularly liked.

Colour
Any colour, depending on degree of cybernetics and individual taste. Natural Snave skin is green.

Uniform
Military units adopt shades of green or whatever local combat theatre requires. E.g: desert planet, pale yellow combat dress.

CCF Table
Use Szithk

Effect of hit chart:
Use Szithk

In battle , snave are assumed to have built in autorangers, image intensifiers and air filters.

The variations of cybernetic modification are limitless, but popular additions include power-limbs, mini-lasers built into hands, replacement of internal organs so that eating and drinking is no longer needed (But batteries are replaced weekly!)
Many snave have cybernetic brain implants which keep them in contact with motherships or command vehicle.

Hit location table:
Use Szithk

Tech Development: 16

Xenological chart position: H2

Social defence, Aggression: A

Movement: As Mrurz

Failed penetration modifiers:-1 on all hits

BSF: Use Szithk table

Snave characters automatically gain Electrosensors and Communications skills at level 3 each. This represents an individuals experience with cybernetic implants and devices.

SECTION 3: The World of Laserburn

Before we begin…….

As a start, please re-read Original Laserburn pages 2-3 and 36-38 then Advanced Laserburn and Aliens page 37. This gives us a broad basic backdrop encompassing trading, alien encounters, skirmishes, the threat of the Red Redemption, to total war. The Maps provided within this volume attempt to map out the known galaxy, and give basic spheres of influence for the Imperium of Man and the other major Alien races. Sub maps give the names of all of the major systems. A table also lists these systems and fills in basic details about them.

Space travel and Starships

Space travel in the Laserburn universe is common place, and regarded by professional adventurers and Military personnel as we would an aircraft ride to another part of our planet Earth. This view however is not widely held, and the vast majority of the population will never see the inside of a star-craft, or indeed see another world with their own eyes. Many individuals will be from pre-TD13 worlds and will not have the technology to build their own Star faring ships and individuals from pre-TD 10 worlds may not even be aware that other civilizations exist.

Space travel in Laserburn works as follows: Star-craft use Fusion power engines to leave a planet/ moon/ Space station's sphere of gravity and make their way to a 'safe' distance. A safe distance ensures no external influences can alter the precise calculations and projections needed to successfully travel the vast distances between the stars. These calculations are made by computers which by the 20th century standards would seem almost magical. Computing storage power running to many exabyte is used to store star data, and the positions of a high proportion of major cosmic matter. (1 exabyte= 1 billion gigabytes). The storage power is accessed by banks of processors with speeds of 55 petahertz or more.

Once calculations (taking from hours to days) are made, the spacecraft forms a kind of bubble around it, within this bubble of energy a tear or warp in the normal fabric of space occurs, a sort of artificial wormhole in space and time. The starship then activates its 'overlight' drive and is propelled into the artificial wormhole. Overlight drives are called many things by many people, but Overlight, FTL, Warp engine, Wormhole drive, all mean the same thing…getting somewhere very far away, very fast!

Whilst 'traveling' in the faster-than-light state, occupants of the ship are unaware that their molecules are now not considered part of the known universe, but are in a sort of limbo. Normal ship operations, however, are kept to a minimum and crew are generally confined to their seats/ quarters.

On 'arrival' at the destination, final computerized checks are made to ensure the space the ship will reappear in is clear of other matter (which would be destroyed and damage an emerging ship), and finally the star craft enters normal space many light years from its starting position.

Laserburn technology

The weapons, equipment and vehicles in Laserburn range from low technology swords, ropes and steam powered trains, to conversion beamers, portable multi sensors and anti- grav tanks. Most individuals will have no idea how much of the more advanced items work and have little interest, but in practical terms will be able to operate those items pertinent to their chosen occupation or career. To people from lower technological planets, advanced equipment will be seen as magical or god-like, or may simply not be comprehended or noticed at all. Many planets with a low Tech level, however will have an awareness of advanced cultures because they trade with them or have been visited/ attacked by them and may accept high technology without fear or superstition, but with a keen interest, especially if items make their lives easier.

Aliens in Laserburn (Also see advanced Laserburn and Aliens supplement)

There are many other species in the laserburn universe other than Human- life and its many variants/ deviants. Most people never set eyes on an alien, and have little to do with events off of their own Planet. Players choosing Aliens as their characters should bear in mind the reaction this may cause in others when adventuring. Players should be aware that a human playing a Thulg for instance, will only ever have an approximation of how the actual Alien would react in situations, and its core values. Saying this, players should stay true to the basic Alien descriptions given in the rules and not just use aliens as big/ strong/ brainy/ four legged versions of Humans. Experience points awarded should reflect this.

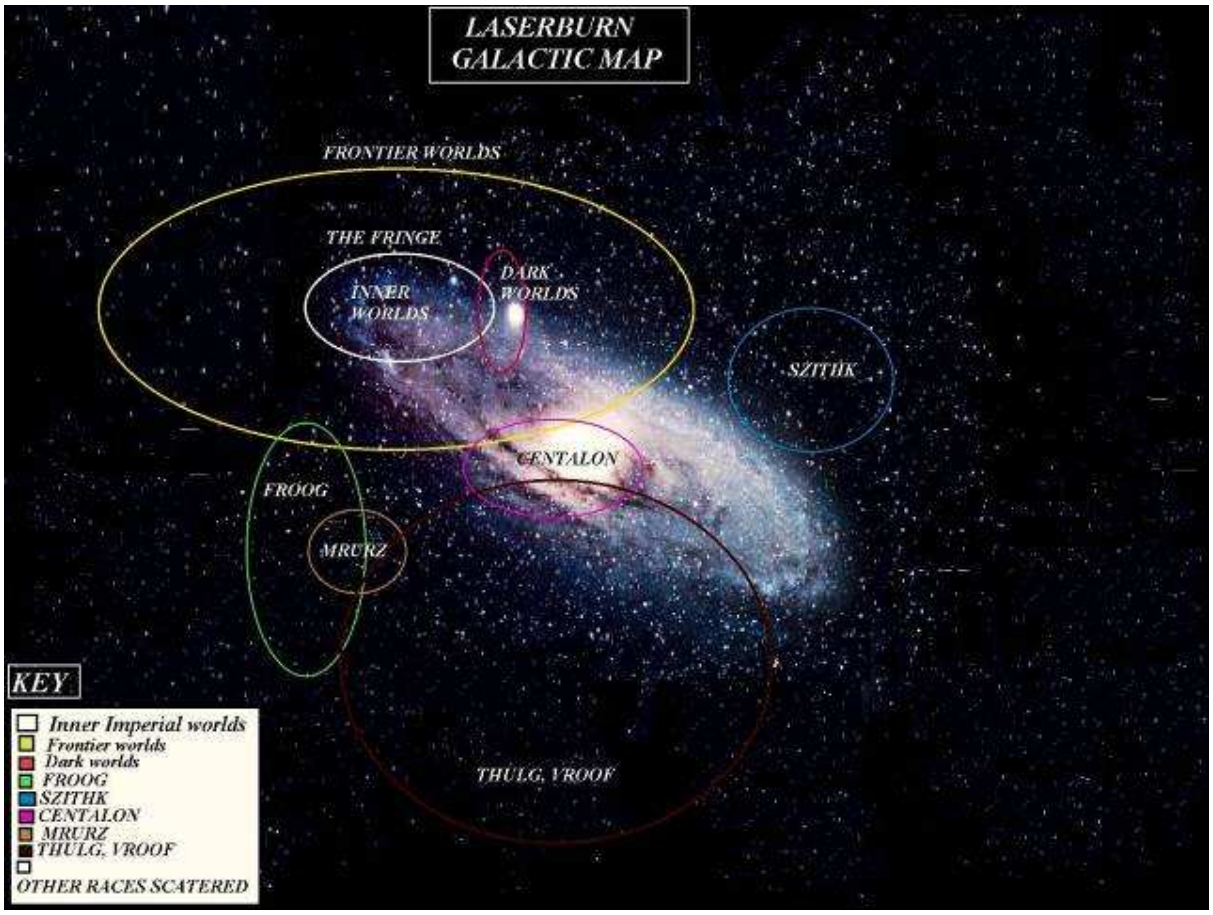
Robots and Androids in Laserburn (Also see Robots supplement, and pages 26, 33-34 in ALAA)

A major differentiation which must be made is the difference between a robot and an Android. A robot is a mechanical machine which follows instructions from a computer program or a hard wired set of values. It has no capacity to think for itself or operate outside its program (unless damaged!)
Robots are in use throughout the Galaxy in many roles, from menial tasks, now deemed too boring for sentient life, or in situations where the precision/ toughness or strength of mechanical limbs is superior to that of the controlling race.
An android however is capable of sentient thought and making its own decisions. The androids basic functions and initial brain programming will influence its behavior to a great deal.
Androids are viewed with some suspicion by many of the population. Perhaps this is due to memories of the Great Droid War (See below), the fact that many are superior to humans, or are in positions of power, or just a superstitious fear of 'synthetic' people. When you see such examples as the 'brainiac', the 'Reflector', and the Hymar freaks, it is not surprising!

The Great Droid War (See also ALAA page 37)

Around the time of the Imperiums greatest control of the inner and fringe worlds, problems were growing with the increasing numbers of Androids in use throughout the Inner worlds. Sentient artificial life forms were being built with a real capacity for independent thought, and then used for menial or boring work, or used in dangerous situations (War, mining, work in highly radioactive areas etc). It started slowly at first, but a groundswell of bitterness was welling up within many Androids, who although had behavioral inhibitors to prevent unprovoked attacks on biological life forms, were nevertheless fed up with their lot in life. Activities of groups such as the Android Liberation Frontists (ALF) and the Artificial Persons Alliance (APA), chaired by several 'brainiac' type Androids eventually led to Android revolts in many cities, most just refused to carry on working without some rights, others simply self-destructed their brain circuits, making them useless. A small minority, however, had their behaviour inhibitors removed and were free to act independently. The Great Droid War lasted some 7 years, during which time robots and lower droids were built and programmed for destruction and War.

SECTION 4: Galactic maps



The Known Galaxy

The chart above is a pictoral representation of the known inhabited regions of space and the areas the major races control. The Imperium of Man is perhaps the largest, a sprawling string of worlds with a multitude of peoples, attitudes and trade lanes. The Vroof Free Democracy is the next largest sphere of influence.

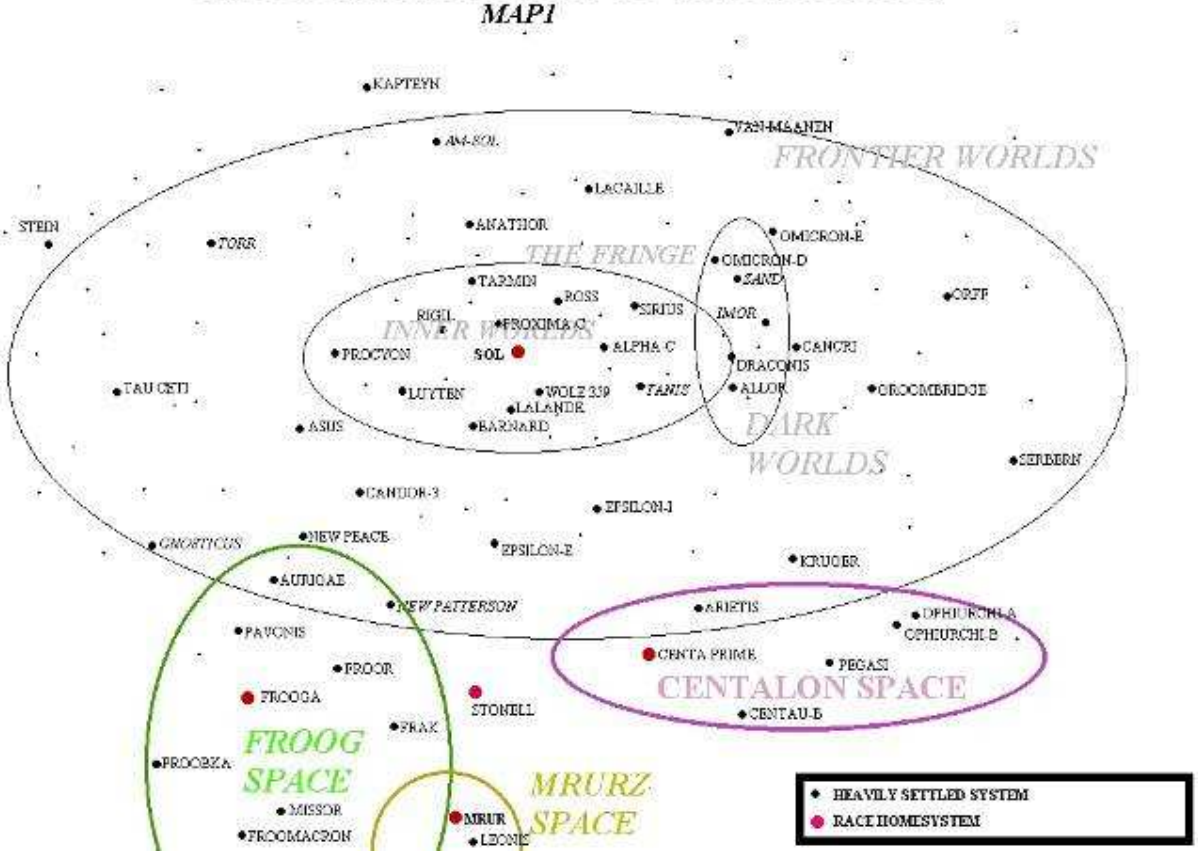
The charts below show the spheres of influence in more detail, with individual inhabited systems noted. Other minor systems, or ones with no inhabitable worlds lie in between these, and local star charts would be available to show these.

It must be appreciated that the scale and distances used in these maps are purely diagrammatic and not indicative of exact relative distances, as of course the real universe is 3 dimensional.

Lastly there is a list of all the systems along with basic details such as prime planet, number of inhabited worlds, TDA/ SDC, random selection etc.

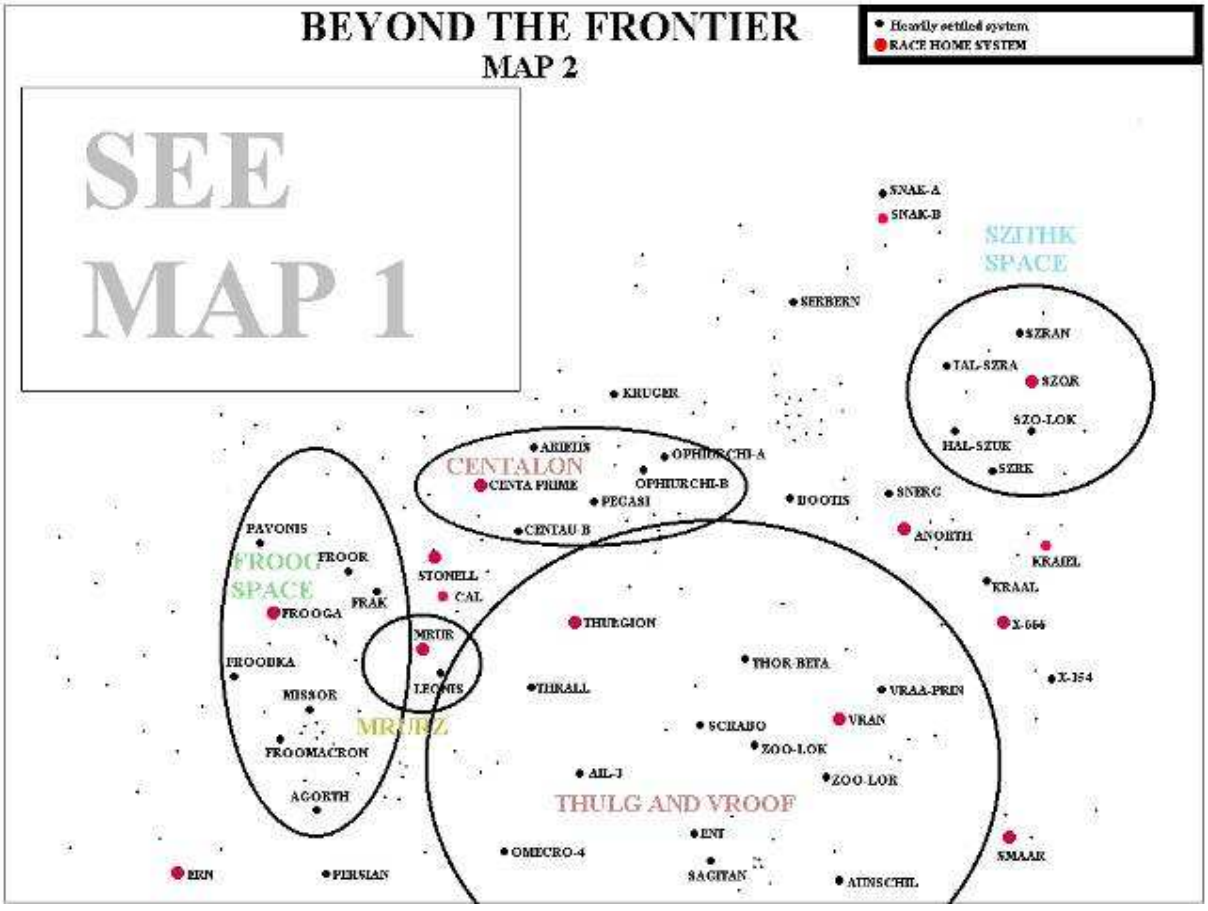
IMPERIAL SPHERE OF INFLUENCE

MAP1

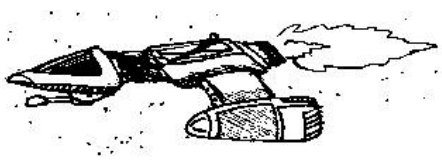


BEYOND THE FRONTIER

MAP 2



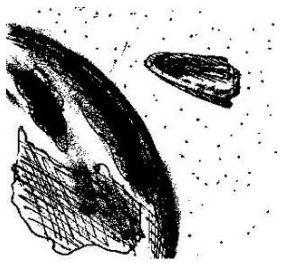
System	Prime planet	Space Region	TD	SDA	Govt	Number of habitable 'worlds' in system	Primary race	Random
Sol	Earth	Inner	16	A	Imperial	12	Human	1-20
Proxima C	Dhaon					3	Human	21-30
Rigil	Rigil-2					5	Dwuv	31-40
Tarmin	Tarman					7	Human	41-50
Ross	Ross-1					13	Human	51-60
Sirius	Beldon					4	Human	61-65
Alpha-C	Alpha prime					5	Human	66-70
Tanis	Tarranis					8	Human	71-75
Wolf 359	Wolf Alpha					11	Human	76-80
Lalande	Lalande					4	Human	81-85
Luyten	Luy					6	Human	86-90
Procyon	Goss					3	Human	91-95
Barnard	Barnard-1					8	Dwuv	96-00
Imor	Imor	Dark Worlds	16	A	Redemption	7	Human	1-30
Zand	Zand		15	B		5		31-40
Omicron-D	Omicron Prime		15	B		5		41-60
Draconis	Drago		16	A		9		61-75
Allor	Allorah		16	A		3		76-00
Am-Sol	New Sol	The Fringe and Frontier	16	B	Merchant Barons, Weak Imperial and Redemption influences, local government groups	2	Human	1-5
Lacaille	Lacaille		15	B		6		6-10
Van-Maanen	Van-Maanen		16	A		3		11-15
Anathor	Anathor		14	B		5		16-20
Torr	Torr		13	C		2		21-25
Tau- Ceti	Tau- Ceti		12	B		1		26-30
Gnosticus	Gnosticus		15	D		9		31-35
Asus	Halliwell		16	E		5		36-40
Candor-3	Candor-3		16	E		7		41-45
New Peace	New Peace		13	D		3		46-50
Aurigae	Aurigae		16	C		6	Human/ Froog	51-55
New Patterson	Patterson		15	C		4	Human/ Froog	56-60
Epsilon-E	Quenzel		14	D		8	Human	61-65
Epsilon-I	Epsi-Den		13	B		3		66-70
Arietis	Karwell		16	C		2	Human/ Centalon	71-75
Kruger	Kruger		15	A		1	Human/ Centalon	76-80
Serbern	Serbern		16	A		4	Human	81-83
Groombridge	Groombridge		13	C		6		84-87
Orff	Orff		16	C		9		88-90
Cancri	Cancri		13	B		8		91-95
Omicron-E	Ahnzel		16	B		6		96-00
Kapteyn	Kapteyn	Outer worlds	16	C	Local	3	Human	1-50
Stein	Stein		15	D		1	Human	51-00
Centa-Prime	Centa-Prime	Centalon	9	C	Centalon Dynasty	6	Centalon	1-30
Pegasi	Pegasi		8	C		2		31-50
Centau-B	Centau-B		7	C		1		51-70
Ophiurchi-A	Avalon		8	C		3		71-85
Ophiurchi-B	Utopia		7	D		2		86-00
Stonell	Stonell	Lost Worlds	17	E	Unknown	19	Pohe-Ned	1-25
Cal	Cal		15	A	Unknown	14	Calmin	26-50
Ern	Ern		14	A	Feudal	7	Ert	51-75
Persian	Perinian		13	A		4	Ert	76-00



System	Prime planet	Space Region	TD	SDA	Govt	Number of habitable 'worlds' in system	Primary race	Random
Pavonis	Pavonis	Froog	16	C	Mixed	5	Froog/ Szithk	1-10
Froor	Froor		17	B	Greater Froog Empire	2	Froog	11-20
Frak	Frak		18	B		9		21-30
Frooga	Frooga		18	B		23		31-50
Froobka	Froobka		18	B		17		51-60
Missor	Missor		17	B		7		61-70
Froomacron	Froomacron		17	C	Mixed	19	Froog/ Szithk	71-85
Agorth	Agorth		15	C	Mixed	4	Froog/ Szithk	86-00
Mrur	Mrur	Mrurz	16	C	Mrurz Alliance	7	Mrurz	1-65
Leonis	Leonis		16	C		8		66-00
Thulgion	Thulgion	Vroof/ Thulg	4	D	Vroof Free Democracy	1	Thulg	1-5
Thrall	Thrall		4	D		1		6-10
Ail-3	Ailon		16	D		3	Vroof/ Thulg	11-20
Scrabo	Scrabo		16	C		6		21-25
Thor-Beta	Thor		4	D		1	Thulg	26-35
Vran	Vran		17	C		4	Vroof	36-40
Vraa-Prin	Vraa-Prin		17	C		7		41-45
Zoo-Lok	Zoo-Lok		17	C		2		46-50
Zoo-Lor	Zoo-Lor		17	C		6		51-60
Aunschil	Aunschil		17	C		9		61-70
Sagitan	Sagitan		16	C		3		71-80
Ent	Ent		16	D		4	Vroof/ Thulg	81-90
Omecro-4	Omecro-4		16	D		2		91-00
Szran	Szran	Szithk	15	D	Szithk Warrior Clans	3	Szithk	1-15
Tal-Szra	Tal-Szra		16	C		5	Szithk/ Froog	16-30
Szor	Szor		15	D		5	Szithk	31-50
Szo-lok	Szo-lok		15	D		9		51-70
Hal-Szuk	Hal-Szuk		16	C		8	Szithk/Froog	71-80
Szrk	Szrk		15	D		4	Szithk	81-00
Snak-A	Sane	Rift Worlds	16	A	Autocracy	4	Snave	1-10
Snak-B	Sal-Kul		16	A		8	Snave	11-20
Bootis	Bootis		-	-	None	1	None	21-30
Snerg	Snerg		-	-		1	none	31-40
Anorth	North		15	B	Feudal	3	Anog	41-50
Kraiel	Kraiel		6	D	Clans	1	Kron	51-60
Kraal	Kraal		5	D		1	Kron	61-70
X-666	Orvalue		2	C	None	1	Daemon	71-80
X-354	Temals		2	C		1	Daemon	81-90
Smaar	Smat		16	B	Democracy	5	Smat	91-00

Note:

Number of habitable 'worlds', this includes inhabited planets, moons, Asteroids and major artificial space stations.



Government type is the most common form for the group of worlds.
Note the Feudal government type refers to a general set of reciprocal legal and military obligations among the warrior tribes. The Democracy type is government by the people, exercised either directly or through elected representatives. The Autocracy is a political system governed by a single individual.
Where more than 1 primary race is listed, they co-exist, usually peacefully!

LASERBURN

FULL CHARACTER RECORD SHEET

Name:	*Player:*	*Class:*

CCF	Base	Current
Int		
Intuition		
Dexterity		
Agility		
Vision		
Endurance		
Regen rate		
Strength		
MASS		
POWER		

Personal	Value
Sex:	
Hair:	
Eyes:	
Age:	
Skin:	

RACIAL	Value
Race	
TD:	
SDA:	
Xeno position:	
Walk (m)	
Run (m)	

WS:

CS:

IL:

Adjusted IL:

Picture:

Character background notes:

Homesystem:

CHARACTER SKILLS

Skill…….	Level	Skill…….	Level	Skill……..	Level

WEAPON..	modes	Damage	ILM	VPM	Clips	Shots……...

CREDITS IN HAND:

CREDITS (BANK):

Wound Location:	Effect……

Equipment…….	ILM	Equipment……..	ILM

ARMOUR:

Grenades:

Experience points:

Full Advanced Laserburn Character sheet. Neil Cooper 2005

LASERBURN

UNOFFICIAL QUICK CHARACTER SHEETS

	Name:	***Sex:***	***Age:***	***Race:***
	Weapon skill:	***Adjusted initiative:***		***Credits:***
	Combat skill:	***Notes:***		***Wounds:***
	Initiative level:			
	Skills:			
	Weapons:			
	Equipment:			

	Name:	***Sex:***	***Age:***	***Race:***
	Weapon skill:	***Adjusted initiative:***		***Credits:***
	Combat skill:	***Notes:***		***Wounds:***
	Initiative level:			
	Skills:			
	Weapons:			
	Equipment:			

	Name:	***Sex:***	***Age:***	***Race:***
	Weapon skill:	***Adjusted initiative:***		***Credits:***
	Combat skill:	***Notes:***		***Wounds:***
	Initiative level:			
	Skills:			
	Weapons:			
	Equipment:			

	Name:	***Sex:***	***Age:***	***Race:***
	Weapon skill:	***Adjusted initiative:***		***Credits:***
	Combat skill:	***Notes:***		***Wounds:***
	Initiative level:			
	Skills:			
	Weapons:			
	Equipment:			

4 characters per page. Use boxes to the left to number figures.