

Broderbund Software Presents..

*Michael Cranford's*

# **CENTAURI ALLIANCE™**

REFERENCE M A N U A L

## AUTHOR'S THANKS

The only pleasure greater than seeing this product reach completion is to have worked and developed relationships with so many dedicated people. I can't express greatly enough my appreciation to Greg Hammond. for his support, encouragement and direction on this project. I also owe Tom Wilcox thanks for his artistic contribution, which has made this program come alive. And thanks to Margot for some input which, while often tough to swallow, has refined Centauri like gold in a furnace.

Many others played important roles - Don Daglow, Tom Norwood, and the rest, and their contributions shine forth as well.

Finally. thanks to my wife Carolina for her love, patience, and support, and to good Friends-Todd, Jana, Mark, Tom, Joe, Heather, Craig, Rick. Darin, Carlos, and others too numerous to mention, For making the proverb a reality in my life: "As iron sharpens iron, so one man sharpens another."

*Chairete en to kurio pantote!*

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# CENTAURI ALLIANCE

The galaxy is at war. You must assemble a group of adventurers, chosen from the coalition of six races that make up the stellar rebellion known as the Centauri Alliance. The galaxy is divided into dozens of similar alliances, all of which are completely hostile to one another, and all are bent on the destruction of your group. The dawn of the 23rd century has revealed no new hope for peaceful galactic coexistence.

Your group can have up to eight members in it, which can include any aliens who join you in your travels, as well as any mechanoids (computer-controlled robots) you may acquire. The enemies of the Centauri Alliance are legion, and every game scenario contains new challenges to your adventurers' abilities. Your mission changes from scenario to scenario: the Alliance Field Guide will list the details of your current adventure, and will give you information vital to the success of your quest.

## INTRODUCTION

Please read through the first section of this manual before beginning the game. Keep this section handy afterward, since it contains specific operating commands which you will use while playing CENTAURI ALLIANCE.

Included with the game are:

- . Alliance Reference Manual
- . Alliance Field Guide
- . Psionic Ability Chart
- . Star Map Poster
- . 3 Double-sided disks:
  - BOOT disk / SCENARIO 1 disk
  - ROSTER disk / SCENARIO 2 disk
  - SCENARIO 3 disk / SCENARIO 4 disk

### TO Begin

For Apple, place the BOOT disk in the drive and turn your system on. The game will automatically load. For Commodore 64, type: LOAD "8,1 and press Return.

## MAKING A ROSTER DISK

You must first duplicate the ROSTER disk before beginning the game. The ROSTER disk holds all your characters, and it is not copy protected. You may use a standard copy program or use the one provided with the game (if you wish to use the one provided, begin the game as specified below and select COPY ROSTER DISK when it becomes available).

## TWO DRIVE OPTION

For those users who have a two-drive system, you may press 1 or 2 when you are prompted to insert a Roster or Scenario disk, and the program will thereafter look for that particular disk in that particular drive.

## GAMEPLAY

This section includes information essential for your success while playing CENTAURI ALLIANCE.

### QUICK START

After inserting the BOOT disk, you have the option of Copying the ROSTER disk, Restoring a saved game, or Starting the game at Lunabase. Select Lunabase at this time.

After starting the game you appear in the Headquarters at Lunabase. Type B (for Band) and once prompted type: ALLIES<RETURN>. This will load in the pre-existing team of adventurers and allow you to begin your adventuring immediately. If you wish to create your own characters, follow the instructions below.

### HEADQUARTERS

This is where you will begin the game. You are in the branch of Alliance Headquarters located at Lunabase, the center for Alliance operations.

On the left side of the screen is a menu which will give you your available options while within the Headquarters. This same space is used to display menu information during many portions of CENTAURI ALLIANCE. You may select one by pressing the highlighted letter, or change to Mouse or Joystick by pressing ESC (<-on the Commodore 64) at this point. You may then

place the arrow cursor over the desired menu selection and "click" on it by pressing the button. Your options are:

**CREATE** This allows you to create a new character. You are asked to choose a race from six possibilities, and then review a number of applicants until you find one you like. You then choose from a list of potential skills and must type in a name for him.

**BAND** You use this function to load a character into the party. Type in his name, or use the wildcard character = to abbreviate it. Example: you type FR=<RETURN> and Fred is loaded into the party. You can see the characters appear in the Roster window to the right of the main display. You can also type in a Party name and have all your characters loaded in at once.

**REMOVE** To take a character out of your party and save him back on disk you "remove" him. You cannot remove constructs or illusions in this manner, and if you remove a character which created them, they will instantly vanish.

**TRANSFER** This is used to bring in a character from Bard's Tale 1, 2, or 3, Wizardry 1-3, Ultima, or Might and Magic. When transferring characters from another fantasy game, recognize that many "magical" items and abilities do not correspond directly to the world of CENTAURI ALLIANCE. In these cases, abilities and powers are both altered and subdued to reflect their proper place in a futuristic universe. Yes, magic still works...within limits. Remember that the transferred character is not saved to your ROSTER disk until you remove him.

**EXIT HEADQUARTERS** You can't leave until you have at least one character loaded into your party. Leaving the HQ puts you in the streets of Lunabase.

To try out the game with some pre-existing characters, follow the QUICK START instructions above.

### MOVEMENT AND MAPPING

Once you leave the Headquarters your adventure has begun. You will see a 3-D perspective of the base, exactly as if you were there in person.

The Menu window (on the left side of the screen) is blank when you are not being asked to make a selection. Certain psionic abilities (those that create

light, for instance) cause small animated pictures to appear in this space to remind you of their lingering effect.

The roster window (on the right side of the screen) contains an abbreviated list of your characters names. If a character is dead (or stunned), his name is printed here in italics. You can look at any of these characters by pressing their number or clicking on their name. Pressing 0 (or clicking on the word "Roster") will give you a more detailed report on your party.

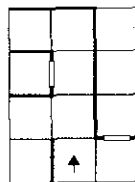
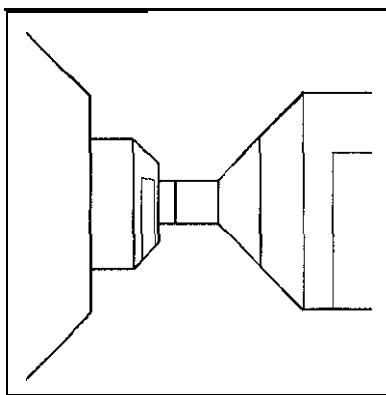
The Title window (at the very top of the screen) is used to give you specific data concerning your party's location. The Text window (at the bottom of the screen) is used to give you detailed game information and submenu selections.

The Main Display is the large window which contains the 3-dimensional graphic image. This window is your portal to the first-person experience of CENTAURI ALLIANCE.

These are your movement controls:

- J Turn left 90 degrees
- L Turn right 90 degrees
- I Move ahead 1 point
- K Kick ahead (through a door) 1 point

The map for Lunabase is included in your Alliance Field Manual. You will note that it is broken into a 16x16 grid. Each square is referred to as a "point", and your progress is gauged in terms of these "points". The lower left hand



corner space on any map is called the Reference Marker. Your location can be measured as a number of points north and east of it.

The diagram above shows a sample front-view and top-view (these are symbolic diagrams, to help you understand the way the viewscreen works). The top-view diagram to the right represents the corridor shown in the three-dimensional diagram, with a small arrow portraying the party's location and direction. Note that the walls are drawn in heavy lines, as if sketched on a small piece of graph paper. If you are inexperienced with using a top-view map and a front-view display, practice your adventuring on Lunabase before leaving to chart out new terrain.

CENTAURI ALLIANCE has its own unique auto-mapping feature, which is activated at any time during normal movement by pressing V (for View). Your Front View display will change to a Top View, which will represent all the ground you've already covered on this particular map. You can even move while in Top View mode, and you'll see new terrain added as it comes into your party's range of vision.

Note: While in Top View mode, you can move directly to any point along a straight passageway by simply clicking on that point.

Press V again at any point to return to Front View. Before you leave this particular map (e.g. by going up or down a stairway or elevator, or by taking a star voyage to another place) you should copy it to graph paper! Your auto-map is not saved after you leave. The auto-mapping feature is simply a way to make travelling in unknown terrain easier. There are even places in the game which can erase your current map. Prepare for such occurrences wisely.

Remember also that traveling off one edge of the map will USUALLY put you on the opposite side.

If you ever become lost, or your map becomes destroyed, the SPATIAL SENSE psionic ability should prove most useful.

## INTERACTION

Certain options for you, characters are available at any point (or nearly any point) in the game. These are:

**SAVE [ctrl-S]** Save Characters Menu

**CATALOG** View all the character5 saved to the ROSTER disk.

**SAVE GAME** Will save the current status of the game to disk, including you, entire group and you, present maze level. Your characters will be preserved in the exact state you save them, and you can optionally restore the game from the opening menu in the precise state you last saved it in. Use the **SAVE GAME** function frequently, so that if anything happen5 (liked power shortage), you, mission will still be safe. Only one game can be saved per ROSTER disk.

**PARTY SAVE** Will save the current roster as a batchfile. This will not save the characters themselves, but rather a list of their eight names. so that they might be reloaded late, under one title.

**RENAME** Allows you to switch a. character's name in the party. If he can be found on the current ROSTER disk he'll be switched there too.

**DELETE** Allows you to deleted character from the ROSTER disk permanently (but this option will NOT remove him from the party, if he is currently in it).

**PAUSE [ctrl-P]** Will put the game on hold, until another key is pressed.

**VIEW [V]** View mode toggle (changes between Front View and Top View. to reveal auto-mapping).

**P** Psionics or metamorph. Certain abilities (which are non-combat related) can be activated whenever you, characters desire.

**A** Activate an item. Certain items have inherent psionic powers that can be activated at any point (unless they are for combat use only). You can "activate" ammunition and, if you have the correct firearm readied, it will recharge it to capacity. Armor that has shielding power can also be activated in this way.

**O** Examine roster (can also be selected by clicking on the word 'Roster'). Prints a general list of your 8 characters. with their present and maximum LIFE and PSI points.

**M** Move character (can also be selected by clicking on a character number). To place him before someone else in the party.

**R** Remove an alien, illusion, mechanoid. or construct from you, party (instantly sends him on his way).

**1-8** View a character (can also be selected by clicking on a name). Prints a detailed listing of a character's traits, and draws a picture of his character type. From the item list you can:

- (T)rade items and credit5 to other characters,
- (R)eady a. weapon or armor unit for battle,
- (U)n-ready a weapon, and
- (D)rop any items you have no further need for.
- (1-8) Change from viewing one character to any other

**T** Technical abilities. Usable only outside of combat, a character with technical skills can repair the disrupted functions of any electro-chemical or biological system.

**ESC** k-on the Commodore 64) User interface selection. The player is allowed to select either keyboard, joystick, or mouse interface for use with CENTAURI ALLIANCE. The player's selection will be saved to disk for ease in future game playing.

**Note:** We highly recommend using a mouse with the Commodore 64 version: it makes the program much easier to use. The Commodore mouse must be connected to port I to function. If you have a joystick, connect it to port 2.

## STARTING OUT

One of the first things you'll probably want to do is create and outfit a group of characters. But if not, there is a good party of adventurers already on your ROSTER disk, called ALLIES. Either way, you'll want to read the following section as well as section 3. I for further detail.

## SETTING UP A PARN

CENTAUN ALLIANCE has a very effective way of setting up and loading in your party of adventurers. Follow these directions to facilitate and expedite loading in your crew:

(1) Create all the characters you desire in your party, and make sure they're all on the same ROSTER disk.

(2) Load them all in while in the Headquarters. Exit, and once outside press M (or click on a character number in the Roster window) to arrange your characters in the best possible order. Then reenter Headquarters.

(3) Press ctrl-S or click on "Save". and select P to choose Party Save. You are asked to think of a name for your group — use anything but ALLIES (which is already reserved for the preexisting character group).

The next time you want to band your party together in the Headquarters, simply type in the name of your party (e.g. ALLIES) and all of your crew will be loaded automatically.

## PREPARING FOR COMBAT

After you have created your characters and left the Headquarters, you had better be prepared to fight. Violence is a way of life to many creatures that inhabit star bases and port cities. It is crucial to your group's existence that they be prepared (physically as well as mentally) to defend their lives from an inevitable attack.

The first thing to do is to locate and travel to the Alliance Armory, located in Lunabase (as well as most other star ports). You can find its precise location by referring to the map included in your Alliance Field Manual.

Once in the armory, your characters should procure the finest weapons and armor that their funds (and abilities) can manage. Descriptions of the items sold can be found in the Field Manual. Make certain you are buying weapons that are usable by characters with your current skills in combat.

Next, leave the Armory and view each one of your characters (by pressing the appropriate number key, or clicking on their name in the Roster window). Press the spacebar key until you see the list of his items. You must now "ready" the items he will be using in combat. IF he owns two guns, for example, the one which is "readied" is the one he'll actually be firing in combat. You ready both weapons and armor by pressing R, and then the number of the item (1-8). A + symbol will appear by the item name, signifying that it is readied.

Follow this same procedure for each of your characters. Remember that only the first four characters in your party can be involved in melee combat, but the remaining characters can fire and throw without hindrance.

You are now prepared for battle.





# CHARACTERS

You interact with the universe of CENTAURI ALLIANCE by means of characters. A character is a person you create and control, with a large variety of traits and skills. You can direct up to 8 characters at one time in CENTAURI ALLIANCE.

You can create characters in the Headquarters, where you will begin the game. After you select Create from the menu, you will be able to "interview" people from a particular race. When you see a character you like, you can select his starting skill, name him, and bring him into your party by using the Band command.

## CHARACTER RACES

There are six different races in the Centauri Alliance. They are:

**HUMAN** Known for their perseverance, aggressiveness, and the ability to remain victorious against all odds, these people are the cornerstone of the Centauri Alliance.

**VALKYRYN** Humanoid in appearance, the Valkyryn nonetheless derive from avian stock, and are slighter, more light-bodied and dexterous than Humans. They also possess substantial psionic abilities, and can repair hardware with great facility.

**PRAKTOR** In natural form they appear to be shod, heavy creatures with three arms and three legs, shaped as if from gray clay. In actuality, they possess the ability to metamorph (change into other animal forms), and have some psionic ability.

**DONSAI** Thought to be an offshoot of the Human race, the Donsai are master warriors and leaden, though they lack the ingenuity and stubbornness of their Human counterparts.

**MANSTRAK** Reptilian in origin, the Manstraks are larger and stronger than any other race in the Centauri Alliance. They also have a great technical ability.

**ARCTURIAN** Though descended from insectoid origin, Arcturians are surprisingly agile and intelligent creatures. Almost as good as humanoids in combat, they also have some psionic ability. They appear like large mantises, but have hands with fingers and opposing thumbs.

## CHARACTER ATTRIBUTES

Every character has several attributes that define his physical and mental status in the game. There are also other status numbers which reflect different aspects of a character's condition. You can view characters by clicking on their names or by pressing I-8.

**Strength (1-20)**

The level of physical strength a character has. This rating will influence the amount of damage inflicted in combat. An average score is 8.

**IQ (1-20)**

Mental strength and reasoning ability. This score will affect the accumulation of PSI points. Average score: 8.

**Vitality (1-20)**

Healthiness and endurance. The vitality score will affect the accumulation of LIFE points. Average score 8.

**Agility (1-20)**

Dexterity and coordination. A high score will influence the potentiality of scoring a hit during combat, and may affect the PROtection rating. An average score is 8.

**LIFE points [Physical energy]**

The number of "points" of damaged player may sustain before he is killed. When a character is successfully hit in combat, he loses points, and at 0 points he will die. Life points are earned during the Academy training sessions, and every race has a limit for the number of LIFE points its character type may have:

	LIFE	PSI
Human	100	50
Valkyryn	75	200
Praktor	75	150
Donsai	100	70
Manstrak	150	30
Arcturian	90	100

A player's current LIFE and PSI points (after damage) are normally listed next to their present maximum.

### **PSI points [Mental energy]**

These points are normally expended during the use of psionic abilities, and are regained slowly with time, or instantly by visiting a Bio-Tech. Metamorph and Tech skills can also cause a drain on mental energies. Mental assaults can drive a PSI point total to zero, which causes a character to be stunned.

## **SKILLS**

Each adventurer has one or more skills, depending on his racial type and training. Skills are used throughout the game when the characters are called upon to perform tasks and resolve problems. In CENTAURI ALLIANCE, skills are represented by a number from zero to ten, with zero being a total lack of ability in a particular skill and ten representing a mastery of that skill. Characters advance in proficiency levels by the accumulation of experience. Unlike other role-playing games, CENTAURI ALLIANCE gives you the number of points a character needs to gain the next level of proficiency. As he becomes more experienced, the number of points gets smaller and smaller. After it becomes zero, a character may return to the Academy to receive training in his new skill level.

**Note:** Should a character not return immediately to the Academy, he or she will still accumulate experience, although it will not be listed when the character is viewed.

There are four basic disciplines: Combat, Tech, Psionics, and Metamorph. Each discipline has four skills (except Metamorph, which has one) that a character may progress in. When first created, a character must select a discipline from those available to him, and also choose a particular skill

within that discipline to begin training in. After he has achieved at least a level 5 proficiency in that skill he can elect to begin training within a new skill. Changing disciplines is a bit more complicated, and will be explained in a later section.

### *Combat*

The universe of CENTAURI ALLIANCE can be a dangerous place. Your adventurers will often find themselves engaging enemies of the Alliance in battle. Proficiency in a particular skill includes the ability to use higher powered weapons of that type, to attack more than one time each combat round, and to obtain initiative (first attack).

**MELEE** Close quarters combat, with either bare hands and feet, or striking and stabbing weapons.

**THROWN** Distance combat, using hurled weapons and explosives.

**SIDEARM** Distance combat, using any projectile guns, energy weapons, or other weapons which must be sighted and fired.

**MASTER** Master Warrior training is an extension to all three of the above skills, and can only be started after the other three have been satisfactorily completed (i.e. skill level 5 or greater).

### *Tech*

Technical skills are used to maintain biological and mechanical systems, which are of great importance to successful gameplay. Specific abilities for each skill are listed further on.

**HARDWARE** Includes the ability to maintain and repair mechanoids, body armor, and computers.

**WEAPONRY** Repairing and understanding the function of weapons, both projectile and energy.

**BIO** Repairing and maintaining living organisms...including yourself!

**ANCIENT** Maintenance of ancient artifacts, which tend to go bad after relatively short usage.

*Psionics*

**Psionic** skills are actually the focus of brainwaves to achieve a variety of results. Only certain races have this capacity (humans do not). Specific psionic abilities are listed later on.

**MIND** Abilities in this skill are used to influence or attack others mentally. Creating “illusions” or becoming “invisible” are potential effects the psionic character can achieve by clouding the minds of others.

**BODY** This skill involves a more physical influence of psionic powers, by enhancing certain aspects of your own or other characters’ bodies, or by causing enemies to attack themselves.

**MATTER** Psionics can also affect the state of molecular structure. This skill is more advanced, and a novice character may not learn it.

**ENERGY** Like the previous skill. this skill affects the nature and flow of energy, and is not available to a novice character.

*Metamorph*

This discipline contains only one skill, of the same name. Specifics concerning it are listed later on.

**METAMORPH** This ability relates to transforming your physical shape to one of several alien life-forms. There are certain restrictions to this ability, which is only available to the Praktor race.

*Chart of possible skills*

	Combat	Tech	Psionics	Metamorph
Human	Yes	Yes	NO	No
Valkyryn	NO	Yes	Yes	NO
Praktor	NO	NO	Yes	Yes
Donsai	Yes	NO	NO	NO
Manstrak	Yes	Yes	NO	NO
Arcturian	Yes	NO	Yes	NO

*ALIENS*

While the Centauri Alliance is composed of six very different races, only creatures outside the Alliance are called aliens. Some aliens are friendly, and can join your party Others are enemies of the Alliance, and will fight you to the death. Those who join your party can be saved to disk just like your own adventurers, but they are not eligible for training at the Academy.

Mechanoids fall into the same category. You may fight them during your mission, but they can be coerced (reprogrammed) to obey you as well as anyone. Some types are far tougher than your adventurers (even at their peak), and can be a powerful addition to your group. You can purchase one of three models at the Alliance Armory, and at other non-sanctioned dealerships in the universe.

Mechanoids use weapons that are powered by their own circuitry, as well as pseudo-psionics (psionic effects can be manufactured artificially. as can most ancient artifacts). Only special technical abilities can “heal” a mechanoid that has damaged his circuitry.

Aliens and mechanoids do not have credit ratings. They do not accumulate experience, nor do they pick up items. In combat, they will choose their own targets and modes of attack.

*VIEW CHARACTER MODE*

Ar most places in the game you can bring to the screen a variety of information concerning a particular character. To do so, simply press the number representing the character (as you see the name appear in the Roster window). or click on the character’s name. In addition to the character’s attributes and skills, as we have already discussed, the following information appears:

PROT (0-20) [Protection rating]

Reflects the amount of protection (i.e. armor) on a character. The higher the rating, the more difficult he is to hit in combat. A high Agility rating will also affect the PROT rating.

COND [Condition]

A character’s health status. Typical conditions are: Alive, Dead, or Stunned.

## SHIELD (I-100)

Shield points are only bestowed by certain special types of hardware. Shield points absorb damage, preventing your character's LIFE points from being expended.

## EXP [Experience]

This value (as explained earlier) begins at the number of points needed to advance to the next level of proficiency in a skill. As the player earns experience (typically through combat) this number will grow smaller. After it reaches zero, the character may report to the Academy for further skill training.

## CREDIT/MCREDIT

The number of "credits" a character possesses determines his wealth. For the sake of simplicity, credits also come in mega-credit denomination (1000 credits).

## Items

Every character can carry up to eight individual items without serious encumbrance. The items which a character is currently using must be specially selected before he engages in combat.

# MISSIONS

In any particular scenario there are numerous small missions which are involved in completing the greater quest of the scenario. Missions usually begin at a base on a particular planet, and typically include an inside or underground area as well. Pirate bases, derelict starships, smuggler hangouts, space stations, ancient catacombs, starship "graveyards," and even worlds with medieval fantasy civilizations are all potential sites for missions. To find out the particulars concerning the present scenario, consult your Alliance Field Guide.

Your adventures take place on many different worlds, but certain locations can be found all over the galaxy:

**Headquarters** This is where you (typically) begin a new game. You can create new characters here, form adventure parties, and transfer in character from other computer games. You can get information here on local

conditions and possible missions for your adventurers. There are Alliance Headquarters in most cities and bases.

**Starport** This is where your adventurers can catch transportation to other star systems. Costs and schedules are subject to change, so you may have to travel in round-about fashion to get to a specific destination.

**The Academy** Located on Luna (the Earth's moon), the primary base for the Centauri Alliance's operations, the Academy provides training for your adventurers in the skills they will need to survive the rigors of existence. Characters trade their accumulated experience for heightened abilities and physical prowess.

**Armory** Munitions and equipment are available to all registered officers of the Centauri Alliance, at a great savings. Equipment can also be traded in here for a partial refund.

**Bio-Tech** These specialists can do everything but bring the dead back to life for a reasonable cost. Services also include accelerated PSI point regeneration. If you do have dead characters, however, there are special speed-cloning procedures that are still in the experimental stage and extremely expensive, but reportedly trustworthy.



# GAME AID

This section is added to help those players who are new to games like CENTAURI ALLIANCE. There are a number of shortcuts and considerations you should make note of in your gaming.

## CREATING A PARTY

A party is a group of adventurers you have banded together who will embark on the scenario quest as comrades. Putting together a well-rounded party is a necessary precaution in CENTAURI ALLIANCE. In addition to preparing you for the dangers and perils you will encounter at all stages of your mission, certain skills are required to overcome the tests and traps you will periodically face.

The party included on your ROSTER disk, named ALLIES, reflects a good balance of abilities and accoutrement. Should you choose to develop your own party, however, here are some general guidelines:

- Include at least two characters with combat ability, if not three. One of these should be able to use firearms, and having two characters qualified in this area is not a bad idea. The ability to attack at a distance is absolutely crucial, and your fighters should stand in the front positions of your group, since the first four characters will receive all the melee attacks.
- Psionics are important—perhaps more important than combat skills. But they are less effective at lower levels of ability, so use your fighters as your primary means of attack until your psionic characters receive higher level training. At least two psionic characters should be in your party, one of which could optionally have metamorph skill.
- Bring at least one technician, preferably with biotech skill. Your fighters will need medical support as they do battle on the front lines. Technical ability in other skills will be necessary to complete the scenario, so do not neglect this area of development.
- Leave at least one slot open in your party for a mechanoid or alien volunteer.

Once your party is assembled, you must exit the Headquarters and enter the Alliance Armory. Once inside, you should match weaponry up with the type of skills your characters have (i.e. rifles for those with firearm training, swords for those with melee training, grenades for those with thrown-weapon training, etc.).

Purchase some type of armor or protective garment for all your characters, and spend the rest on the most powerful weaponry you can afford. Make note of who is carrying which items, and their effective range and damage. You will find descriptions of all standard equipment in the Alliance Field Guide.

Be sure to purchase a few extra clips of ammo, or power packs for lasers, since firearms have a tendency to become expended when you need them the most.

After you have purchased weapons and armor, go into View Character mode for each of your characters and Ready the new equipment, even before you leave the Armory. Once you step through the doors you'll be facing an unfriendly universe.

## EXPLORING

Keeping track of where you are is an absolute necessity for successful gameplay. A sheet of graph paper will prove useful for that task, along with Map Mode, the auto-mapping feature in CENTAURI ALLIANCE. Don't forget that your map is not saved when you travel between map levels: copy it to graph paper before you move up or down any stairway or elevator, or before you take a ride on a starship.

Lunabase is on the dark side of the earth's moon, but it is artificially and perpetually lit. Most of the other worlds you are on have this same feature: interiors, however, are not necessarily lit. Starships and starbases might have lighting, but caverns, catacombs, or ancient labyrinths typically will not. You cannot see anything, either in front view or Map Mode, unless you have light. Auto-mapping occurs by what you see, not where you have been, so you need light. It is recommended that you either bring a character able to make a psionic light or purchase auto-flares in the armory. An auto-flare must be Activated in order for it to produce light.

There are traps in the universe of CENTAURI ALLIANCE: some occur accidentally, and others have been placed where they are by fiendish foes. Two typical traps are radiation and neutron squares. If you walk on one of these places, you will hear a strange tone and the members of your party will sustain damage. Radiation causes damage to LIFE points, and neutrons cause damage to PSI points.

The only way to avoid entering into a radiation or neutron area is to be warned, by use of the Seventh Sense psionic ability. This ability is extremely useful, and you are advised to obtain and make use of it as quickly as possible.

## USING WEAPONS

Weapons are typically only useable by characters with training in a particular skill. And use of more powerful weapons is contingent on a character's skill level.

For example, a character with a rating of 4 in Firearms locates a Laser Rifle which can do 20 to 80 points of damage. When he tries to ready it for use, he gets a CAN'T READY THAT! message. This weapon requires experience and training beyond his present condition. After he achieves a rating of 5 he should be able to handle the weapon successfully.

Here is a basic chart for use of weapons by training type (training is normally in the range of 1 to 10 for a particular skill; if your character has no training in that skill, he is considered level 0). This chart covers characters with training up to level 5. The number listed under the skill heading is the maximum amount of damage a weapon can do and still be used by the character. Thus, if a character had level 3 training in Sidearm, he could use a pistol that did 10 to 40 points of damage, but he could not use a rifle that did 12 to 48 points of damage.

Level	Melee	Thrown	Sidearm
0	12	12	12
1	20	20	20
2	28	28	28
3	40	40	40
4	64	64	64
5	96	96	96

## TRANSFERRED ITEMS

Some artifacts are weapons, and should be readied in the same manner as one might a firearm. But remember that it might not necessarily look like a firearm. A "Fiery Horn," an item which can be transferred from another game, is an example of this. In the game it came from it was not considered a weapon, but in CENTAURI ALLIANCE you point it like a laser blaster!

If you can't ready an item transferred from another game, your character probably lacks sufficient training to handle it, as explained above. Just because he was able to use a magical item from another game does not guarantee he'll be able to in CENTAURI ALLIANCE — the laws of physics (and metaphysics) have changed in the transfer.

## COMBAT STRATEGY

There are several things you need to consider before you first engage in combat. First, you must consider the effective range of your party's attack. If your fighters all use melee weapons (which tend to do considerable damage) then you will be open to a distance attack by alien troops. But if your fighters can all use firearms, and they can all fire at least 3 hexes distant, then you can strike while most of your enemies attempt to engage you. Movement is critical in situations like this; if your enemies do not have firearms or psionic abilities, they will attempt to move directly adjacent to you, to attack melee style. It's to your advantage to move away from them. Some grid configurations might allow you to back into a corner, where only one group at a time can attack you.

Black gaps on the grid cannot be moved over. They represent broken terrain, and are impassable. Another obstacle is a group of aliens: groups cannot move through each other, so they will often block each other if they attempt to get to your party. You can use obstacles on the grid to cut your enemies off, and to attack them with relative impunity.

When you throw something or fire a weapon, you must take aim at a particular hex, where your enemies are presently located. If they move before you get your attack off, you will not throw or fire your weapon (i.e. you aimed, or cocked your arm, but they advanced, so you had to stop your attack and recalibrate). If you anticipate that a group of aliens will move

before you can fire at them, you can lead them. Leading means you fire at the hex in front of the group. If they move to this hex before your character's turn to attack, they will receive the full amount of damage.

## PSIONICS

You will regain PSI points gradually after using a psionic or technical ability. But the longer you sit and wait in a particular location, the greater the danger your party is in. In addition, many missions have time deadlines which are critical--even fatal--if missed. If your party needs fast PSI point regeneration, you can always visit the Biotech facility found on most Alliance planets.

Remember that constructs and illusions require a constant supply of PSI points to maintain; in fact, they require points at the same rate the psionic character would normally regain them while resting.

Psionic abilities do not work in all places. In areas of high neutron activity (psi-dampers) you may not be able to use any psionics. This is particularly true in most sites of Ancient construction.

## ARTIFACTS

You will find some sort of weapon or artifact after you complete most battles. Make certain the members of your party are not all carrying 8 items; if there is no room for you to carry a new item, no more will be found. You can drop items, or trade them between one another, while in View Character mode. once you are looking at a character's list of items.

There are two basic ways of figuring out what an item can do: use it, or take it to the Armory. If you pretend you are interested in selling it, you will be given an appraisal of its general powers. While most items are useable by characters of all races and skills, remember that you can only ready weapons you have been trained to handle.

It is rumored that, while all items have some value, there might be some artifacts that also have negative side effects. so be forewarned,

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## COMBAT

CENTAUN ALLIANCE uses a position-related combat system, which takes place in three dimensions on a small hex grid. Each combat round (a session during which both character and foe has the opportunity to perform an action) begins with a representation of the current combat grid, a listing of all the aliens who are attacking you, and three basic selections for your party:

. Attack

**M**ove

. Flee

Your group can choose to move (alter its position on the hex grid) or flee (make a run for it) rather than attack. Your enemies have the same alternatives. Moving is only allowed if there is an open and adjacent grid location. No movement beyond the grid boundaries is permitted. Grid locations which appear black are not available for you (or your foes) to move onto, nor are hexes which already contain a group. Also, an attempt to flee is not always successful. If not, your enemies can attack you unhindered.

## SELECTING A HEX

Selecting a hex on the grid is simple. Place the cursor on the desired hex and press the button (click on it). This will change the hex to blue, and will print the status of any occupants in the small window above the display. You may click on any other hex at this point (to scout the terrain). Clicking on a hex twice, or pressing the space bar, will cause the current "blue" hex to be selected. Using the left and right arrow keys will also allow you to choose between hexes.

Your group will always appear at the bottom (close edge) of the grid, and your enemies might be anywhere else, including right next to you. You specify targets by clicking on them or by using the left and right arrow keys (which will cycle through the grid locations). The grid location beneath the group will

always change to blue when it is active (i.e. attacking or moving), with appropriate sound effect.

Enemies attack in groups. similar to your own. but enemy groups can contain up to 16 aliens each, and up to eight groups can assault you in a particular battle!

## COMBAT OPTIONS

If your group decides to attack in a particular round, each one of your characters must decide what he will do. Your choices are:

- . Melee attack: An assault on any group in an adjacent hex location
- . Fire attack: An assault using a firearm on any grid location in range
- . Reload a weapon: Replacing the ammunition in a firearm or a power-pack on an energy weapon
- . Dodge: Basically a defensive move, dodging makes you more difficult to hit
- . Psionic attack Using a psionic ability or a metamorph skill during combat
- . Activate: A thrown weapon or explosive attack. within a set range. Also, certain items can provide protection during combat, but must first be activated

Your first four characters in the party line-up can physically attack, and can be physically attacked. The back four characters can use thrown weapons and psionics only, unless one of your first four characters is killed, in which case one of the back four characters will move in to fill the ranks.

## RANGE

Most fired and thrown weapons (as well as psionic abilities) have a range of effect. Enemies outside the effective range will typically take no damage at all. After the names of your opponents. an indication of their distance from you will appear. For example, (3 hx) indicates that their group is 3 hexes

away from yours. Only psionic abilities and weapons that have a range of 3 hexes or more will affect them. Note that the distance indicator does not actually tell how many hexes they must move to get to you (since they must move around defunct grid locations and other groups), but indicates the distance as a direct line. Weapons and psionics are not interrupted by defunct grid locations, or impeded by other groups (you can shoot around them).

## EXPENDING ROUNDS/CHARGES

Firearms expend charges (or rounds) when used. and thrown weapons (e.g. knives, grenades, napalm canisters) are expended immediately upon use, and will be removed from your character's list of items. When a firearm gets down to zero rounds, it cannot be successfully fired, and attempting to fire it will often damage it. It is wise to carry spare ammunition (or spare power packs for energy weapons), and to reload when you are nearly out. Note that "rounds" may refer to more than 1 bullet (for a machine gun. for example, 10 rounds may refer to 10 bursts of bullets). Projectile weapons of this sort will normally affect a number of foes (rather than just one).

## EXPERIENCE AND PLUNDER

After combat, living members of your group will receive experience points, as well as any items your foes might have been carrying. Experience points are subtracted from the totals listed for each of your characters, until they have no points left, and are ready to return to the Academy for retraining. They continue to accumulate experience even after they have reached 0, though it does not show up in View Character mode. These points will be deducted from your new experience total once you receive training (though you can never accumulate enough experience to drop below 1000 points after level advancement).

Mechanoids and aliens do not collect experience or items



## WEAPONS

There are four basic types of weapons:

**HAND-HELD** These weapons are used in Melee combat, and range from non-technological (e.g., a dagger) to very technological (e.g., an electro-sword).

**THROWN** These weapons include types which cause damage by impact (e.g., knives, shurikens, axes) as well as those which merely shatter on impact, but contain their own effect (e.g., grenades, napalm capsules, tear-gas cylinders). Thrown weapons are expended when they are used.

**PROJECTILE** Includes less sophisticated weapons like a bow and arrow, as well as pistols and rifles (both semi and fully automatic), and Gauss rifles, which propel steel slivers along a linear magnetic flux which emanates from the front of the gun. All these weapons must be reloaded from time to time, if not every time fired.

**ENERGY** Energy weapons include lasers and disrupters, in both pistol and rifle form. Utilizing a revolutionary principle in energy storage, these weapons draw on special power-packs which are only good for a few shots.

And of course your characters need protection: **ARMOR** Characters should always be equipped with a weapon and a selection of armor. Armor, to be effective, must cover over 80% of the body. Therefore, individual pieces alone (i.e. a helmet, or gloves) tend to have very little effect on a protection rating. Some armor has the ability to boost a character's strength, heal him of wounds, and give bursts of shield energy. To protect him from any damage. To get a shield energy bonus, you must activate the armor outside of combat.

## ANCIENT ARTIFACTS

Scattered about the universe of CENTAUN ALLIANCE are numerous items left by ancient space-travelling civilizations which were centuries ahead of Earth technologically. These items vary in level of power and sophistication. and are worth a great deal of money. Proper use of these artifacts can make or break your group in CENTAUN ALLIANCE, so treat them carefully.

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## TECHNICAL ABILITIES

There are four basic categories of technical specialty. Technical abilities are achieved through academic preparation and careful hand-eye coordination, and are very taxing and attention-consuming for the technician. Using them actually drains MI points, due to the intensity of the concentration involved. The comparative insanity of combat makes use of these abilities impossible during battle, wherein the technician must turn to such crudities as physical violence to maintain his life.

Since technical abilities are not directly useful in combat, one might easily relegate them to being of lesser importance. But in the world of the Centauri Alliance they can be crucial to existence. Technicians can maintain the health of your adventurers between combat periods, when a psionic with a discipline in Body might have little or no PSI energy to spare. If a weapon should misfire and become defunct. it is absolutely worthless without the maintenance of a trained technician. Shield belts, for instance, can only be re-energized by the ministrations of a technician.

## HARDWARE

The primary use for this ability is in the re-energization of an expended shield belt. Shield belts (and certain forms of combat armor) can give enduring shield energy to any character wearing them. Secondly, technicians of this specialty can repair mechanoids which are "dead" (i.e. their electro-chemical systems have been damaged and de-energized). To re-energize a shield mechanism, the technician must be carrying it on his person.

## WEAPONRY

Technicians with skill in this discipline are often called upon to repair defunct firearms. Most firearms experience problems with jammed ammo and minor breakdowns in regular use, and only a technician can bring their recovery. In

addition, a technician can add an extra charge to any energy weapon he can properly manage. The technician must have the weapon on his person to effect a repair.

## BIO

Technicians in this discipline were once called "medics" or "doctors." Since the essence of their work and the degree of academic preparation is comparable, they take their ranks among all other technicians. Bio-technicians cannot aid a character in regaining PSI points, though they can fix a "stunned" character. And no amount of field expertise can repair the distinction known as "death."

## ANCIENT

This discipline resembles the WEAPONRY ability, except that the items affected are non-Alliance weapons of generally much greater power and sophistication.

Technicians cannot undertake "partial" repairs. "A job worth doing is a job worth doing right" is a Tech axiom, and most technicians will not undertake a job they do not feel they can manage (i.e. they will not make a repair if they do not have sufficient MI points to complete it). Nor can a technician be certain what the PSI cost of a job might be until he has finished it.

Higher levels of technical experience will lower the PSI cost of a particular job. And in the case of the BIO ability, after the sixth level of experience a character is allowed to repair alien creatures as well as standard Alliance types.



# PSIONICS

As stated, psionics involve a focusing of alien brainwaves to achieve results both mental and physical. The four skill areas contain many individual psionic abilities, each causing a temporary drain on the PSI points of the one using them (the actual amount is in parentheses). Listed (along with the name of the ability and its description) is a 5-letter code word which must be typed in at the time the ability is used. There is also a length of duration for the ability, as well as a maximum range of effect.

Some psionic abilities produce effects that can be maintained as long as there are PSI points being expended (illusions and constructs). To maintain these abilities, no PSI points can be regained through rest. The psionic character can terminate these abilities at his own discretion. They are listed herein with a duration of FOCUS.

"Constructs" are creations of matter or energy which the psionic controls. They resemble robots without a computer brain or power source; the psionic and his ability substitutes for these. If the psionic is killed or stunned, any constructs under his control are immediately destroyed as well (since they owe their existence to the psionic's concentration).

"Illusions" are audio/visual phenomena which can only do damage to someone if he believes the illusion is real. Similar in operation to construct, an illusion's existence is contingent on the psionic's consciousness. Your party (and your enemies) will automatically undergo a "reality test" at the end of every combat round to see if you can disbelieve any illusions that oppose you. A successful reality test will make the illusion vanish.

# MIND

Lvl	Name	Description
1	<b>Spatial Sense</b> SPSEN (2) Instant N/A	Determines your location and direction in a particular labyrinth, base, or city.
	<b>Psi Assault</b> PSIAS (4) Instant 1 Foe. 1 Hex	Does 1-4 points of PSI damage for every level of ability the psionic has in this discipline.
	<b>Mind Shield</b> MINDS (4) Combat Self	Cuts mind attacks on the psionic in half, and only half damage from illusions.
	<b>Invisibility</b> INVIS (3) Combat Self	Makes all attacking groups have trouble seeing the psionic (he always seems to be in their blind spot!). He is therefore protected from many attacks.
2	<b>Psi-Mask</b> PMASK (4) Combat Party	This illusion makes your group look more ferocious. Your enemies are more likely to run away from you.
	<b>Sixth Sense</b> SIXSE (4) Brief 3 Moves	Makes the psionic sensitive to the proximity (3 points away) of high-energy phenomena.
	<b>Slow Foes</b> SLOFO (5) Round Group	Causes a group of your enemies to slow down so much that they miss a round of attack!

	<b>Psi Transfer</b> PSITR(16) Instant Char	Allows the psionic to transfer 10 of his psi points to another character. The ability cost includes the points transferred.
3	<b>Brain Drain</b> BRNDR (6) Instant Group (2 Hexes)	This ability will do 5 to 20 points of PSI damage to all the foes in a group.
	<b>Lesser Illusion</b> LESIL (7) FOCUS Party	Creates a temporary creature, maintained at the psionic's will, and subject to his control (basically, a puppet). The illusion is only effective to those enemies who believe it is real. Reality checks are done each round.
	<b>Confusion</b> CONFU (7) Combat All foes	This ability slows your opponents down, reducing their attack quickness and making them easier to run from.
4	<b>Seventh Sense</b> SEVSN (7) Medium 3 Moves	An increased SIXTH SENSE ability, this one also detects the presence of dangerous radiation, neutron fields, and map-wipe zones.
	<b>Aura Shield</b> ASHLD (8) Combat Party	Similar to MIND SHIELD, this ability shields every member of your party.
	<b>Vanisher</b> VANSN (8) Combat Party	This ability functions like INVISIBILITY, but works for your entire party, and at greater strength.

5	<b>Mind Block</b> <b>MIBLK (10)</b> Combat Self	The psionic with a Mind Block cannot be attacked mentally.
	<b>Speed</b> <b>SPEED (9)</b> Combat Char	Accelerates the reflexes of a character by twice normal speed...allowing him to attack twice as many times in combat (no, it does not allow twice the normal use of psionic abilities).
6	<b>Illusion</b> <b>ILLUS (12)</b> FOCUS Party	A primary illusion spell, this one is more believable and dangerous than LESSER ILLUSION.
	<b>Berserker Rage</b> <b>BERRG (10)</b> Combat Party	Makes those fighting in your party go absolutely crazy, allowing them to hit more accurately and for increased damage.
7	<b>Psi Capture</b> <b>PSCAP (16)</b> N/A 1 Foe	Allows the psionic to subdue an enemy mind and make him your permanent friend, willing to join your group.
	<b>Paralyze</b> <b>PARAL (12)</b> Round All foes	Causes every alien group to suffer extreme confusion, and to miss the combat round entirely.
8	<b>Greater Illusion</b> <b>GRILL (20)</b> FOCUS Party	Creates an illusion as per previous abilities. but tougher to disbelieve and far more deadly.
	<b>Aura Speed</b> <b>AUSPD (18)</b> Combat Party	Like the SPEED ability, this one affects every member of your party.

9	<b>Psi Stun</b> <b>PSIST (24)</b> Instant Group (3 hexes)	Instantly stuns an entire group (drops them to 0 PSI points).
10	<b>Aura Block</b> <b>AUBLK (30)</b> Combat Party	Like the MIND BLOCK ability, this one protects every member of your party. In addition. the party will make future reality tests during this combat session with total success.

## BODY

Lvl	Name	Description
1	<b>Insta-heal</b> <b>INSHL (4)</b> Instant Char	Causes healing of 1 to 4 points of damage to LIFE for every level of the psionic in this discipline.
	<b>Jolt</b> <b>JOLT! (5)</b> Permanent Self	The body of the <b>psionic</b> takes on a natural electromagnetic shield, which gives him a natural shield rating of 10. Only works if he has a rating below 10.
	<b>Exe-skeleton</b> <b>EXOSK (3)</b> Combat Char	The skin of one character becomes hardened like leather, protecting him from casual damage.
	<b>Meta-Fist</b> <b>METFI (4)</b> Instant 1 Foe (1 Hex)	Disrupts the metabolism of one foe, causing him physical distress on the level of 1 to 4 of LIFE damage for every discipline level of the psionic.
2	<b>Psi Strength</b> <b>PSIST (6)</b> Combat Char	Increases the physical strength of one of your characters tremendously.

	Intangibility <b>IMNG</b> (7) Combat Party	Makes your group members semi-solid, and thus extremely difficult to hit, but also reduces your own ability to hit.		Far-Sight <b>FARST</b> (10) Combat Party	Allows all characters using sidearms to shoot with increased vision and accuracy.
	Night-Sight <b>NITST</b> (6) Brief Party	Alters the vision of your party members, allowing them to see far into the red spectrum. which precludes the necessity for "visual" light.	5	Psi Power <b>PSPOW</b> (12) Combat Party	Like the <b>PSI STRENGTH</b> ability. this one functions with increased power for the entire party.
	Fire Proof <b>FIRPR</b> (6) Combat Party	Makes your party members half-immune to fire or heat related attacks that stem from psionic powers.		Regeneration <b>REGEN</b> (9) Instant Party	Heals every character in your party a total of 2 to 8 points for every level the psionic has in this discipline.
3	Blade-fist <b>BLFST</b> (9) Combat Party	In melee combat, allows your fighters to do an additional 10 to 40 points of damage to their enemies.	6	Metal Man <b>METMN</b> (13) Combat Char	Turns a character to organic steel, making him virtually invulnerable to normal attack
	Slow-Regrow <b>SLON</b> (8) Long Party	Causes incremental healing to take place, at the same rate PSI points are normally regained.		Agility <b>AGLT</b> (12) Combat Party	Increases the natural agility and response of your party, giving them automatic initiative in combat.
	Blindness <b>BLIND</b> (8) Combat Group	Disrupts the normal functioning vision of a group of your enemies. They miss an attack round totally. and afterward will have difficulty avoiding your party's attacks.	7	Super Jolt <b>SPJLT</b> (15) Permanent Party	Your whole party gets the Jolt effect (natural shield rating of 10).
4	Chitinous <b>CHITN</b> (10) Combat Party	Creates the <b>EXO-SKELETON</b> effect for you, entire party.		Astral Sight <b>ASTSI</b> (I 1) Enduring Party	An increased <b>NIGHT SIGHT</b> ability.
	Meta-Strike <b>METAS</b> (9) Instant Group (2 Hexes)	Like the <b>META-FIST</b> ability, this one affects an entire group of enemies.	8	Meta-War <b>METAW</b> (15) Instant All foes (3 Hexes)	Like <b>META-STRIKE</b> . this ability affects every alien group attacking you.

	<b>Anti-Morph</b> <b>ANTMO(18)</b> Instant Party	Will convert any metamorphed members of your party back into their normal state.
9	<b>Fastclone</b> <b>FSTCL (82)</b> Instant Char	Reclones your dead character at high speed, leaving him alive but in a severely weakened condition. This ability is not operational in combat, due to the intensity of concentration necessary to use it.
10	<b>Restoration</b> <b>RESTR (30)</b> Instant Party	Heals every living member of your group entirely.

## MATTER

Lvl	Name	Description
1	<b>Earthquake</b> <b>ERTHQ (10)</b> Instant/Combat Group (2 hexes)	Causes the terrain under a group of your enemies to shake, split, and convulse. They will receive 10 to 40 points of damage.
	<b>Air Barricade</b> <b>AIRBR (12)</b> Combat All foes	The air (under the psionic's control) buffets against all your enemies, reducing the level of their attacks against you.
2	<b>scatter Blast</b> <b>SCABL (8)</b> Instant 1 Foe (3 hexes)	Disrupts the molecular structure of a foe. doing 15 to 60 points of damage to him.
	<b>Astral Armor</b> <b>ASTAR (14)</b> Combat Char	Creates a shield around a character that cannot be penetrated physically (nor can he attack out of it!).

3	<b>Vacuum Sphere</b> <b>VACSP (8)</b> Combat Group (3 hexes)	Removes most of the air from the hex containing a group of your enemies, lowering their ability to defend dramatically.
	<b>Genie</b> <b>GENIE (14)</b> FOCUS Party	This ability creates an air "creature" which, like an illusion, is actually a pet under the control of the psionic. It cannot be disbelieved, however.
4	<b>Pyrokinesis</b> <b>PYROK (16)</b> Instant Group (1 hex)	Causes a group of your enemies to instantly combust, burning for 25 to 100 points of damage.
	<b>Wall of stone</b> <b>WALST (15)</b> Combat All foes	Encases your enemies in a shifting sheet of rubble, lowering their ability to attack. and making them easy to run away from.
5	<b>Will-o-wisp</b> <b>WILOW (20)</b> FOCUS Party	Like the GENIE ability. this one creates a "fire" creature under the psionic's control.
	<b>Hail Storm</b> <b>HAILS (31)</b> Instant Group (3 hexes)	The psionic turns plain air into large, deadly hail stones, which batter your enemies for 26 to 104 points of damage.
6	<b>Disruption</b> <b>DISRP (34)</b> Instant Group (1 hex)	Causes molecular disruption in the bodies of a group of your enemies, doing 30 to 120 points of damage.

	Passwall <b>PASSW (22)</b> 1 Move N/A	The molecules of a wall pull back like a curtain, allowing your party to pass through. You must be directly in front of a wall for this to work, and step directly forward once the way is open. Some walls are immune to this ability. so be forewarned.
7	<b>Stoneman</b> <b>STNMN (30)</b> Focus Party	Like the GENIE and WILL-O-WISP abilities, this one creates a large, mobile stone construct.
	<b>Basilisk</b> <b>BASIL (37)</b> Instant Group (2 hexes)	Turns a group of your enemies into stone, killing them instantly.
8	<b>Implosion Force</b> <b>IMPFO (35)</b> Instant 1 Foe (3 hexes)	Causes a piece of matter (e.g., a body or mechanoid) to suffer molecular collapse, receiving 40 to 160 points of damage.
	<b>Continuum</b> <b>CONTN (38)</b> Combat Grid (2 hexes)	Will instantly vaporize an empty nearby hex, making it impossible to travel on.
9	<b>Teleport</b> <b>TELEP (40)</b> Instant Party	Instantaneous apportionment of your group. You specify a positive (north and east) or negative (south and west) direction and the number of points you wish to move (if you move beyond the bounds of the map you will come in on the opposite side). In combat, this ability will cause a random travelling to another free hex on the combat grid.
10	<b>Chaos</b> <b>CHAOS (80)</b> Instant All foes	Complete DISRUPTION ability (30 to 120 points of damage) to all enemies on the grid

## ENERGY

Lvl	Name	Description
1	<b>Ectoplasmic Arm</b> <b>ECTAR (21)</b> Instant 1 Foe (2 hexes)	Causes a limb constructed of raw energy to lash out at a select foe, for 25 to 100 points of damage.
	<b>Force Field</b> <b>FORD (18)</b> Combat Self	This ability helps protect the psionic from most forms of attack: physical, psionic, and energy.
2	<b>Fireball</b> <b>FIRBL (40)</b> Instant Group (4 hexes)	Causes a mass of searing energy to fly at any group in range and explode on reaching it, doing 25 to 100 points of damage.
	<b>Light</b> <b>LIGHT (10)</b> Medium Party	This ability creates a roving globe of light which accompanies the party on its travels and illuminates surroundings with amazing clarity.
3	<b>Mind Bolt</b> <b>MIBLT (50)</b> Instant Group (2 hexes)	Causes a psionic shock to hit an entire group, doing 25 to 100 points of LIFE and PSI damage.
	<b>Darkness</b> <b>DARKN (20)</b> Combat All foes	Creating a specially polarized darkness which affects only your enemies, this ability allows you to attack easily and avoid most of your enemies' counterattack.
4	<b>Psi Furnace</b> <b>PSFUR (54)</b> Instant Group (5 hexes)	Channels all available heat to a particular hex of your choice, doing 32 to 128 points of damage to all within it.

	<b>Overload</b> <b>OVND (30)</b> <b>Instant</b> <b>Group (3 hexes)</b>	Causes any mechanoids opposing you to suffer a potential burn-out.
5	<b>Electra-Spheres</b> <b>ELSPH (60)</b> <b>Instant</b> <b>Group (2 hexes)</b>	These flying globes of energy will envelop a group of your enemies, doing 40 to 160 points of damage.
	<b>Elemental</b> <b>ELEMN (50)</b> <b>Focus</b> <b>Party</b>	This ability will create a "creature" of pure energy which is controllable by the psionic.
6	<b>Force Barrier</b> <b>FORBA (40)</b> <b>Combat</b> <b>Party</b>	Like the FORCE FIELD ability, this one covers the whole party.
	<b>Greater Light</b> <b>GRLIT(18)</b> <b>Enduring</b> <b>Party</b>	Similar to the LIGHT ability, this ability creates the finest and most enduring psionically created light possible.
7	<b>Absorption</b> <b>AESRB (50)</b> <b>Combat</b> <b>Party</b>	This ability creates a null energy field around your party, which makes energy attacks and weapons totally ineffective against you.
	<b>Psi Nova</b> <b>PNOVA (68)</b> <b>Instant</b> <b>Group (5 hexes)</b>	Causes a gathering of available heat and light about a group of your enemies. doing 44 to 176 points of damage.

8	<b>Equilibrium</b> <b>EQUIL (20)</b> <b>Brief</b> <b>Party</b>	Makes your party "invisible" to detection by another psionic. There are also traps and alarms which are psionic in nature, and which can be avoided by maintaining psionic equilibrium.
	<b>Short Circuit</b> <b>SHCIR (60)</b> <b>Instant</b> <b>All foes</b>	Like the OVENOAD ability, this one will work on all groups of your enemies.
9	<b>Guardian</b> <b>GUARD (90)</b> <b>FOCUS</b> <b>Party</b>	This ability will create a number of guardian elementals, under the psionic's control, to protect the party.
10	<b>Photon Fury</b> <b>PHFUR (120)</b> <b>Instant</b> <b>All Foes</b>	This ability covers the combat grid with a destructive hurricane of energy, delivering 50 to 200 points of damage to all enemies upon it.





# METAMORPH

Shape changing can be a very useful skill in the universe of CENTAUN ALLIANCE. Characters with this ability can essentially change their physical structure to become one of ten completely different creatures. and also acquire any special abilities that creature may have. They also can use any technical or psionic abilities they possess without hindrance. Typically, a metamorphed character cannot make use of a firearm or specialized equipment (designed for humanoids) but can throw explosives. use protective artifacts, etc. Be aware that metamorphed characters can only carry six items at a time: if they attempt to carry more when using their skill, the last two items will be ruined in the conversion process.

To metamorph, a character should select as if he was going to use a psionic ability, but instead type in one of the following 11 codes (META0 to META?). A character may only change shape beginning with his normal form (i.e. you can't change shape when you are already metamorphed; you must first use META0 to return to your original Form).

Metamorphed characters desiring to use native creaturely abilities should attack MELEE style in combat. Their animal nature will then take over as per their creature type. When a metamorphed character returns to his normal form. he will have the exact same amount of LIFE points that he had before he metamorphed.

## METAMORPH SKILLS

- 1 META0 (4) This ability returns the metamorphed character to his original form.
- META1 (8) Metamorph form number 1: Stonewalker
- 2 META1 (12) Metamorph form number 2: Andromedan
- 3 META3 (16) Metamorph form number 3: Com Warrior

- 4 META4 (24) Metamorph form number 4: Gamma Goblin
- 5 META5 (32) Metamorph form number 5: Beta Wolf
- 6 META6 (48) Metamorph form number 6: Zen Dragon
- 7 META7 (64) Metamorph form number 7: Drak
- 8 META8 (80) Metamorph form number 8: Far Spectre
- 9 META9 (96) Metamorph form number 9: Atomic Ant
- 10 META? (112) Metamorph form number 10: Devastator



## ABOUT THE AUTHOR

Designer and programmer of the Bard's Tale and Destiny Knight, Mike has a number of lesser known titles to his credit, including the Apple version of "Donkey Kong," and the Commodore 64 programs "Super Zaxxon" and "Maze Master."

Early in the development of "Centauri Alliance," Mike married Carolina Sanguinetti (now Carolina Cranford). He spends a weekend each month working with a church group which builds houses for subsistence-level families in the hills outside of Tijuana, Mexico.

Mike received his B.A. in philosophy from the University of California, Irvine. He works with the College Group at South Coast Community Church as a volunteer.



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CENTAURI ALLIANCE



# ***Centauri Alliance Field Guide***

Prepared September 15, A.D. 2247

*This Manual is for the eyes of Alliance agents only.  
Improper possession of its contents  
can result in imprisonment.*



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# ***Terms of the Alliance***

We, the undersigned, as duly elected representatives of our races, do hereby covenant our allegiance to the Alliance of Centauri. Our people, our power, and our combined provision are at the complete disposal of the Alliance, that the causes of our individual races might fall secondary to that of the galaxy as a whole. We agree that the hostile powers which exist are far too significant to face without allies upon which we can rely fully, even as they can rely fully upon us.

We acknowledge that the Alliance is both necessary and of the highest importance, and our planetary and system-wide governments acknowledge its authority in these times of martial hazard. We therefore give ultimate governmental control to the Alliance, which will be the single power behind the armies of all our peoples.

We, the undersigned, accept appointment to the High Council of the Alliance, and agree to fulfill our positions with integrity, justice, and diligence, accountable only to the people of the Alliance, and to the Prime Mover Himself.

June 5, A.D. 2214



## Historian's Report: ***Alliance Origin***

As agents, you are thoroughly trained in all aspects of galactic history, but a brief summary of recent history can be a valuable tool to bring to mind certain patterns of past behavior that might have an effect on recent events, and particularly on your current mission.

After the creation of plenadium in a controlled reactor environment, the people of earth united to construct the first interstellar transport, which brought a small crew to the system of Alpha Centauri at near light-speed, arriving late in the year A.D. 2087. To their surprise, two other races had already been to the binary system and had previously established military outposts

Facing a slightly superior technology, the race of Humanity established an alliance with the other two races (the Valkyryn and Arcturian peoples). With the Alliance of Centauri came a sharing of technology; our plenadium fusion technique was exchanged for a jump-ship technology which permitted the passage through several light-years of space instantly, though at great energy cost.

The galaxy was seen to be a virtual battlefield of segmented forces, the multitude of sentient races each at odds with one another, each desiring the ascendancy of their own people. Recognizing the need for solidarity in the face of such chaotic adversity, many races formed into coalitions with other races--those with similar foundations of logic and morality.

The six races which, in the year A.D. 2214, officially became the Centauri Alliance, shared such similar foundations and a mutual desire for galactic peace. Galactic adversity and chaos continue, however.



## ***From the High Council***

Greetings, soldier. As an officer of the Alliance, you are hereby discharged from standard martial duty and relegated to system patrol.

This seeming demotion is, in fact, a promotion of the highest significance. Standard martial duty includes strict obedience to the Intergalactic Convention, which forbids us from even defending ourselves to the fullest extent of our powers. You, and others of your same rank, can (as free agents) draw upon the resources of the Alliance and yet operate against our own sanction...though you will, in fact, be serving the Alliance to the greatest possible degree.

Your mission will be delivered to you through selected Alliance Headquarters as well as non-standard mediums of communication. Our best wishes, and highest regard, go with you.

The High Council of  
The Centauri Alliance  
July 17. A.D. 2247



## Opposition Report: **DAYNAB**

In the Omicron VII system, within the asteroid belt called the Hammer of Aries, our enemies have gained a strategic foothold in the outer fringes of Alliance space. Aided by unspecified individuals that have turned traitor to the Alliance, our enemies have the ability to penetrate our space to a critical degree.

One leader of the opposition, a Donsai mercenary captain, had Beta-level security clearance and is extremely familiar with Alliance space and military procedures. You must locate this renegade and neutralize him at any cost. He must not be allowed to remain both alive and in collaboration with our enemies.

The Alliance Headquarters in the Omicron VII system will fill you in on further details, and you will be given new directions as the situation develops. Included in your Field Guide are specifications for the counter alliance currently assaulting us.

Any information discovered concerning these traitors during the course of your mission should be forwarded to the High Council, marked for my eyes only. Please maintain absolute confidentiality in this critical time.

Councilor Renfrew  
elected to  
The High Council  
of  
The Centauri Alliance  
August 22, A.D. 2247



## Mission Status: **URGENT**

The recent opposition encountered at the fringe of Alliance space has been identified as the DAYNAB Confederation. DAYNAB has had little contact with the Centauri Alliance, preferring to maintain a neutral and uncontested boundary on the outer portion of the galactic spiral. DAYNAB space lies in a sector with less than 3% of the observable mass density of Alliance space. As a result, no major systems have been pinpointed, and their dominant race is rumored to be humanoid, but this remains unconfirmed.

Information linking DAYNAB involvement to recent hinge conflict is merely tentative, and as yet prohibits direct action on the part of the official Alliance governing body. But your own covert investigation and active involvement is necessitated and unofficially encouraged, given the potential threat to the Centauri Alliance.



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# ***The Fractyr Fist***

The origin of the Fist is largely a mystery. It first appeared in the late 21st Century and was used to decisively affect the outcome of the Bernard Conflict. The wielder, a Donsai by the name of Keptak, claimed to have found it during a random inspection of space debris. Analysis confirmed that it is of Fractyr workmanship--a race that emerged in a distant system (Kindratus: 210,000 lightyears from Sol), and has long since vanished from the Cosmos.

The power of the Fist was never truly measured. As a combat device, it was incredible, vanquishing thousands with sonic blasts and crushing blows. Built into the palm and wrist guard was a high-level computer matrix and energy network. Its other abilities remain unknown.

After the Bernard Conflict, the Fist was reportedly damaged, and seemed to have disappeared. Well over a century has passed without mention of its whereabouts...until now.

Enemy transmissions have indicated that the Fist was dismantled into six individual components (perhaps in an effort to decipher its workings), and that they have appeared separately on the black market. The enemy's interest in the Fist is obvious: a functional artifact of its caliber would do much to aid their cause.

Your interest in this artifact is also clear: Enemy agents may be located near the components of the Fist, wherever they may lie. And under no circumstances must they possess them.

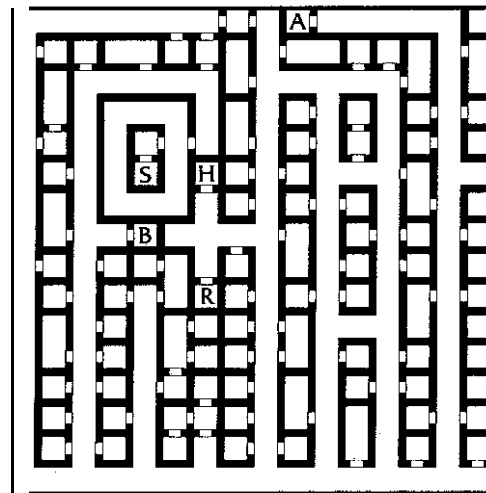


Official Document

# ***Lunabase***

Lunabase is the center of Alliance operations. Below is a map, to assist you with orientation while in the city:

- A...Academy
- B...Biotech
- H...Headquarters
- R...Armory
- S...Starport



Lunabase is a shielded city. The shield effect creates a dome of pure energy over the base, which contains the atmosphere and creates an artificial skyline. Luna is better suited for a starport than Earth, having only one third of its larger neighbor's gravity.

Lunabase is the major starport of the Alliance. Like any port, there is a large element that feeds off the honesty and good work of others. These criminal types are most often found in the vicinity of the Starport, but are likely to appear at any time and attack any person of seeming wealth. This warning is given that you might be completely prepared as you walk the streets of Lunabase.



Official Document

# ***Basic World Descriptions***

**Omicron VII** A distant Alliance outpost, Omicron VII lies at the edge of the asteroid field known as the Hammer of Aries. The primary base on Omicron, which contains the Alliance starport, is seething with aliens and strange enemy insurgents. This area of space is scantily patrolled and is a known center for contraband trade, including blackmarket arms.

**Andrini Cluster** This group of planetoids is an important mining operation for the Alliance. Also categorized as fringe worlds, the Cluster is the home of many unsavory alien types. The base here is on the largest planetoid in the Cluster. The majority of mining works are civilian operated: exact statistics are not available, as the Andrini Cluster is riddled with caverns.

**Chronum** This barren world has little material value aside from being the largest source of plenadium in the sector (plenadium being the volatile fuel element in the stardrive mechanism). It is used as a relay post for star travel due to its critical location.

**Kevner's World** This world is home to a humanoid civilization caught in an era resembling earth's medieval period. Not yet technologically mature enough to join the Alliance, its people barely tolerate the Alliance base in their capital city. Studies have reported mutant psionic abilities in many indigenous species, which have been locally mistaken for magic and spellcasting. Psionic and non-psionic personnel alike are cautioned against wandering far from the Alliance base.

**Tau Eridani** This distant world is a known mercenary base and the seat of much intergalactic smuggling. Our officers are advised to stay within the bounds of the Alliance embassy, near the space port. Tau Eridani has reportedly developed a training academy for mercenaries, but to date no Alliance agents have located this installation.

**Veladron II** This system is used as a local rendezvous point and logistics center for the Alliance. The Alliance shipyards are maintained here. Local crime has increased to the point where casual exploring can be very hazardous.

**Port Minkar** As a center for merchant operations and interstellar commerce, Port Minkar has few equals. Due to the rapid exchange of currency and precious items, it carries its own unique risks and adventure.

**Kasdran** Largely deserted, Kasdran dates back to the days of the Ancients' Empire. It is used as a starport connection by the Alliance, but wandering far from the starport has been designated as hazardous. Strange power surges have been measured emanating from some of the local ruins, but their precise origin is as yet unknown.

**Epsilon Indi** Also an ancient world, Epsilon Indi is currently used as a research outpost and is heavily garrisoned. Yet its fringe proximity makes it a hot spot for military activity. As a center for scientific and technical development, Epsilon Indi acts as a magnet to those who traffic in state secrets and proprietary hardware.



**Gamma Base**      Used primarily as a starbase, this distant outpost contains a large warehousing industry for this sector of the galaxy, and is constantly under seige by smugglers, pirates, and counter-alliance forces. Those journeying through this system frequently meet with delays.

**Keppa Var**      This world is thought to be the most ancient of all worlds in this quadrant of space. The barbarian residents of this planet are locked in violent civil war, and have little interest in, or sympathy for, Alliance operations. Due to the unstable circumstances reported there, travel is, at present, rarely permitted.

CENTAURI ALLIANCE



Official Document

## ***Alliance Weaponry***

**Dagger**      **Type:**      Melee (close-quarters) or thrown  
**Damage:**      1-4  
**Range:**      2 hexes

The Alliance-issue dagger is an 8 inch dura-alloy blade that is finely balanced enough to throw in combat.

**Broadsword**      **Type:**      Melee (close quarters)  
**Damage:**      3-12

Also of dura-alloy construction, the broadsword is a medium-weight weapon that can be controlled well with one hand.

**Battle-axe**      **Type:**      Melee (close quarters) or thrown  
**Damage:**      2-a  
**Range:**      1 hex

The battle-axe has a large, double-sided blade of dura-alloy that is counter-weighted in its long hilt.

**Shuriken**      **Type:**      Thrown  
**Damage:**      2-8  
**Range:**      5 hexes

A razor sharp, six-pointed star, the shuriken is an accurate and deadly weapon in the hands of someone trained to use it.

**Beretta**   **Type:**      9 mm automatic projectile pistol  
                  **Action:**      Single shot, holds 8 rounds: 9x23 mm  
                                       fixed cartridge ball  
                  **Damage:**      2-8  
                  **Range:**        4 hexes

The Beretta is a modified version of the handgun that became popular in the late 1970s. Its increased accuracy and reliability make it a popular handgun.

**Colt .45**   **Type:**        .45 caliber revolver (projectile pistol)  
                  **Action:**        Single shot, holds 6 rounds: .45  
                                       fixed cartridge ball  
                  **Damage:**        3-12  
                  **Range:**        3 hexes

The Colt .45 remains in virtually the same state it has for centuries. It is an extremely powerful and dependable pistol.

**Plasma Pistol**   **Type:**        Energy pistol, firing heated phase-plasma slugs  
                  **Action:**        Single shot, unlimited slugs, and uses an  
                                       8 Power Pack  
                  **Damage:**        2-8  
                  **Range:**        4 hexes

The Plasma Pistol fires a phase-plasma slug that is laser-heated and then ejected at high velocity from the weapon's muzzle. The molten slugs travel along an ion sighting beam until they reach their target. The power pack is good for 4 shots.

**Veer-Light Pistol**   **Type:**        Spec 42.14 laser energy pistol  
                  **Action:**        Single shot Phase Pulse. uses an 8  
                                       Power Pack (4 charges)  
                  **Damage:**        2-8  
                  **Range:**        4 hexes

A very accurate, lightweight laser pistol, the Veer-Light has a lower power consumption and high discharge rate that has made it the favored laser pistol in Alliance circles.

**UZI 9 mm**   **Type:**        9 mm conventional assault rifle (projectile)  
                  **Action:**        Up to 8 bursts (entire hex), using 9x44 mm  
                                       fixed cartridge  
                  **Damage:**        4-16  
                  **Range:**        2 hexes

This Israeli assault rifle is still used in many non-energy mission situations, due to its light weight and compact size.

**M-18 "Stormer"**   **Type:**        .45 caliber conventional assault rifle (projectile)  
                  **Action:**        Up to 6 bursts (entire hex), using .45 fixed  
                                       cartridge shells  
                  **Damage:**        5-20  
                  **Range:**        2 hexes

The Stormer fires heavy bursts of .45 caliber shells, and is typically used in open terrain and under lighter gravity conditions. The shells pack more punch than the 9 mm. but tend to travel at slower velocities and are less accurate.

Dezran Riotgun

Type: 18 mm pump shotgun

Action: Single shot. wide dispersal (entire hex) of 18x60 mm fixed cartridge buckshot (holds 4 cartridges)

Damage: 6-24

Range: 1 hex

The Dezran Riotgun was created to effect damage in close-range multi-opponent combat. It is extremely effective in close quarters assault, and will deliver a cartridge (containing dispersal of 10 6 mm slugs) to cover an entire hex.

Veer-Light Carbine

Type: Spec 28.44 laser energy rifle

Action: Phase energy burst (entire hex), using an f9 Power Pack

Damage: 3-12

Range: 3 hexes

Like the Veer-Light pistol, this rifle is extremely lightweight, power efficient, and accurate. It fires up to 6 controlled-dispersal bursts on one power pack.

Photon Blaster

Type: Spec 29.11 laser energy assault rifle

Action: Phase energy burst (entire hex), using an f9 Power Pack

Damage: 4-16

Range: 1 hex

Of slightly heavier construction than the Veer-Light Carbine, the Blaster gives up some of the Veer-Light's range and accuracy in favor of a more concentrated phase burst. The Blaster is also heavier and more cumbersome.

Duro-fabric Suit

Type: 2.1, 2.2. 2.5 and non-standard types; Duro-fabric jumpsuit

Focus: Harsh weather protection and light combat

These wits are composed of a cotton-lined duo-fabric mesh, designed in a jumpsuit fashion that endeavors to protect the entire body. Will deflect some damage resulting from projectile and energy weapon assault.

Vacuum and Environment Suits

Type: Vacuum and environment standard issue, sealed duro-fabric

Focus: Light to medium combat, airless and temperature extreme climate

These suits provide protection on the level of Duro-fabric suits, but are temperature shielded and have air-sealing gaskets and internal dir supplies. The helmet is composed of a duro-composite fabric that undergoes molecular alignment and becomes a rigid helmet when fully connected.

Combat Armor

Type: Alliance-construction combat frame

Focus: Combat

This wit is solidly armored with flexible duro-mesh joints. It contains a power supply that provides energy to numerous internal motors that accentuate the wearer's strength to a heightened degree. It is resistant to temperature and air loss, and has an internal air supply to handle vacuum assaults.



## ***Medical Report: Human***

Shieldbelt Type: RL1, RL2, RL3, RL4, and non-standard models  
Focus: Combat, general protection

Shieldbelts are flexible segmented belts that can be worn around the waist. Each contains a sealed power supply that has a number of charges built into it. When activated, the shieldbelt provides a low-energy force field which will surround the wearer until it is overloaded (by damage). Given the nature of the power supplies, only a trained technician can recharge a drained shieldbelt.

Grenades Type: Thrown: Standard, Napalm, Disrupter  
Damage: 6-24 for standard, 4-16 for napalm and disrupter  
Range: 1 hex for standard. 2 hexes for napalm, 6 hexes for disrupter

Grenades are used for large group assault. Of the three standard Alliance types, the disrupter bomb is the most versatile (since it can do damage to any opponent on the grid).

Avg. height Male 1.8 meters  
Female 1.5 meters

Avg. weight Male 75 Kilograms  
Female 60 Kilograms

Body temperature Male 36.9° c  
Female 36.9° c

Life expectancy Male 98 standard years  
Female 102 standard years



Humans are mammals. considered to be of average strength and size as compared to the galactic norm. They have no psionic ability of any sort. but are possessed of tremendous combat expertise, as well as substantial technical ability This race is known to function at peak ability during combat and other periods of stress.



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## Medical Report: *Valkyryn*



Avg. height	Male 2.2 meters Female 2.0 meters
Avg. weight	Male 50 Kilograms Female 38 Kilograms
Body temperature	Male 19.4' c Female 19.4' c
Life expectancy	Male 118 standard years Female 116 standard years

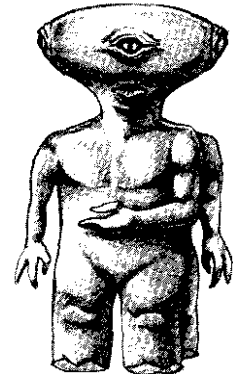
The Valkyryn stand erect and bipedal, but are derived from avian stock. They are weaker and lighter than the galactic norm, but are slightly taller. They are covered with a fine though dense plumage, and are brightly and distinctively colored. They have great psionic abilities and are superb technicians.



Official Document

## Medical Report: *Praktor*

Avg. height	Male 1.1 meters Female 1.0 meters
Avg. weight	Male 94 Kilograms Female 93 Kilograms
Body temperature	Male 5.3" c Female 5.3" c
Life expectancy	Male 120 standard years Female 120 standard years



Praktorians have no internal bone structure, aside from a single hard casing which surrounds their most important neurological apparatus. They are composed of millions of independent silicone supercells, which combine and adhere to one another on mental command. This gives them the ability to metamorph (shape change) into a variety of animal forms. Their natural shape, once all supercells are relaxed, falls into that pictured above.



## Medical Report: ***Donsai***

Avg. height    Male 2.2 meters  
                    Female 1.8 meters

Avg. Weight    Male 86 Kilograms  
                      Female 70 Kilograms

Body temperature    Male 31.6" c  
                              Female 31.6" c

Life expectancy    Male 94 standard years  
                            Female 99 standard years



The similarities between Human and Donsai races are incredible, anthropologically speaking. The Donsai are a warrior people, and are mammalian, though they are taller and somewhat stronger than the average human, and have a bluish cast to their skin. They lack the dexterity of their human counterparts, however.



## Medical Report: ***Manstrak***

Avg. height    Male 2.0 meters  
                    Female 1.8 meters

Avg. weight    Male 210 Kilograms  
                      Female 115 Kilograms

**Body temperature**    Male Ambient  
                                  Female Ambient

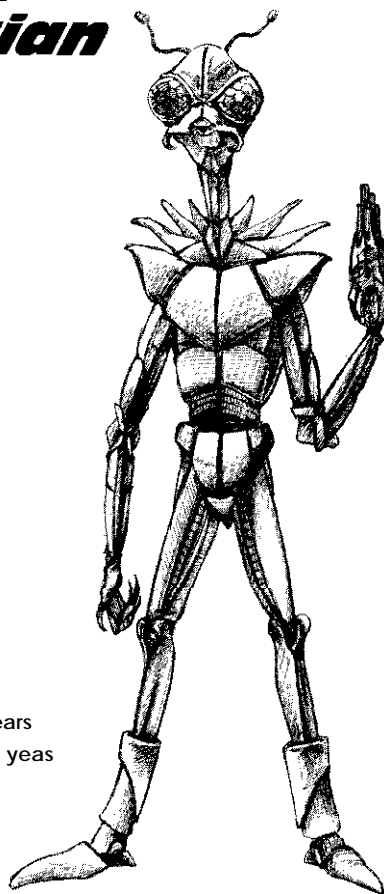
Life expectancy    Male 72 standard years  
                            Female 81 standard years



Manstraks are of reptilian origin, although they are distinctly humanoid in appearance. Their strength is legendary across the galaxy; in size and weight they dwarf the other members of the Alliance, and therefore make formidable warriors. They are covered with a system of interlocking plates, which vary in size to permit greater flexibility in certain regions. The Manstraks' keen eyesight aids in fine technical work.



# ***Medical Report: Arcturian***



**Avg. height** Male 2.4 meters  
Female 1.8 Meters

**Avg. weight** Male 70 Kilograms  
Female 45 Kilograms

**Body temperature** Male 38.9' c  
Female 38.9' c

**Life expectancy** Male 129 standard years  
Female 134 standard yeas

Constructed of an amazingly durable chitinous exoskeleton, the Arcturians are deemed excellent fighters, even considering their light weight. Their insectoid forms appear very humanoid, and their hands have segmented fingers and thumbs.