

Survival

(Only roll if mission was combat)

Determine Threat (2d6)

- 2 Non-Humanoid Predatory Invaders (Bug Horde)*
- 3 Popular Uprising Against the Established Government (Civil War)
- 4 Private Army or Mercenary Unit
- 5 Regional Warlord or Rebel Group
- 6 Pirates or Bandit Gang
- 7 Aslan Military Unit
- 8 Coup d' état led by Planetary Military Junta**
- 9 Sword World Military Unit
- 10 Vargr Military Unit
- 11 Darrian Confederation Military Unit
- 12 Zhodani Military Unit

* This could be a variety of alien life forms that the Marines call “bugs” which can include intelligent and semi-intelligent spiders, scorpions, ants, crabs, lizards, reptiles, replicators, graboids, “aliens”, “predators”, cylons, borg, etc.

** Military units consist of a planetary government that resides within Imperial space who does not want to interact with the Imperium nor desires an Imperial presence on their soil. Such a government may possess critical resources that the Imperium (or one of its MegaCorporations) wants or needs. In any case the Emperor orders the overthrow of the government and commits Imperial forces to subdue and occupy the planet and install a government more friendly to Imperial interests.

Mission Outcome (2d6)

(As viewed from the Imperial perspective)

(Outcomes may be either Defeat, Draw or Victory)

(For game purposes both sides are of near equal strength)

- 2-3 Mission ends in decisive military defeat for the Imperium with the PCs unit or ship being either captured or destroyed (Roll on Capture / Escape table below)
- 4-5 Mission ends in marginal military defeat for the Imperium. PCs units or ships retreat
- 6-8 Mission ends in a draw or stalemate with both sides eventually backing off.
- 9-10 Mission ends in marginal military victory for the Imperium. Enemy units or ships retreat
- 11-12 Mission ends in decisive military victory for the Imperium with one of more enemy units or ships being captured or destroyed

PCs Survival (2d6)

- 2 PC sustains life-threatening wounds (roll on Major Wound table below)
(Automatically receives the Imperial Purple Heart Medal)***
- 3-6 PC sustains a non-life-threatening wounds (roll on Minor Wounds table below)
Automatically receives the Imperial Purple Heart Medal)
- 7-12 PC is uninjured

*** For game purposes if the PC rolls life-threatening wounds skip rolling on the Capture / Escape table below. PC will be rescued and Medivaced to the nearest Imperial military or naval hospital for treatment. At the beginning of the next year they will be returned to active duty status.

Capture / Escape (2d6)

PC automatically receives the Imperial POW Medal with a oak leaf cluster for each year as a POW. Once captured, roll each year for rescue, release, escape or continued containment as a POW.

- 2-5 PC is an enemy Prisoner of War (POW) for the current year.
- 5-8 PC is an enemy Prisoner of War (POW) for the current year. He or she is later rescued by Imperial forces and due to the ordeal the PC is given any necessary medical treatment and recuperative leave and returns to active duty at the beginning of the next year.
- 9-10 PC is an enemy Prisoner of War (POW) for the current year. He or she later escapes and evades captures eventually making it back to friendly lines. The PC is given any necessary medical treatment and recuperative leave and returns to active duty at the beginning of the next year.
- 11-12 PC is an enemy Prisoner of War (POW) for the current year. The conflict ends later in the year and all POWs are exchanged/released. The PC is given any necessary medical treatment and recuperative leave and returns to active duty at the beginning of the next year.

Level of Treatment as POW (2d6)

- 2 PC is sent to an infamous POW camp and brutally interrogated and tortured daily. At some point he or she becomes ill due to poor nutrition, insect infestation, exposure to communicable diseases and/or lack of proper sanitation.
- 3-5 PC is sent to a POW camp and at some point becomes ill due to poor nutrition, insect infestation, exposure to communicable diseases and/or lack of proper sanitation.
- 6-9 PC sent to above average POW camp and used as slave labor in local mines and factories.
- 10-12 PC sent to a special detention center and treated humanely; given proper food and medical treatment. Enemy attempts to win the public relations battle by displaying POWs that have been treated humanely.

Effects of Capture on PCs Characteristics (2d6)

(Only applies if PC rolls 5< on Level of Treatment table above)

Torture, poor nutrition and poor environmental conditions can negatively affect the PCs overall health. For each year held captive roll once against each characteristic listed below. Rolling 3< requires that the PC loses one point from that characteristic. The characteristics affected are: Strength, Dexterity, Agility, Endurance, Appearance and Body Mass. These characteristics may be rebuilt over time. (See GM).

Skills Acquired As POW (2d6)

Each year the PC rolls to determine learning a skill from the table below:

2	Martial Arts	8	Enemy's Language
3	Combat Knife	9	Enemy's Language
4	Welding-Machine Shop	10	Interrogation
5	Wilderness Survival-SERE	11	Medical
6	Farming-Ranching	12	Leadership
7	Mining-Drilling		

Imperial Prisoner of War (POW) Medal

If the PC spends one day as a POW they are automatically awarded the Imperial POW Medal. Each separate incident warrants the award. For each year as a POW (or portion thereof) the PC receives an oak leaf cluster to the medal. For each month as a POW the PC accrues their monthly pay and allowances into an escrow account plus a POW bonus of 10,000 ICr per each year of captivity.