

The Kings of Orion

Player's Guide

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We live in troubled times, opposing a ruthless enemy determined to destroy us. With the forming of this Royal Monarchy, I declare that a new order should be established to hold back the enemy and uphold all that the new Kingdom stands for. For without universal caretakers of peace, justice, and honor, all that we are falls into chaos. These brave souls will be the pure light in the darkness. These brave souls will be the cutting edge of the sword of the realm. These brave souls will be the King's direct agents throughout the galaxy. These brave souls will be called the Knights of Orion.

-- Wilson I, First King of Orion

Setting

In the past, the Kingdom of Orion was an interstellar government ruling over 1000 star systems in the Orion Galaxy. The government was overseen by a single king, elected out of members of a royal line by a representative assembly and serving for life. Each world maintained its own separate planetary government and defense force while providing tribute in the form of personnel and resources to the royal government.

The kingdom was founded when the galaxy was in the grips of a devastating interplanetary war against a “race” of robotic marauders bent on destroying all organic life known only as "The Machines". For over 500 years, the Kingdom of Orion oversaw the protection of member worlds from outside threat and normalized trade relations between worlds. All that changed when the Kingdom was plunged into civil war. In Royal Year 486 the King’s direct and noble agents, the Knightly order of Orion was abolished. Any who continued to claim the mantle of knighthood were henceforth marked for death. That move paved the way for war following the death of King Lothar VIII in Royal Year 505.

Several men with power took deadly steps to be named the next king. After several initial quick and bloody conflicts, the kingdom was shattered. Interstellar trade and travel ground to a halt in fear of being destroyed for crossing an unknowable border or doing business with the wrong people. Piracy became commonplace as warships were called on to defend borders rather than police shipping lanes. Communications between worlds dried up, and those without the means to travel through interstellar space had to make due with whatever resources they could muster on whatever rock they were on. The kingdom’s worlds were divided up as each planet pledged their support behind one of the main warlords. These men are the new Kings of Orion.

Now, it has been three decades of an uneasy armistice as the kings re-arm themselves for the next round of interstellar war. A few men have retaken the noble mantle of the Knights of Orion in hopes of healing a splintered kingdom and protecting it from forces from outside threatening to consume the kingdom whole. Are these heroes deserving of their title, or are they just the useless dirtbags they seem to be?

Timeline

- The “Great Upheaval” that saw elements of the Kingdom revolt against King Henry II took place over 200 Royal Years ago. On day 55 of the year 314, Mason LeRoy proclaimed himself the “True King” of Orion and had himself publicly crowned “Mason II” on Vindex VI. Simultaneously, 100 worlds declared public support for the pretender, and 100 more were invaded by either Machine Hordes or elements of Mason’s followers. The “Great Upheaval” was ended by Henry II’s knights when they managed to shut down the invading Machines’ doomsday ships.
- Following the “Great Upheaval”, the bloodlines of the McBrides were divided into three great camps – the house of Lothar, the house of Otto, and the house of Mason. The kings chosen from each bloodline began the practice of renaming themselves to match the bloodline name. The house of Mason, named for the descendants of Mason the Stout and is known for their gravitation toward the Royal Navy. The house of Otto is named for the descendants of Otto I (not Otto II, Otto III, or Otto IV who are ironically all of Lothar’s line). The house of Otto was originally known for their devotion to the Order of the Knights of Orion in honor of the house’s founder, but later became known for their acumen in the areas of starfighter command and interstellar trade. The house of Lothar is named for Lothar I, and is the first example of a ruler renaming themselves to align with their house (Lothar II was originally named Brian McBride). A few smaller houses exist, but are not nearly as well known and have never held power. Three examples are the house of Juke, the house of Steven, and the shamed house of Tristan.
- The Moran Church is formed around RY 350 as an alternative to the Royal Church of Orion. The Morans believe that the Third Coming of Jeebus occurred in RY 340 in the incarnation of a man named Steve Rodgers. Morans from then on name their children after Steve, or in the case of girl children “Stevie”.
- King Lothar VII abolishes the Order of the Knights of Orion in RY 486 in favor of the new Order of the Templars of Lothar. The Templars answer only to the line of Lothar, and recruit heavily from the more mercenary members of the Order of the Knights of Orion. Those who remain steadfast to the Order of the Knights are either executed, hunted down, or go into hiding.
- In RY 489, Lothar VIII takes control of the kingdom in a palace coup wherein the 18-year old Lothar kills his father (Lothar VII) by slitting his throat. The video of the deed is carried live throughout the system of Orion and broadcasted throughout the kingdom on holoivid. Lothar VIII proves to be the most vile and cruel ruler, indulging in all manner of vices.
- Over the next few years, Lothar VIII hunts down and kills anyone else who may have the remotest claim to the throne of the Kingdom of Orion. Lothar VIII goes through sixty wives, marrying, divorcing, and beheading them in an effort to water down any claims to his power.
- Lothar VIII rules by fear and domination over the kingdom using his Templars as a secret police to perform missions of assassination against anyone who might oppose his will. Stories of death-squads teleporting in and dealing out hot, flaming death force all those who oppose his will into hiding.

- Following King Lothar VIII’s death from Herpes Simplex XXII in RY 505, the Kingdom is thrown into a bloody civil war.
- Space-Pope Juan Paul VII and the Royal Church step into power of the planet of Orion. They employ the planet’s considerable local defense forces to hold the seat of royal power in a state of neutrality until the next true king of Orion might be chosen.
- Thirty years following that bloody civil war, the last Knight of the Order of Orion – Sir Angus Culpepper – starts to build a resistance movement within the Quanset Cloud.
- The campaign starts in RY 536 as Culpepper’s squire starts re-building the Order of the Knights of Orion.

The Order of the Knights of Orion

The Order has a long and honorable tradition of serving the Kingdom of Orion.

- The knights serve the true King of Orion. With the kingdom fractured between many kings, there is much conflict and controversy as to whom the Knights should be serving, exactly.
- The Order of the Knights of Orion has been outlawed during the reign of Lothar VII and replaced with the Templars of Lothar. While some of the newly minted “Kings” of Orion might welcome the help of the Knights of the Order, some others may treat them as criminals.
- However, any pretender to the throne would be wise to treat them well since gaining the Knights’ support would support their bid to become the next “True King” of Orion.
- The *Templars of Lothar* are a new order that was set up to oppose the previous knightly order and are considered the Knight’s mortal enemies.
- There are still stories that describe the great and noble deeds done in the name of the order. Furthermore, the older generations of citizenry will remember the actual knights and their greatness. The knights generally have a great reputation. Females are attracted to them and males aspire to have their skill and demeanor.
- The knights may kill in self-defense or defense of the citizens of the kingdom without repercussion from the true King of Orion.
- The knights may challenge any who offend or oppose them to a duel without repercussion. Historically, the duel would be carried out with knightly swords but over the years the choice of weapons may be a brace of laser pistols, or both pistol and sword. After the first wound, if the challenger is the one wounded, either party may declare that honor is satisfied. Otherwise both parties must agree that honor is satisfied to honorably end the duel before one or the other party is incapacitated.

Gazetteer

There are about 1000 inhabited worlds in the Kingdom of Orion. About 30 of them are high technology worlds with large, wealthy and advanced populations. These worlds, such as Orion itself, form the backbone of the kingdom, providing the funding and man-power for the fleet. The rest of the worlds vary widely in population, cultural outlook, technology and governance. Humans make up about 60% of

the population of the Kingdom, but the remaining 40% is a staggering mixture of different species, from intelligent apes to elvish beings to brutal cave creatures. Because travel times are so long for most travelers, there is little casual travel. New colonies are founded not infrequently but doing so is a major enterprise, not a casual whim.

The kingdom consists of several “spheres” or “neighborhoods” of space which hold on average 40 inhabited worlds. This is an abridged list of the power players who struggle over the populated planets and systems that once made up the Kingdom of Orion when it was whole.

The Core of Orion

Orion is currently under the rule of the Royal Church of Orion led by space-pope Benedict XIII. While its local defense forces are considerable, its ability to project that power past the Orion system is limited since a majority of the defense forces don’t have Vendro drives installed. Furthermore, the Pope’s wish is to keep the former capital of the Kingdom whole until such time as a new “True King” can be crowned and the kingdom made whole once again.

Notable Planets

Orion

Terrain: Earthlike, varied

Population: 8 billion, mostly humans

Wealth: Very High

Orion is the capital of the Kingdom of Orion. It was an early Colony, settled under the sponsorship of Citibank. During the great war against the machines, Wilson McBride used its central location in human space and its well-developed technological base to good advantage, and finally chose it as the head planet of his new kingdom. There is a single, long twisting continent facing a “Northern Sea” and a “Southern Sea”. Immigration is tightly controlled, for security reasons, and most people live in pleasant homes with at least a moderate amount of landed property, spread across the continent.

There are many high-tech factories supporting the kingdom, but little agriculture or mining operations. Orion City is the largest city and capital of the planet – and of the entire kingdom. Most of the rest of the population live in smaller towns clustered around factories, military bases and research facilities.

The true king of Orion previously held court from the Amethyst Throne located in Orion City. Following Lothar VIII’s death in RY 505, the spiritual leader of the Royal Church of Orion Space-Pope Juan Paul VII stepped in from the Vatican Province on Orion to hold Orion City and the planet of Orion in neutrality until the next true king of Orion might be chosen.

Orion is also the location of the Royal Naval Academy, located on the single tide locked moon.

The location of the Royal Crystal Mine which is the only known source of marvel crystals in the Galaxy.

New Jerusalem

Terrain: Nearly desert, rocky and barren with few oasis

Population: 1 billion various races

Wealth: High

New Jerusalem is one of the holiest sites of the Royal Church of Orion. This planet is known galaxy-wide as the birthplace of Jeebus’ second mortal form. It is the home of the Third Coming Foundation. Much of the planets’ inhabitants have taken on a rustic lifestyle and do their best to life without all the comforts that their wealth and technology can provide.

The Kingdom of Lothar

The Kingdom of Lothar rules many of the wealthiest systems in the galaxy, making it the powerhouse amongst the factions of the fractured kingdom. It enjoys the loyalty of some of the kingdom’s most powerful shipyards, the resources from many wealthy worlds, as well as the unswerving support of the Templars of Lothar. When Lothar VIII died suddenly leaving no obvious heir there was a power vacuum amongst the members of the House of Lothar. Once a distant cousin of the former king named Hogan had secured the loyalty of the House of Lothar he had lost much of the original kingdom to the civil war. However, Lothar IX (as Hogan is called now) has made great strides during the fighting and is poised to conquer more territory in the upcoming battles.

Notable Planets

Galaia Prime

Terrain: A temperate heavy gravity farming world

Population: 100 million noble human plantation owners worked by nearly 12 billion Grundorian slave laborers.

Wealth: High

Also known as “Darbusto’s Rock” after its one-time owner, Gregg Darbusto. Lush farming planet mainly populated with Grundorians used as slave labor. Serves as a source of high quality foodstuffs to much of the kingdom.

Thromghast III

Terrain: Airless world – but filled with valuable minerals

Population: 2 Billion – Mostly workers serving the shipyards

Wealth: High

The Thromghast system is perhaps the kingdom's most productive naval shipyards. Several moons circling the resource-rich planet of Thromghast III produce a large share of all the starships used by the Kingdom. Over a score of rotating space stations circling the planet form the cities that are the home of the population.

Urlyamspyr XII

Terrain: Hive world, much of the world’s surface is covered by urban sprawl

Population: 10 billion

Wealth: High

Naval garrison along an important trade route to twenty agricultural systems near Mavorian space.

Therbim III

Terrain: A hive world covered with sprawling research facilities, libraries, and basic computer labs.

Population: 20 billion various beings

Wealth: High

A research library world filled with artifacts from the past. Previously quarantined when the “space madness” virus was contracted by 95% of the inhabitants. Although most of the planet is currently virus free, an underworld of the streets exists where the madness still thrives. A strong military police presence works to keep the homicidally insane from terrorizing the civilized elements of society.

Yalhambra

Terrain: Acidic/poisonous atmosphere high-gravity world. Exposure to the atmosphere for over five minutes can be deadly. Barren wasteland is the home to a source of mineral wealth.

Population: None – Formerly a mining colony

Wealth: None

Yalhambra features a moon featuring an alien jungle world and a breathable atmosphere populated by alien lifeforms. The lifeforms are of unknown origin, and are homicidal. This system is under quarantine. This moon was previously the site of the crash of a freighter in the early days of the kingdom, presumably the source of the alien infestation.

The Kingdom of Mason

Mason X lives in a glorious past wherein the House of Mason reclaimed the Amethyst Throne of Orion and ruled the kingdom to their benefit. They have no interest in low-born pretenders to the throne such as the rulers Sleestak and Juke. There is actually a court around King Mason X that mirrors the politicking that once surrounded the King of Orion. Intrigue and scheming between cliques is commonplace amongst the “Masonites” as the members of House Mason are known.

Notable Planets

Vindex VI

Terrain: Temperate Ocean/Island World

Population: 4 billion, mostly humans

Wealth: Very High

The planet of Vindex served as the headquarters Mason LeRoy’s usurp in RY314 known as the “Great Upheaval”. It is currently the seat of power of the Kingdom of Mason.

Scara 2

Terrain: Water World, some small islands, Flying cities

Population: 2 billion humans

Wealth: High

Scara is a very pleasant advanced society, where the population is split between lovely tropical islands and majestic, flying, cloud-cities. The world is ruled by a High Council and its President. Generally speaking the people are isolationist and self-centered, thinking little about anything but their own pleasures.

eBay World & TobyMart Alpha

(formerly known as Denebah III and Denebah IV)

Terrain: Hive world covered with urban sprawl and featuring many warehouses for goods for shipping to other systems

Population: 40 billion, mostly human and stouts

Wealth: High

This system is perhaps the biggest market place for all things since it is the home to two of the biggest conglomerates of companies known to civilized space.

Schleppe IV

Terrain: Temperate and varied

Population: None (unknown)

Wealth: None

Schleppe IV was an advanced civilization of people who worked in a variety of industries. It was originally moderately wealthy. The planet was originally named for the famous Admiral Schleppe of the second Mavorian War. The entire planet was killed in a Machine-created zombie plague in RY314. It has since been quarantined.

Dis

Terrain: Jungle deathworld

Population: None

Wealth: None

The planet Dis is a deathworld. Roughly 90% of the indigenous flora and fauna is deadly. The naval station is made up of several complexes on the surface of the planet. These complexes are protected from the savages of the planet by 6' thick reinforced concrete walls, the jungle around the complexes have been cleared to a distance of 600'. Motion sensors and automated turret defenses would be more than enough to handle most of the indigenous threats. The world was overrun by Grundorian marines in the midst of the civil unrest of RY314.

The Kingdom of Otto

Otto VII is the ancestor of Otto I. Of all the kingdoms, the Kingdom of Otto features some of the galaxy's most talented naval starfighter squadrons. With a quarter of the resources employed by the Kingdom of Lothar, Otto VII has managed to hold off advances from the other kingdoms simply by the quality and skill of their personnel.

Notable Planets

Chilbert

Terrain: Garden World

Population: 15 Billion

Wealth: High

Chilbert is one of the keystone planets of the kingdom. It is known for the high-quality pharmaceuticals. One of the forest moons of Chilbert is known for its good hunting.

Dendricon 5

Terrain: Forested

Population: 1 billion, mostly Sybokian

Wealth: High

A colony planet of the Sybokians (a.k.a. Space Elves). Although the inhabitants are very wealthy and advanced, they have a very "back to nature" aesthetic and ascribe to many magical superstitions. The planet is ruled from the Tower of Solitude by a High Wizard, who is the most magically gifted member of the royal family. Most of the population live simple woodland lives in scattered bands across the planet, but they still have a powerful defense grid and space-faring capabilities.

Yellbane 6

Terrain: Large, Barren, Airless Rock

Population: 30 million, humans, Stouts and Grundorians

Wealth: Moderate

This a planet devoted almost entirely to mining and bulk manufacture of metallic goods. There is a constant stream of trade ships coming and going. The Grand Dukes are fabulously wealthy and rule without check. Most of the population are miners or laborers who are only on planet for a short number of years. The pay is good, so people come for a few years to make a stake to get set up elsewhere. The settlements are all underground in former mining tunnels, except for the great dome of the capital city which is on the cratered surface.

New Dublin

Terrain: Temperate and rough

Population: 20 million humans

Wealth: Moderate

This planet started as a small colony on the outer frontier of the Kingdom. It was founded by Sir Connor O’Reardon in RY313, a noble Knight of Orion who was later given sainthood within the Church of Orion. The planet is a popular destination for pilgrimages.

New-New Guinea Prime

Terrain: Temperate plain

Population: 100 million, mostly human

Wealth: Moderate

A quiet farming world and site of the Machines’ Skulltron battle robots in RY 314. Many inhabitants of New-New Guinea Prime are patriots and remember the service of the Knights of Orion on their soil.

Wagner IV

Terrain: Hive world, much of the world’s surface is covered by abandoned urban sprawl

Population: At one time 25 billion, now none remain following the chaos that followed the Span-Kee experimentation.

Wealth: None (Formerly High)

Quarantined following the experimentation by Span-Kee marauders in RY 172. Several expeditions have been made to the planet’s surface.

The Confederation of Sleestak

Not all of the Kings of Orion rule by blood. The Saurian Sylvania Sleestak was the leading general in the Royal Marines at the time of the civil war, and he held on to many star systems that were homes to millions of disadvantaged beings. He claims the throne since his ancestors served the true king of old as officers and as knights in the past. Without a true heir, he reasons that a new line might be created on merit alone. A majority of his followers are non-humans, and those that are hail from some of the most crowded resource-poor worlds in the galaxy. Consequently, Sleestak’s armed forces are very powerful on-planet in defense but lack the naval power to conquer other worlds.

Notable Planets

Eggwurm

Terrain: Garden World

Population: 10 billion insectoids

Wealth: Moderate

Native home of the various insectoid races native to the Kingdom.

Omicron V

Terrain: Poisonous atmosphere. Rocky and lifeless.

Population: 2 Million

Wealth: Moderate

Power generating planet, covered with nuclear generators and plasma fusion facilities.

Deneb VI

Terrain: Rocky with a weak, thin atmosphere

Population: 5 billion, mostly made up of Grundorians

Wealth: Moderate

A battlefield planet where the Second Mavorian War ended in RY 256. Covered with the remains of Grundorians.

New Pecos

Terrain: Earthlike, varied

Population: 60 million, mostly humans, Grundorian mountain tribes

Wealth: Low

A budding new agricultural colony, New Pecos is a magnet for immigrants looking for a new start. There is fertile soil and ample opportunity for business and settlement. The lowlands are human-dominated, but there are Grundorian barbarians in almost all of the mountains.

Scramtor V

Terrain: Some scrubby flora, but mostly a thin-aired mineral-rich rocky world.

Population: 15 million

Wealth: Low

A primitive planet divided between kingdoms of lizard men and apemen. There is a small orbital naval signal station and some small Stout mining operations.

The Kingdom of Juke

Ruled by King Juke I, the kingdom of Juke is a quiet backwater filled with rustics who until recently had little cares about the affairs of the Kingdom. King Juke, or “Jesse Juke” as he is called since his given name was Jesse, rules over his kingdom of rednecks and hillbillies along with his children “Bo”, “Maisy”, and “Luke of Juke”. King Juke’s claims to the throne are tortured at best, and in polite circles the family name is scoffed at like it was a joke.

Notable Planets

Ingaevonus

Terrain: Rocky with a thick atmosphere that is nearly poisonous

Population: 2 billion laborers and other blue-collar trades

Wealth: Moderate

Mining colony and home of the secret temple of the failed Order of Shadrack.

Metapontum

Terrain: Temperate, but very warm. It features few oceans.

Population: 8 billion humans and frodans

Wealth: Moderate

A garden world featuring the “Outworlds Education Foundation”. The “Outworlds Education Foundation” is a famous university on Metapontum that trains many of the professionals needed for the frontier planets. It features Joe Waffler’s Malt Shop as a premier tourist attraction a sprawling complex of eateries run by an immense and irritating clan of Frodans, who use the latest technology to serve classic cuisine. Features several large cities, as well as some of the finest hunting lodges around.

Chulduk 5

Terrain: Small, Barren, airless, rock

Population: some hideous cave spiders

Wealth: Low

Chulduk 5 is an abandoned planetoid base formerly belonging to the defunct “Order of Shadrack”. There are no inhabitants apart from some deadly cave spider monsters.

Pontus 12

Terrain: Earthlike, varied

Population: 100 million, humans and ratmen

Wealth: Low

Pontus is a fertile agricultural planet with little native industry. The best agricultural land is divided between human and ratman colonies that are never on the best of terms. The planet is considered by some to be cursed and liable to outbreaks of supernatural evil. Most recently an infestation of vampires was destroyed.

Antigua VII

Terrain: Wide plains dedicated to agriculture

Population: 1 billion beings

Wealth: Low

Farming world filled with rootmarm.

Gnoob III

Terrain: Earthlike, but mostly cold and rainy like Seattle

Population: 500 million

Wealth: Low

Gnoob is a bucolic backwater known for its underworld economy and organized crime. It has little industry other than some custom agriculture and gemstone mines.

Beamis 3

Terrain: Desert Planet

Population: 2 million humans

Wealth: None

Beamis is a wretched, dust-swept wasteland. Some human settlers eke out a miserable existence in the wastes, but there is little here appealing to off-world traders. As a result the mystic triangle-based Cult

of Slag-Bah had taken root here and controls the planet with an iron grip, that chapters on other planets can only dream about. One section of the planet is known as “The Forbidden Zone” and the Slag-Bah cultists are adamant against any entry. Rumor has it that magical, teleporting women patrol the wastes, slaying those they deem unworthy.

The Quanset Cloud

The Quanset Cloud is a unique celestial formation encompassing a handful of star systems situated between the territories of Lothar and Juke. It is unique in that no energy fields are able to persist within the cloud, rendering most ships and energy weapons useless. The Quanset Cloud holds the headquarters newly reformed Order of the Knights of Orion under Sir Angus Culpepper. Its capital is Wellfleet Station, an aging space platform orbiting a gas giant planet within a white dwarf star system. Without the benefit of energy fields, solutions that usually might require technology are done instead with psionics within the Quanset Cloud. On the other hand, this squelching of the technology makes these settlements uniquely immune to the rule of the various Kings of Orion.

Quanset Rock, the only other notable settlement within the cloud is a small moon-sized planet circling the same star as Wellfleet Station. It has some rudimentary drydock services for ships and starfighters.

The Rakashan Empire

Although the Kingdom has a significant population of Rakashan peoples, there is a united government of cat-men who rule over twenty worlds filled with various sentient beings. The empire is not aggressive per se, but in the past they have proven themselves to be crafty and opportunistic. It is common knowledge that the Rakashans are in talks with General Sleestak of the Sleestak Confederation. To what ends, and for what price is not generally known.

Mavorian Territory

The Mavorians are a xenophobic and hateful race of diminutive green monsters not unlike the puppets from the “Mars Attacks” movie. Their language is untranslatable, and so they are forced to communicate with other races through interpreters who are psionically attuned members of the race. Their aim has always been to exterminate all of humanity and crush the Kingdom of Orion to dust. The four great Mavorian Wars throughout the Kingdom’s five-hundred year history are a testament to that genocidal hatred.

The Waste of Span-Kee space

The Span-Kee are a mysterious race of diminutive grey monsters with huge black eyes. Their aims are varied and strange. Typically, interactions between citizens of the Kingdom and members of the Span-Kee have resembled laboratory experiments.

Creating Characters

Player characters are created just as they are outlined in *Savage Worlds Deluxe* (p. 16), with the following limitations and additions.

- Player characters may be chosen from any of the races found in the Player Characters section of these rules below.
- All player characters start play as “Seasoned” characters which means they start with 20 experience points to spend immediately (see *Savage Worlds Deluxe* p. 43).
- Player characters may start with either one Major or up to two Minor Hindrances. No more hindrances than that may be chosen.
- The *Boating*, *Driving*, and *Riding* skills are removed. The *Pilot* skill will cover all vehicles in the *Starfighter* size class and the *Navigation* skill will cover all vehicles in the *Capital* size class.
- The *Lockpicking* skill is covered under the *Repair* skill.
- The *Swimming* and *Climbing* skills are combined into a single skill known as *Athleticism*.
- Player characters may take the *Psionics* Arcane Background for free at character creation. They should choose a color associated with their psionic powers if they do so.
- Player characters must choose a *Knightly Motivation* for their character from the list of Knightly Motivations below or choose from a custom one created by the player with the GM’s blessing.
- Player characters must choose a *Dark Secret* for their character from the list of Dark Secrets below or choose from a custom one created by the player with the GM’s blessing.
- Player characters will start each session of play with a base package of gear, or a choice between base gear packages. Players may designate a list of “personal effects” specific to that character that may be included in their gear list at the beginning of each gaming session.

Knightly Motivations

The campaign hinges on all the player characters joining forces into a force of knights dedicated to the preservation of the King and Kingdom. In order to encourage this play, as well as to provide different angles for doing so, each player character must choose a *Knightly Motivation* to follow. *Knightly Motivations* should always explain the question, “Why has my character pledged their lives to the Knights of Orion”? Consider that the goals of the Order are as follows in no particular order:

- Strengthen the Order of the Knights of Orion
- Protect the defenseless amongst the peoples of the Kingdom
- End the civil war between the kings and place the true king on the Sapphire Throne

Player character may gain one extra experience point per session simply by being able to explain how they demonstrated their commitment to their *Knightly Motivation* in play. Some *Knightly Motivations* include:

- Curiosity – The rare knight who is a curious treasure hunter or collector of rare artifacts of galactic history would find joining the Order of the Knights a great way to travel throughout the galaxy to learn more in their endless quest to quench their sense of wonder.
- Duty – The few knights who join the order because of a sense of duty believe that they are serving the order simply because they must. They understand that with great power comes great responsibility. Only by joining an elite force such as the Knights of Orion may they use their gifts to protect the weak from the wicked. Such a knight may even see their title as a burden and try to hide their affiliation, since they want only to make things right in the universe.
- Evangelist – This type of knight wants to join the order in order to spread the word about an idea, service, philosophy, or product that they believe everyone should know about and want to be a part of. This sort of knight could be a little annoying since they would continue to harp on any and all NPCs with their endless sales patter.
- Friendship – A knight who serves out of a motivation of friendship would prize the bond he shares with his brother knights above all else. He would be selfless around his comrades, and make sure that his compatriots were treated with the respect and honor they should be.
- Greed – Being a member of the Order of the Knights of Orion will put a character in position to take advantage of some of the finer things in life. Such a knight would always be using their title in order to get access to and perhaps take for themselves some things in the name of the true King of Orion.
- Honor – The knight has an ancestor who was in the Order of the Knights of Orion and he serves the Order out of a sense of honor. Such a knight will prize the traditions and ethics of the order over all else.
- Lust – The knight loves to be loved. As a Knight of Orion, the character has another way to score notches in their bedpost. Such a character would perhaps use their title as a sort of pick-up line.
- Vainglory – The hero wants their name to join the list of all the bad-ass knights of the past, and perhaps be known as the best of the best one day. The hero wants to be able to have the best boasts around.
- Wrath – This character has a score to settle, and joining the Knights of Orion will help them to do that. The knight is fueled by fighting his enemies, and joining one of the most elite forces in the universe will help them do that. This character would carry their title as a threat or calling card for violence.

Dark Secrets

All great characters have a secret that they would want to keep from the other party members. A *Dark Secret* is something that could ruin a character’s reputation or destroy their plans or emotional state if it were to become common knowledge. If a *Dark Secret* is revealed, a player character could even be forced to retire from the game. Players should assume that the secret should also be kept from other players at the table. Your character’s *Dark Secret* shouldn’t even be on your character record sheet. Just send the lead GM an email detailing your choice and explaining any trappings that you might like

associated with your choice. Depending on the secret chosen by your character, you could gain benefits in the form of experience points, advances, or henchmen.

- The PC is actually an android
 - Prerequisites: The PC must choose the race “human”.
 - Benefits: The player may win extra experience for completing secret goals pre-programmed into their “subconscious” – basically sent as notes from the GM. The PC may choose to ignore any organic mind control attack against him, while rolling just for show. Furthermore, the character may choose to increase either their strength or agility by one die type permanently.
 - Trappings: The PC should exhibit a trademark saying or “tic” that marks them as a member of the race of “The Machines”.
 - Consequences: The player may choose to retire the PC immediately as the character is revealed to be a Machine traitor, or the player may continue to play as normal with the understanding that the GM may take control of their character for short periods of time. Furthermore, the PC gains the *Outsider* hindrance.
- The PC is actually a traitor, working against the Kingdom for the Mavorians
 - Prerequisites: None
 - Benefits: The player may win extra experience for completing secret goals that are issued to them through secret meetings.
 - Trappings: The PC should make an excuse to drop out of sight from the other PCs near a civilized location in order to get their secret goals in the form of “orders” from their masters.
 - Consequences: The player must immediately retire the PC if the character is revealed to be a traitor.
- The PC is an agent of the Templars of Lothar
 - Prerequisites: The character must have the psionics arcane background.
 - Benefits: The player may win extra experience for completing secret goals that are issued to them through secret meetings – basically sent as notes from the GM.
 - Trappings: The PC should make an excuse to drop out of sight from the other PCs near a civilized location in order to report the Knights’ progress to the Templars.
 - Consequences: The player must immediately retire the PC if the character is revealed to be a traitor.
- The PC belongs to the cult of Slag-Bah
 - Prerequisites: The PC must choose the race “human”.
 - Benefits: The PC permanently gains the services of two NPCs with the exact same skills and stats as the PC. However, these two NPCs are not wild cards and must be equipped secretly by the PC. Although the skills and stats are the same, these NPCs do not look like the PC at all. The NPCs advance just as the PC does.
 - Trappings: The character’s true motivation is the destruction of all order and sowing chaos at every turn. Any time the PC manages to throw an entire planet-wide civilization into lawless chaos the character will gain an experience point.

- Consequences: The player must immediately retire the PC if the character is revealed to be a satanist.
- The PC is an addict
 - Prerequisites: None
 - Benefits: The player may win extra experience if they both buy and consume their drug of choice at least once per adventure. The drug of choice may also give the PC a benefit as well, depending on their drug of choice.
 - Trappings: Depending on the drug of choice, the PC must exhibit the appropriate side effects in roleplaying.
 - Consequences: The player may choose to retire the PC immediately. Otherwise, any positive effect from their drug is lost but any negative effects are still enforced. The PC must take the drug at least once per adventure or else they must retire the PC. The PC may choose to go through “rehab”, which would be role played in game.
- The PC has taken on a new identity to escape persecution
 - Prerequisites: The PC may not take the *Wanted* hindrance.
 - Benefits: The PC will gain experience at the end of a game session if they are able to successfully deflect suspicions from NPCs that their alias is not their true identity. The new identity may be a different race or gender than their previous one. If so, their character sheet stats should reflect their old identity, but their character sheet *race* and/or *gender* fields should reflect their alias.
 - Trappings: The PC should choose their old identity, and decide why they are wanted and how they managed to escape.
 - Consequences: The PC gains the major *Wanted* hindrance.
- The PC is secretly insane
 - Prerequisites: The PC may not take the *Arrogant*, *Bloodthirsty*, *Delusional*, *Overconfident*, *Pacifist*, *Phobia*, *Stubborn*, or *Vengeful* hindrances.
 - Benefits: The insanity should be subtle, but noticeable. The PC gains experience if they exhibit a “flash” of their chosen insanity at least once per game session.
 - Trappings: The character is secretly insane! Enough said.
 - Consequences: The player may choose to immediately retire their PC and hand him over to the GM as an NPC. Alternately, the PC gains two hindrances of the player’s choice from the following list: *Arrogant*, *Bloodthirsty*, *Delusional*, *Overconfident*, *Pacifist*, *Phobia*, *Stubborn*, or *Vengeful*. These hindrances are set off by a specific trigger that the player chooses.
- The PC is dying slowly from a terminal disease
 - Prerequisites: None
 - Benefits: The character may choose to increase either their strength or agility by one die type permanently.
 - Trappings: The player should develop some sort of “tell” that will slowly get worse that indicates he is getting sicker. Maybe a thick cough or increased sluggishness.

- Consequences: Once the character’s disease is discovered, their strength or agility will go down by TWO die type permanently – whichever they chose for the benefit. The player may decide to retire their character in some sort of “heroic sacrifice”. Once the player declares that they are ready to perform their “heroic sacrifice” the character gains an extra bennie to spend on each and every turn and gains the *Improved Nerves of Steel* edge, but their character automatically perishes at the end of the scene.
- The PC is actually the true King of Orion
 - Prerequisites: The PC must choose the race “human”.
 - Benefits: The PC permanently gains the services of two trusted NPCs at the starting Novice level. These NPCs both gain an experience point whenever the character gains a point. The PC must equip both NPCs. If one NPC dies, they may not be replaced. The PC gains an extra experience point at the end of any adventure in which he is able to get another planet-wide civilization to support the knights’ cause.
 - Trappings: The player should document what character’s claim to the throne is. It should be good and have a way to prove it using a birthmark, code word, or artifact or something similar.
 - Consequences: If the player is revealed as the true king, the player may choose to retire the character as he moves into more of a NPC role guiding the Knights, or else the player may continue to play the character but he gains the major *Wanted* hindrance.
- The PC is actually infested with a form of space vampirism
 - Prerequisites: None
 - Benefits: The PC gains the *Hard to Kill* edge. Furthermore, if the character has the psionics arcane background they may get the *Puppet* power without paying experience points as soon as they become Veteran characters. Finally, the player may win extra experience for completing secret goals from the vampire’s undying past – basically sent as notes from the GM.
 - Trappings: The character may only be healed by taking the life force of a living sentient being. This is done as a full-round action against either a willing or helpless victim. Wound levels are transferred directly to the character, which will automatically kill the victim if they are not a wild card. In the case of a wild card victim, the vampire may choose how many wound levels they may draw from the victim. Any other character who is able to see the character as they drain the life force of a victim will immediately know that the character is a vampire.
 - Consequences: The player may choose to retire the PC immediately as the character is revealed to be an alien menace, or the player may continue to play as normal with the understanding that the GM may take control of their character for short periods of time. Furthermore, the PC gains the *Outsider* hindrance.

Replacement Characters

When a character dies or is retired, his new hero begins play with one less Advance than his last.

Campaign Rules

Reward Chips

As stated in the Savage Worlds Deluxe rules, three *Bennies* are given to each player at the start of play. Bennies are represented by red chips. In addition to the three bennies given out at the start of each session, players start out with one or more *Adventure Deck* cards, one *Richie* chip, and players may earn *Spiffs* during play.

Adventure Deck Cards

Each player gets a number of adventure deck cards at the beginning of each game session. Each player may play only one per session (unless they play an adventure deck card that says otherwise). The number of adventure deck cards given at the beginning of play depends on the rank of the character.

Rank	Cards
Novice	2
Seasoned	3
Veteran	4
Heroic & Legendary	5

Richies

Richies are meant to represent the character’s in-game wealth. Unlike bennies, spiffs, and adventure cards, richies are carried over from game to game. At the start of each game session a player participates in that player’s character gets a single richie for free. Richies may also be gotten in-game by selling off valuables or artifacts. Richies may be spent out of game on items from a menu of cool equipment, or in game to hire henchmen.

Each richie has the value of approximately \$25,000, so a single richie could be used to purchase a small but reliable car or hire an one or two henchmen for one game session.

Spiffs

Spiffs or “spiffies” are given to players during play as benefits for descriptive and innovative play. Any attack that is given a description better than “I shoot” or “I swing” should receive a spiff. Spiffs should be given for good jokes, in-character roleplaying, and general awesomeness. Players may receive up to three spiffs at a time – but they should deserve it. A three-spiff reward should have the consensus from the entire gaming table. Any player at the table may give a single spiff to any other player. Spiffs are drawn from the spiff bucket kept in a central area on the gaming table. Players may NOT give themselves a spiff. A spiff must always come from another player at the table. Complaining about not getting spiffs is frowned upon and could result in no spiffs coming your way. However, if the rest of the

players at the table are still in awe of your awesomeness you are welcome to point out to other players where the spiff bucket is currently located.

Spiffs may be spent to increase the damage of an attack by one point per spiff. Four spiffs may be spent simultaneously to get the same result as a bennie.

Player Character Races

Only some of the races from the main book are allowed. This is a list of the valid races and their trappings:

- **Aquamen:** Use the race information for Atlanteans. Aquamen are actually humans who were genetically modified to colonize several water-world colonies across the kingdom.
- **Avion:** Avions are actually an alien species which is birdlike in appearance, with colorful feathers and a beak in addition to wings.
- **Stouts:** Use the race information for Dwarves. Stouts are human-descended inhabitants of several high-gravity worlds which have turned them short but tough.
- **Syboks:** Use the race information for Elves. Syboks, a long-lived alien species who appear to have been of human stock, but were highly genetically modified and transported to several planets by an alien species in the remote past (at least 10,000 years ago). They are noted scientists but cannot be counted on as soldiers, due to having adopted a pacifist philosophy. Replace the All-Thumbs hindrance with “Pacifist”—the minor one. They will only fight in self-defense.
- **Frodans:** Use the race information for Half-Folk. Frodans are a subspecies of human originating from a colony ravaged by famine and an alien pestilence that caused them to evolve much smaller than human norm. They however, became expert agriculturalists and developed their well-known good humor and luck to help overcome adversity.
- **Grundorians:** Use the race information for Half-Orcs. The Grundorians are a crude, violent savage race that can be found living under the mountains of many planets. They were used by another alien species as shock troops in an interstellar war centuries ago, but once the war was over, they were left behind in isolated bases and cavern hideouts. Players can be full blooded Grundorians, or Grundorian hybrids, since Grundorians seem to be fertile with just about anything. There is a sub-race of Grundorian (just called “shorties”) that are equivalent to goblins, but are only NPC’s.
- **Half-Syboks:** Use the race information for half-elves. Half-Syboks are the offspring of Syboks and humans, who are still infertile.
- **Humans:** The original inhabitants of Orion and their colonial descendants make up the majority of the population of the Kingdom, and independent colonies can be found throughout the galaxy.
- **Rakashans:** Use the race information in the rulebook. Most of the catmen live in their own empire, but some smaller colonies are part of the Kingdom.
- **Saurians:** Use the race information in the rulebook. Several different sorts of Lizardmen are found throughout the kingdom, but with few exceptions, the differences between them are simply trappings.

- **Ratmen:** They are genetically modified rats with human size and intelligence. They exist in scattered settlements on the edges of large cities, and in small secret colonies. They have been known as fierce space pirates, but some choose the path of lawful commerce and industry as well. Ratmen are fierce close-in fighters and get +1 to Parry as a result. They can also use their jaws as weapons (Str+1d6). Ratmen, however are considered both ugly and smelly by almost every other race and suffer a –2 Charisma.
- **Apemen:** They are genetically modified terran gorillas with improved intelligence (although the rumor is that they were simply created as human-gorilla crossbreeds). Apemen begin with a d6 in strength instead of a d4. Their size and muscle structure also gives them a +1 to Toughness. Apemen are notoriously bad at picking up and retaining information and suffer from the “Clueless” hindrance.

It should be noted that although the race of Kongs are still in the Knights of Orion canon, they are no longer available as player characters.

Skills

Skills in the campaign are the same as in the Savage Worlds Deluxe rulebook with the following changes:

- The *Boating*, *Driving*, and *Riding* skills are removed. The *Pilot* skill will cover all vehicles in the *Starfighter* size class and the *Navigation* skill will cover all vehicles in the *Capital* size class.
- The *Swimming* and *Climbing* skills are combined into a single skill known as *Athletics*.
- The *Throwing* skill is removed and split between *Fighting*, *Shooting*, and the *Agility* attribute. If throwing a heavier weapon like a hammer, spear or throwing axe it is a *Fighting* skill check. If throwing a shuriken, dagger, dart, knife, rock, sling, or other small and precise weapon it is a *Shooting* skill check. If throwing a potion, grenade, splashing holy water/acid, grappling hook, or other non-targeting combat item it is simply an *Agility* attribute check.
- Since electronic locks are the standard, the *Lockpicking* skill will instead be included under the *Repair* skill as a feat of engineering.

Hindrances

Player characters may choose to take either one major or two minor hindrances. The hindrances in the campaign are the same as in the Savage Worlds Deluxe rulebook with the following changes:

- Characters with the “poor” hindrance will get NO “richies” at the beginning of each game session.

Edges

The edges in the campaign are the same as in the Savage Worlds Deluxe rulebook with the following changes:

- The “Rich” edge gives the character TWO “richies” at the beginning of each game session.
- The “Filthy Rich” edge gives the character THREE “richies” at the beginning of each game session.

Psionics

In the campaign, the PCs may choose their psionic powers from the following list. The powers will have the listed trappings. When a character chooses to take the *Psionics* arcane background, they should choose the color associated with their trappings.

Armor

The character is surrounded by a colored aura. Armor increases the user’s *Toughness* in this campaign rather than add to their armor value.

Barrier

The user creates wall of crackling colored energy.

Blast

The user creates a blast of crackling colored energy.

Bolt

The user creates a bolt of colored energy lightning.

Burst

The user creates a cone of colored lightning bolts. This attack carries an armor piercing rating of 6.

Deflection

The user creates a shimmering colored energy shield.

Environmental Protection

The user is bathed in subtle colored aura.

Fear

The user appears tall and menacing, crackling with colored energy.

Fly

Colored sparks fly from the character’s arms and feet while flying.

Healing

The knight may heal himself only. The roll does not suffer the wound penalty from any of the hero’s wounds.

Invisibility

There is a colored flash before disappearing.

Quickness

Colored sparks fly from body of the quickened user.

Smite

The character’s weapon gives off colored sparks. The weapon’s armor piercing is ALSO increased by the same amount as the damage is increased.

Speed

Colored sparks fly from the character’s feet while in use.

Stun

This power drops a mass of colored sparks from center of burst.

Telekinesis

This power may also be used to choke/crush an enemy for damage. The character may choke a target within range by making an opposed Spirit roll. Success causes a stun, while a raise causes a wound. The eyes of the PC using the power glow.

Teleportation

This power is even more powerful for PCs who have access to a marvel crystal.

When a Knight wishes to use the Marvel Crystal for interstellar travel, it requires 10 power points for an attempt. The attempt also requires 20 minutes of intense concentration. After a Psionics roll is made and the points spent, a hole in space opens up in front of the knight, the hole is about 10 feet by 10 feet and crackles with blue and white energy. The hole will remain open until 2 minutes have passed or 13 people (or a similar mass) have passed through it, whichever comes first. On a normal roll, the hole will open somewhere on the desired world, on a raise, it will open in the specific area (within 10 miles) on that world. Most failed rolls result in the hole simply not opening, but there have been documented cases of knights being transported to unknown planets or other strange regions.

If the target world has been visited by the knight before, he makes an unmodified roll. If it hasn’t, but there is extensive photographic and cartographic assistance, the roll is at a –2. If there is just a basic star chart or telescopic sighting then the roll is –4. If there is no star chart at all, or the information is old or wrong, then the roll is –8. The GM can add or subtract any modifiers he wishes at anytime due to psionic variations.

Warrior’s Gift

The knight may cast this on himself only. The roll does not suffer a wound penalty from any of the hero’s wounds. Colored sparks fly from body of the user when they use the granted edge.

New Powers

Affect Mind

Requirements: Seasoned, Telepathy

Trappings: Subtle hand gestures and softly spoken suggestions. Make an opposed Spirit roll with the target character. Success alters perceptions. A raise indicates the memory alteration is permanent. Only one attempt may be made per target per encounter.

Telepathy

Requirements: Seasoned

This command is identical to the power of *Mind Reading* in the rulebook with the following addition. The character may make a Smarts roll to send thoughts to another character. The Smarts roll is modified

as follows: Target has Telepathy +2; Target farther than 100 yards: -2; Target miles away: -4; Target in another system: -6, Target is unwilling: -2.

Gear

Armor: This is the amount of Armor provided by the equipment, which is added to the wearer’s Toughness when the covered location is hit in combat. A character who wears multiple layers of armor only gains the highest bonus—they do not stack. Note that unless an attacker states otherwise, hits are always directed at the victim’s torso.

Damage: Damage is listed in terms of dice. Projectile weapons have fixed damage (such as 2d6). Melee weapons have damage based on the wielder’s Strength die plus another die, as listed under individual weapon entries. A dagger, for instance, inflicts Str+1d4 damage.

Double Tap: The weapon can rapidly fire two rounds. Rather than rolling twice, add +1 to the Shooting and damage rolls.

Minimum Strength: A character whose Strength is lower than the minimum strength of a melee weapon can use the weapon, but there are penalties. First, the weapon die can’t be higher than his Strength die. So if a scrawny kid (d4 Str) picks up a long sword (d8), he rolls 2d4 damage, not d4+d8. A brawny hero with Str d10 rolls d10+d8 when using the same long sword. Second, if the Strength die isn’t at least equal to the weapon die, the attacker doesn’t get any of the weapon’s inherent bonuses, such as +1 Parry or Reach. He still retains any penalties, however (like –1 Parry). If a weapon has a damage listed as Str+d8+2, for instance, then the minimum Strength the wielder must have is a d8. A character may wield a weapon one die higher than their current strength with no penalty if he uses two hands to do so.

Parry +/-X: The weapon adds/removes the bonus to the character’s Parry score when used.

Range: This lists the weapon’s Short, Medium, and Long range. Ranges are listed in inches so that you can use a ruler to move, shoot, and fight on the table-top with miniatures. Each inch is equal to 2 yards in the real world, so that 5” is really 10 yards, or 30 feet. Weapon ranges are “effective” ranges for the table-top. If you need to know the real world range of a weapon (for battles that don’t take place on the table-top, for instance), multiply each range bracket by 2.5. A tank round with a Long range of 300, for example

Rate of Fire: This is the maximum number of shots that may be taken by this weapon per action. Unless a weapon says otherwise, the user can fire up to the weapon’s Rate of Fire (rather than its full Rate of Fire). If a single shot is taken, it uses a single round of ammunition and does not incur any recoil penalties. Two or more shots with such weapons always incurs the –2 autofire penalty.

Semi-Auto: The weapon fires on semi-auto and can take advantage of the double-tap rules (page 72).

Shots: This is the number of rounds that may be spent before the shooter must take an action to reload the weapon with a new “clip” of bullets.

Snapfire Penalty: Certain weapons, such as sniper rifles, are very inaccurate if fired “from the hip” rather than using their excellent sights or scopes. If the character moves in the action he fires, he suffers a –2 penalty.

Three Round Burst: The weapon can fire 3 rounds with one pull of the trigger. This adds +2 to the Shooting and damage rolls at the cost of the extra ammunition.

Melee Weapons

I chose “sword” and “axe” for many of these weapons as stand-ins for “one-handed” and “two-handed” weapons.

Type	Damage	Weight	Cost	AP	Min Str	Notes
Axe	STR+1d10	10	<1	0	10	Parry -1
Brass Knuckles	STR+1d4	1	<1	0	4	A hero wielding brass knuckles are considered an unarmed attacker
Chain Axe	STR+1d10	30	3	6	10	Parry -2; Two Hands; Jams on a 1 on the fighting die
Chain Bayonet	STR+1d4	8	1	6	4	Jams on a 1 on the fighting die
Chain Sword	STR+1d8	20	3	6	8	Parry -1; Jams on a 1 on the fighting die
Combat Knife	STR+1d4	1	<1	0	4	
Energy Pike	STR+d4	1	RARE ARTIFACT	14	4	Parry +1; Concealable since it retracts into a 6” tube
Energy Sword	STR+d6	1	RARE ARTIFACT	14	6	Concealable since it retracts into a 6” hilt.
Molecular Axe	STR+1d8	6	1	4	8	Parry -1
Molecular Knife	STR+1d4	1	1	4	4	
Molecular Rapier	STR+1d4	2	1	4	4	Parry +1
Molecular Sword	STR+1d6	2	1	4	6	
Plasma Axe	STR+1d10 +1d8	20	3	0	10	Parry -1; Explodes on a 1 on the fighting die doing 2d8 damage in a small burst template
Plasma Sword	STR+1d8 +1d6	16	3	0	8	Explodes on a 1 on the fighting die doing 2d6 damage in a small burst template
Powered Axe	STR+d10	10	ARTIFACT	10	10	Parry -1;
Powered Glove	SEE NOTES	-	ARTIFACT	10	4	Typically integrated into Powered Armor.
Powered Rapier	STR+d4	4	ARTIFACT	10	4	Parry +1
Powered Sabre	STR+d6	6	ARTIFACT	10	6	
Powered Sword	STR+d8	8	ARTIFACT	10	8	
Stun Baton	STR+1d4	2	1	0	4	In addition to regular damage, all hits require Vigor or Shaken
Sword	STR+1d8	8	<1	0	8	
Vibro Axe	STR+1d10	10	1	3	10	Parry -1;
Vibro Sword	STR+1d8	8	1	3	8	

Close Combat Weapons

These ranged weapons may be used in melee combat, but must hit the target’s parry rather than the usual target number of 4.

Type	Range	Damage	RoF	Cost	Ammo	Weight	Notes
Flechette Pistol	12/24/48	2d6 + poison	1	1	20	5	Semi Auto; knockout poison
Hand Flamer	Cone	2d4+fire	1	1	8	8	Ignores unsealed armor; See SWD p.51
Heavy Pistol	15/30/60	2d8	1	<1	7	8	Semi Auto
Laser Pistol	15/30/60	3d6	1	2	10	4	Semi Auto;
Light Pistol	12/24/48	2d6	1	<1	15	3	Semi Auto
Plasma Pistol	12/24/48	3d8	1	3	6	8	Snapfire Penalty; Explodes on a 1 on the shooting die doing 2d8 damage in a small burst template

Ranged Weapons

Type	Range	Damage	RoF	Cost	Ammo	Weight	Notes
Assault Rifle	24/48/96	2d8+1	3	<1	30	10	Auto, 3RB
Auto Shotgun	12/24/48	1-3d6	1	<1	12	10	See SWD p50
Flame Thrower	Cone	2d6+fire	1	1	8	8	Ignores unsealed armor; See SWD p.51
Flechette Rifle	15/30/60	2d6 +poison	3	2	60	8	Auto, 3RB; knockout poison
Laser Rifle	24/48/96	3d6	3	3	30	8	Auto, 3RB;
Sniper Rifle	30/60/120	2d8+2	1	<1	6	10	Snapfire Penalty; No penalty for called shot if the user takes a round to aim
Sonic Disruptor	Cone	2d6	1	2	8	3	Ignores unsealed armor; Does non- lethal damage; Shooting roll vs. defender’s vigor to see if they are hit
Submachine Gun	12/24/48	2d6	3	<1	30	9	Auto

Heavy Weapons

Type	Range	Damage	RoF	Cost	Ammo	Weight	Notes
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Flamethrower	Cone	2d8+fire	1	2	10	50	Ignores unsealed armor; Hits all targets in a cone template; See SWD p.51, Snapfire Penalty
Gatling Cannon	24/48/96	2d8	5	2	200	20	Auto
Grenade Launcher	12/24/48	See Grenades	1	1	-	10	Grenades cost 1 for every 12 grenades purchased; Grenades weight an additional 1 each as well
Laser MG	24/48/96	3d6	5	3	200	15	Auto, Snapfire Penalty
Machine Gun	24/48/96	2d8+1	4	1	200	20	Auto, Snapfire Penalty
Railgun	30/60/120	2d10+2	1	1	6	11	Snapfire Penalty; No penalty for called shot if the user takes a round to aim
Rocket Launcher	24/48/96	4d6+2	1	4	6	30	May not move and fire; Small burst template; Defenders who make an Agility roll equal to or greater than the attacker’s shooting total move out of the way and are unaffected.
Plasma Rifle	12/24/48	4d8	1	3	6	15	Explodes on a 1 on the shooting die doing 3d8 damage in a small burst template, Snapfire Penalty

Grenades

Following Grenade Types can be used as hand grenades or can be fired from a Grenade Launcher. All grenades weigh 1 each. A box of a dozen grenades of any assortment costs 1 “richie”.

1. Fragmentation: Medium Burst, 2d6 damage
2. Concussion: Medium Burst, 1d6 damage, roll Vigor or be shaken
3. Armor-Piercing, Small Burst, AP 5, 2d6 damage
4. Sonic: Medium Burst, 2d6 damage, requires atmosphere to function, useless against sealed armor (space suits, Hard Armor, Power Suits), ignores other personal armor

5. EM Pulse: Medium Burst, 4d6 damage, but only against robots and vehicles with electronic components, no damage against other targets. Automatically destroys small electronic devices

6. Smoke: issues obscuring smoke, round 1 Small Burst, round 2 medium burst, round 3 large burst, round 4 dissipates

Personal Armor

TYPE	Armor	Weight	Cost	Notes
Leather Jacket	+1	6	<1	Torso, arms
Kevlar Vest	+3	8	<1	Torso
Kevlar Helmet	+3	4	<1	Head
Flak Jacket	+4	12	<1	Torso
Riot Shield	--	5	<1	+1 parry, +2 armor vs. ranged
Space Suit	+2	25	<1	Whole body, sealed
Battle Vest	+6	10	1	Covers torso
Battle Helmet	+6	5	1	Covers head
Battle Suit	+6	25	2	Covers whole body, sealed
Hard Vest	+8	15	2	Covers torso
Hard Helmet	+8	5	2	Covers head
Hard Armor	+8	25	4	Covers whole body, sealed
Vacuum Suit	+4	15	1	Covers whole body, sealed; -1 to Agility-based skill rolls when wearing this suit
Advanced Flight Suit	+4	5	2	Whole body, sealed
Powered Scout	+10	0	ARTIFACT	Whole body, sealed, see note
Powered Battle	+12	0	ARTIFACT	Whole Body, Sealed, see note
Powered Assault	+14	0	RARE ARTIFACT	Whole Body, Sealed, see note

Space Suits: The following armors can be used as space suits to operate in outer space or similar environments: Space Suit, Vacuum Suit, Powered Scout Armor, Powered Battle Armor, Powered Assault

Armor, and Advanced Flight. All of these armors as well as Hard Armor are sealed against chemical and biological attacks also.

Powered Armor: Power armor comes in three basic types—scout, battle, and assault. All three types protect the entire body, have audio sensors on the ears, and visual sensors feeding back to a screen inside the helmet. They are hermetically sealed, providing air from oxygen tanks concealed in the rear, and they are powered by long-life batteries, each lasting 72-hours. Recharging and recapturing air is done from a special recharging unit that takes 6 hours to do so. Every suit contains a comm-unit with a 10-royal kilometer range. The weight of the armor is negligible to the wearer, as the servos allow him easy movement. However, it does become important when moving over weak surfaces, such as ice or wooden floorboards.

Scout Suit: These suits are made for reconnaissance, and were designed to be worn by the Knights Errant of the Order of the Knights of Orion. These suits may be built for stealth and reconnaissance and have some extra features to lend themselves toward that end.

Battle Suit: This is the standard power armor worn by the bulk of the Knights of Orion. Many of these suits were built for knights to be able to engage one another in hand-to-hand combat in order to crack the armor of the other.

Assault Suit: Assault suits are designed for hard fighting under the most intense combat conditions. Use of this suit will subtract 2 from the user’s pace. In return, this suit includes a mount for a single heavy weapon.

Starfighter Class Weapons

All vehicle weapons are -4 to attack human-sized targets, and +4 to attack capital sized targets. All starfighter class weapons may only be fired at range CLOSE against capital class targets.

Type	Range	Damage	RoF	Cost	Notes
Autocannon	24/48/96	2d10	5	4	Auto
Howitzer	24/48/96	4d8+6	1	4	
Heavy Tank Gun	50/100/200	4d10+6	1	5	
Plasma Ejector	12/24/48	5d8	1	8	Explodes on a 1 on the shooting die doing 4d8 damage to the firing vehicle
Laser Cannon	24/48/96	4d6	3	4	Auto, 3RB
Rail Cannon	75/150/300	3d10+6	1	4	No penalty for called shot if the user takes a round to aim
Rocket Launcher	75/150/300	4d6+2	3	6	Small burst template; Defenders who make an Agility roll equal to or greater than the attacker’s shooting total move out of the way and are unaffected.

Capital Class Weapons

Type	Range	Damage	RoF	Cost	Notes
Light Torpedo	INTERCEPT	4d10	1	3	
Heavy Torpedo	INTERCEPT	6d10	1	4	
Heavy Laser Cannon	ENGAGEMENT	4d6+6	1	-	
Spinal Mount Particle Cannon	ENGAGEMENT	6d10	1	-	
Anti-Torpedo Close Defense Cannon	ENGAGEMENT	3d6	3	-	Can be used to fire at incoming torpedoes as if they were starfighter classed targets; A hit destroys the torpedo
Advanced Anti-Torpedo Close Defense Cannon	ENGAGEMENT	3d6	6	-	Can be used to fire at incoming torpedoes as if they were starfighter classed targets; A hit destroys the torpedo
Spinal Mount Plasma Ejector Cannon	CLOSE	10d8	1/2	-	

Vehicles

Starfighter Class Vehicles

Interceptor Fighter

Typical Crew Skills: Piloting d8; Shooting d6

Toughness: 14

Crew: 1

Cost: 12

Maneuver: +1

Acc/Top Speed: 200/1200

Notes: Atmospheric, Spacecraft

Weapons: 2 Fixed Laser Cannons (Fire Linked)

2-3	Engine – Reduce Acc/Top Speed by half
4	Laser Cannon #1
5-6	Laser Cannon #2
7	Hull/Chassis – 2 hits
8	Engine – The maneuver level drops by 1
9	Engine – The maneuver level drops by 2
10	Streamlining – If the ship is unable to enter or leave a planet’s atmosphere without becoming wrecked
11-12	The pilot is hit and takes damage; the pilot is exposed to the current

	environment of the vehicle
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Attack Fighter

Typical Crew Skills: Piloting d6; Shooting d8

Toughness: 18

Crew: 1 or 2

Cost:10

Maneuver: 0

Acc/Top Speed: 150/1000

Notes: Atmospheric, Spacecraft

Weapons: Turret Laser Cannon, Two Heavy Torpedoes

2-3	Engine – Reduce Acc/Top Speed by half
4	Laser Cannon
5	Heavy Torpedo #1 destroyed
6	Heavy Torpedo #2 destroyed
7	Hull/Chassis – 3 hits
8	Engine – The maneuver level drops by 1
9	Engine – The maneuver level drops by 2
10-11	Streamlining – If the ship is unable to enter or leave a planet’s atmosphere without becoming wrecked
12	The pilot is hit and takes damage; the pilot is exposed to the current environment of the vehicle

Tracked Battle Tank

Typical Crew Skills: Piloting d6; Shooting d6

Toughness: 40(22)

Crew: 3

Cost:8

Maneuver: -4

Acc/Top Speed: 5/24

Notes:

Weapons: Howitzer, Machine Gun

2-3	Engine – Reduce Acc/Top Speed by half
4	Howitzer Ammo Destroyed; Tank only has 1d6 shots remaining
5	Howitzer Destroyed
6	Machine Gun Destroyed
7	Hull/Chassis – 4 hits
8	Engine – The maneuver level drops by 2
9	Armor Drops by 20
10	Engine – The maneuver level drops by 4
11	Armor Drops by 40
12	The pilot is hit and takes damage; the pilot is exposed to the current environment of the vehicle

Heavy Gravity Tank

Typical Crew Skills: Piloting d6; Shooting d8

Toughness: 80(60)

Crew: 3

Cost:20

Maneuver: 0

Acc/Top Speed: 10/40

Notes: Ignores Terrain, Improved Stabilizer, Night Vision

Weapons: Plasma Ejector, Laser MG

2-3	Engine – Reduce Acc/Top Speed by half
4	Improved Stabilizer destroyed
5	Plasma Ejector Destroyed
6	Laser MG Destroyed
7	Hull/Chassis – 4 hits
8	Engine – The maneuver level drops by 2
9	Armor Drops by 20
10	Engine – The maneuver level drops by 4
11	Armor Drops by 40
12	The pilot is hit and takes damage; the pilot is exposed to the current environment of the vehicle

APC

Typical Crew Skills: Piloting d6; Shooting d4

Toughness: 24

Crew: 2+12

Cost: 4

Maneuver: 0

Acc/Top Speed: 15/30

Notes:

Weapons: Machine Gun

2-3	Engine – Reduce Acc/Top Speed by half
4	Armor – Reduce toughness by 8
5	Machine Gun destroyed
6	Fuel – The vehicle will run out of fuel shortly after this encounter
7	Hull/Chassis – 3 hits
8	Controls – The maneuver level drops by 1
9	Controls – The maneuver level drops by 2
10-11	Cargo – Material or passengers are hit and take damage; the crew is exposed to the current environment of the vehicle
12	The pilot is hit and takes damage; the pilot is exposed to the current environment of the vehicle

GCarrier

Typical Crew Skills: Piloting d8; Shooting d6

Toughness: 24
 Crew: 2+12
 Cost: 8
 Maneuver: 0
 Acc/Top Speed: 10/40
 Notes: Ignores Terrain
 Weapons: Laser MG

2-3	Engine – Reduce Acc/Top Speed by half
4	Engine – Reduce Acc/Top Speed by half
5	Armor – Reduce toughness by 8
6	Laser MG destroyed
7	Fuel – The vehicle will run out of fuel shortly after this encounter
8	Controls – The maneuver level drops by 1
9	Controls – The maneuver level drops by 2
10-11	Cargo – Material or passengers are hit and take damage; the crew is exposed to the current environment of the vehicle
12	The pilot is hit and takes damage; the pilot is exposed to the current environment of the vehicle

Car

Typical Crew Skills: Piloting d6;
 Toughness: 12
 Crew: 1+3
 Cost: 1
 Maneuver: +1
 Acc/Top Speed: 15/40
 Notes:
 Weapons:

2-3	Engine – Reduce Acc/Top Speed by half
4-6	Armor – Reduce toughness by 4
7	Fuel – The vehicle will run out of fuel shortly after this encounter
8	Controls – The maneuver level drops by 1
9	Controls – The maneuver level drops by 2
10	
11	Cargo – Material or passengers are hit and take damage; the crew is exposed to the current environment of the vehicle
12	The pilot is hit and takes damage; the pilot is exposed to the current environment of the vehicle

GCar

Typical Crew Skills: Piloting d8;
 Toughness: 12
 Crew: 1+3
 Cost: 3
 Maneuver: +2

Acc/Top Speed: 20/60

Notes:

Weapons:

2-3	Engine – Reduce Acc/Top Speed by half
4-5	Armor – Reduce toughness by 4
6	Fuel – The vehicle will run out of fuel shortly after this encounter
7	Hull/Chassis – 3 hits
8	Controls – The maneuver level drops by 1
9	Controls – The maneuver level drops by 2
10	
11	Cargo – Material or passengers are hit and take damage; the crew is exposed to the current environment of the vehicle
12	The pilot is hit and takes damage; the pilot is exposed to the current environment of the vehicle

Capital Class Vehicles

Police Cruiser

Typical Crew Skills: Navigation d6; Shooting d4

Toughness: 20

Crew: 4+12

Cost: 20

Maneuver: 0

Notes: Vendro Drive

Weapons: 2x Light Torpedo, Anti-Torpedo Close Defense Cannon

2	Engine – Drive Field Failure; Unable to Navigate
3	Cargo/Fuel – Stored goods or fuel is lost forcing the ship to restock
4	Vendro Disabled – Unable to Jump
5	Close Defense Weapon Destroyed
6	Offensive Weapon Destroyed (Turret/Torpedo)
7	Hull/Chassis – 3 HITS TO DESTROY
8	Engine – The maneuver level drops by 1
9	Engine – The maneuver level drops by 2
10	Armor – Toughness drops by 4
11	Power Transmission Failure- All non-torpedo weapons are inoperable until repaired
12	Crew – The pilot/bridge is hit and takes damage, exposing the crew to the outside environment

Frigate

Typical Crew Skills: Navigation d6; Shooting d6

Toughness: 24

Crew: 12

Cost: 30

Maneuver: 0

Notes: Vendro Drive

Weapons: 8x Light Torpedo, 2xAdvanced Anti-Torpedo Close Defense Cannon

2	Engine – Drive Field Failure; Unable to Navigate
3	Cargo/Fuel – Stored goods or fuel is lost forcing the ship to restock
4	Vendro Disabled – Unable to Jump
5	Close Defense Weapon Destroyed
6	Offensive Weapon Destroyed (Turret/Torpedo)
7	Hull/Chassis – 5 HITS TO DESTROY
8	Engine – The maneuver level drops by 1
9	Engine – The maneuver level drops by 2
10	Armor – Toughness drops by 4
11	Power Transmission Failure- All non-torpedo weapons are inoperable until repaired
12	Crew – The pilot/bridge is hit and takes damage, exposing the crew to the outside environment

Cruiser

Typical Crew Skills: Navigation d6; Shooting d6

Toughness: 28

Crew: 40

Cost: 120

Maneuver: -1

Notes: Vendro Drive

Weapons: 12x Heavt Torpedo, 3xAnti-Torpedo Close Defense Cannon, 2xHeavy Laser Cannon turrets, Spinal Mount particle cannon

2	Engine – Drive Field Failure; Unable to Navigate
3	Cargo/Fuel – Stored goods or fuel is lost forcing the ship to restock
4	Vendro Disabled – Unable to Jump
5	Close Defense Weapon Destroyed
6	Offensive Weapon Destroyed (Turret/Torpedo)
7	Hull/Chassis – 8 HITS TO DESTROY
8	Engine – The maneuver level drops by 1
9	Engine – The maneuver level drops by 2
10	Armor – Toughness drops by 4
11	Power Transmission Failure- All non-torpedo weapons are inoperable until repaired
12	Crew – The pilot/bridge is hit and takes damage, exposing the crew to the outside environment

Battleship

Typical Crew Skills: Navigation d6; Shooting d6

Toughness: 30

Crew: 80

Cost: 400

Maneuver: -3

Notes: Vendro Drive

Weapons: 36x Heavy Torpedo, 5xAnti-Torpedo Close Defense Cannon, 6xHeavy Laser Cannon turrets, Spinal Mount Plasma Ejector Cannon

2	Engine – Drive Field Failure; Unable to Navigate
3	Cargo/Fuel – Stored goods or fuel is lost forcing the ship to restock
4	Vendro Disabled – Unable to Jump
5	Close Defense Weapon Destroyed
6	Offensive Weapon Destroyed (Turret/Torpedo)
7	Hull/Chassis – 16 HITS TO DESTROY
8	Engine – The maneuver level drops by 1
9	Engine – The maneuver level drops by 2
10	Armor – Toughness drops by 4
11	Power Transmission Failure- All non-torpedo weapons are inoperable until repaired
12	Crew – The pilot/bridge is hit and takes damage, exposing the crew to the outside environment

Combat Rules

The “Heavy Weapon” designation no longer applies. Any weapon may be used on anything. However, now each weapon is specifically created for a specific designation of targets.

Each target has one of three designations:

- *Human Scale* (individuals, guys on motorcycles or open-topped vehicles)
- *Starfighter Scale* (enclosed vehicles that only take a single pilot)
- *Capital Scale* (enclosed vehicles that require an engineering team to run)

Certain weapons target a specific scale. To target a lower scale, the shooting roll takes a -4 penalty. To target the next higher scale, the shooting roll gains a +4 benefit.

Vehicle Damage

Vehicles will each have a number of “hull/chassis” hits. Each raise on the damage roll causes a “wound” just as indicated on SWD p.100, however a vehicle is only “wrecked” when the vehicle takes its last hull/chassis hit. Each particular vehicle has its own damage table. If a ship system rolled is already destroyed or doesn’t exist, the hit will shift toward the middle of the table until it is counted as a

hull/chassis hit (which is always a 7 on the table). Critical hits will always force a piloting roll for *Starfighter* class vehicles, but not necessarily from *Capital* vessels.

Space Combat/Vehicle Combat

There are two scales of vehicles in the Knights of Orion. *Starfighter* scale and *Capital* scale. *Starfighter* scale ships gain a +4 bonus to shooting rolls when targeting *Capital* scale ships. *Capital* scale ships incur a -4 penalty to shooting rolls when targeting *Starfighter* scale ships. To attack man-sized targets, *Starfighters* must take a -4 penalty and *Capital* ships must take a -8 penalty. Man-sized targets gain no benefit against either class of ships, though.

Rather than use actual ranges and hexes and maneuvers, space combat will be set up so that enemy ships move through a series of range “bands”. Depending on which range “band” an enemy is located the players may choose to perform one or more actions depending on what skill(s) they choose to employ in a space battle.

Capital Ship Ranges

The range bands for space combat are as follows from longest to shortest range.

- Sensor Range
- Intercept Range
- Engagement Range
- Close Range

Space Combat Actions

Helmsman (Navigation):

- **Close/Separate** – Move some or all enemies into an adjacent *Capital* ship range. This is opposed by the enemies’ *Navigation* rolls. (*Close/Engagement/Intercept/Sensor*)
- **Escape From Combat** – End the encounter by fleeing using conventional engines (rather than performing a vendro FTL jump). This maneuver may only be performed if all enemies are at *Sensor* range.
- **Ramming Speed** – At *Close* range, a helmsman may try to maneuver their ship into an enemy *Capital* ship. This maneuver may only target a *Capital* ship in *Close* range.
- **Tailing** – At *Close* range a helmsman may try to maneuver into an enemy *Capital* ship’s blind spot to the aft of his ship. *Capital* ships (and starfighters with space travel capabilities) may not target anything located in this blind spot.
- **Perform a Jump** – The helmsman and the engineer may end the encounter by performing a FTL jump using their ship’s Vendro drive. It will take five successful checks against *Navigation* and *Repair* (at least one of each must make up the five) in order to successfully execute the jump during an encounter.

Gunnery (Shooting):

- **Attack** – Shoot at an enemy *Capital* ship
- **Defend** – Shoot at incoming missiles or fighter craft
- **Scanning** – Ability to detect hidden or unique things on the DRADIS.
- **Alpha Strike** – Fire all weapons at once at a single target; a gunnery version of a “three round burst”. Add +1 to hit and an additional 1d6 damage for each raise on the attack for each identically linked weapon controlled.

Engineering (Repair):

- **Perform a Jump** – The helmsman and the engineer may end the encounter by performing a FTL jump using their ship’s Vendro drive. It will take five successful checks against Navigation and Repair (at least one of each must make up the five) in order to successfully execute the jump during an encounter.
- **Blind Vendro Jump** – Engineering may end an engagement by starting the Vendro engines for a FTL jump before the system is completely ready to go. Otherwise, a Vendro jump will take at least five turns to calculate an appropriate jump solution and make sure the board is green (see perform a jump above). Failure indicates that either the Vendro drive has failed or the jump takes the ship to a completely wrong destination.
- **Repair** – Jury-rig a fix to a damaged system in a timely manner
- **Overload Engines** – Engines give the navigator a boost to their Navigation roll of +2 for every raise
- **Overload Weapons** – Boost the damage output of a single weapon up +1d6 per engineer raise.
- **Self Destruct** – Starts the ship in a self-destruct sequence in the next few rounds
- **Run Silent** – Put the engines and sensors in a low-power state to move as undetectably as possible. Leaves the ship blind and toothless for a period of time.

Psychic Combat

Smarts and *Spirit* replace *Agility* and *Strength* respectively. Therefore, the new *Parry* would be $2+(Smarts/2)$. *Toughness* would remain the same.

Psychic attack damage depends on how creative the player is describing the action.

- “I make a psychic sword and hit him with it.” – No elaboration over the basics. This attack adds $1d4+Spirit$.
- “I envision a blazing sword of gleaming energy that I hit him with.” – A little detail, but not anything about the setting around the fighters and the PC doesn’t have a real stake in the result. This attack adds $1d6+Spirit$.
- “I make a gleaming sword of pulsing blue and set us on an empty featureless plain of blue rocks over an overcast sky. My sword swings at this dude’s midsection, just beneath his ribs.” - This attack adds $1d8+Spirit$ because it also describes the psychic environment that the combatants are fighting on.
- “I create a pulsing weapon of pure hate and jump spinning toward my chosen enemy in order to protect my love interest from harm. I strike for his bowels hoping to dump his entrails down the

endless pit he is standing in front of.” – Complete detail of attack and environment and the PC has a stake in the result of the attack as well. This attack adds $1d10+Spirit$.